

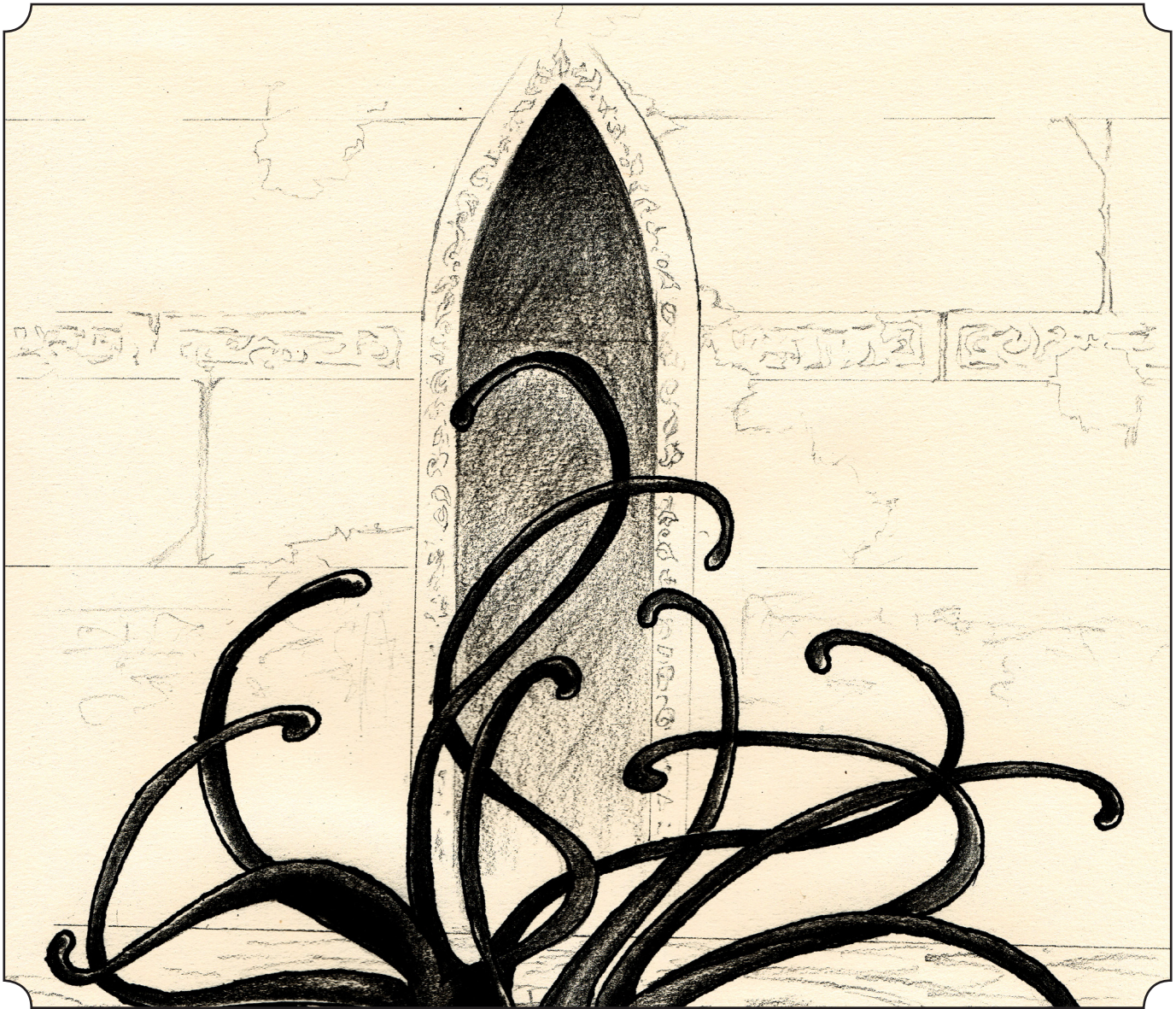
The Mortuary Temple of Esma

Anthony Huso

HU₃
THE MORTUARY TEMPLE OF ESMA

Anthony Huso

AN ADVENTURE FOR 6 OR MORE CHARACTERS OF 5TH THRU 7TH LEVEL



Special Thanks to Tony Lee; Chris Chapman; Jason Fehling; Alan Blomquist for Phantromas' Caustic Creations; China Miéville for the notion of the Lamprey God; Gary for making the game of games & my mom for letting me play it.

<https://www.anthonnyhuso.net>

April 24 2018

Module text is Copyright © 2018 Anthony Huso, All Rights Reserved. Advanced Dungeons & Dragons, AD&D and D&D are trademarks of Wizards of the Coast, and are used without permission. This product is not affiliated with Wizards of the Coast.

First Printing: 2018

ISBN 978-1-387-78257-4

FOREWORD

The Mortuary Temple of Esma was of course inspired by WG4 because that was the first module I had ever read where a god had been imprisoned! The idea captivated me and I set about riffing on it. I had concocted the notion of the Ten Rings of Immortality and the tomb of a demigod seemed the perfect place to put one of them.

So this is a very old module, dating back to the same period when I began building the Night Wolf Inn. It represents another reach back through time to the stack of dilapidated spirals for a dungeon that can serve my current group of graybeard players in 2018.

As with the Night Wolf Inn, I have of course polished this up considerably and in some cases entirely rewritten or redesigned encounters, rooms and so forth. Nevertheless, it is fundamentally the same module I authored all those years ago and the maps are directly lifted from the old graph paper—cleaned up in PaintShop Pro as best I know how.

The lethality of this adventure is high. I recall at least one character death (from decades-past) in the Black Tentacle room. The party made off with a sword and looted a portion of Level One, but never solved the pyramid puzzle (or reached Level Two). Instead they fled and never returned. I have worked their tale into the back story of this edition.

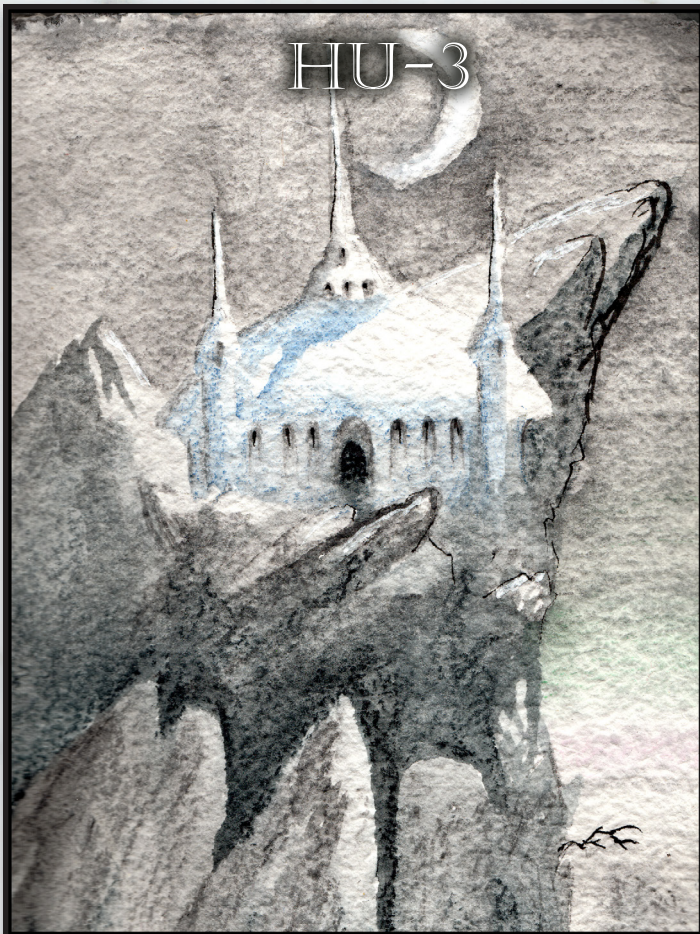
In an effort to put out a solid module without commissioning an artist, I got out my pencils and crayons and did what I could to enliven the pages for you. This is because The Night Wolf Inn and A Fabled City of Brass are getting close to breaking even, but aren't quite there yet. So, I offer my humble scribbles and what I hope is a pleasing layout in place of big budget bling.

Let me know if your group has fun (stonehold@gmail). I love to hear stories of adventure!

Anthony Huso

24 April 2018

A handwritten signature in black ink, consisting of several overlapping loops and a long horizontal stroke extending to the right.



INTRODUCTION

The Mortuary Temple of Esma is an epic destination. Its loot budget is sufficient to push six characters from level 6 to level 7 and begin their journey toward 8. These mountains of lucre will not come easily, and the module is designed for six to eight well-gear'd characters of 5th thru 7th level. Smaller parties will not fare well as even a PC of 8th or 9th level will enjoy a challenge here.

Magical items are required (and some are likely to be lost). A solid mix of all major classes is highly recommended.

Tactics will be paramount; loud careless parties are sure to be surrounded, surprised and dispatched with ease. The denizens either cooperate or use each other symbiotically. They will attack from positions of strength and use familiarity to fall back, flank, and out-manuever the party.

If your players are used to throwing open doors and stabbing things until they die, consider further tactical training prior to unleashing this adventure on them.

BACKGROUND FOR THE DUNGEON MASTER

Esma is a singular domed structure of velvety white stone perched in crags overlooking the Valley of Eloth. Built by the Nythian Empire (moon elves) its purpose was to stand as a burial site for the last Ublisi who walked the Atlath continent countless centuries ago. Beldroth Balxina, leader of the Nythian

Empire, was known to be deeply in love with this fallen demigod and the elves built Esma under his direction.

Balxina's love poems were immortalized in the temple's Upper Works and Tombs and speculation has long held they may contain clues to passing the wards and locks. Further, sages are likely to pay well for copies of these ancient poems.

When construction was complete, Balxina remained behind with one general and 220 appointed war heroes. This morbid and fraught piece of history indicates that all were interred in the Upper Works as guardians.

The Nythian Lords slept peacefully until several decades ago when one of the sarcophagi was sundered and despoiled. Now, only Balxina and his 220 remain.

Of treasures, much has been said. The Ublisi, who in her fallen state was known as the Tamaraiith, left her fabled Red Book of War ensconced at Esma—though it vanished from its lectern ages ago. Balxina and his general each wore a Seer Sword (called Crypt Eye). The first was looted, but an identical twin remains. Even more titillating, one of the Ten Rings of Immortality (the Sixth) is said to be at Esma. In another yarn, perhaps too amazing to trust, the demigod's personal weapon: "Slave Maker" in some languages, "Sky Splitter" in others, and more commonly referred to as "The Tamaraiith's Lash of the Falling Star", is presumed to still be there.

But the temple is far removed from civilized lands, sequestered by brambles and treacherous cliffs. Treasure hunters universally do not return.

History tells that after it was built, the elven nation conducted sacred rituals, sealed the doors, and departed.

There are indications extra-planar beings were first drawn to the site to pillage the secret lore of the afterlife, which the elves had stored there. These strange entities even interred their own dead at Esma to tap the vital magics of immortality that held sway there. And then, perhaps, an epoch passed before other forces crept in, plundering and perverting whatever remained.

Torch-bearing human cults found the ruins and bent the elven knowledge of the afterlife to unholy ends in hopes of pleasing their master, the Prince of the Undead. Some say these cults became unintentionally trapped there, stuck like flies in sap, due to the elves residual protective magic. Some even say the cultists are there still, cursed and transformed by their devotion to darkness.

What precious treasures and perils lurk in the deepest parts of Esma, no one can say. There are no known maps of the place and no living travelers who claim to have been there.



VICINITY

MORTUARY TEMPLE OF ESMA: APPROACH AND VICINITY

The ascent to the temple is filled with wind, vistas of the densely wooded valley below and a sense of foreboding. There are animal tracks. Rangers will detect wolverines, skunk, fox and deer among others.

Soon, the temple's dome and spires will come into view, cut from a strange white stone with a velvety texture that reflects sunlight for miles.

A) FLOWERING BERM

When the party reaches the structure, they find it to be large, circular in shape and rooted among the crags. It is easily approachable from only one direction, across a rocky berm with a deep well at its center and hardy flowering vines along its fringe. There appears to be only one entrance. What windows exist are tiny and difficult to reach.

WELL:

The well in the middle of the berm is still holy and hedged by flowering nettles and sweet columbine. Any true and devout follower of Adummim (Elemental Earth Deity) who drinks from the well gains 10 phantom hp (which are taken first whenever damage is sustained) and last for 48 hours. This effect can be renewed every 48 hours. The water retains its power when bottled.

MARK OF SURE PASSAGE:

Between the well and the doors, the God of Travel's Mark has been cut into the flat rock of the berm. Those using Pritchard Cordy's Sinister Boots of Planeswalking (command "Aux Sylume": Night Wolf Inn p. 65) will arrive here, on the Mark.

TROLLS:

If the party camps outside the temple, scouts the difficult terrain around the structure, or otherwise dawdles in these environs during the early morning, late evening, or night-time hours, they will certainly be set upon by trolls (with a 25% chance of being found and attacked by the Giant Two-Headed Troll from area 1-9). Troll sign in the form of dung will be easily spotted by rangers and the like.

Though restful nights of camping near the temple will be impossible due to recurring troll encounters, if the party insists on searching, allow a 10% chance per day of discovering the Troll Cave (which is extremely well hidden).

B) TROLL CAVE

The Troll Cave supports ten adult trolls who will otherwise be encountered in groups of 1d4.



Trolls x10: AC 4 | MV 12 | HD 6+6 | HP 33 ea. | THACo 13 | ATT 3 | DMG 1d4+4, 1d4+4, 2d6 | Regenerate 3 hp per round after dmg | XP 789 apiece | MM p. 97

Troll Young x4: AC 5 | MV 12 | HD 3 | HP 14 ea. | THACo 16 | ATT 3 | DMG 1d4, 1d4, 1d6 | Regenerate as above | XP 260 apiece

The troll cave is twisted with roots and tortured by geologic formations. It is littered with feather tokens, skulls painted with blood sigils and many gnawed bones. There is no treasure in the cave, but a natural staircase (found only on a successful secret-door check) leads down to Dungeon Level One, area 1-30. The trolls no longer use this route as they dislike the acid-spewing horror that lurks below.

C) HIDDEN VALE

If the party circumnavigates the temple fully (a painful process that requires two full days) they will certainly (100%) discover the hidden vale with a large cave at its east end connecting directly to Dungeon Level One (see area 1-33).

NOTE: ONCE THE PARTY ENTERS THE TEMPLE, THERE ARE NO WANDERING MONSTER CHECKS OF ANY KIND. MONSTERS FROM NEARBY KEYED AREAS MAY, HOWEVER, COME TO INVESTIGATE.

KEY TO THE UPPER WORKS

0-1. TEMPLE VALVES

Shod in plated steel, gallant valves of white stone hang picturesque, but unsecured. The wind whimpers and, across the walls, curtains of unchecked clematis flutter and sway. No longer square, the doors still pivot on huge pins, making ravenous sounds where stone brushes stone.

0-2. GRAND VESTIBULE

Walnut fruit rots on a remarkable marble floor of checkered lilac and seafoam green. Twigs and leaves shuffle in gloom. High, thin windows at your back cast feeble rays on awesome statuary. Beyond the entry portal, are three additional exits: fabled archways east and west lead to cavernous atriums of spectral grandeur. A third lofty archway, bearing signs of bygone violence, leads north, its once-kingly door battered to fragments.

CEILING:

Vaults 70' overhead.

DAIS:

Cut in high relief is a diorama of velvety white stone depicting the Mortuary Temple of Esma and an elven procession leading into it. The elves bear vessels and a floating, sleeping female figure.

OBELISKS:

Two thirty-foot white obelisks flank the dais and bear webs of moon elven writing depicting what seems to be a strange flirtation among the members of the funeral procession during the interment rites at the temple:

*Know nothing
Suppose all.
The blue sun aqualumens
Through dark woodlands—
Flooding porcelain vases with
Lemon-pastel
Sky-colored light
In the twigs
We snapped
Latticed glances at each other.
I pass close enough to touch
Faint smiles not meant for me.*

This rare example of ancient elven poetry is worth 50 gp to a sage.

SKELETON & STATUES:

A 17' snake molders below the gaze of two 40' friezes that shout from walls. They depict white elven seraphim conquering malignant frog things.

ENTRYWAY:

Alcoves flanking the entry hold votives and basins. These perpetually fill with holy water dripping from a mysterious (and divine) source in the masonry. Each basin both holds and replenishes (in 24 hours) 12 vials.

If the party makes any noise, mention how it echoes. Smaragdine (area 10) is 80% likely to hear and move stealthily (with her minions) into the upper galleries (8 & 9) to assess the party. Note that only if the party enters areas 3, 4 or 7 can the dragon spy on interlopers.

0-3. EAST ATRIUM

High thin windows filter light into this soaring atrium where swallows dart and chatter, swooping from mud nests that cluster a staggering 100' near the ceiling. There seems to be a gallery of sorts that looks down into this room (70' above).

WEST WALL:

A buckled wall has strewn rubble across the lilac and mint-colored tiles. A gaping rent gives access to area 6.

SARCOPHAGUS:

Amid the pillars, a steep-lidded sarcophagus perches on a towering dais. It is composed of white stone and carved in high relief, depicting thick forests and weird beasts.

The tomb is 12' tall and unsealed. Below a moon-elven inscription, a ring-shaped indentation shows where an inlay has been pried out (the golden circlet). A moon elven inscription reveals Balxina's oath to guard the dying demigod:

*I have risen, a razor in the morning—
Sliced the very air with emptiness.
An autumn leaf gone to bones,
The queasy light barely reminds me
What is real anymore.
I lurk in the creek of oaks,
In the shush of cattails,
In the cold.
Give me shelter,
Please give me—
When all your green melts like chocolate
Will you finally trust me?
Walk blindfolded through the corn
And know that I have waited?
The revenant who listens
To skin brushing skin
A thousand miles away.
You fear.
But I watch against the sky!
Build you a tower of jade!
Still you see monsters I cannot slay!*
—Beldroth Balxina

This rare example of ancient elven poetry is worth 50 gp to a sage.

UPPER WORKS



Opening the sarcophagus rouses Beldroth Balkina:

Skeleton Warrior (True Neutral): AC 2 | MV 6 | HD 9+12 | HP 57 | THACo 6 | ATT 1 (2 Hasted) | DMG 1d10+3 | MR 90% | 4HD or less automatically flee in panic | Psionics: 126 ATT (A,B) / 126 DEF (F, G) | Disciplines: ESP, Haste*, Telepathy | XP 4,612 | FF p. 79

- Wears **Balkina's Silver Cladding**
- Wields **Crypt Eye**
- Haste* is a special discipline: Range 0; Duration 1 turn; AOE self; Strength Point Cost 20; Saving Throw None; Otherwise behaves as the spell.
- His golden circlet is found at 1-16.

Beldroth demands via telepathy, that the party search for and return his golden circlet. In exchange, he promises to give them his magical sword. Should the party refuse or attack, he calls forth the skeletal host in area 7 to assist him in destroying the party.

TAPESTRY:

A bright tapestry hangs on the west wall, ancient and tattered but obviously magical. It depicts a Raven-haired woman with pure black eyes. A portion of her face is decorated with ceremonial paint and there is a red jewel in her forehead. She faces a glowing green pyramid nearly her size. Both are surrounded by thick old forest.

A warm static sensation is felt when the tapestry is approached. Anything coming within an inch experiences small golden bolts that arc from the fabric. These are harmless. If the pyramid on the tapestry is touched, the PC's skin turns bright green. This, accompanied by a bitter taste in the mouth, grants Barkskin (+1 AC and +1 to all saves except those involving magic). This lasts for 1 hour and is renewed each time the tapestry pyramid is touched.

Value: 3,000gp

0-4. WEST ATRIUM

A sundered sarcophagus lies in pieces atop a 12' dais, the whole in shadow among tall columns. A charnel taint wafts on the breeze.

Identical to area 3 with exception of a missing tapestry (obviously pulled from the wall long ago)

SMELL:

This comes from a mostly flensed pile of elk, bear and deer carcasses piled in a jumbled heap at location "X". A black horde of glistening beetles (bearing metallic-blue spots on their shells) infest the pile. Though rapidly stripping remaining tissue from bones, the beetles are harmless to living things. The carcasses (Smaragdine's repasts) are regularly hauled out by her minions.

Balxina's Silver Cladding

1,500 xp / 10,000 gp

This weightless, silver-plated scale mail allows 12" MV, is +4, halves dmg from slashing and piercing weapons (monster claws and teeth do not qualify) and turns such weapons back on their wielders if the to-hit roll is 1 or less. A blow so turned automatically hits the wielder but deals only the weapon's base dmg (never adding STR or Magical adjustments)

Crypt Eye (the Seer Sword)

10,500 xp / 50,000 gp

This +3 Two-handed sword of black tunsia features a closed eye at the crosspiece. Whenever the owner stops and concentrates, the sword will detect any creature within a 60' radius whose disposition would automatically be hostile to the sword owner.

If the sword senses such a creature, the eye will open (lucid and golden) casting a ray (akin to a bullseye lantern) in the direction of the threat.

The sword functions as a Potion of Treasure Finding (DMG p. 127) once per day; Find Traps (PHB p. 45) once per day; Detect Magic (PHB p. 44) once per day.

Crypt Eye almost never speaks, and when it does the voice is low and reptilian. It communicates via telepathy, is Chaotic in alignment and has a Personality of 28 (DMG p. 168)

SARCOPHAGUS:

The sarcophagus is like that in area 3 (with missing circlet). Its inscription is gone along with its occupant.

0-5. SPIRALS TO GALLERY

A damp, lightless staircases spirals up, littered with leaves and veined with cracks but filled by a fresh wind.

The climb carries intrepid explorers 60' up to area 8 on the Gallery Overlay map.

0-6. PROCESSIONAL HALL

This hall eddies with the smell of decay: damp wood and mold spores. Several of the load-bearing columns are sundered; one having put a hole through the east wall. There are indications this damage was done by an ancient fiery blow.

HUMAN SKELETON:

Found only if the blasted door is lifted. It has a 200 gp ruby in

a belt case, a broken bow and four silver arrowheads (1 gp ea.) whose shafts have disintegrated.

THE NORTH DOORS:

Made of enchanted sunwood, richly carved and unlocked. As works of art, each door weighs 300 lbs and is worth 1,000gp. Beyond them, a broad white staircase of velvety stone descends into the mountain (see area 1-1).

0-7. GRAND CRYPT

As if filled with lake water, umber light straggles from high overhead to fleck the pillars with moving, leafy patterns. Row after row of sepulchre lids are set into the checkered floor. Though their lids form small peaks, they offer little decoration and no names. Traversing the room seems easy, if somewhat sacrilegious.

CAVE FISHERS:

There are no swallows or swallow nests in this room because hidden about the ceiling are several Cave Fishers (marked "C" on the map) that Smaragdine finds useful for their exceptionally long tongues.

Cave Fishers x4: AC 4 | MV nil | HD 3 | HP 15 ea. | THACo 13 | ATT 2 | DMG 2d4 x 2 claws | Adhesive line reels in 400 lbs @ 15' per round | XP 130 apiece | MM2 p. 24

Even if the party scans the ceiling, the fishers are hidden 100' up in shadow: detected with the same odds as secret doors.

It takes six rounds for a fisher to reel a PC into claw range and while this is happening, Smaragdine's minions might decided to shoot arrows from area 10!

SEPULCHRES:

Each sepulchre (220 of them) holds an elven skeleton. If any lid is pried up, all 220 will emerge. The skeletons will encircle while Beldroth Balxina arrives quickly from area 3 to make his demands. If his demands are not agreed to, the entire skeletal company will attack. Note that under Beldroth's command, the skeletons are turned as ghosts.

Skeletons x220: AC 7 | MV 12 | HD 1 | HP 6 ea. | THACo 19 | ATT 1 | DMG 1d6 | Neutral | Slashing and piercing weapons do ½ dmg | XP 20 apiece | MM p. 87

0-8. BALCONIES

This balcony opens 60' above the first floor. Its stone railings are mossy. Its columns form peaked arches with sweeping vistas. A broad flight of steps climb a windy hall, rising 10' to reach the gallery (see area 9).

Note that those in area 8 can (depending on where they stand) be fired upon by the minions of Smaragdine lurking in area 9. Those in area 8 will be surprised 4 in 6 by such an attack unless the dragon has already revealed itself.

UPPER WORKS

0-9. GALLERY

This long, sculpted gallery, protected by a marble railing, provides a commanding and dizzying view (north and south) of both atriums (70' below).

COVER & SHADOW:

The railing and deep shadows grant +4 AC bonus (50% cover) if used as an archery nest. Smaragdine, despite her age, is long and slender and can traverse the gallery with ease (though she cannot fit down the spiral staircases).

Bullywugs x34: AC 6 (2 if cover) | MV 3 | HD 1 | HP 5 ea | THACo 19 (or) 18 hop | ATT 2 (or) 1 | DMG 1d6 short bows + save vs poison @ +4 or fall asleep (or) 1d6 spears double dmg on hop | cold-blooded camouflage = 75% invisible even to infravision if motionless | XP 46 apiece | FF p. 16

Bullywugs x5: as above but 8 HP and 52 XP apiece.

Bullywug Leader: as above but HD 2 | HP 16 | THACo 16 (or) 15 hop | DMG as above but +1 | XP 136 apiece

TREASURE:

1d24 copper (x40 individuals); 3d6 silver (x40); 2d6 gold (x40) plus a gold and chrysoberyl necklace on the leader (170 gp value) and a carnelian carving of a squatting toad with sunken features and thin protruding fangs. Its cadaverous fingers bear talons that clutch a distended belly. Any spell cast specifically on it is nullified, the magic visibly drawn into the idol. It is cold to the touch, valued at 40 gp and has no other powers.

0-10. TEMPLE ROSTRUM

Silver-plated doors swing freely, their latch broken. Cut into the lintel above them, is a moon elven inscription:

*The Mortuary Temple of Esma,
Home to the Red Book of War.*

The balcony itself commands a 180° view of area 7. An ornately carved lectern of white stone rises from the center of a stunning pile of treasure. The book on the lectern is shod in green snake skin.

THE DRAGON:

This is the lair of Smaragdine, an old green dragon, and her favored minions. The bullywugs greatly fear her breath.

Smaragdine (Old Green Dragon): AC 0 (ring +2) | MV 9 or 24 | HD 9 | HP 54 | THACo 12 | ATT 3 plus tail | DMG 1d8, 1d8, 2d10 plus 4d8 tail constriction (bend bars to escape) | Breath Weapon 50'x40'x30' cloud 3x per day for 54 dmg | Creatures of 5 HD or less save vs fear aura at +3 | Saves as 14th lvl fighter +2 (ring) | Speaks | No Spell Use | XP 3,648 | MM p. 33

The dragon may opt to breathe on PCs from the safety of the gallery and let the breath weapon sink down over them. If this tactic is used, PCs gain a +3 to their saving throw.

Smaragdine wears a harness about her neck hung with 5 Potions of Extra-Healing @ 800 gp or 400 XP each.

Her ring hand bears a Ring of Protection +2 (5' radius) @ 12,000 gp or 2,500 XP

Her left hand bears a Ring of Spell Turning (DMG p. 131) @ 17,500 gp or 2,000 XP

ELITE MINIONS:

Bullywug Shaman: AC 6 | MV 3 | HD 3 | HP 14 | THACo 16 (or) 15 hop | ATT 2 (or) 1 | DMG 1d6 short bows + save vs poison @ +4 or fall asleep (or) 1d6 spear double dmg on hop | cold-blooded camouflage = 75% invisible even to infravision if motionless | Wields a Wand of Lightning from Smaragdine's hoard (DMG p. 135) with 68 charges @ 30,000 gp or 4,000 XP | Spells: Protection from Good, Detect Magic, Resist Fire | XP 122 | FF p. 16

All buffs will be used on Smaragdine

She has 3 chrysoberyls worth 10 gp each and a small jet carving (see area 9) with identical powers. This one also cancels Protection from Evil auras within 10' (even if emitted by a paladin). Its value is 80 gp

Bullywug Chief: AC 0 | MV 3 | HD 4 | HP 19 | THACo 15 (or) 12 hop | ATT 2 (or) 1 | DMG 1d6+2 short bow + save vs poison @ +4 or fall asleep (or) 1d6+4 spear double dmg on hop | cold-blooded camouflage = 75% invisible even to infravision if motionless | Wields a Spear +2 from Smaragdine's hoard @ 6,500 gp or 1,000 XP | XP 137 | FF p. 16

He wears the Haunted Gossamer Tunic of the Nythian Empire and carries 6 chrysoberyls worth 10 gp each plus a small jet carving of a frog thing as above—optionally this one may

Haunted Gossamer Tunic of the Nythian Empire 7,000 xp / 70,000 gp

This extraordinary chainmail appears to be made of electrum, with a greenish-gold cast. All over it, set at certain intervals are small gleaming chrysoberyls. The mail hangs over a green vest lined with golden silk. The mysterious name "Tasi Jellyjewel" is embroidered inside.

The mail is +5, weightless, floats in water, increases weight limit by 100 lbs and allows its wearer to levitate thrice per day at 3rd level ability whenever the name (which is also the command word) is spoken.

Any creature donning the armor for the first time, however, is aged 5 years and must make a system shock check.

summon a frogish horror from FF p. 80-82 at DM discretion.

SMARAGDINE'S HOARD:

- The legendary Haunted Gossamer Tunic of the Nythian Empire.
- The 5 lb spellbook on the lectern is bound in Green snake skin, shod with lustrous copper and stamped with a ring of elemental symbols. This is Phantromas' Tome of Conjunction, a long-lost book containing: Invisible Stalker; Teleport; Conjure Elemental; Wizard Eye; Rary's Mnemonic Enhancer; Monster Summoning II; Water Breathing; Protection from Normal Missiles; Haste; Dispel Magic; Strength; Rope Trick; Magic Mouth; Knock; ESP. It also contains a unique Find Familiar spell (which always summons a special familiar); A recipe for homonculus creation; and Phantromas' Caustic Creations* (book value: 50,000 gp or 25,000 XP)
- Bracers of AC 5 @ 15,000 gp or 2,500 XP
- A Hand Axe +2 of fine steel set with fire opals and lapis @ 4,500 gp or 750 XP
- 4 gleaming mithril arrows +2 @ 300 gp ea. or 50 XP ea
- A jeweled dart +3 @ 3,000 gp or 300 XP
- A Footman's Flail +2 of ornate steel and gold, inlaid with topaz @ 9,000 gp or 1,000 XP
- A 5 lb ancient book of elven ballads worth 250 gp
- A string of 200 pearls worth 800 gp
- 160,000 sp
- 7,000 gp
- 143 small chysoberyls worth 10 gp apiece.
- 1 stunning princess cut emerald worth 3,000 gp
- 2 Potions of Delusion (Invisibility & Flying) @ 150 gp apiece
- 1 Potion of Poison (Extra Healing) @ ? value
- 1 Oil of Sharpness (3 applications) @ 3,000 gp or 300 XP
- 1 Potion of Heroism @ 500 gp or 300 XP
- 1 Candle of Invocation @ 5,000 gp or 1,000 XP
- A jade elven death mask inlaid with gold and turquoise (80 lbs) 1,500 gp value
- An ornate jade brazier with an ever-burning green flame (40 lbs) 1,100 gp value
- A crystal cruet of elven perfume (5 lbs) 450 gp value
- A jade globe with carved world map (30 lbs) 750 gp value
- 90 mithril moons (rare coin: 10 gp value ea.)
- 12 platinum roses (rare coin: 80 gp value ea.)
- 1 intact pearl dragon (rare coin: 1,000 gp value)
- 1 egg: Its emerald shell is nearly transparent and reveals deep red stirrings within. The thing is gorgeous, like an enormous living jewel. It weighs 100 lbs and its value is speculative. Upon hatching the wyrmling will be Neutrally aligned. Its alignment is 70% likely to follow its surrogate parent, with only 30% chance of reverting to Lawful Evil.

Total value of the hoard is 258,390 gp (5.2 million silver).

Phantromas' Caustic Creations (Alteration) *Level: 6 (magic-user)*

Range: 50'

Duration: 1 round/level

Area of Effect: Special

Components: V,S,M

Casting Time: 6 segments

Saving Throw: See Below

Explanation/Description:

This spell creates 1d4+1 six-inch tall golem-like creatures made of acid, which range in color from blue to turquoise. Their features are vaguely humanoid and lumpen.

Each creation has the following stats:

AC 8 | MV 6 | HD 1 (hp 8) | THAC0 as monster of same HD as caster's level | ATT 1 | DMG 2d10 +10 | SA acid | SD none | AL Neutral | Size S |

If a creation scores a hit, it is destroyed. The victim is allowed a save vs Spells to half the damage but one random piece of worn gear must also save vs Acid or be destroyed.

If a creation is hit, the attacker is also automatically hit by the creation and takes damage or (if hit with a weapon) the striking weapon must save vs Acid.

Alternative uses for the creations may include suicidal attacks on locks, dissolving holes in stone floors and so on. They obey all commands given by the caster without question.

The material component is a vial of strong acid (20 gp value) and the eye-fluid of a dracolisk (380 gp value).



DUNGEON LEVEL ONE

KEY TO DUNGEON LEVEL ONE

1-1. WHITE PYRAMID DESTINATION

Great white steps descend from area 6 above, traveling 200' north and dropping 150' in elevation. Finally, they terminate in another grand vestibule with a 40' arched ceiling,

Frescoes cankered by moisture greet you, along with a pair of towering golden doors to the north. Rusted weapons, a few scattered bones and ancient blood stains mar the floor.

THE DOORS:

Are brass. The locks were melted with strong acid decades ago. Plaques bear less-beautiful, rhyming inscriptions than seen elsewhere. Nevertheless, the moon elf script will fetch up to 50 gp from a sage:

*Snow flows mixing
The greening of the seedling,
Growing, tumbling, fragile, fading frond—
'til crackling blossoms blister, dying blades encinder
Soot and yearning for the gelid
Year that's gone.*

PYRAMID PEDESTALS:

At the room's center are two large pedestals of white stone, carved with images of elves in furs moving through leafless trees and snow. Atop the west pedestal is a WHITE NYTHIAN PYRAMID (see Appendix and note its 20' radius effects!) The east pedestal is empty. The missing pyramid that belongs here is found near 1-21. Anyone appearing in this room from the various gates arrives between the two pedestals.

1-2. TRANSMOGRIFICATION CHAMBER

THE SUNWOOD DOOR:

Is stuck shut but unlocked. It bears a glyph whose faint dweomer protects it from the ravages of time.

INSIDE THE ROOM:

Seems rough and unfinished.

Pale forms are stacked like cord wood in the middle of the north wall. They are stony, raiment ossified to flesh (if ever they were alive). But if they are sculptures, they are unspeakable works of art.

Close examination reveals a name cut into the sole of the right foot of each body: Ailwin, Vesperr, Aelrue, Chasianna, Glarald, Iefyr, Molostroi. These engravings were done post-petrification (see area 1-5).

1-3. OFFERING WELL

The sunwood door bears a glyph (same as 1-2) and is also stuck.

The unfinished room beyond is hewn brutally from the granite of the mountain. It looks somewhat unsafe. The walls are fissured. The floor is uneven. Water seeps steadily into a depressed region and drizzles into a large borehole. It is cold enough to see breath here.

Two horrors (and thus 4 emerald eyes @ 50 gp ea.) wander:

Chlorotic Mysterium x2: AC 9 (or) 3 | MV 9 (or) 15 | HD 2 | HP 1 (corporeal) 16 (apparition) | THAC0 15 | ATT 1 | DMG 1d2 claw + Root & Silence (corporeal) or 1d4 + Perm Loss 1 WIS (apparition) | Apparition form requires +1 or better weapons to hit | Choking dust, Gaze of Fear, Magic Jar | XP 406 apiece | See Appendix

INSCRIPTION:

A circular moon elven inscription rings the borehole and adds a bit of polish to the room.

*Well of Offerings
Each Season in its Turn*

THE BORE HOLE:

Drops 10', then flumes organically west while descending another 20'. It is slick and twisting. Characters weighing more than 160 lbs cannot traverse the hole or the chute leading to 1-14 without magical means. Furthermore, unless the party does something clever (like Reduce/Enlarge) none of the Nythian Pyramids will fit through the hole or its winding shaft.

1-4. LITHLAN'S LAUGH

Two white statues of the old elven god (Lithlan) face each other from floor-to-ceiling ogives. Their hands are raised as if cooperatively holding an invisible object that spans the hall. Their graven expressions are smirks. Just beyond the statues, the hallway narrows and descends further into the mountain.

FORCEFIELD:

Those not pausing before the statues will collide with a forcefield (completely invisible but faintly resonant). It cannot be heard unless all members of the party are silent. Walking into the field causes 1d3+1 dmg. Touching it zaps for 1d2.

The field can be bypassed with dimension door, etherealness etc. but will repel living and non-living objects. If any magical object touches the field:

- The field is dispelled for 1 HOUR
- The item is destroyed in a flash of light (+3 or better items may save vs Disintegrate, artifacts are never affected)
- Everyone within 10' of the point of contact takes 3d6 dmg and must save vs Spells or be blinded for 1 hour.

1-5. SECRET STORAGE ROOM

Hallways are 24' vaulted affairs and the secret door is 12' up. It will not be noticed without a lunar torch, but its mechanism might: two holes in the floor (for a ladder). When both sockets receive weight, the door opens.

Secreted in this roughly-hewn space are three porcelain urns and the remains of an ancient ladder. The wax seals on two of the urns have failed. There is also a ceremonial stone coffer.

TREASURE:

The sealed urn contains the equivalent of 8 Potions of Petrification. The coffer holds two lunar torches and an archaic tome of elven funerary rites and body preparation (value 115 gp to a sage).

1-6. COFFINS OF THE VISITORS

A series of four crypts, each lower than the previous, wends into the living rock. All are similar:

A stepped bier of elven design reveals gouges and chips indicating the original sarcophagus was hauled out. Replacing it is a grotesque bluish-green coffin of unknown metal: noduled with rust and exhibiting convolutions and fluting so the whole resembles a diseased pupa. The thing is sealed with a strange mechanism but a glass pane reveals a withered occupant from the waist up.

TRAP:

Each coffin is sealed: opening releases a green-yellow gas that smells like mustard and golden rod: 20' spherical cloud: save vs poison or die in 2-12 rounds.

OCCUPANTS:

Each of the dead is mummified and gray. Six black eyes crown each skull in addition to more familiar facial features. They wear alien-looking finery with subtle, silky colors. Each metal coffin also bears an epitaph in alien (possibly indecipherable) script. From west to east:

- A. *"Urth Lights Lead Us Down. The Ultimate Exodus. The Devolution of a Nation. Nis—High Necromancer 9390 E.C."*
- B. *"Amid the Stones of the alien Goddess, We Sleep—Displaced Children in a strange Womb. Wđj—Gate Sorcerer of the Four Undertowers. 9388 E.C."*
- C. *The writing here is entirely gone, lumps of rust covering all. If it can be recalled with Object Reading, it says: "Our Frames Failed Us At the O'jidean Gate. Xuž—Navigator at the Corners. 9389 E.C."*
- D. *"The Grimoire [rusted away: is not here.] The Ring [rusted away: Lies Beyond Our Reach.] The [rusted away: Dweomers of this] Place are Fading. Quel—Master of Constellations. [rusted away: 9387 E.C.]*

Potion of Petrification

0 xp / 150 gp

This thick lime-green syrup has the same viscosity as honey. It smells like wet cement. If smeared on or consumed the syrup requires a save vs Petrification. Lifeless or unconscious bodies get no save and automatically turn to pale soapstone.

Such potions may be hurled as missile weapons but with no chance of splash effects.

Lunar Torch

0 xp / 25 gp

This torch sputters to life with a bloody orange complexion, but quickly turns green, then brightens to an ethereal white. Thereafter, it emits no heat and cannot be extinguished even when submerged. It is not affected by spells such as pyrotechnics, burns for 1 hour and only a darkness spell can blot it out.

A lunar torch illuminates a 60' radius and automatically reveals secret doors (and anything similar: such as the hidden lids of pit traps). Although such things are revealed, the methods of opening or disarming are not.

MONSTER NEST IN THE CEILING OF CRYPT D:

Vargouilles x20: AC 8 | MV 12 | HD 1+1 | HP 6 ea. | THACo 18 | ATT 1 | DMG 1d4 | Attack lights first | Save vs Poison for each bite or dmg done is permanent | XP 130 apiece | MM2 p. 123

1-7. VAULT OF NIGHTMARES

The door to this room is made of black iron, wrought with designs of skulls and roses and bears a plaque with a glyph (the Balxina Family Mark). This is accompanied by a mildly unsettling moon elven inscription:

*I dream black dreams of you,
Running dreams,
Through empty chapels and forests.
Lost dreams that fold
Like heavy drapery
Across chiseled stone.
I pant delirium,
Dream in silk-webbed leaves,
Barefoot
Nothing but the moon,
Running with my breath,
Running with my breath,
Running.*

DUNGEON LEVEL ONE

(This rare example of ancient elven poetry is worth 50 gp to a sage)

THE DOOR:

Is locked. It closes under its own volition unless held open. Its ensorcelled mechanism self-repairs and re-locks anytime the door shuts.

TRAP:

Each creature gazing into the room sees the thing they most desire at its center. A save vs Spells is allowed only if the PC attempts to disbelieve. Failure means the PC is compelled to enter the room. Anyone entering the room is affected immediately as if by Phantasmal Killer (PHB p. 98)

Each character that successfully slays or disbelieves their individual Killer is rewarded with True Sight (PHB p. 99 cf. p. 50) which lasts for 30 rounds. Note that Phantasmal Killer will affect a creature each time they enter the room with bonuses to consecutive saving throws per the spell's modifier table.

1-8. EAST SHRINE

A shrine occupies an arch on the north wall. Graven saplings frame the arch and bend together over an animated meadow (which occupies the interior of the arch). In the carven trees and grasses are carven crickets and fireflies. A woman is sculpted in the middle of the scene, with her back to the room, as if gazing out into the meadow. Her hair is blown back into the room in startling relief.

Basing the arch is a wide plinth and set on the plinth is an empty saucer.

ILLUSION:

If all lights are extinguished, the archway comes further to life, fills with dusky light and wind. The crickets chirp, the fireflies blink and the woman's raiment and hair flap around her.

If the saucer is filled with milk or cream, the woman will turn to face the room. Each of her eyes are like windows to golden galaxies strung through space. Further, there is a red jewel in her forehead.

All of this is illusory, of course, but indicates a correct step in opening the doors at 1-12. (See also 1-16)

Though no clues at the shrine indicate what to place in the saucer, divinations may be of assistance.

1-9. GREEN PYRAMID ORIGIN

A large dais-like pedestal carved with budding vines supports a GREEN NYTHIAN PYRAMID (whose destination is area 1-29)

Lairing here, is a Giant Two-Headed Troll who, at dusk, travels via the staircase at 1-1 to hunt outside the Temple. He is feared

by the bullywugs, valued as a guardian by Smaragdine and begrudgingly respected by those in the troll cave. He will wait for those inspecting the shrine (hidden behind the pyramid and using its effect to augment his own regeneration). At the right moment, he will leap out and surprise 3in6.

Giant Two-Headed Troll: AC 4 | MV 12 | HD 10 | HP 61 | THACo 10 | ATT 4 | DMG 1d6 x2 claws; 1d10 x 2 bites | Regenerate 1 hp per round | XP 2,654 | FF p. 90

1-10. FINAL VISITOR

Milky white stalactites flow down from the ruptured ceiling. They have hardened over another pupal casket in a series of fantastic pillars and humps. The metal is still visible beneath the wet minerals.

Under close inspection a pattern of soft-glowing hues can be seen originating from a source beneath the minerals and glass. A pickaxe or similar device will break away the deposits and reveal the coffin with its alien inscription:

Jtä—Enslaver of Gods, 9392 E.C.

TRAP:

Opening the casket releases the same gas as at 1-6.

TREASURE:

At the occupant's throat is a golden scarab whose transparent carapace lenses rainbow-hued light from a jeweled abdomen. This mesmerizing pattern coruscates over the gray bones inside the casket.

This is a Syulian Scarab

Syulian Scarab

3,000 xp / 17,000 gp

This thing grants +1 to saves vs Earth, Water, Fire, Air, Lightning & Acid for the wearer and all carried gear.

If the wearer worships an elemental deity an additional +1 is granted for the element correlating to that deity.

Lastly, the wearer has a 2% chance per point of INT of wresting control of any elemental from its summoner (similar to a one-time turn attempt). This same attempt can be used to gain control of a free-willed elemental. If either type of attempt fails, the elemental will attack the scarab wearer until destroyed.

Control lasts until the summoned elemental vanishes, or until the DM rules that a formerly free-willed spirit should receive a save vs Spells.

When this save is successful, the elemental will attack the scarab owner unless appeased with significant gifts.

1-11. HORRID OPEN SEPULCHRE

The upper room contains a white elven sarcophagus without inscription, sealed, and containing only a pale soapstone form.

The lower room holds another sarcophagus on a dais, but this one is sheathed in brass, beaten into designs of lovely elven women playing the lyre, mandolin and harp. The lid is also brass but swiveled athwart the opening. A foul rotten stink fills the air. Shattered skulls lie around the beautifully tiled floor like so many egg-shells.

PEST:

A Mage Bane will attach itself to a chosen spell caster while the party is distracted by the horrid open sarcophagus (see Dragon Magazine #140 p. 57 [or assign a similar nuisance creature).

SARCOPHAGUS INTERIOR:

The interior resembles a 20' deep trough half-filled with tar. This gunk slops all inner surfaces save where a strange cultish marking sears white-hot through the slime on the pit's northern wall.



TRAP/CURSE:

This shining glyph denotes the Prince of the Undead and allows any character speaking Orcus' name aloud to avoid the room's terrible magic.

Each individual entering or passing through the room is affected by a Suggestion: save vs Spells at -2 or move to and leap into the open sarcophagus. This impulse lasts for 24 hours and the afflicted must be grappled and restrained to prevent the Suggestion taking its course. Remove Curse, Dispel Magic, Exorcise, Dispel Evil (etcetera) will end the affliction.

Each time a living thing leaps into the tarry sludge, a Programmed Illusion fires: a throng of 13 hideous black apparitions rise from the sarcophagus and attack all in the room/pit. Each exactly replicates a Shadow (MM p. 86) but is automatically dispelled if hit. Further, a single saving throw is allowed to disbelieve the entire illusion.

Those in the pit save vs Poison each round at +4 or succumb to the vapors, slip beneath the surface and die. They will be uncooperative in rescue attempts unless the Suggestion is also dispelled.

1-12. GREAT SEALED PORTAL

Chalk cultist glyphs surround a fountain dribbling fresh water from the eyes of a woman carved in black stone. There is an empty socket in her forehead where chips indicate something was pried out. The water fills a basin mortared to the wall.

FOUNTAIN BLESSING/CURSE:

Drinkers at the fountain are automatically incapacitated for 1d6 turns due to cramps and uncontrollable nausea. If, however, all the chalk glyphs are scrubbed off, the water will heal 1d4 hp per drink up to a maximum of 10 hp per drinker per day.

GOLDEN DOORS:

At the base of the second staircase are a pair of mighty golden doors without handles or lock. They fill the height of the 24' passage. If they open at all, they must swing inward. They bear a golden plaque (with a poem in moon elven):

*I know the fox
In red bracken
Moves like shadows of trees.
I light candles
In the meadow, in the grass.
Dew casts them upside
Down in swollen beads.
When skies turn the color of butterfly wings, i lay dishes
of cream,
Sit near the thickets, wait for her to sip among the shrines.
Almost seeing what is never there.
Eyes stare from air between stems.
Burning through dusk across meadows
Like the quiet green ritual of lightning bugs.
No sound but small far crickets and the rub of branches.
I cannot forget her
Eyes that see the back of my skull.*

(This rare example of ancient elven poetry is worth 50 gp to a sage)

The doors will not open with normal magics (such as Knock), nor can the space north of them be entered ethereally. They will open:

- A. After cream or milk is left at both shrines (1-8 & 1-16)
- B. Under the force of Storm Giant STR (or)
- C. Under the power of an artifact.

When any portion of the space north of the doors is entered, the shrines will begin to reset. The doors begin to close and nothing short of Storm Giant STR can restrain them. The entire reset takes 10 rounds. Once the doors close, milk (or) cream offerings must be made at the shrines again.

DUNGEON LEVEL ONE

1-13. BLACK GATE

Many small urns crowd the edges of the stairs and spill into the chamber below. Among them are several egg-like pods: three being dry, brittle and forsaken. One is empty but wet with embryonic residue while a third still gestates. Armored in iridescent gray material, it sweats yellowish liquid in the cool air.

Easily crushed—the egg's contents will then be unidentifiable. If the egg is opened carefully, a small pale orb with ten eye stalks floats up, still blind, teeth gnashing. It too can be slain automatically. Intact, the egg is worth 4,000 gp.

STAIR EXCAVATION:

The staircase down is blocked by rubble. It leads to area 1-16. Clearing the passage by hand takes 4 days with four workers. If digging tools are available, this can be reduced to 2 days.

GATE:

In the eastern wall of the main room is an oval gate filled with mist. Depending on other circumstances, entering this mist will precipitate one of several possible outcomes:

Condition	Result
Black Nythian Pyramid NOT placed at 1-17	Mist is non-luminous and gray. Transports to 1-16.
Black Nythian Pyramid placed at 1-17	Mist is barely luminous black. Transports to 1-1.
All Pyramids placed correctly (1-1, 1-17, 1-18 & 1-29)	Mist is barely luminous black. Transports to 1-1 (unless these gates have been entered in order: white, green, red—if so, the black gate transports each qualifying entrant to either 2-1 or 2-2 with equal odds)

PYRAMID RESET:

Note that once all the gates have been activated through the correct placement of the pyramids, they will remain this way for a period of 30 days, after which the placed pyramids will scramble again to random locations in Dungeon Level One and must then be searched out and hauled to their proper destinations.

1-14. OFFERING PIT

This rough granite and limestone chamber is cankered with strange deposits. The twisting shaft from above enters high in the east wall and drizzles continually. Knee-deep water has accumulated here and sloshes partly into the southern passageway before draining. Glittering coins of strange color flash from the bottom of the pool, each with a different design.

TOKEN DESIGNS:

Black Tunsia (no design), White Mithril (snowflake), Red Gold (flame) and Green Electrum (Tree). In addition to some scattered human bones, there are 55 of each of these offering

tokens (one deposited by each of the 220 soldiers in area 0-7 prior to their interment.)

- Tunsia: worth 75 gp ea.
- Mithril: worth 10 gp ea.
- Red Gold: worth 2 gp ea.
- Electrum: worth 1.5 gp ea.

Total value of all token/coins: 4,867 gp

1-15. SECRET PASSAGE

The secret doors to this rough-hewn granite passage can only be found with lunar torches, true seeing, etc. The passage itself seems unused and quite damp.

1-16. RED PYRAMID ORIGIN & WEST SHRINE

Bones fill this beautifully carved room to a depth of two feet in some places.

Those traveling here via one of the gates arrive between the two central pillars. To the east is a Shrine (identical to the one at 1-8). Just west of a stout pillar, is a broad pedestal supporting a RED NYTHIAN PYRAMID, whose destination is area 1-18.

On the ceiling, just west of the shrine, is a large Roper. Due to its susceptibility to fire, it will not attack anything that stays within 10' of the Red Pyramid (but it will expose itself to momentary dmg in order to grab individuals in the outskirts of the pyramid's influence). It is ravenous, for its food is mostly limited to what stumbles through the gates.

Roper: AC 0 (-7 w/ cover) | MV 3 | HD 11 | HP 57 | THAC0 10 | ATT 6 | DMG none but automatically reduces STR by 50% in 1d3 rounds (regained in 1d3 turns after escape) | Open door check to break free each round | Each round drags victim 10' closer to mouth | Prey at mouth automatically take 5d4 dmg per round | Immune to electricity, 50% or none from cold, vulnerable to fire (-4 saves) | Detects invisible creatures 30% due to INT | XP 3,662 | MM p. 83

The ceiling is vaulted, 24' high, and provides the roper with 75% cover if missiles are fired from west of the Red Pyramid.

TREASURE:

Among the bones is Beldroth Balxina's golden circlet—the thief who stole it is among the dead.

1-17. BLACK PYRAMID DESTINATION

This tall somewhat cramped vault contains a white tiered pedestal with an empty top. Judging by the dimensions, it seems that a pyramid (like those seen elsewhere) might normally sit here—but there are no carvings of any kind.

DUNGEON LEVEL ONE

B

A silver coffer (worth 55 gp) squats in the northeast corner and contains 1 lunar torch.

DILEMMA:

The Black Nythian Pyramid from 1-20 belongs here atop the pedestal. Note that unless the party does something clever (like Reduce/Enlarge) neither the black nor any other Nythian Pyramid will fit through the winding shaft at 1-3. Therefore, to place the black pyramid, the rubble will likely need to be cleared between 1-13 and 1-16 and the secret doors will need to be found.

1-18. RED PYRAMID DESTINATION & GATE

These nighted halls stand in silent ruin. The walls, once covered by proud friezes are collapsing and cratered with gaping holes.

BAD SIGN:

An Ankhheg molt flakes silently near the secret door. The southern reaches of these halls smell acrid and sour.

An Umber Hulk slumbers in the wall at “U” and will emerge from one of the craters if its pet attacks (It gains one full set of attacks on any PC with a DEX <16 who is also within 10’). The Pet Ankhheg hides under the floor at “A” and will burst forth if stepped on. Thieves moving silently will not trigger an attack.

Umber Hulk: AC 2 | MV 6 | HD 8+8 | HP 47 | THACo 12 | ATT 3 | DMG 2d6+1, 2d6+1, 1d12 | Burrow through solid stone at 1’ per round | Gaze Attack: save vs Spells or Confused for 2d6+1 rounds (PHB p. 63) | XP 1,864 | MM p. 98

Ankhheg: AC 2 (4 underbelly) | MV 12 | HD 8 | HP 54 | THACo 12 | ATT 1 | DMG 3d6 + 1d4 | Squirt acid 1/6 hours for 8d4 dmg or half if save | XP 1,548 | MM p. 6

Compound eyes mean the bug is immune to the hulk’s gaze. There is a brood of 47 Ankhheg larva under the floor (on which the hulk often dines). The grubs have no effective attack but if slain with melee weapons a save vs Poison is required to avoid 1 point of acid splash dmg.

The hulk has 5 ingots of pure gold in its gut (smelted by gastric juice) worth 500 gp & 10 lbs each. Additionally, there are 15 gems of 50 gp value each.

Entering the oval mist-filled gate has two possible outcomes:

Condition	Result
Red Nythian Pyramid NOT placed at 1-18	Mist is non-luminous gray. Transports to 1-8.
Red Nythian Pyramid placed at 1-18	Mist is luminous red. Transports to 1-1.

Graven into a sculpted scroll that covers the east wall is a poem in moon elven:

*I am deep in leaves now.
They blanket me in your absence
Countless sibilant maps*

*Veined with roads leading nowhere
Nor back to you.
Come back
Sit by me
Let me tell you of the leaves
That breathe after they have died
Stir and mutter in sleep
If we could be like them—
I would die like them
And giggle
The sweet red tang of the maple
Deep into your ear
Like cider
Tell you all my wishes
In the drafty spin of falling
The door to Eternity
Is underground.*

(This elven poetry is worth 50 gp to a sage)

1-19. STAIRS AND FOUNTAINS

This mighty pillared staircase of white stone contains four fountains. Each depicts a woman’s face cut from blackest jet, eyes closed, a red jewel set in her forehead. On the basin of each fountain is a moon elven inscription:

*In Every Season,
Drunk On You.*

The fountains alternate between the west and east walls as the staircase descends. Each ruby is worth 200 gp. From south to north, each fountain spits a different stream:

- White Cream Rum (qualifies for the saucers @ shrines)
- Green Absinthe
- Ruby Red Wine
- Black Beer

These magical fountains are safe to drink but even one sip causes slight intoxication. The rum, though useless in opening the doors for the first time, provides an endless source of re-opening them. **(Keep track of time for the doors at 1-12 are closing!)**

1-20. BLACK PYRAMID ORIGIN

A BLACK NYTHIAN PYRAMID squats on a tiered, blank pedestal. Note its effects in a 20’ radius. Its destination is room 1-17.

1-21. WHITE PYRAMID ORIGIN & DEMIGOD

Just south of this area (20’ up the stairs) is a WHITE NYTHIAN PYRAMID atop a tiered pedestal. Note its effects in a 20’ radius. Its pedestal is decorated with elves in snowy woodlands and its

DUNGEON LEVEL ONE



destination is room 1-1.

At the bottom of the stairs is a tiered bier of black stone set in a fissured cavity of sinister granite. The Ublisi demigod rests atop, exuding an inky vapor. Her flesh and hair—exceedingly beautiful sable—are lit by a red jewel in her forehead. At the front of the bier is a granite knob sculpted like a bat's head. From it hangs the Tamarai's Lash of the Falling Star.

This weapon (see Appendix) may be removed from the tomb without repercussion, but if the body of the demi-god is touched (including the jewel) a save vs Death Magic is required.

Failure results in the PC being struck dead as if by a thunderbolt. Success results in the PC being reduced to 1 hp and rendered unconscious for 1d6 rounds. (**Remember that the doors at 1-12 are still closing slowly!**)

1-22. BLACK TENTACLES

A series of tight concentric steps descend to a black pit in the center of this nexus.

TRAP:

When living beings enter this nexus, 12 Everard's Black Tentacles emerge from the pit. When no living beings are in the nexus, all tentacles withdraw and vanish.

Tentacles x12: AC 4 | HP 12 ea. | Each is 50% likely to attack a target in range (or) 50% likely to flail blindly | For ea. attacking tentacle, the target must Save vs Spells: Success = 1d4 dmg and the tentacle is destroyed. Failure = 2d4 dmg and the tentacle grapples the victim, doing 3d4 dmg per round until destroyed.

A Dispel Magic cast on the pit will prevent the tentacles from emerging for 1 turn.

Note that the north passage descends underneath area 1-26.

1-23. HATCHLING GROTTO

High in this 20' natural cavern, three pale, leathery orb-shaped hatchlings bearing grub-like eyestalks float in darkness as if dazed or dreaming.

Any light will rouse them to attack in an uncoordinated way as their many eyes are still milky and their powers not fully formed. If approached in silence and darkness they are easily surprised, but ranged weapons are required to attack them.

Hatchlings x3: AC 8 (too small to target individual eyes) | MV 3 | HD 4 | HP 15 ea. | THACo 15 | ATT 1 | DMG 1d3 | XP 3,300 apiece

Although each eye can fire 1/round, there is a 33% chance that the attempt automatically misses or misfires as the hatchlings are so young:

1. Animal Friendship (60' range; PHB p. 54)
2. Charm person (30' range; PHB p. 55)
3. Command (sleep 1 creature for 1 r.; 80' range; PHB p. 43)
4. Telekinesis 25 lbs (40' range; PHB p. 82)
5. Petrify (save at +2; 15' range; PHB p. 86)
6. Disintegrate (save at +2; 10' range; PHB p. 83)
7. Fear (save at +2; 30' cone; DMG p. 135)
8. Slow (save at +2; 20'x20' @ 100' range; PHB p. 75)
9. Cause Light Wounds (25' range; PHB p. 43)
10. Lesser Death Spell* (20' range; cf. PHB p. 83)
11. Antimagic Ray (70' range; PHB p. 82)

*This ray slays a single target of up to 5HD with no save.

1-24. ELVEN TOMBS

Past the porcelain amphorae in the hall (which contain 24 flasks equivalent of flammable oil) are two tombs of white stone with marble elven sarcophagi.

FIRST TOMB:

Contains the skeleton of a cultist, still wearing a badly decomposed robe and a gold mask (100 gp value). Resting near his outstretched hand is a sunwood staff, inlaid with sunstones and chrysoprase. It is further carved to resemble fast-growing glory vines. If this staff is carried, or strapped to the back, a GOOD or NEUTRAL bearer gains +20% XP bonus for the duration. If the bearer is EVIL, in addition to a -20% XP penalty, a further -2 is levied against all saving throws. Value is 2,000 gp.

THE SECOND TOMB:

Includes a set of stairs descending north, which turn west and end abruptly. Obviously the stonemasons did not go further. A set of ancient chisels and hammers rust into the floor.

Lying on the steps (and easily overlooked) is a small glass bottle containing what look like 3 black tea pearls. These are Seeds of Ailwin Niu. Both sarcophagi contain white soapstone bodies.

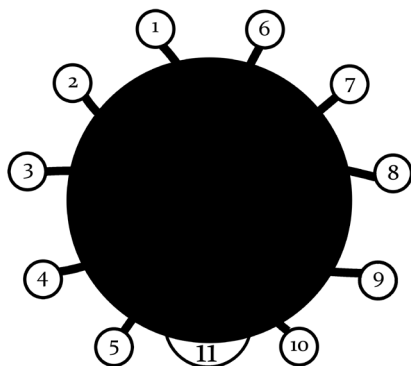
1-25. TRAP RESET AND RUBY GAUNTLET

Faint white cult sigils mark the walls of this corridor. A lofty northern ogive descends to a tomb, but directly ahead rests a 5' x 5' slab of marble. Its seams with the floor are sealed with blue, honey-scented wax.

GAS:

If the seal is broken carelessly, a fragrant gas escapes and affects all those in 1-25 & 1-26. Its influence extends almost to 1-22. Save vs Poison or die in 2d8 rounds. If the seal is carefully punctured, the gas will hiss out, affecting only the PC that breaks it. This allows time for others to escape.

Under the slab is a 10' x 10' room half-filled with rose petals. On the north wall of this chamber is a mighty lever (requiring combined 19 STR to flip). This lever will lift the block trap at 1-27 and free any inside.



Seeds of Ailwin Niu

0 xp / 50 gp

If one of these tea-pearls is dropped into at least 40 gallons of water, it unfurls in a single round, absorbing that much moisture and becoming a full-sized Shambling Mound.

The beast automatically attacks whatever is nearby and, should it survive, behaves as a normal Shambling Mound thereafter.

Shambling Mound: AC 0 | MV 6 | HD 8 | HP 45 | THACo 12 | ATT 2 | DMG 2d8, 2d8 | Suffocation grapple if both arms hit | Immune to fire, grows 1HD from electricity, resistant to cold | All weapons deal half dmg | XP 2,250 | MM p. 87

Also hidden under the deep pile of petals is a gold coffer (1,200 gp) containing Balxina's Ruby Gauntlet. (See Appendix)

1-26. HOLY SHARDOKAIN

Upon the great white sarcophagus is a stone plaque with a moon elven inscription:

Holy Sh <the remaining "ardokain" has broken off and lies in a corner>

Inside the sarcophagus is an elven soapstone body curtained in webs. Two weapons lie to either side of the remains. One is a dark longsword with a red leather grip and raven designs. The other is a footman's flail of pale metal and covered, every inch, in ornate acid-etchings.

CURSED SWORD:

The sword appears to be +4 when first used and, in fact, will continue to exhibit this enchantment after the curse has taken hold. Once used, the sword cannot be discarded and forces its wielder to both draw it at the onset of every battle AND charge.

No other weapons may be used. Further, the wielder must save vs Spells every round or become enraged (+1 to hit +3 dmg).

Once this happens, the wielder can no longer declare a target but attacks all beings randomly within 20'. (cf. Sword, Cursed Berserking DMG p. 166). If this causes the wielder to break melee with one opponent and run to another, a free attack on the wielder is allowed. When all creatures that would normally be considered "foes" have been slain, the wielder may save vs Spells 1/round to end the rage. Ridding the wielder of the sword is the same as for a Sword, Cursed Berserking.

DUNGEON LEVEL ONE

BLESSED FLAIL:

The flail is +3 and GOOD aligned. It is like, but lesser than, a Mace of Disruption (cf. DMG p. 169). Non-GOOD NEUTRALS touching it suffer 1 hp dmg per round. Any EVIL aligned thing touching it suffers 3 dmg per round and must save vs Spells or be “turned” as if by a cleric for 2d6+1 rounds. Each time the weapon strikes an undead, demon, devil, night hag (or similar sending) the creature so struck must save vs Spells or be turned. Undead of Ghoul status or lower who fail this save are blasted out of existence. Value is 15,000 gp.

1-27. WHITE GATE

There are bones in this room and when the place is entered a loud grinding noise sounds from the stairs behind (a granite block marked on the map slides down to entomb those below).

Any with a MV of 12 or better who flee immediately will be able to escape. Those with a MV of 9 may opt to perform a DEX check to slide under the block: but failure means automatic death. The block will crush any non-artifact that impedes its travel.

The room is lofty and contains a single oval archway filled with mist. Results of entering the mist depend on conditions:

Condition	Result
White Nythian Pyramid NOT placed at 1-1	Mist is non-luminous gray. Transports to 1-16.
White Nythian Pyramid placed at 1-1	Mist is luminous white. Transports to 1-1.

The block automatically resets after 30 days. A manual reset is located at 1-25

1-28. SECRET TO ANY GOOD RELATIONSHIP

In the middle of this pale room festooned with carvings of leering and menacing frog-creatures is a black statue of a beautiful elven-woman in a relaxed pose with long tangled hair and a red jewel in her forehead. White cultist glyphs vandalize her form. Faint beautiful harp music can be heard from the north staircase.

The statue's base bears a moon elven inscription:

*I am the echo of your past
—B.B.*

MAGIC RINGS:

Hung below the inscription with a bit of ancient ribbon are a pair of gold rings. These are rings of Transmittal.

CURSES & TRAPS:

The statue is harmless but if the gem is touched it causes 2d12 heat dmg. This effect ends if the gem is pried loose (a task requiring 5 rounds: ergo 10d12 heat dmg). Any creature protected from fire can retrieve the jewel without taking dmg. The ruby is

worth 500 gp

Walls in this room are powerfully dweomered. Anyone standing within 5' of them (unless specifically stating otherwise) has a 25% chance of brushing up against them. Anyone avoiding the statue (and sneaking or sticking along the walls) has a 90% chance of brushing against them. Anyone touching the walls must save vs Petrification/Polymorph or be polymorphed (PHB p. 78) into a 1'-long black frog with vicious teeth. Such a frog weighs 5 lbs:

Black-Frog: AC 10 | MV 3 | HD & HP as previous | THACo as previous unarmed | ATT 1 | DMG 1d3 | Check for mental/personality switch and system shock |

1-29. GREEN PYRAMID DESTINATION

A small but heart-stoppingly gorgeous harp plays from its position near a velvety stone sarcophagus. Atop a flanking pedestal is a GREEN NYTHIAN PYRAMID. A second pedestal is empty. Both pedestals are carved with thick ivy.

The Green Pyramid from 1-9 belongs here.

DEMI-LICH?

When the room is entered the lid of the sarcophagus lifts and the dusty, worm-eaten bones of an elf float up, spinning and tumbling in random orbits. The skull is set with two diamonds in each socket.

If the harp is touched, the music ends abruptly and bones, lid and all crash down to their undisturbed state.

This is not a demi lich and the diamonds are easily taken. Each is worth 1,000 gp. This dweomer is meant to frighten off would be solvers of the elves' pyramid puzzle.

The Anstruth Harp (DMG p. 148) will certainly be useless to the party (given their level) and is very likely cause harm. It is crafted from translucent rosewood, dancing with many-layered chatoyancy, and inlaid with ivory and padparadschas that glow in whatever light they capture. The thing is worth a staggering 30,000 gp.

Rings of Transmittal

200 xp / 2,500 gp for the pair

There are two rings: simple gold bands with elven inscriptions (each reading “you alone”). When worn by two different people, the rings allow unlimited verbal communication between the two so long as they are on the same plane. Activating and deactivating this connection is a simple matter of mental will.

DUNGEON LEVEL ONE

B

1-30. SUPER PREDATOR

Fine masonry gives way to a (mostly) natural cavern. The place is impressively large and eerie. Grotesque cave formations pitch aberrant shadows in every direction.

To the south is the well-hidden natural staircase to the Troll Cave. To the north is the lair of a real horror that keeps even the trolls at bay.

Dracolisk: AC 3 | MV 9 (or) 15 | HD 7+3 | HP 52 | THACo 13 | ATT 3 | DMG 1d6 x 2 claws, 1d10+2 bite | 3x per day: 30' acid jet 4d6 dmg | 20' gaze: save vs Petrification affecting 1 character per round even on Astral & Ethereal Planes | Those avoiding gaze attack at -4 while the dracolisk attacks them at +4 | XP 2,824 | S4 p. 12

1-31. GREEN GATE

Six of the ten rough-hewn vertical niches hold especially gruesome standing remains. Each seems elven but is a withered, weevil-eaten bundle of bones, conveying both the color and strength of mildew-tainted balsa. The six faces are harrowing, gaunt and evil. Each eye-socket contains a gleaming emerald with a faint heart of green flame. There are white cult sigils on the wrappings.

A central, eleventh niche is filled with opaque mist:

Condition	Result
Green Nythian Pyramid NOT placed at 1-29	Mist is non-luminous gray. Transports to 1-8.
Green Nythian Pyramid placed at 1-29	Mist is luminous green. Transports to 1-1.

The corpses animate if touched (or) the archway is approached when luminous GREEN. Although darting into the archway will whisk PCs away, the undead are likely to gain free attacks on those fleeing. Note the 12 emerald eyes @ 50 gp each.

Chlorotic Mysterium x6: AC 9 (or) 3 | MV 9 (or) 15 | HD 2 | HP 1 (corporeal) 16 (apparition) | THACo 15 | ATT 1 | DMG 1d2 claw + Root & Silence (corporeal) or 1d4 + Perm Loss 1 WIS (apparition) | Apparition form requires +1 or better weapons to hit | Choking dust, Gaze of Fear, Magic Jar | XP 406 apiece | See New Monster Appendix

1-32. GUARDIANS

A fresh wind blows from 1-33 into dungeon level 1. The passageway is partly finished stone, partly serendipity. Cavities of rich in non-precious geodes sparkle around two notched sections in the finished leg: one containing statues, the other containing fountains.

The fountains are cut from black stone and depict fanged

frog-creatures leaping in warlike fashion toward the southwest. Bubblers of pure water gush from the spaces between the frogs as if the creatures are splashing through some shallow pool. Water overflows to a depth of two inches in the passage, covering a 15' by 20' area before draining northeast into 1-33.

TRAP & CURSE:

The water radiates an alteration dweomer. Anyone touching or drinking the water emits noise as if a wind chime is hung over their head. The sound lasts for 24 hours, then fades away. There is no saving throw. The sound alerts monsters in a 60' radius, doubles the chances of being surprised, and (if the afflicted PC attempts to cast a spell) incurs a 20% chance of spell failure. The noise will pause if a silence spell is cast but resume thereafter. Remove curse will banish the condition.

The statues depict noble moon elves with spears looking sternly northeast (toward the fountains). One is posed with head inclined, as if listening.

Any sound made in this hall will cause a pale green gelatinous acid to drop from well-concealed perforations in the ceiling (see green-shaded zone). Fleeing the zone causes additional noise and a rain of globules from above. To determine effects on those seeking to escape, consult the table below:

MV	Number of Striking Globs
15" +	0
12"	2
9"	4
6"	8
3"	16

The PC is allowed a DEX check on 1d20 for each Striking Glob. Success indicates a miss. Failure causes 1d4 dmg and requires one DM-determined piece of gear to also save vs Acid.

1-33. CAVE TO HIDDEN VALE

A hidden vale with lush grass and flowers slopes down below a shadowed overhang and deepens into a large cave. The cave offers a clear view of the vale. It is dry except where water flows out of 1-32. The cave is sheltered, flat and littered with boulders and a few bones. There is a stepped pedestal here with an inscription that has been completely effaced and covered over with cultist glyphs.

Because the dracolisk comes this way to hunt, even trolls do not tread here. However, there is a 30% chance that a wake of wandering hook horrors are picking the fissures for edibles.

Hook Horrors x7: AC 3 | MV 9 | HD 5 | HP 22 ea. | THACo 15 | ATT 2 | DMG 1d8, 1d8 | XP 200 apiece | FF p. 51

DUNGEON LEVEL TWO

KEY TO DUNGEON LEVEL TWO

Each individual arriving on Dungeon Level Two from the Black Gate rolls d% to determine where they land: 01-50 = area 2-1 while 51-00 = arrival at 2-2.

Note that arrival in Dungeon Level Two is by magic only as it lies some 500' feet below Dungeon Level One in the granite heart of the mountain. The difficulty of the pyramid/gate puzzle will likely preclude most parties from ever reaching this far. However, once Level Two is won, Teleportation becomes a viable method of coming and going. Etherealness will not help for the heavy metals in the mountain act as prison walls. If Teleportation is unavailable, note that there is no way back to the surface from Level Two!

To win that freedom, the party must continue to Dungeon Level Three or perish.

2-1. ARRIVAL POINT ONE

A luminous white bank of mist deposits you in an otherwise lightless echoing hall of white granite some 20' wide and 30' tall. On the floor is a strange inlay of white and purple marble that forms a wide demarcation across the hall. It is heavily vandalized by cultist glyphs.

Several rivulets of water flow out of the bank of mist and south across the floor.

If this bank of mist is entered, it teleports to 2-2.

2-2. ARRIVAL POINT TWO

A luminous white bank of mist deposits you in an otherwise lightless echoing hall of pale granite some 20' wide and 30' tall. Stairs immediately rise to the north and atop them, in the floor, is a strange inlay of white and purple marble that forms a wide demarcation across the hall. Cultist glyphs cover it.

Several rivulets of water flow from the north and down the stairs into the mist.

The water exits at 2-1 (which is a clue). If this bank of mist is entered, it teleports to 2-1.

2-3. LITHLAN'S SHRINE

Noble elven personalities carved in this sunwood door are tinged green. A matching door across the hall lies shattered, disintegrating into running water.

TREASURE:

Careful examination will note something gold in one of the pools. It is a Ring of Free Action (DMG p. 130).

The room beyond the door contains a shrine to Lithlan (the old elven god), which has been thoroughly defiled by cultist glyphs and blood. On the altar is a skull painted with red symbols. It seems to be whispering.

TRICK:

Positioned inside the room and above the door is a large black pudding. It will fall when the doorway is passed through a SECOND time and attack with automatic surprise unless explicit inspections reveal its presence.

Black Pudding: AC 6 | MV 6 | HD 10 | HP 65 | THAC0 10 | ATT 1 | DMG 3d8 | Must dissolve armor to reach flesh: leather/wood/chain in 1 round, plate mail in 2 rounds: add 1 round per magical plus | Immune to cold and weapons | Weapons and lightning cause it to divide | Flees from and is affected by fire | XP 2,260 | MM p. 10

Sound of battle is 60% likely to draw the interest of the horrors at 2-4.

WHISPERING SKULL:

The skull is haunted by the spirit of a long dead cultist who whispers in the common tongue. If the skull is promised absolution for its sins and a proper burial on hallowed ground, it will divulge all it knows about Level Two.

What it knows is left to DM fiat, but this is an opportunity to help a struggling party with hints related to the RED STONE QUEST and the manner of using the LAMPREY GOD STATUE at 2-13. The skull does not remember its sex or name, nor does it know of the current monsters inhabiting Level Two. It does recall that many of the cultists went down, beyond the O'JIDEAN GATE and never returned. The skull believes it was butchered by fellow cultists and eaten as supplies ran low.

2-4. GRELLS

This echoing, white pillared hall is 30' tall and decorated in elven friezes.

From the upper shadows descend three ravenous abominations:

Grells x3: AC 4 | MV 12 | HD 5 | HP 24, 27, 29 | THAC0 15 | ATT 11 | DMG 1d4 x10 tentacles + save vs Paralyzation at +4; 1d6 beak | XP 940; 975; 985 | FF p. 46

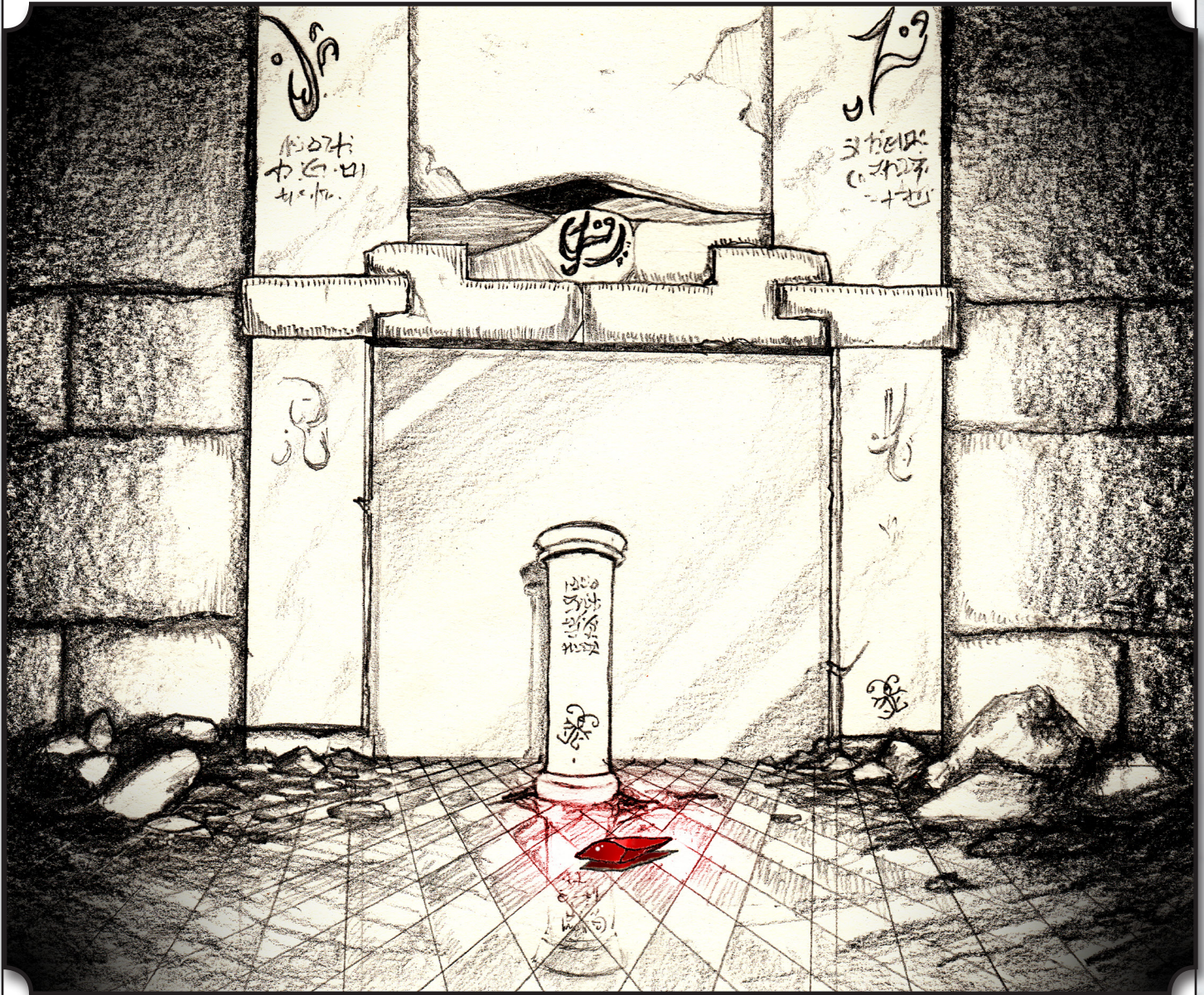
The Grells are kept as floating guardians of the brood mother at 2-7 and are encouraged to feed on the eggs at 2-6, for the mother is not the sentimental kind.

2-5. O'JIDEAN GATE

This pale vaulted hall rises 40' overhead. Its carved walls indulge a fallen, ghostly glory. Water flows over lichen and lilac colored tiles. Fallen rubble pervades. A beautiful red thing on the floor catches your eye.

DUNGEON LEVEL TWO

C



From the rubble comes a strange guardian that will often achieve surprise:

Necrophidius: AC 2 | MV 9 | HD 2 | HP 16 | THAC0 x | ATT 1 | DMG 1d8 + save vs Spells or Paralyzed 1d4 turns | Surprises 3in6 | Death Dance: all viewers save vs Spells or by hypnotized and unable to act | XP 150 | FF p. 67

A shard of impossibly beautiful red stone rests on the floor, nearly glowing against the room's otherwise muted colors. It lies near the base of a snowy pillar bearing an inscription. Beyond the pillar (which is only 12' in height) gleams a mighty golden seal. This seal is door-like but bears no inscriptions, handles or locks of any kind.

The pillar's moon elven inscription reads:

*Before this, the O'jidean Gate,
Be Forewarned:
This Threshold is Holy!
Holy or Wicked Apart,
You Will Leave Something in this Place.
Be So Warned.*

Touching the pillar in any way causes the first golden seal to sink into the floor, which then becomes part of a threshold, the seal's top edge forming a golden line that is accompanied by golden script inlaid behind it.

A second seal is seen behind the first and once the first has settled, it too descends, forming a second golden boundary accompanied by identical inlays.

DUNGEON LEVEL TWO

Both ancient Inlays (a form of pre-elven) translate roughly into common as:

*Thus Instructed, Continue—
But Bear the Burden of Your Choice.*

THE RED STONE:

A telepathic plea rises from the jewel-like shard to take it north and make it whole again. The stone itself radiates a NG alignment if divinations are used. It pleads with each member of the party individually to remedy its situation before they proceed.

If picked up, the stone weighs 10 lbs and will act as a compass, leading the way to 2-28 by the safest means possible. See area 2-28 for the RED STONE QUEST.

THE TERRIBLE GEAS:

Any party member who crosses both golden thresholds or proceeds to Dungeon Level 3 without personally completing the Red Stone Quest will come under a powerful Geas to "Never leave the Third Dungeon Level." The character so cursed cannot re-cross the golden thresholds, Teleport out, etc. and attempts to do so will cause profound agony followed by death if the attempt persists. Only a wish can break this Geas and even then will require 1 wish per affected character! In fine, those who ignore the Red Stone's pleas (as the cultists did) will be doomed to breathe their last in the depths of Esmā. The Geas is so powerful its declaration of "NEVER" extends beyond death. Even the bones of the cursed must remain on Dungeon Level Three and no attempt to remove them will be successful. The Geas does not, however, extend to items carried—so the cursed character could give away all their possessions as long as he or she remains behind.

One turn after both golden thresholds are crossed, the O'jidean Gates re-seal, the small red stone reappears and the entire Red Stone Quest re-sets.

2-6. ABANDONED NURSERY

There is no indication what this great room's purpose might have been. Two pillars support the vaulted ceiling and the enormous entryway is 1/3rd blocked with fallen rubble. As everywhere else, the walls are white granite but here the work of cutting beautiful friezes ended prior to completion. The north wall is finished but the others show only rough chisel work.

As at 1-13, there are eggs here, cemented to the floor. Each is armored in iridescent gray material and sweats yellowish liquid in the cool air. There are 25 of them and none have hatched.

All can be crushed easily—though their contents will then be unidentifiable. If an egg is opened carefully a small pale orb with ten eye stalks twitches blindly, teeth gnashing. It too can be slain automatically for it has no effective attacks or defense.

These eggs are in the last stages of dying. They have no value.

2-7. COURT OF THE BROOD MOTHER

In this great and terrible room the mother of the broods holds court. She is small for her kind but vicious and cunning. Many cultists who arrived here decades ago were unwilling to follow their masters to Level Three. They have been transformed by the Prince of the Undead and granted a "blessing" of longevity.

Since the coming of the brood mother, however, the former cultists have been "convinced" to hearken to a new master that floats in the room's southern extent near the 30' tall ceiling.

Brood Mother: AC 0 (or) 2 (or) 7 | MV 3 | HD 10 | HP 30 (body) 15 (eye) 8 (stalks) | THACo 10 | ATT 1 | DMG 2d4 | XP 13,800

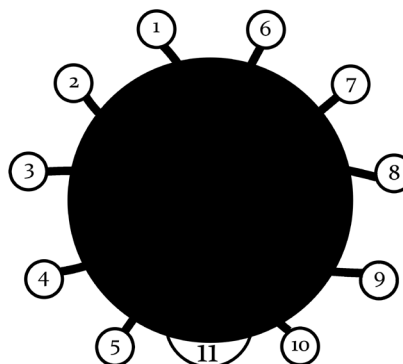
Her treasure consists of 7 golden cultist masks, each worth 100 gp. She also wears a gold ring set with a large black opal on her favorite stalk (#10). This is a ring of Teleportation worth 3,000 gp. It will cast Teleport (PHB p. 82) at 10th level ability. The ring has 4 charges. Each eye can fire every round and does not require a to-hit roll.

1. Charm Person (120' range; PHB p. 55)
2. Charm Monster (60' range; PHB p. 75)
3. Sleep Spell (190' range; PHB p. 68)
4. Telekinese 250 lbs (80' range; PHB p. 82)
5. Petrify (30' range; PHB p. 86)
6. Disintegrate (20' range; PHB p. 83)
7. Fear (60' cone; DMG p. 135)
8. Slow (250' range; PHB p. 75)
9. Cause Serious Wounds (50' range; PHB p. 48)
10. Death Spell* (40' range; cf. PHB p. 83)
11. Antimagic Ray (140' range; PHB p. 82)

*This ray slays a single target of up to 8+3 HD with no saving throw.

Grimlocks x20 : AC 5 | MV 12 | HD 2 | HP 9 ea. | THACo 16 | ATT 1 | DMG 1d6 (stone axes) | Save as 6th lvl fighters | Blind and immune to all visual spells; they "see" only within 20' | Audible illusions or strong smells "blind" them | Invisible among boulders and rubble if motionless | XP 46 apiece | FF p. 48

Grimlock Leaders x2: AC 4 | MV 12 | HD 3 | HP 18 ea. | THACo 15 |



DUNGEON LEVEL TWO

C

ATT 1 | DMG 1d6+1 (stone axes) | Otherwise as above | XP 104 apiece | FF p. 48

The brood mother will always remain out of reach from melee weapons. She will float as close as she needs to target spell casters and those with missile weapons while her minions (in two groups of 11: A & B) swarm the party from opposite directions.

If the PCs flee, she will follow but her slow movement will make it difficult for her to corner the party.

2-8. CAMP OF THE CURSED

This vast room is supported by half a dozen still-standing pillars and occupied by two large mounds of rubble.

Lairing in the dark are more of the brood mother's minions:

Grimlocks x40 : AC 5 | MV 12 | HD 2 | HP 9 ea. | THACo 16 | ATT 1 | DMG 1d6 (stone axes) | Save as 6th lvl fighters | Blind and immune to all visual spells; they "see" only within 20' | Audible illusions or strong smells "blind" them | Invisible among boulders and rubble if motionless | XP 46 apiece | FF p. 48

Grimlock Leaders x4: AC 4 | MV 12 | HD 3 | HP 18 ea. | THACo 15 | ATT 1 | DMG 1d6+1 (stone axes) | Otherwise as above | XP 104 apiece | FF p. 48

Grimlock Champion: AC 3 | MV 12 | HD 4 | HP 32 | THACo 14 | ATT 1 | DMG 1d6+2 (stone axes) | Otherwise as above | XP 213 apiece | FF p. 48

Rust Monsters x3: AC 2 | MV 18 | HD 5 | HP 25 ea. | THACo 15 | ATT 2 | DMG each hit destroys 1 metal object | Magical objects have a 10% chance per magical plus of not being destroyed; artifacts are not affected | XP 285 apiece | MM p. 83

The Grimlocks are loosely organized into three groups of 15 (A, B & C). Each group has a Rust Monster. They will loose their pets first and then charge, communicating with bat-like clicks to converge on the party in a three-pronged attack.

2-9. WIGHTS

At this intersection three former cult priests have met a different fate than their deacon brethren. These "blessed" priests now sort through the piles of fallen rubble, looking to drain the many slithering, creeping things that crawl in from the



mountain. A lone Grell lurks high overhead in the shadows and will attempt a snatch-and-grab if melee combat occurs below.

Wights x3: AC 5 | MV 12 | HD 4+3 | HP 12, 15, 17 | THACo 15 | ATT 1 | DMG 1d4 + 1 level loss | Holy water does 2d4 dmg | Silver or magic to hit | XP 600; 615; 625 | MM p. 100

Grell x1: AC 4 | MV 12 | HD 5 | HP 29 | THACo 15 | ATT 11 | DMG 1d4 x10 tentacles + save vs Paralyzation at +4; 1d6 beak | XP 985 | FF p. 46

2-10. SLEEPING GIANT

The pale, cyclopean hall runs north, interspersed with still standing pillars and rubble containing the cracked and broken faces of centuries past.

DUNGEON LEVEL TWO

Half-way up the north leg sits an enormous hill of rubble reaching almost half the distance to the 30' ceiling. Hidden among the pallid chunks of stone is a slumbering Bulette. Sound and light will rouse it, but it will bide its time until the party is passing the hillock of rubble. It will then explode from the pile, sending melon-sized chunks of rock in all directions and gaining surprise 4in6.

The spray of rock will deal 2d6 dmg to anyone within 10' of where it emerges. A successful DEX check will halve this amount. Note that this first attack (upon exploding from the pile) will be an 8' jump that will use all four feet to attack (and it will not bite the first round)

Bulette: AC -2 (or) 4 eyes (or) 6 soft spot | MV 14 (or) 3 | HD 9 | HP 30 | THACo 12 | ATT 3 | DMG 3d6 x2 claws; 4d12 bite | 8' jump attack | XP 2,660 | MM p. 12

2-11. NO WAY OUT

A set of broad stairs cascading with rivulets leads up to a series of unfinished glyphs only partially inlaid before a blank stone wall. A large crack has riven the wall and through this, a steady stream of water flows.

UNDERWATER AREAS

- MV rates in areas 2-12 thru 2-26 will be the same as the character's normal MV rate.
- Those carrying more than 20 lbs must walk on the bottoms of these rooms as they will be unable to swim.
- As these regions are utterly lightless and murky, magical illumination (swords, spells, etc.) will be necessary. Even so, max visibility ends at 20'.
- Only thrusting weapons (spears, daggers, short swords, etc.) will have any utility under water.
- DEX adj to AC are negated in these regions (unless wearing rings of free action etc).
- Mapping will typically be impossible
- All missile weapons are useless.
- Spell casting is affected per DMG p. 56-57.
- All doors in this region are dweomered iron and will require an open-door roll and (if successful) 1 full round to pass.

2-12. ENTER THE HYDRA

A steep staircase descends into dark water. In good light, a metal door can be seen wavering at the bottom of the steps.

The door is under 15' of water and the stairwell fills continually due to the rivulets from 2-11. If a successful open-door roll is made, a murky darkness is revealed beyond.

2-13. LAMPREY GOD

Just beyond the door is a nightmare statue of a black lamprey-like god with an open mouth ringed by hooked teeth. A crude inscription in the common tongue reads: "Kiss the Deep or drown."

If the lamprey god's mouth is kissed, the sharp teeth will cut the lips and tongue of the kisser and amid the taste of blood something cold, slippery and vile will wriggle in the statue's mouth, touching the kisser's tongue with wild ecstasy before darting back inside. From this moment, the kisser will be able to breathe water for exactly 45 rounds but will lose 1 point of CON and 1 point of STR for the same duration.

This "blessing" requires STRICT TIMEKEEPING, since those reaching area 2-28 and interacting with the Great Red Stone must also be able to return! Dawdling in 2-27 and 2-28 may easily strand the party and consign them to a terrible fate.

2-14. GHOULS

Amid floating detritus and spongy bones, a pack of former cultists lurk in these black spherical rooms. Visibility here is only 10'.

Lacedons x 12: AC 6 | MV 9 | HD 2 | HP 9 ea. | THACo 16 | ATT 3 | DMG 1d3 x2 claws; 1d6 bite | Paralyzation | XP 83 apiece | MM p. 43

Uncorking holy water will cause a desperate retreat.

2-15. COLD CURRENT

There is an invisible icy current here that acts as a Slow spell (5 round duration) on those who encounter it. Anyone making a successful save vs Spells while passing through avoids the current.

2-16. WORMS

Bioluminescent worms twitch and drift in this black spherical vault. They are everywhere, reducing visibility to 10'. They are harmless unless the PCs hesitate or turn back, wasting precious time.

2-17. CAVE FISH

Though the doors to this room are rusted through in places, an open-door roll is still required for each. A school of white fish move with ghostly grace in and out of these holes and pass effortlessly through the room.

DUNGEON LEVEL TWO

C

Lurking among these harmless fish is a shadowy terror (and former cultist). It too will flee from uncorked holy water.

Wraith: AC 4 | MV 24 | HD 5+3 | HP 26 | THACo 15 | ATT 1 | DMG 1d6 + level loss | Struck only by magic (full dmg) or silver (half dmg) | XP 731 | MM p. 102

2-18. CAPE OF LEECHES

There has been a partial cave in which has created rough, porous walls all around. The water is particularly dark with falling sediment (visibility 5'). Swarming in these crevices are blood-hungry annelids of terrifying size (2' long). They are the same black color as the walls and particles and will 99% likely go unnoticed until one or more PCs wears a fluttering cloak of them.

Giant Leeches x16: AC 9 | MV 3 | HD 2 | HP 9 ea. | THACo 16 | ATT 1 | DMG 1d4 | Automatic 2 hp drain per round after initial hit | Only 1% chance of noticing these attacks until the victim has lost 50% of its life | 50% chance of disease | XP 196 ea. | MM p. 60

Note that in these confines, killing/rupturing a leech that has been feeding will cloud the water with the victim's blood and cause all further attacks to be at -4 to hit due to the blinding effect.

2-19. DISTRACTION

An iron chest rests at the bottom of this collapsing room. Its lock is rusted shut and it is stuck in the collapsed sediment and stone. Keep careful track of time if the PCs investigate. The lock cannot be picked and there is nothing of value inside.

2-20. DELAY

The northwest door is locked. It can be picked by a thief or a successful bend bars check will force the door. A pry bar will also do the trick at a cost of 5 rounds.

2-21. MORE WORMS

Thronging bioluminescent worms (identical to area 2-16) reduce visibility to 10'.

2-22. THE SYMBIOTES

The natural caves here are rich with black algae and strange growths that thrive on nutrients brought on cold currents seeping through the mountains. In addition to these wildly flagellating forms are large numbers of pale cave fish, swarming and tearing at the algae. Visibility is only 10' here and odds of

surprise are high. Well camouflaged by all this disorienting movement are several horrors working in cooperation.

Keplie: AC 3 | MV 12 | HD 5 | HP 21 | THACo 15 | ATT nil | DMG nil | Charm male (-2 save) once per day | XP 270 | FF p. 55

Freshwater Scrag: AC 3 | MV 15 | HD 5+5 | HP 38 | THACo 15 | ATT 3 | DMG 1d6+1 x2 claws; 1d10+2 bite | Regenerate as troll | With the unlikelihood of fire or acid, the scrag is essentially immortal here | XP 704 | MM2 p. 121

Giant Freshwater Electric Eel: AC 6 | MV 9 | HD 6 | HP 33 | THACo 13 | ATT 1 | DMG 2d4 bite | +1 to initiative | Once per turn electric burst: @5': 6d6; @10': 4d6; @15': 2d6 + save vs Paralyzation or be stunned for rounds = to dmg taken. Saves @10' are at +1; Saves @15' are at +2 | XP 664 | MM2 p. 62

The Scrag and her pet will hide among the pillars until the Kelpie reveals itself. Once the charm has taken hold (or failed) the Scrag will send her pet Eel after those attempting to flee or cast spells from a distance. The Eel will blast such PCs with electricity: trying its best not to affect the Scrag or Kelpie. Meanwhile, the Scrag will strike from behind/above/below against those who try to engage the Kelpie.

2-23. BONE FILLED LAIR

The lair of the Kelpie & Scrag is murky with particulates. Visibility is only 5'. Bones of all types form a jumbled layer at the bottom of the grotto. Among the bones is a shining Helm of Underwater Action (DMG p. 146) that is easily scooped.

2-24. RANDOM ACCESS DOORS

This room is diabolically enchanted. Each time any of the three doors is opened roll 1d3.

1. The door opens on the natural cavern at 2-22
2. The door opens on the sphere leading to 2-18
3. The door opens on the glyph room at 2-25

Closing a door and re-opening it will generate a new roll each time, but also requires another open-door check (and 1 full round).

2-25. INTI'DROU GLYPH

The bottom hemisphere of this room is occupied by a beautiful, enormous and unsettling glyph composed of opaline blue light. There is an ominous vibration in the water as if the thing emanates powerful wavelengths.

Any creature entering the room is struck by a Power Word Stun and sinks toward a subtle but insistent gravity at the sphere's nadir. Stunned beings will not be able to escape this pull. Once a creature recovers from the stun it will be able to exit the room

DUNGEON LEVEL TWO

under its own power—though re-entry always triggers the glyph.

Precious time can be lost here, but clever rescue strategies can be mounted by those without the room. Grapnels can not be thrown or lowered effectively to snag stunned comrades, but Tenser's Floating Disc could once again be useful: sending it to its max range in order to scoop up a stunned being.

2-26. MEMBRANOUS BOUNDARY

This door looks like all the others but bears a special dweomer. When opened, a membrane separates the air-filled hall of 2-27 from the submerged region of 2-26 and beyond. Passing through this membrane is as simple as stepping in and out of a lake. Exiting the water brings a large splash but the membrane closes quickly and the water drains away in crevices to the south.

It is not possible to puncture this membrane for longer than an instant or drain the submerged region short of a Wish.

2-27. WET & SILENT HALL

Ankle deep water gurgles in this pale hall's northern expanse, slowly draining between baby-blue and eggshell colored tiles. To the south all is relatively dry and quiet.

The skeleton of a cultist lies here. It wears a horned golden mask (100 gp value) and holds a black figurine of a horrid frog-thing in its bony paw. This figurine is identical to the one at 0-10 (held by the bullywug chieftain) and is very likely to summon a frogish nightmare from FF p. 80 when touched.

2-28. THREE SEALS & GREAT RED STONE

Just south of the hall's final pillar is a sealed wall of gold (actually brass). There are three of these in sequence and if the party has the red stone from 2-5, each will slide down into the floor, revealing a massive oval stone of the same spectacular hue. It rests on a plinth with a large offering basin below it.

If the party does not have the red stone from 2-5, the seals will not open. Each one may be disintegrated individually, or otherwise magically by-passed. The Great Red Stone is impervious to dmg unless inflicted by a Hammer of Thunderbolts, a Mattock of the Titans or similar. These sorts of tools could destroy the stone (and with it, the only safe means of entering Dungeon Level 3)

Spells such as rock to mud will also destroy the stone providing they by-pass its 30% magic resistance.

RED STONE QUEST

The Great Red Stone detects as NEUTRAL GOOD but will not communicate unless the small red stone has been brought to

it. If the small red stone is present, it will telepathically express deep gratitude for its safe return. (It fits into the great stone perfectly)

Once this is done, the great stone will communicate to all present via telepathy in NG Alignment Tongue (first) and Common (or whatever language is required) thereafter.

It will make an expression of approval and gratitude and then request that each PC leave two or three items in the offering basin. The great stone will select the items. (The DM must assess each character sheet and choose the 2 or 3 most powerful items possessed by the character. These will need to be left as offerings) Note the stone will never ask that water-breathing devices be left in the basin.

The stone will not communicate again after this request.

Objects placed in the basin do not vanish and can easily be retrieved.

PCs who do not acquiesce to the stone's request (to leave items in the basin and not retrieve them) and THEN cross to Dungeon Level 3 will FAIL THE RED STONE QUEST (see area 2-5) AND AUTOMATICALLY COME UNDER THE TERRIBLE GEAS.

Only PCs that leave their gear here and then pass to Dungeon Level 3 will avoid the terrible Geas.



DUNGEON LEVEL THREE

KEY TO DUNGEON LEVEL THREE

3-1. FIRST HOLY MERIDIAN

At the bottom of the white stairs, a resplendent band of lavender quartz crosses the hall, inlaid with gold. This delineation rings the passage to its 24' height.

YOU SHALL NOT PASS:

Those of non-GOOD alignment who physically cross the boundary (in either direction) take 10 dmg no save. Nothing can prevent this, although desecration via unholy symbols will reduce dmg to 5. Dimension Door and Teleport bypass the boundary entirely and those on the ethereal plane can simply go around it—but cannot leave the dungeon.

3-2. SECOND HOLY MERIDIAN

At the top of another set of white stairs, a second ring of lavender quartz and gold symbols rings the passage. It functions exactly as the First Holy Meridian.

3-3. THIRD HOLY MERIDIAN

At the bottom of the final staircase is a third ring of quartz and gold. This ring functions as above but deals only 5 dmg due to the unholy white glyphs placed over it by the cult. On the south side of the magical boundary are a pair of white metal doors and a brass chest of great size. In the chest are any belongings previously left at 2-28 with the Great Red Stone (teleported here after completion of the RED STONE QUEST).

The doors are unlocked but heavy and ponderous. They groan loudly when opened—alerting all inhabitants of Dungeon Level Three. The doors also bear a final inscription in moon elven that has been vandalized with white cultist glyphs:

*Here Rests the Holy of Holies
Be Ye Good and Know
There is Nothing to Fear*

3-4. ORCUS' FOLLY

South of the doors the expanse of Dungeon Level Three is supported by a single rock pillar of titanic proportions. The ceiling is 100' high and, unless otherwise stated, all stonework is unfinished white granite.

Here lie the remains of most of the cultists who descended to this level. All are now “blessed” with undead status by their Lord. Note that the power of the Prince is strong here and effective turning range is reduced to 10'. If the matrix indicates a D, the cleric is able to blast the undead out of existence. However, unless the cleric can destroy a given undead type outright, it will

turn as a spectre until Cloven Carpathia is defeated.

Example: A 6th level cleric could turn skeletons and zombies to ash in this room. But ghouls, shadows, wights, ghosts, wraiths and mummies would all require a 16 to be turned.

TRAPS:

Ten discrete pits with counter-weighted tops lie hidden here. Each opens 4in6 if more than 130 lbs is applied to its lid—svelte elves are likely to pass over them without noticing. Each pit is 15' deep and spiked. A fall deals 3d6 dmg and gear saves vs Fall.

Note that all ten pits on this level are identical and the denizens are fully aware of them.

Since becoming trapped, the former cult leader and Death Master (props to Len Lakofka) has been “blessed” by his Lord with undead status. Cloven Carpathia commands all undead on the level and uses them with great tactical effectiveness.

Cloven's position (as with those at A & D) supposes to draw charging enemies into pits. He will stand his ground until this ruse is discovered. After which—or if PCs take flight—he will fly up to continue spell casting from above.

All undead have unlimited vision here (for missile purposes). When the party enters the level via 3-3, Cloven's forces will muster and take up position as follows:

A.

Skeleton Wizards x12 (3 groups of 4): AC 7 (or) 3 w/ cover behind broken columns (also see Shield Spell) | MV 12 | HD 3 | HP 14 ea. | THACo 16 | ATT 1 | DMG 1d6 | Turned as skeletons | Half dmg from sharp/piercing weapons | Each wears a horned golden cult mask (100 gp value) and wears robes of the cult | XP 231 apiece | cf. MM p. 87

SPELLS (AT 3RD LEVEL):

- Pyrotechnics—for party light sources (120' range PHB p. 58)
- Shield (15r. duration PHB p. 68) CAST FIRST
- Magic Missile (2 missiles @1d4+1 ea. PHB p. 67)

B.

Cloven Carpathia the Death Master/Spectre: AC 2 | MV 30 | HD 7+3 | HP 48 | THACo 13 | DMG 1d8 + 2 levels lost (or) 1d4+1 + age 10 years + save vs Spells or random limb loss due to withering | +1 or better weapons to hit | Immune to cold, mind affecting, etc. | Holy water deals 2d4 dmg | Cloven wears a horned gold mask set with jewels (1,000 gp value) | XP 4,260 | cf. MM p. 89

STAFF:

Cloven wields a Staff of Withering with 9 charges remaining. In melee he will always strike with it, draining 3 charges on each successful hit. Once the staff is drained, he will melee with Cause Light Wounds (which stacks with his regular dmg and level drain).

SCROLL (ALL AT 7TH LEVEL):

- Wall of Ice (PHB p. 77&78): 3dio if Ice Storm
- Ray of Paralysis (Save vs Spells to avoid hit; if hit, Save vs

DUNGEON LEVEL THREE

D

Spells at -2 or be Paralyzed for 3d12 rounds; range 130')

- Protection from Good 10' r. (PHB p. 49)
- Dispel Magic (PHB p. 47)
- Stinking Cloud (PHB p. 72)
- Ray of Enfeeblement (PHB p. 71): 33% dmg reduction @ 30'
- Death Armor (Upon activation those touching Cloven with bare skin suffer 2d6 dmg—cannot be used offensively)
- Darkness 15' r. (PHB p. 69)
- Shield (35 r. duration PHB p. 68) CAST FIRST
- Cause light Wounds (PHB p. 43)

MEMORIZED SPELLS (AT 7TH LEVEL):

- Shield (PHB p. 68)
- Cause Light Wounds (PHB p. 43)
- Ray of Enfeeblement (PHB p. 71): 33% dmg reduction @ 30'
- Wall of Ice (PHB p. 77&78): 3d10 if Ice Storm

C.

Skeleton Bowmen x12 (2 groups of 6): AC 7 (or) 5 w/ cover of great stone pylons | MV 12 | HD 1 | HP 6 ea. | THACo 19 | ATT 2 | DMG 1d6 | Half dmg from sharp/piercing weapons | XP 40 apiece | MM p. 87

D.

Skeleton Giant: AC 3 | MV 12 | HD 8 | HP 64 | THACo 12 | ATT 1 (or) 1 | DMG 1d6+10 sword (or) 2d10 boulder throw 30' range | Turned as skeleton | Half dmg from sharp/piercing weapons | XP 1,668 | cf. MM p. 87

E.

Chlorotic Mysterium x3: AC 9 (or) 3 | MV 9 (or) 15 | HD 2 | HP 1 (corporeal) 16 (apparition) | THACo 15 | ATT 1 | DMG 1d2 claw + Root & Silence (corporeal) or 1d4 + Perm Loss 1 WIS (apparition) | Apparition form requires +1 or better weapons to hit | Choking dust, Gaze of Fear, Magic Jar | XP 406 apiece | (See Appendix) | Note that these horrors will be joined at location E by three Ghouls and six Skeleton Infantry

Ghouls x3: AC 6 | MV 9 | HD 2 | HP 9 ea. | THACo 16 | ATT 3 | DMG 1d3 x2 claws; 1d6 bite | Save vs Paralyzation | XP 83 apiece | MM p. 43

Skeleton Infantry x6: AC 7 | MV 12 | HD 1 | HP 6 ea. | THACo 19 | ATT 1 | DMG 1d6 | Half dmg from sharp/piercing weapons | XP 20 apiece | MM p. 87

F.

Skeleton Heavy Crossbowmen x12: AC 7 (or) 5 w/ cover of curtain wall | MV 12 | HD 1 | HP 6 ea. | THACo 19 | ATT 1 | DMG 1d4+1 | Half dmg from sharp/piercing weapons | This group will always fire at a rate = half their remaining number as those not firing are loading crossbow #2 and handing it off to the shooter | XP 40 apiece | MM p. 87



DUNGEON LEVEL THREE

3-5. VAULT OF THE 6TH RING

The door to 3-5 is nickel-plated and lustrous. It is also wizard locked at 11th level ability. The door is very strong and bears evidence of prybar use and battering. It is nevertheless impressively intact. The surface is defiled with cultist glyphs which must be scrubbed away to make out the elven inscription:

*Herewith inter we the 6th Ring
The Ring of Will
And Seal It Up Unto the Day
When the Righteous Will Claim It Out of Adummim
And Carry It Forth Against Coming Evil*

Opening the door by brute force can only be accomplished by a single being with Fire Giant STR or greater. Rams, prybars and drills will prove futile. Beyond the door is a room of beautifully finished white marble sculpted with images of the Ublisi and her whip, wearing a shining ring and attended by a noble-looking elf with a ruby-studded gauntlet and a sword with an eye at its crosspiece. The rubies in the relief are easily pulled out and worth 100 gp each.

Doing so, however, makes it impossible to open the secret door. If all 7 rubies are pressed, they sink as buttons would, and magically open a secret door in the west wall that perfectly blends with the carvings. In its unopened state, this secret door cannot be found without a lunar torch.

Beyond the secret door, resting on a tasseled pillow sculpted from white marble is the Ring of Will (see Appendix).

3-6. THE WASTES

Here is a wasteland of bones, rotten cloth and rusty weapons from which Cloven Carpathia has assembled his minions.

Among the bones is a wickedly lustrous necklace of purple obsidian. Its value is 1,000 gp but each time it is donned there is a 50% chance of a hostile Type I Demon appearing.

3-7. DEFILED PREPARATORY ROOM

This dark, pit of despair is appointed with sagging and shredded tapestries, piles of disintegrating wood and cloth and a few decorative items of iron that are almost wholly turned to ruin.

3-8. DEFILED SANCTUM

Similar to 3-7. The secret door cannot be found without a lunar torch but if the room is searched thoroughly, a unique magic item is discovered—the Cloven Hoof Effigy. (See Appendix)

This thing will appear to be evil and vile to all GOOD and NEUTRAL NPCs (who will not touch it). EVIL NPCs will seek only

to murder its owner and take it for themselves. Its use, therefore, lies with the player characters.

3-9. DEATH MASTER'S WORKBENCH

Lying on a workbench is an undead troll whose innards hang loosely around the table. The troll lacks both legs and one arm. Liquids from its chest cavity drizzle on the floor. This work-in-progress has no effective attack or defense and can automatically be slain. It does, however, provide a threatening first impression.

Among the crude tools and decades-old supply boxes are: 3 Potions of Poison; 1 Potion of Delusion; 2 Potions of Restoration (Each restores 1 level lost to level drain); 2 Oils of Fiery Burning; 1 Scroll of Protection from Demons; A Wand of Fear w/ 35 charges; Dust of Sneezing and Choking; and a Figurine of Wondrous Power (Obsidian Steed) whose power was unknown to Cloven.

3-10. VAULT OF THE RED BOOK OF WAR

In this white granite room sits a stone lectern, which is empty. A carving behind the lectern shows the Ublisi woman holding a shining book aloft in her hands. Below the lectern is a marble coffer and in this is book with golden cover plates detailing the ritual at 3-12 thru 3-15 that allows escape from Dungeon Level Three. The book is worth 250 gp.

3-11. SACRED ARMORY

This locked room contains an assortment of elven weapons and gear:

- 2 suits of Elven Chain +1 (7,500 gp apiece)
- 1 short bow +1 (3,500 gp)
- 1 long bow +3 (12,000 gp)
- 2 special elven short swords +2 (these do 2d3 vs M & 2d4 vs L-size creatures) (4,000 gp apiece)
- 2 pair of Boots of Elvenkind (5,000 gp each)
- 1 Cloak of Elvenkind (6,000 gp)
- 5 lunar torches (25 gp apiece)

3-12. TEMPLE OF ANOINTING

Carvings in this room indicate elves touching discrete locations on their bodies. There is a large silver cresset of holy oil (treat as double strength holy water) which the cultists dared not touch. Each application of this substance deals 2d6+2 dmg to EVIL beings.

(Found in the book at area 3-10): *“Temple of Anointing. Egress Step 2: Enter through the north door, disrobe and touch thy crown, nipples, navel and loin with consecrated oil. Clothe thyself and exit through the south door.”*

DUNGEON LEVEL THREE

D

3-13. TEMPLE OF THE VEIL

This room is divided in half by a veil of magical white silk. In the north half of the room are carvings of elves making a symbol with their hands. In the south half of the room are carvings of endless clouds.

(Found in the book at area 3-10): *“Temple of the Veil. Egress Step 3: Enter through the north door and kneel at the curtain. Make the Sign of Remembrance. Pass through the curtain and exit through the south door.”*

3-14. TEMPLE OF ASCENSION

This room is carved with a great interplay of cosmic expanses containing galaxies intersecting with dimensions of elemental, ethereal and heavenly mien. In the exact center of the room's floor is a circular hole two inches in diameter. A moon elven inscription surrounds this hole:

*From whence springs thy sorrow?
Behold the Universe
There are no more walls to hold thee.*

(Found in the book at area 3-10): *“Temple of Ascension. Egress Step 4: Enter through the north door. At the center of the universe kneel and add thy sparkle to the stars, rise and exit through the west door.”*

“Sparkle” is the only ambiguous instruction in the book. Any bit of treasure dropped into the hole will suffice—be it a copper piece or a diamond. Once this is done (and providing all other steps have been completed) The west door will open not into the expanse of Dungeon Level Three, but onto the rocky berm hemmed with flowers near the well.

Only PCs that complete the ritual will see this vista and feel the fresh air on their faces. Such a PC exiting the west door vanishes from the dungeon and arrives on the symbol of the God of Travel just south of Esma's main doors.

NOTE: PCS WHO DO NOT COMPLETE THE RITUAL OR ARE UNDER GEAS FOR IMPROPERLY PASSING THE GOLDEN SEALS OF THE O'JIDEAN GATE WILL NEVER SEE THE SURFACE WORLD THROUGH THIS DOOR OR BE ABLE TO PASS THROUGH IT TO FREEDOM.

3-15. TEMPLE OF WASHING

A deep font in the floor is magically filled with cold HOLY WATER. Carvings on the wall indicate naked bathers in the font.

(Found in the book at area 3-10): *“Temple of Washing. Egress Step 1: Enter through the south door, disrobe and wash thyself in the font. Clothe thyself and exit through the north door.”*

3-16. ORCUS' GRAND ILLUSION

In the southwestern corner is the cult's greatest achievement: a towering illusion of the Prince of the Undead. Those PCs disbelieving are allowed one saving throw vs Spells. Success means they are not affected by the illusion in anyway.

Those failing their save believe it to be the actual Prince of the Undead.

Any GOOD or NEUTRAL being who steps within range (indicated by the lavender circle) is immediately attacked by the illusion. Treat this attack as if the Prince himself were attacking.

When the Prince hits a character, the illusion is dispelled for that character, but the effects of the hit will be real.

If a character hits the Prince, the illusion is also dispelled for that character.

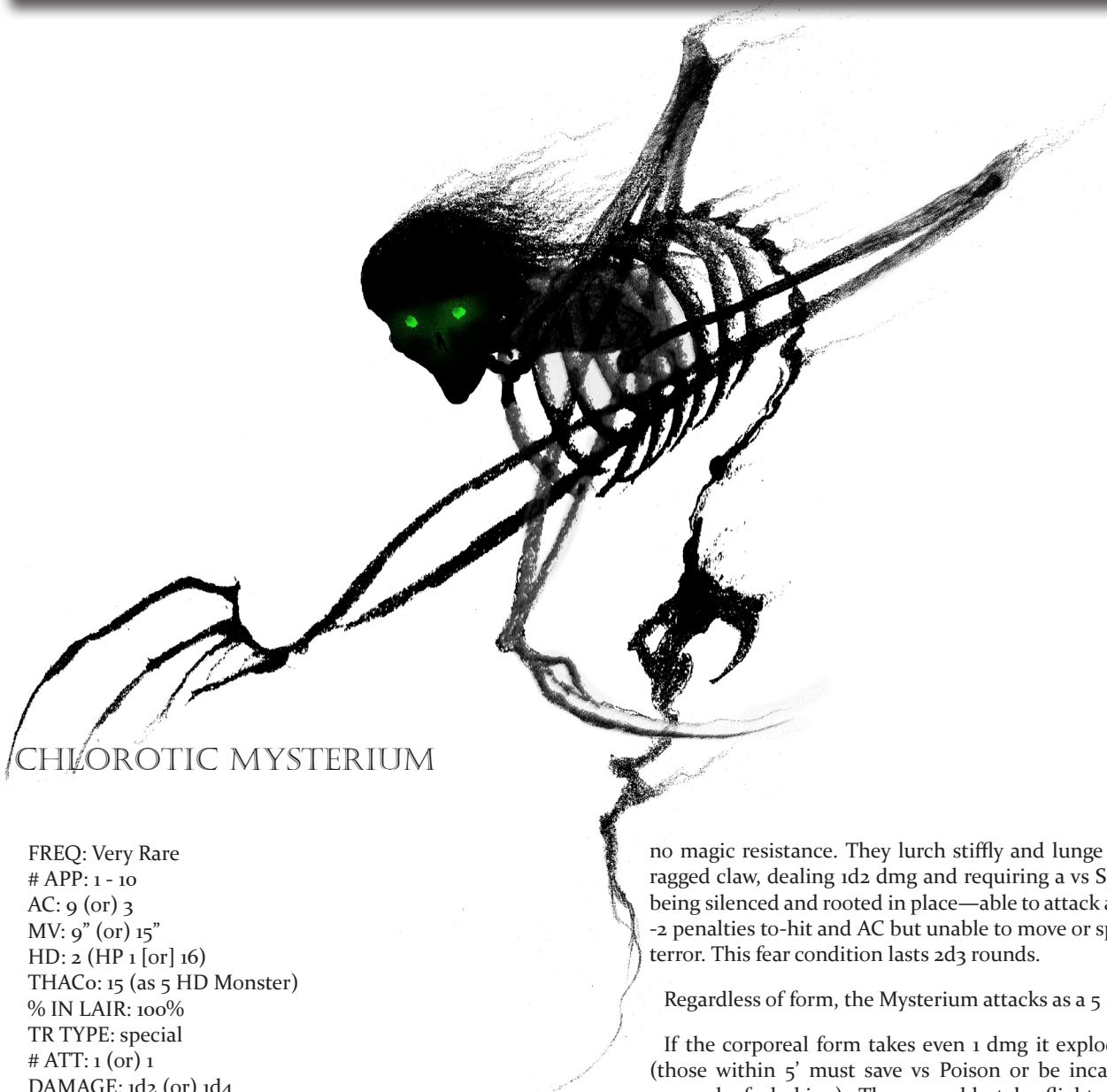
Characters that have successfully disbelieved will generally be unable to aid their hallucinating friends and even one successful attack by the illusory Prince is likely to end a character's life.

Evil beings who step within range will be commanded to kneel and swear allegiance to the Prince (while disavowing all others). Failure to obey is met with attack as above. Obedience is rewarded with a Wish that will be granted immediately but whose effects will be nullified after 6 days.

Illusory Orcus: AC -6 | MV 18 | HD 27 | HP nil | THACo 1 | ATT 1 wand (or) 1 tail sting (flip a coin) | DMG Instant Death (wand) or 2d4 + save vs Poison at -4 or die instantly (tail sting) | cf. MM p. 17

THUS ENDS THE MORTUARY
TEMPLE OF ESMA

APPENDIX



CHLOROTIC MYSTERIUM

FREQ: Very Rare
APP: 1 - 10
AC: 9 (or) 3
MV: 9" (or) 15"
HD: 2 (HP 1 [or] 16)
THACo: 15 (as 5 HD Monster)
% IN LAIR: 100%
TR TYPE: special
ATT: 1 (or) 1
DAMAGE: 1d2 (or) 1d4
SPEC. ATT: See below
SPEC. DEF: See below
MR: Standard (or) 5%
INT: Semi-
ALIGN: Chaotic evil
SIZE: M
PSIONICS: Nil
LVL/XP: III 406 each

Chlorotic Mysterium are specifically elven remains. The mummified forms are particularly gruesome, each being a withered, weevil-eaten bundle of spindly bones that convey the color and strength of mildewed balsa. The faces are harrowing, gaunt and evil with each eye-socket lit by an emerald with a heart of flame.

The corporeal (initial) forms are AC 9; MV 9"; 1 HP and have

no magic resistance. They lurch stiffly and lunge with a single ragged claw, dealing 1d2 dmg and requiring a vs Spells to avoid being silenced and rooted in place—able to attack and defend at -2 penalties to-hit and AC but unable to move or speak for utter terror. This fear condition lasts 2d3 rounds.

Regardless of form, the Mysterium attacks as a 5 HD monster.

If the corporeal form takes even 1 dmg it explodes into dust (those within 5' must save vs Poison or be incapacitated for 1 round of choking). The emeralds take flight and the dust coalesces into a dark skeletal apparition with the same flashing green eyes. In this final form, the Mysterium is AC 3; MV 15"; 16 HP and has 5% MR. In this form, the Mysterium requires +1 or better weapons to hit and has several terrible powers:

- Each hit causes 1d4 dmg + Perm loss of 1 WIS
- Its Gaze (useable on 1 character per round up to 20' distant) causes fear as the wand (DMG p. 135)
- Once per day, instead of attacking it may attempt a Magic Jar (PHB p. 81) as if it had an INT of 13 using one of the emeralds as the jar. If the attempt succeeds, the Mysterium inhabits the body and both emeralds fall to the ground. Destroying the correct emerald ends the possession and snuffs the Mysterium's life force.

If the Mysterium is slain, both emeralds drop to the ground. Save vs Fall to retain their 50 gp value (each).

BALXINA'S RUBY GAUNTLET

8,000 XP | 50,000 GP

This gauntlet is a deep lustrous golden color and is studded with numerous rubies. It consists of a wrist brace, rings for the fingers and plates that protect the backs of the digits and hand. Though each finger is capped by a gold and jeweled thimble, much of the hand is left exposed. The gauntlet attacks as a +1 club vs AC Type, dealing 1d6 dmg vs M and 1d3 vs L-size creatures. It is powerfully dweomered but all its charges have been drained. Only a bard/sage & magic-user working together for 1d6 months will be able to decipher what the gauntlet's powers are and learn how to recharge it.

Recharging the gauntlet will cost 200,000 gp in rare books, magical ingredients and so on. It will also require a magic-user of at least 7th level to prepare the scrolls and oils necessary for the process. This preparation requires another full month, after which the gauntlet will be good as new.

Balxina's Ruby Gauntlet occupies the LEFT hand. It cannot be worn with magical armor but can be integrated with non-magical armor as a mis-matched piece. Further, it cannot be worn with bracers, gauntlets or magical gloves of any kind. It further reduces the number of magical rings a person can wear to one. The powers of the gauntlet:

- Wearer's STR elevated to 22 (Fire Giant)
- Functions as a +1 club in melee that qualifies for dual wielding
- Has 20 charges
- 1 charge: Casts Burning Hands @ 16th level
- 3 charges: Minor Globe of Invulnerability @ 16th level
- 5 charges: Teleport No Error
- When all charges are used, the gauntlet retains only its +1 status in melee
- Once the procedures are known, a single charge can be added to the gauntlet at a cost of 10,000 gp and 2 days time.

CLOVEN HOOF EFFIGY

10,000 XP | ZERO GP

This appears to be an obsidian statuette of the Prince of the Undead. His own glyph is inlaid in the thing's forehead with silver and the decaying goat visage is illuminated by two brilliant aquamarine gemstone eyes.

This relic is actually carved from a small hunk of Orcus' own hoof and its powers are formidable:

1. The statuette projects a 20' r. Protection from Evil on any plane

2. In the Lower Planes, it grants Free Action (as the Ring) for the owner and his allies so long as they are within 20'
3. In the Lower Planes, it acts as Ring of Fire & Cold Resistance for the owner and his allies so long as they are within 20'
4. The above powers are passive and function even if the statuette is carried in a pack (but NOT an extra-dimensional pack)
5. Finally, if the statuette is presented strongly (as a holy symbol) it will turn Lesser Demons, Devils, and other evil sendings such as Night Hags as a 14th level cleric. This ability functions on ANY plane of existence.
6. The statuette radiates a confusing alignment mix of evil and good and it cannot be destroyed by any normal means.

NYTHIAN PYRAMIDS
(WHITE, GREEN, RED, BLACK)

Each of these pyramids is large, lustrous and beautifully carved. In turn, they are cut from White Marble, Jade, Carnelian & Jet. At 500 lbs apiece, moving them presents a problem (though spells such as Tenser's Floating Disc cast by even a 5th level magic-user will do the trick).

Each pyramid has an ambit (20' radius) and any LIVING being inside this radius feels the influence:

WHITE:

(snowflake designs) All those not magically protected from cold automatically suffer 1 dmg per round. Items carried must save vs Frost 1/turn.

GREEN:

(uncurling fern-like designs) Creatures requiring Iron, Silver or Magic to be hit are drained 1 dmg per round. All other living creatures regenerate 1 hp per round. Items carried are not affected.

RED:

(flame designs) All those not magically protected from fire automatically suffer 1 dmg per round. Items carried must save vs Normal Fire 1/turn.

BLACK:

(featureless) All those not magically protected from acid automatically suffer 1 dmg per round. Items carried must save vs Acid 1/turn.

APPENDIX

THE TAMARAITH'S LASH OF THE FALLING STAR: SLAVE MAKER | SKY SPLITTER

8,000 XP | 50,000 GP

This glistening black whip is 25' long and braided with bits of obsidian glass. Its handle terminates in a translucent black cabochon jewel from which dangles a braided wrist loop of azure silk. The fall is dyed a gradient of black to sky blue and ends in a cracker of glowing silver threads that bleed small motes of light into the air. The whip counts as an artifact.

The whip is +5 but conforms to UA adjustments to hit AC type; dmg; speed factor etc. Note that these adjustments make it particularly difficult for the whip to hit creatures with AC better than plate.

Prior to rolling to-hit, the wielder must choose **entanglement** (or) **subjugation**. If a hit is scored the corresponding table is consulted. Note that Entanglement is only usable on M size or smaller opponents and neck snap is only possible on living creatures with a neck to break.

ENTANGLEMENT:

Roll 1d12 (Entanglement deals no dmg to the target)

1-6: One limb

Treat as grappled. A successful attack roll at -2 ends this condition but deals no dmg to the whip wielder.

7-8: Two limbs

Treat as grappled. A successful attack roll at -4 ends this condition as above.

9-10: Weapon limb

Treat as grappled + 20% chance of disarm. A successful attack roll at -2 ends this condition as above.

11-12: Neck/Head

Treat as grappled. A successful attack roll at -2 ends this condition as above. This grapple allows a 25% chance each round for a fatal neck snap.

SUBJUGATION:

The whip does normal dmg modified for strength plus the whip's magical bonus. In addition, the whip makes an exquisitely loud crack and blinding flash of light. Creatures of 8HD or less save vs Spells at -5. All others save normally.

Save:

The target is stunned and blinded for 1d3 rounds unless magic resistance or lack of sensory organs prevents such conditions. This means 50% MV rate; -8 to attack dice; no possibility of spell casting.

Fail:

The target must carry out a Demand (UA p. 64) made by the whip wielder. This Demand cf. Suggestion compels the target for a maximum of 2 turns (or) the time necessary to fulfill the demand—whichever is shorter. The demand cannot include self-harm or open the target to a coup-de-grace. The target must be able to understand the wielder's language for the Demand to be effective.

NOTE: A creature will only be subjected to this Demand once in any 24 hour period. If the creature has already been forced to perform a Demand within the past 24 hours, it will automatically make its saving throw and be treated as above (stunned and blinded).

THE TEN RINGS OF IMMORTALITY

ZERO XP | ? GP

Each ring counts as an artifact. All powers are cumulative. All ten rings may be worn by one person. A ring of immortality must be worn on its corresponding finger or it will not function. A ring of immortality cannot be worn in conjunction with other magical rings on the same hand.

Each Ring confers 20 bonus hp to the wearer's MAX HP total UNLESS another Ring of Immortality is also worn, in which case this bonus is lost.

Each Ring confers instant knowledge of the NEXT ring's location. E.g.: The 6th Ring grants knowledge of the 7th Ring's location. The 10th Ring grants knowledge of the 1st. This knowledge can be used to track down the owners.

A breakdown of ring powers and drawbacks follows:

THE QUINARY DEXTER

Ring No. & Deific Ambit	Ring True Name	Primary Power	Secondary Power	Curse	Immortality Increment	Finger
1. Ai	First Ring	Resurrection* 1/day	+1 protection	none	All aging by 10%	Thumb
2. Rhao	Lōvi	DEX set to 18	Heal 1/day	none	All aging by 10%	Index
3. The Tamarait	Tuxing	Restoration* 1/day	+2 protection	Disenchanter †	All aging by 10%	Middle
4. Palan, Banshath	Abulu	STR set to 18	Haste* 1/day	Geas ‡	All aging by 10%	Ring
5. Hale, Seth	Gaintith	CON set to 18	Immune to Poison	none	All aging by 10%	Pinkie

THE QUINARY SINISTER

Ring No. & Deific Ambit	Ring True Name	Primary Power	Secondary Power	Curse	Immortality Increment	Finger
6. Aluvum, Garthane	Ring of Will	INT set to 18	Magic Resistance 20%	none	All aging by 10%	Thumb
7. Zhaa, Sibuln, Gandath	Vren	WIS set to 18	Immune to Cold	Geas ‡	All aging by 10%	Index
8. Adummim, Mizraim, Thool	Afirtas	Immune to Death Magic	+1 protection	none	All aging by 10%	Middle
9. Mamre, Emolus, Mastak	Islif	CHR set to 18	Immune to Fire	Fatal Flaw •	All aging by 10%	Ring
10. Aeolus, Simetra, Baradaith	Uqeensars	Free Action (DMG p. 130)	Magic Resistance 20%	Disenchanter †	All aging by 10%	Pinkie

* These powers age the ring wearer (or recipient in the case of Haste) as if the spell were being cast. Obviously this aging is reduced by the ring's immortality increment and, if all ten rings are worn, is reduced by 100%. If worn by an EVIL or NEUTRAL being, Resurrection becomes Destruction (PHB p. 53) and Restoration becomes Energy Drain (PHB p. 53)

Resurrection/Destruction: 3 years
Restoration/Energy Drain: 2 years
Haste: 1 year

† Disenchanter: Each time this ring is put on, all other NON-ARTIFACT magic items worn by the character must save vs Disintegration or be utterly destroyed. Once this is known, it can be avoided by getting naked and equipping the ring first.

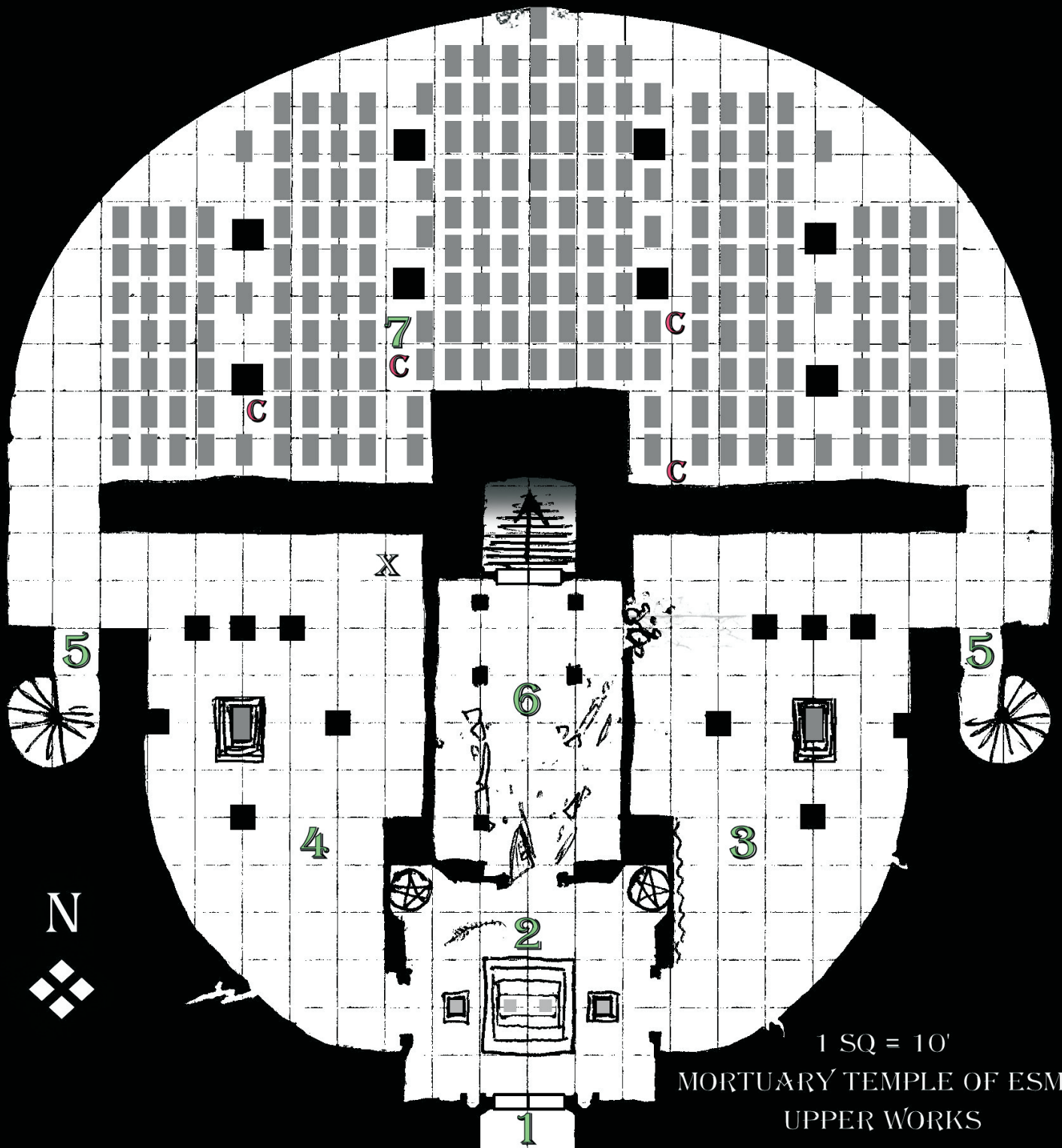
‡ Geas: There is no saving throw. Removal of the ring does not remove the Geas. Magic resistance may prevent the Geas, but the Geas is treated as 20th level magic. The Geas of the 4th ring (Abulu) prevents the recipient from ever abandoning a comrade

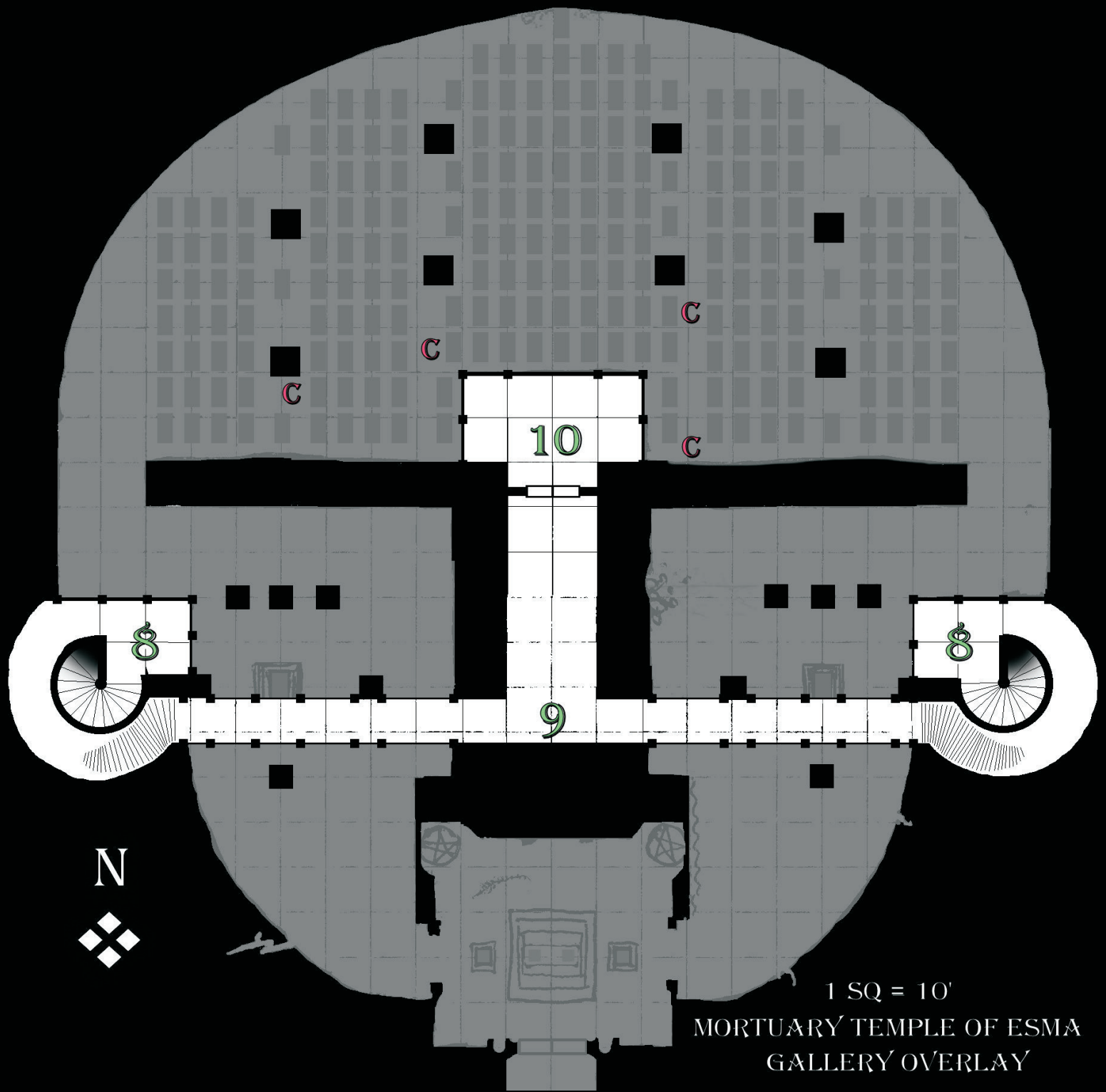
or fleeing a battle until all other allies are safe. In fine, the recipient must be the last person to retreat from any conflict.

The Geas of the 7th ring (Vren) prevents the recipient from ever harming or assisting in the harm of a water-dwelling creature.

• Fatal Flaw: There is no saving throw. Removal of the ring does not remove this curse. Magic resistance is also useless. Only a wish can remove this flaw, but as with the Geases listed above, wearing the ring will automatically re-apply the curse. This flaw is severe and changes each time it is applied. An example is provided:

The recipient becomes vulnerable to silver. Touching silver with bare skin causes 10 dmg per contact. If a weapon made of silver strikes the recipient, it does +10 dmg per die and there is a 15% chance per blow that the wound is fatal. While this vulnerability is automatically known to the wearer of the ring, it can only be discovered by others through trial and error.



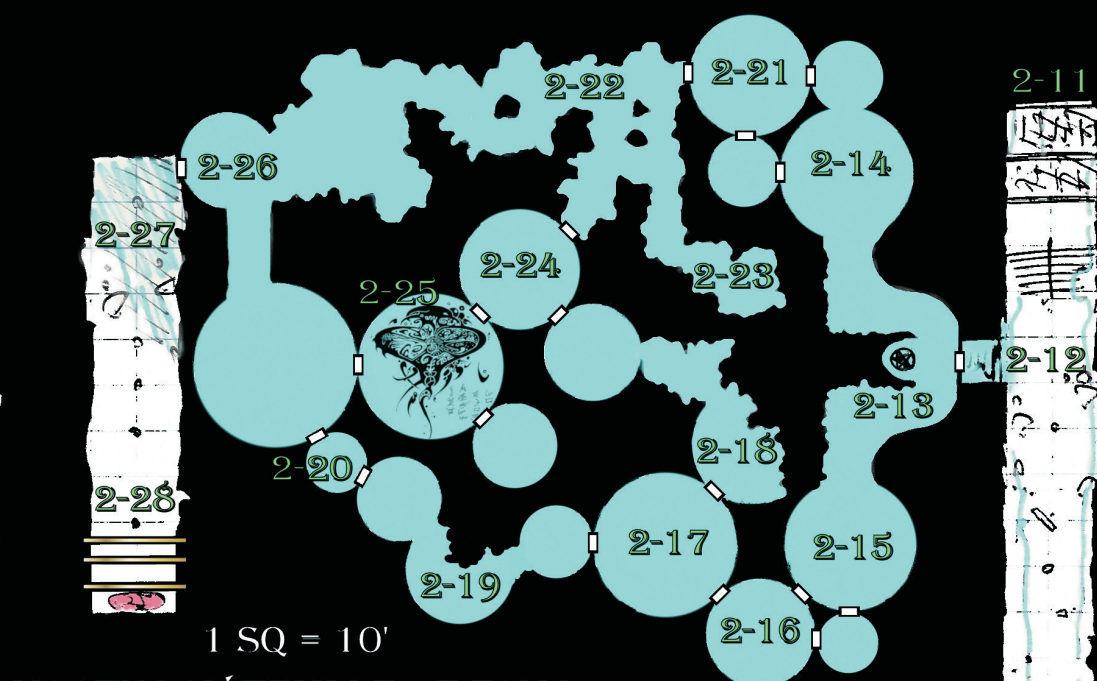


1 SQ = 10'
MORTUARY TEMPLE OF ESMA
GALLERY OVERLAY



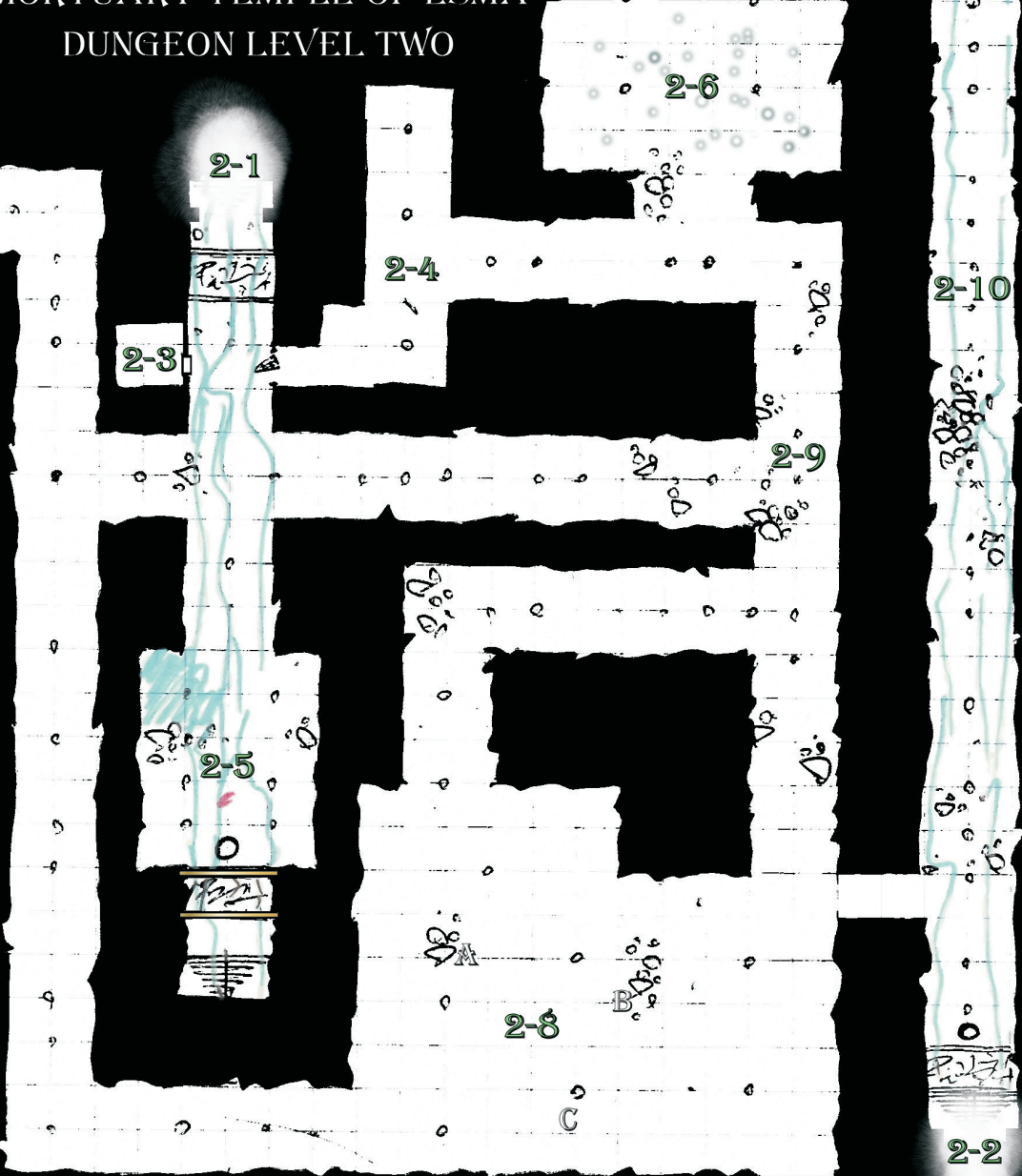
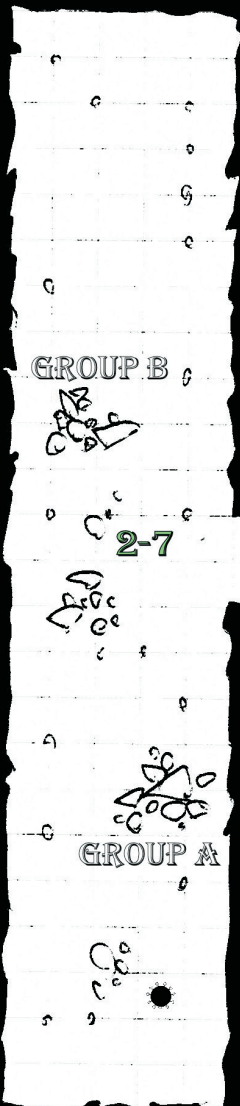
1 SQ = 10'

MORTUARY TEMPLE OF ESMA
DUNGEON LEVEL ONE



1 SQ = 10'

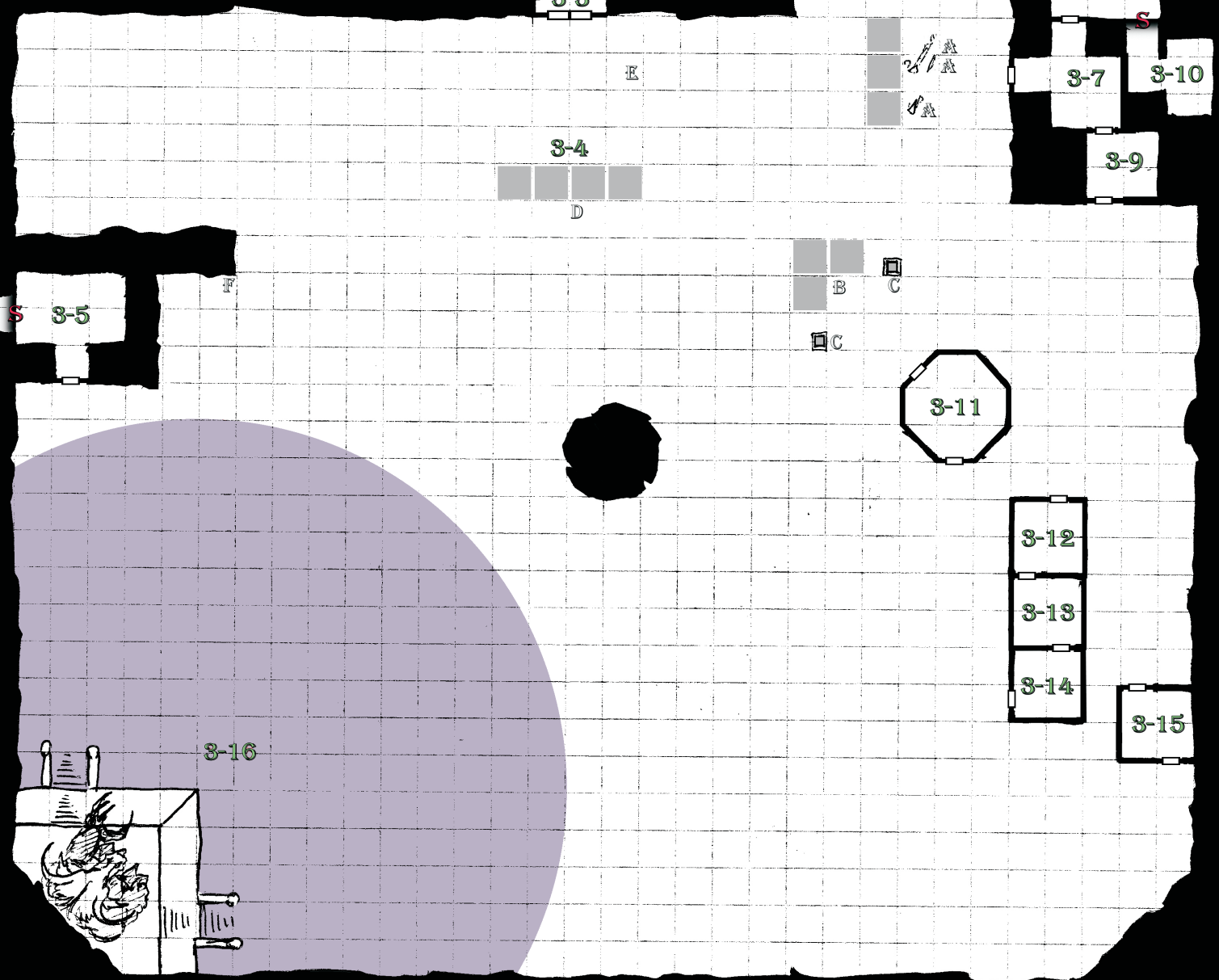
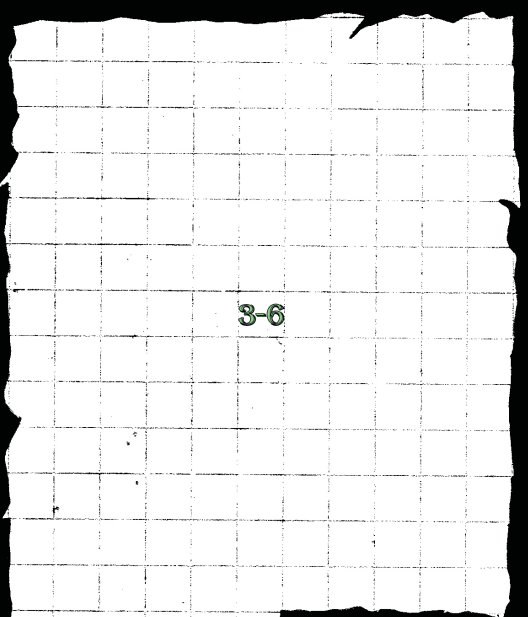
MORTUARY TEMPLE OF ESMA
DUNGEON LEVEL TWO



2-2



1 SQ = 10'
MORTUARY TEMPLE OF ESMA
DUNGEON LEVEL THREE



TEMPLE INSCRIPTIONS:
PLAYER HANDOUTS

ROOM 1-1

Snow flows mixing
The greening of the seedling,
Growing, tumbling, fragile, fading frond—
'til crackling blossoms blister, dying blades encinder
Soot and yearning for the gelid
Year that's gone.

ROOM 0-2

Know nothing
Suppose all.
The blue sun aqualumens
Through dark woodlands—
Flooding porcelain vases with
Lemon-pastel
Sky-colored light
In the twigs
We snapped
Latticed glances at each other.
I pass close enough to touch
Faint smiles not meant for me.

ROOM 1-7

I dream black dreams of you,
Running dreams,
Through empty chapels and forests.
Lost dreams that fold
Like heavy drapery
Across chiseled stone.
I pant delirium,
Dream in silk-webbed leaves,
Barefoot
Nothing but the moon,
Running with my breath,
Running with my breath,
Running.

ROOM 0-3

I have risen, a razor in the morning—
Sliced the very air with emptiness.
An autumn leaf gone to bones,
The queasy light barely reminds me
What is real anymore.
I lurk in the creek of oaks,
In the shush of cattails,
In the cold.
Give me shelter,
Please give me—
When all your green melts like chocolate
Will you finally trust me?
Walk blindfolded through the corn
And know that I have waited?
The revenant who listens
To skin brushing skin
A thousand miles away.
You fear.
But I watch against the sky!
Build you a tower of jade!
Still you see monsters I cannot slay!

ROOM 1-12

I know the fox
In red bracken
Moves like shadows of trees.
I light candles
In the meadow, in the grass.
Dew casts them upside
Down in swollen beads.
When skies turn the color of butterfly wings, i lay dishes
of cream,
Sit near the thickets, wait for her to sip among the
shrines.
Almost seeing what is never there.
Eyes stare from air between stems.
Burning through dusk across meadows
Like the quiet green ritual of lightning bugs.
No sound but small far crickets and the rub of branches.
I cannot forget her
Eyes that see the back of my skull.

ROOM 1-18

I am deep in leaves now.
They blanket me in your absence
Countless sibilant maps
Veined with roads leading nowhere
Nor back to you.
Come back
Sit by me
Let me tell you of the leaves
That breathe after they have died
Stir and mutter in sleep
If we could be like them—
I would die like them
And giggle
The sweet red tang of the maple
Deep into your ear
Like cider
Tell you all my wishes
In the drafty spin of falling
The door to Eternity
Is underground.

ROOM 2-5

Before this, the O'jidean Gate,
Be Forewarned:
This Threshold is Holy!
Holy or Wicked Apart,
You Will Leave Something in this Place.
Be So Warned.

ROOM 3-3

Here Rests the Holy of Holies
Be Ye Good and Know
There is Nothing to Fear

ROOM 3-5

Herewith inter we the 6th Ring
The Ring of Will
And Seal It Up Unto the Day
When the Righteous Will Claim It Out of Adummim
And Carry It Forth Against Coming Evil

BOOK FROM ROOM 3-10

Temple of Washing.

Egress Step 1:

Enter through the south door, disrobe and wash thyself in the font. Clothe thyself and exit through the north door.

Temple of Anointing.

Egress Step 2:

Enter through the north door, disrobe and touch thy crown, nipples, navel and loin with consecrated oil. Clothe thyself and exit through the south door.

Temple of the Veil.

Egress Step 3:

Enter through the north door and kneel at the curtain. Make the Sign of Remembrance. Pass through the curtain and exit through the south door.

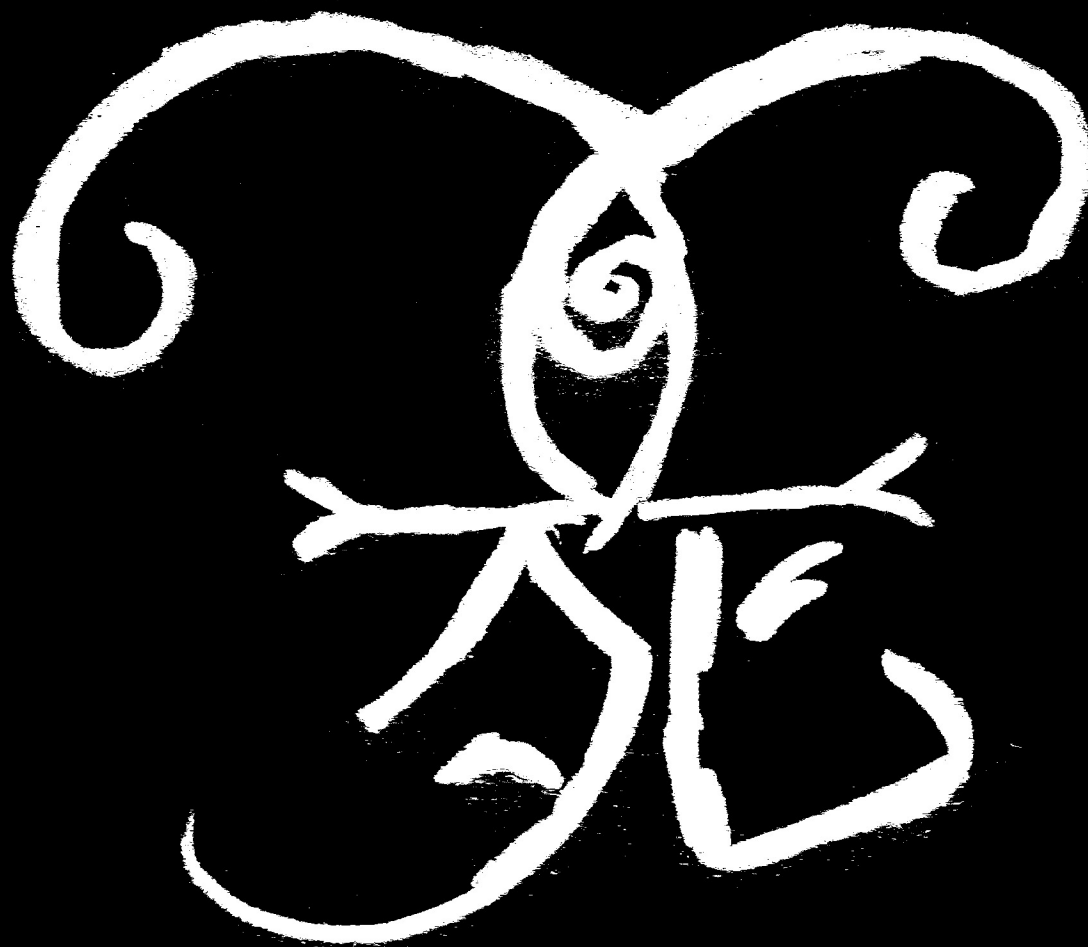
Temple of Ascension.

Egress Step 4:

Enter through the north door. At the center of the universe kneel and add thy sparkle to the stars, rise and exit through the west door.

HU₃

The Mortuary Temple of Esma



ANTHONY HUSO



What waits in the dark?

For use with 1st Edition Advanced Dungeons & Dragons
Module text is Copyright © 2018 Anthony Huso, All Rights Reserved. Advanced Dungeons & Dragons, AD&D and D&D are trademarks of Wizards of the Coast, and are used without permission. This product is not affiliated with Wizards of the Coast.

www.anthonnyhuso.com