

# Zjelwysin Fall



Anthony Huso

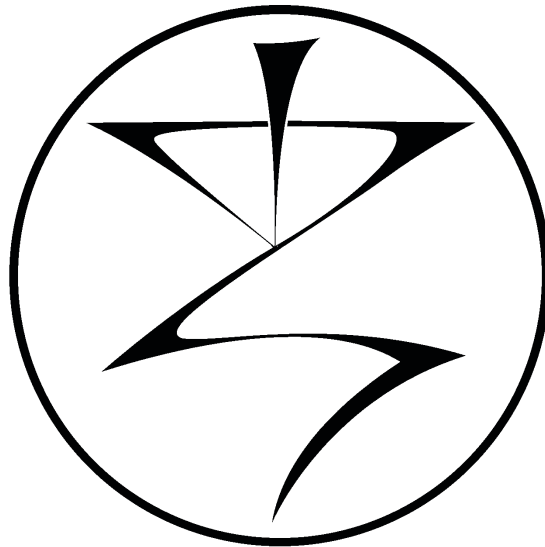


HU<sub>4</sub>  
ZJELWYIN FALL

Anthony Huso

AN ADVENTURE FOR 5 OR MORE CHARACTERS OF 2 or 3 HD

The broken hourglass of Shodredh Dachod,  
sand pouring in at top, out at bottom.



Cover Art "The Hierophant's Garden" ©2018 by Daniele Valeriani

Interior Art by Russ Nicholson plus a few scribbles of my own

Special Thanks to Allan Grohe; Ben Laurence (for Wishery); Tony Lee; Chris Chapman; Jason Fehling; Alan Blomquist; Steve Powers; Monte Martinez; George Royer; Jeremy Catlin; Ricardo Bare; Rich Wilson & to Gary for making the game of games.

<https://www.thebluebard.com>

Jan 2019

Module text is Copyright © 2019 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: 2019

ISBN 978-0-359-25237-4



## FOREWORD

Like *A Fabled City of Brass*, this module is a new offering, created from scratch for my home campaign. Whereas *The Night Wolf Inn* and *The Mortuary Temple of Esma* were dug out of piles authored in the 80's, *Zjelwyin Fall* was devised in late 2018 and early 2019, drawing from the inspired but flawed *Manual of the Planes*.

This is an Astral Tomb of Horrors Style adventure for characters of 2nd and 3rd level and is written expressly for OSRIC or as we know it best: AD&D. Five characters at a minimum should be enlisted as the adventure is not gentle.

Since low-level characters are easier to manage than high-level equivalents, you may want to allow players two characters apiece in case it is their lot to bear the inevitable.

Think of this adventure as a low-level dungeon wrapped around a high-level core. As long as the party doesn't ignore obvious warnings, they will not rouse the dreaming lich king and precipitate their immediate demise. Should the players ignore all warnings and rouse Shodredh Dhachod from his Astral trance, my advice would be to mercilessly destroy the group as any proper lich would. Nevertheless, this is your adventure now...

Shodredh Dhachod, a vile Gringling Lich King, master of both Time and Space, long ago established a cunning redoubt at the edge of the Outer Planes, a jewel-like sanctuary, that tumbles at incredible speed through the fringes of the Astral realm.

Shodredh devised a method of warding whereby only the meek, humble, untested, innocent, etc. might access his lair. That is to say that any being except himself (whose HD exceed 3) cannot gain entrance to (nor be conjured within) his plummeting sanctum. The lich is unreachable by those with the power to cause him harm. Only his servants, custodians and guardians inhabit *Zjelwyin Fall*.

Thus, treasures that lofty lords and mages yearn to behold are accessible only to the likes of the humble party gathered at your table...

- Perhaps mighty heroes will hire the group to tread where they cannot and return with information, a map, or specific item from *Zjelwyin Fall*.
- Or maybe similar powers have enlisted the party to smuggle a device meant to slay the lich, deposit it at the villain's undying throne and then flee, snatching valuables along the way.
- What if powerful do-gooders have gathered to slay Shodredh but require humble help in flushing the dead sovereign out? What if those same do-gooders are, in fact, the players' high-level characters whose success now rests in the group's ability to navigate this module's hazards with lesser stock?

A battle with the lich is not the finale of this adventure unless characters of appropriate strength are on hand. Rather, it is meant to be a known peril for the novices daring to tread here and the DM would do well to build drama and tension around this point while implying that few indeed might escape to tell the tale.

As always, let me know if your group has fun. You can reach me at [stonehold@gmail](mailto:stonehold@gmail) (or) visit [www.thebluebard.com](http://www.thebluebard.com).

Happy gaming.



Anthony Huso

23 Feb 2019



## DREAM TIME



### ZJELWYIN FALL.

This object, this place...this **thing** at the edge of the Outer Planes, hidden by contagious amnesia brewed in the witch-pits of Shodredh Dhachod—*this* is no trifling errand.

Sages assume Shodredh Dhachod, the Gringling Lich who conceived and constructed Zjelwyin Fall, must rest inside, dreaming his sidereal dream. But Dhachod's wards are such that knowledge of the Fall's location and trajectory are forgotten before they can be put to paper; so it hurtles unwatched, a spindle of otherworldly gemstone, a ruby comet streaking the limits of the Astral plane.

You have come to the Sleeping Room and been paid a sizable advance. Yet your heart trembles for this is no troupe of bandits along the north road, no vile infestation of rat-things in the castle sewers.

You are leaving this world.

As you recline on the stone bed in this strange cellar, mindful of its carved pillow, you tighten the phylactery against your forehead. Inside the leather box whirl crushed remains of crimson and periwinkle gems—"Fragments of the Fall," they tell you. These colorful grains burn and spin, beaming through tooled apertures, turning the phylactery into a tiny lantern.

"This fragile light will lead you to Zjelwyin Fall, winging you to it like a bat in the dark. No one can say how long the journey might take, so be quick in gaining entry." The hypnotist's voice is soothing. You try to relax as she lights the candles on the border of your pitiless stone bed. You understand that while you are sleeping, your body will stay here, thirsting and hungering after only a few hours.

She says you will not feel these pangs. There is no hunger or thirst on the Astral. No fatigue. Time does not heal. Indeed, Time barely works.

Therefore you cannot rest, you cannot pause to recoup or mend. And you cannot bring anything with you unless it is enchanted. "If you drink a potion on the Astral plane," your hypnotist says, "it will last forever... meaning until you wake up."

The candles are lit. You wear an enchanted chasuble, a

sleeveless garment meant to prevent you going naked on the Astral Plane. The hypnotist is intoning just behind the flames, her voice melting away, her crystal flashing as it swings, more and more blurry, more and more surreal.

You are afraid and consider backing out, but you are so tired. Nearly paralyzed. Lids heavy. The money they gave you was heavy too—and reassuring. More than other jobs. A mercenary dying before he can spend his coins wouldn't be odd. What **would** be odd is going out like this—dying in your sleep.



### FOR THE DUNGEON MASTER

RULES FOR THE ASTRAL PLANE are essential to this adventure—see **Appendix: Astral Adventures**. When the characters fall asleep, you must begin tracking time. Though time will not seem to pass on the Astral, it passes for the characters' physical bodies, which will grow weaker without the Astral character's knowledge.

Therefore, the PCs will have limited time to reach their destination, accomplish their goal and return to their physical bodies before time runs out.

WHEN THE PARTY ARRIVES ON THE ASTRAL they will be weightless and lost in a bright void of silvery-blue. Furthermore, only magical objects will follow them onto this plane so unless they are garbed in the special chasubles, they will be naked.

Since Nystul's Magic Aura can enchant ANY mundane object such that it will accompany the PC to the Astral Plane, one solution is to provide a scroll or wizardly NPC that can enchant a dozen (or perhaps fewer) objects of the party's choosing.

Remember that a silver cord trails from the back of each character's head and becomes invisible and insubstantial after ten or so feet. This is the character's connection to his or her physical body and if it is severed the consequences are grave.

## ASTRAL ENCOUNTERS

UPON ENTERING THE ASTRAL PLANE and every 4 hours thereafter, roll 1d10. A 1 indicates an encounter. The journey to Zjelwyn Fall will take 1d20 x 4 hours regardless of character MV rate.

CREATURE ENCOUNTERS are detailed here. If one comes up, select the pre-rolled encounter that best fits the moment.

COLOR POOLS are found in the **Appendix: Astral Adventures**—which is a must-read for prep.

ASTRAL OBJECTS are also explained in the **Appendix**.

THE PSYCHIC WIND is detailed in MoP (67). Its presence is presaged by a rapid darkening of the silvery sphere and 1d10 rounds later the plane turns jet black.

*Manual of the Planes* discusses this event with some contradictory notes, which this author ignores.

If you do not have access to *Manual of the Planes*, simply roll d% (refer to the **Appendix** for more details).

ROLL	EFFECT
01-60	Storm adds 1d4+2 hours to travel time.
61-80	Lost 2d10 days; then return to body.
81-95	Blown to random Color Pool* or tossed into an Astral Wormhole*.
95-00	Silver cord(s) snap.*

### ENCOUNTERS

*Check on arrival in plane & every 4 hours thereafter. Encounters occur 1i10.*

01-75	Creature	01-64	Conduit/Wormhole* (MoP 66)
76-85	Color Pool	65-72	Mt Belus: the Heavenly Threshold* (MoP 72)
86-95	Astral Object	73-80	Yggdrasil: the World Ash* (MoP 72)
96-00	Psychic Wind	81-84	Flying Missile*
		85-88	Elemental Pocket (MoP 67)
		89-92	Island of Matter
		93-96	Lair
		97-98	Corpse
		99-00	Artifact

\*See **Appendix: Astral Adventures**

## CREATURE ENCOUNTERS

### MEDITATING MONK:

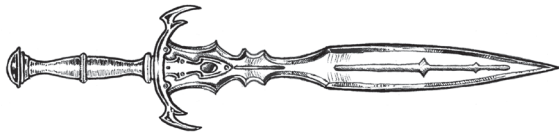
A slender man with ash-white flesh floats in lotus position. Gray robes curl kelp-like around his body while a pale gemstone flashes, blue facets gathering light at the center of his forehead. His pupilless eyes are set on the elusive Astral brilliance.

**Laxmi Mattam, Githzerai Monk:** AC 4 (+1 robe [+2 on Prime] & 16 INT) | MV 48 | HD 6 | ATT 5/4 | THACo 17 | DMG 1d6 + stun 1d6 rounds if to-hit is 5 or better than required + % to kill equal to victim's AC | MR 50% | Speak with animals, 72% resistant to ESP, immune to disease, haste & slow, thief skills at 5th level | Psionics: ATT 60 (all modes) DEF 60 (all modes) + Astral Projection; Mind Bar; Probability Travel; Energy Control. | FF 45

HP: 21 | XP: 675

☞☞☞☞☞ ☞☞☞☞ ☞☞☞☞ ☞☞☞☞ ☞☞

- Treasure: Freezing blue lemcienee gem (3,000 sp)
- CHAOTIC NEUTRAL but not hostile
- Will talk at length re. Value of Isolationism and Freedom
- Warns against Githyanki. Claims they seek to destroy intelligent life prior to mass suicide, thereby cleansing the multiverse.
- If Astral War Party is encountered and the party is weak, he may arrive to assist.



### ASTRAL WAR PARTY:

Frighteningly thin figures slice the twilight-blue at terrifying speed. Though dark, they glitter with jewels and metal. Black hooks rise from their crowns. Tattered bindings trail their mummified forms. Ornate swords, like ghostly lanterns, light their way.

**1 Anti-Paladin:** AC 3 (weightless astral splint +1) | MV 96 | HD 2 | ATT 1 | THACo 17 | DMG 2d4+3: two-handed silver broadsword +1 Astral / +0 on Prime (20% per round cut cord) | Protection from Good (+2 AC & Saves + prevent bodily contact w/ good Primes) | Immune to Disease | Psionics: ATT 75 (all modes) DEF 75 (all but J) Domination; ESP; Energy Control. | FF 43

**2 Magic-Users:** AC 9 | MV 96 | HD 2 | THACo 20 | DMG 1d6+2: silver short swords +1 Astral / +0 on Prime (no cord cut) | Psionics: ATT 75 (all modes) DEF 75 (all but J) Telepathy; ESP; Mind Bar | FF 43  
M-U1: Burning Hands (PHB 65) Magic Missile (PHB 67)  
M-U2: Shocking Grasp (PHB 68) Sleep (PHB 68)

HP: 16, 6, 5 | XP: 203, 183, 181

☞☞☞☞☞ ☞☞☞☞ ☞☞☞☞ ☞☞

☞☞☞☞☞ ☞☞

☞☞☞☞☞☞☞

- Treasure: In addition to their magical armor and swords, each wears jewelry and gems valued at 15,000 sp
- Collectively, they carry a Potion of Haste a Potion of Healing & a Disintegration Pistol w/ 100' range, no to hit required, save vs Wands = miss. The pistol has 2 shots and cannot be used in melee.
- Believe ALL intelligent life is ruthlessly duplicitous and must be destroyed.
- Attack on sight. Surprise 3in6 due to speed.
- If forced to flee, their 96 MV prevents attacks of opportunity, though missile weapons are viable.

### HOST OF ASTRAL SEARCHERS:

In the silver abyss a melting host throng strangely upon a shimmering membrane. Whatever it is, the formless ghosts—each like molten wax—are drawn inexorably to it. Their grotesque labor stretches the diaphragm to its limit and squeezes them into ever-more nightmarish configurations.

There are some 10,000 Astral Searchers here but they are intent on the membrane. Only 4d6 will notice the PCs enough to break off from the host and attack. If the host is disturbed directly, results will likely be lethal—though PCs with an INT of 13+ can easily escape.

**4d6 Astral Searchers:** AC 10 | MV 36 (on Astral) | HD 2 | ATT 1 | THACo 16 | DMG 1d6 | MR 50% | FF 13

HP: 5 each | XP: 83 apiece

☞☞☞☞☞☞☞ ☞☞☞☞☞☞☞ ☞☞☞☞☞☞☞

☞☞☞☞☞☞☞ ☞☞☞☞☞☞☞ ☞☞☞☞☞☞☞

☞☞☞☞☞☞☞ ☞☞☞☞☞☞☞ ☞☞☞☞☞☞☞

☞☞☞☞☞☞☞ ☞☞☞☞☞☞☞ ☞☞☞☞☞☞☞

- These mindless travesties have no treasure.

### BERBALANGS:

Previously hidden in the endless gradients, you suddenly notice two creatures of grotesque but finespun form, darting and contorting, circling and worshipping one another. They are leathery-winged, frail and ugly, with avaricious faces and watery milk-white eyes.

**2 Berbalangs:** AC 6 | MV 33 (on Astral Plane) | HD 1+1 | ATT 3 | THACo 18 | DMG 1d4, 1d4, 1d6 | Gaze Attack (Astral Plane Only) all w/in 15' who meet gaze save vs Spells or roll on table below | cf. FF 14

HP: 9, 7 | XP: 79, 83

☞□□□□□ □□□□☞

☞□□□□□ □□☞

### GAZE TABLE (1d6)

- 1 Coma 2d6 days
- 2 Sleep 5d4 turns
- 3 Stunned 2d4 turns
- 4 Enraged 2d4 rounds
- 5 Flee 2d4 rounds
- 6 Temp Insanity 2d6 weeks

- Treasure: A sticky, gore-caked heart drifts from each berbalang's waist, tethered by a lattice of leather thongs. Lamp wicks emerge from the aorta and other arteries (4 in total). Each of the ventricles on these eldritch affronts to decency is stuffed with otherworldly Gorjian Incense (800 sp value).
  - Burning one of these ensorcelled hearts produces a smoke cloud 20'x20'x20'. Everything inside is affected by a Nystul's Magic Aura (at 6th level ability) and a Mending (PHB 67). Note that because it is a magical device, it can be lit on the Astral via Produce Flame or similar spells, but its primary purpose is to make Material objects transferable to the Astral.

### ASTRAL DEVA:

Tall, lithe and supernal, a woman with unearthly golden skin and snow-bright wings soars through the silvery dome. She has noticed you.

**Lahabiel, Astral Deva:** AC -6 | MV 60 (on Astral ) | HD 9+36 | ATT 2 | THACo 9 | DMG 1d12+3, 1d12+3 | MR 65% | INT 20 | MM2 43

HP: 85 | XP: 12,225

☞ not meant to be fought ☞

- Lahabiel will converse with GOOD characters and use her powers to restore them. (MM2 42&43)
- She has heard of Zjelwyin Fall and the Lich, Shodredh Dhachod but states that even a being such as herself is barred from entering the lich's lair and is unable to locate it.
- Lahabiel may grant good PCs one or two healing potions and some other magical device, but advises them that the Astral Plane is perilous and they should not tarry longer than is necessary.
- Lahabiel is not recommended if the party contains EVIL characters as she will select those characters and destroy them.

### TYPE I DEMON:

Trailing feathers, a filthy turquoise-colored vulture with silver eyes and human-like arms screams hoarsely from above. Its trajectory is desperate and enraged, clearly bent on your destruction, but its flight is oddly slow.

**Type I Demon:** AC 0 | MV 18 (on Astral) | HD 8 | ATT 5 | THACo 12 | DMG 1d4, 1d4, 1d8, 1d8, 1d6 | MR 50% | Infra, Darkness 5', Teleport No Error, Gate | Resistant to: Cold, Lightning, Fire, Gas | Detect Invisible |MM 18

HP: 37 | XP: 1,645

☞ not meant to be fought ☞

- Note that because the demon cannot Teleport on the Astral, its low INT means that characters with intelligence 7+ can easily out-pace it.
- This encounter is meant as a tension builder, not a combat encounter. If the party contains characters with very low INT, consider skipping this encounter.
- Anyone foolish enough to pause and engage, of course, must set an example for the others.





## ZJELWYIN FALL

**T**HE PHYLACTERIES DELIVER THE PARTY TO ZJELWYIN FALL 1d20 x 4 hours from the moment of dreaming.

The Fall is indigo bent into scarlet, dazzling and slender, faceted and fast. It streaks past the PCs with such speed that only an impression of its shape can be had before the storm gray deeps swallow it again.

Fortunately, with only a few minutes of additional travel, the phylacteries can once again speed the PCs to the place where the heart-breaking beauty of the Fall streaks past a second time.

To enter, all that is required is the desire (and to have 3 HD or less!)

Since the party is seeking entrance, entering the Fall will be nearly automatic on the second attempt—for the characters will be desperate to find a way inside.

THEY WILL ARRIVE SUDDENLY, VIA DREAM-LIKE CONVEYANCE, WITHIN **VITREOUS CHAMBER NUMBER TWO (VC2)**.

### NOTES ON ALL CHAMBERS

MONDRONE CUSTODIANS TEND TO THE CHAMBERS, making sure things are right. These enslaved beings have no sense of morality—only of order. In chambers 1 thru 6 flip a coin. It is 50% likely that 1d3 monodrones will be in each chamber when the PCs arrive.

**Monodrones:** AC 7 | MV 9 | HD 1+1 | ATT 1 | THACo 18 | DMG 1d6 (spear) | MM2 87

HP: 7 each | XP: 46 apiece

☞□□□□ □□☞

☞□□□□ □□☞

☞□□□□ □□☞

Monodrones will always be doing something: cleaning, inspecting, gathering herbs, standing guard, etc.

They will approach interlopers and demand a password (which is "Seven").

If the password is not given, the monodrones attack and fight to the death. If the password is given, the monodrones allow the PCs to do whatever they wish (aside from killing monodrones).

The monodrones may provide very limited information about the chambers if asked.

EACH OF THE CHAMBERS in Zjelwyin Fall is 133' in diameter. This is the product of 7 and 19. 19 is the sum of 1+3+4+5+6: the tally of chamber numbers excluding 2 (the entry point).

Rooms 1, 3, 4, 5 & 6 must all be visited (in any order) before room 7 becomes accessible. These whimsical mathematical relationships were an amusement to Shodredh Dhachod but are likely related to some cabalistic numerology of the undead or the gods of time.

While otherwise useless, the trivia is relevant in VC2, where a certain formula allows the speaker to bypass all other chambers and arrive immediately in VC7.

Sand is a recurring metaphor for time and progression. It often marks the way forward through the rooms. Red is coded to leading back. Blue is coded to leading forward in the dungeon.

In my home campaign the Time God is Garthane, whose power number is 7 and his likeness is presented in the module. Obviously your campaign will not have these gods, but you can present the crouched seven-eyed figure as an esoteric avatar of Time, perhaps worshiped long ago on other worlds or planes.

Shodredh's predilections fostered construction of the seven chambers in Zjelwyin Fall in mimicry of Garthane's seven eyes. Clever players will soon realize that symbols in the Fall provide accurate maps of all seven rooms.

Note also that each of the chambers in this seven-plenum sanctum have their own rules with regards to gravity, but otherwise conform to the general laws of the Astral Plane.

...to the general laws of the Astral Plane.

## VITREOUS CHAMBER ONE



**THIS IS NOT THE ROOM WHERE CHARACTERS ARRIVE. (See VC2 for that location)**

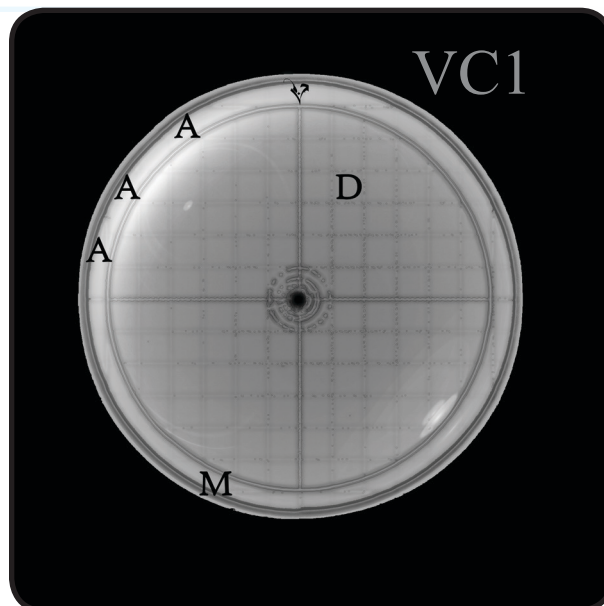
### Check for monodrones.

PCs arrive in a staggering glass dome. They are ranged (at positions A) around a gleaming silver ledge that encircles and overlooks an expanse of red sand some ten feet below. The dunes in this crimson pit transition to *blue* at the center, where they collapse into a horrifying central funnel.

The glass dome keeps a churning but beautiful storm of red cosmic dust at bay. Perhaps it is this dust that is drawn in to replace what pours down the funnel, for despite the slow, inexorable slide, the pit does not drain.

PCs will quickly feel they are standing in the top half of a colossal hourglass.

- **NORTH CARDINAL POSITION:** a deeply-cast inscription in the silver ledge reads "ONE DOWN" in the language of magic; any magic-user will recognize.
  - A NEARBY SKELETON robed in paisley indigo satin: bonded to the ledge by riotous red fungus. Backpack contains:
    - Rope & grapnel (w/ Nystul's Aura)
    - Rations marbled with red fungus
    - Glossy black spellbook w/ spider motif. Name "Daddy Longlegs" inside front cover. (Contains: *Feather Fall*; *Jump*; *Spider Climb*; *Scare & Web*)
    - Handwritten note in common inside book's cover reads: "**Password: Seven**"
    - Labeled Potions: *Diminution*, *Heroism*, *Flying & Extra Healing*.
    - A +1 silver dagger (+2 on Prime Material)
- THE SAND can be traversed in most areas.
  - WITHIN 20' OF HOLE, collapses in 6 under characters weighing 200+ lbs.
  - WITHIN 10' OF HOLE, always collapses.
  - WHEN SAND COLLAPSES, PCs slip down the funnel in three seconds.
    - Checks are useless unless the party is already roped.
- THE FIRST CHARACTER FALLING THROUGH THE FUNNEL rolls 1d4+1 to determine destination Chamber.
  - TWO INDICATES the character must save vs Spells or be imprisoned. (see VC2: **Prisons of Glass**). Success means they arrive in VC2 at A.
  - CHARACTERS FALLING THROUGH THE FUNNEL



DURING THE SAME ROUND ARRIVE IN THE SAME CHAMBER.

- D: LURKING BENEATH THE SAND is a lesser Dune Stalker. Its pale form emerges (at D) if the sands are disturbed. It cannot reach the silver ledge but attacks with lamentable keen.
- M: ROOSTING UNDER THE LEDGE in fungal cocoons are three Mi-go. Their worrisome forms can be seen from the ledge's northern circuit but they will only take flight if molested or if the ledge directly above them (at M) is walked on.

**Astral Dune Stalker:** AC 9 | MV 39 | HD 3 | ATT 1 | THACo 16 | DMG 2d6 sonic keen at 60' range | MR 30% | Magic weapons to hit | Kiss of Death (save vs Death Magic or die) | cf. FF 30

HP: 13 | XP: 239

☉□□□□ □□□□ □□□☉

**Astral Mi-go x3:** AC 8 | MV 39 (flight) | HD 3 | ATT 2 | THACo 14 | DMG 1d8 x2 pincers | Red fungal spray once per turn (as Web Spell) | Regen 2hp/round | Psionics: ATT 45 (C D) DEF 45 (F G H) | Appendix

HP: 9 each | XP: 217 apiece

☉□□□□ □□□☉

☉□□□□ □□□☉

☉□□□□ □□□☉

## VITREOUS CHAMBER TWO



Characters willing themselves to enter Zjelwyin Fall from the Astral arrive here (at A on the map). **There is no gravity.**

The arrival point is in a calm spherical pocket contained by streaming bands of luminous scarlet and dark crimson sand—as if the pocket is being pushed through a sandstorm strafed by sunlight and shadow. At center spins an immense globule of magic plasma that burns with magenta, orchid and hellish lime-ice-colored light.

Spaced around the globule are six blocks of black stone (five are shown because the central one is actually two: one above and one below the plasma).

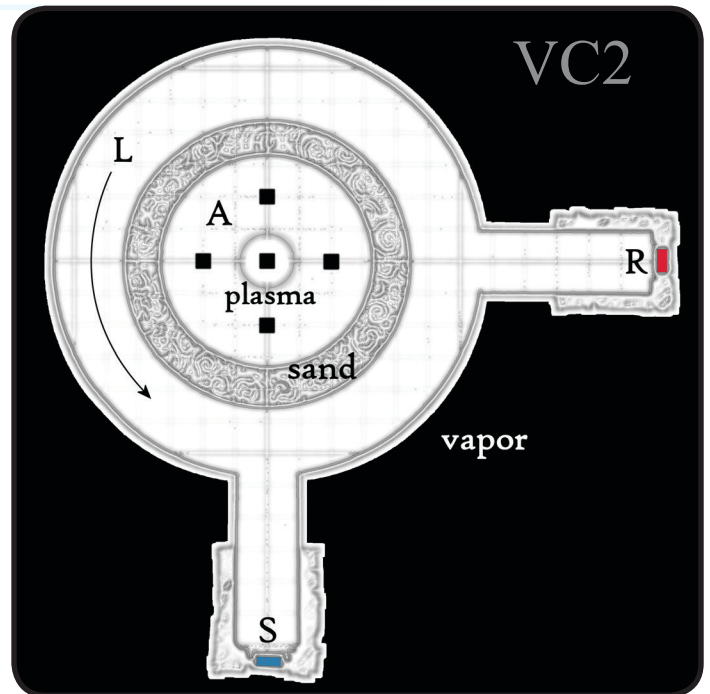
Singed/crushed bones and gear float nearby: *Potion of Healing*; *Leather Armor (+3 Hells) (+2 Astral) (+1 Prime)*; *Wand of Magic Missiles (15 charges) w/ command word*.

- **TOUCHING THE SAND** stings but deals no damage. It swells with light but is opaque to both normal and infravision.
  - **THE SAND CAN BE PASSED THROUGH** immediately.
    - Those passing through the sand always arrive at (L).
- **PLASMA IS HOT.** The Astral does not conduct heat, so the space around it is disarmingly cool.
  - Plasma deals 3d4 dmg on contact. Entering the globule means instant death.
- **SIX BLACK MARBLE BLOCKS** (each 4'x4'x4') animate and begin pushing PCs into the plasma (or) two blocks will attempt to sandwich and crush.

**6 Marble Blocks:** AC 10 | MV 12 | Immune to damage | STR 15 | DEX 15 | THACo 16 | Each block can make one attack per round: Maneuver (or) Crush

**MANEUVER:** No to-hit. Target PC selects either STR(INT) or DEX(WIS) to counter the maneuver. The block and the PC each roll 1d6 and add the result to the relevant ability score. HIGH score wins. PC wins all ties. **BLOCK WIN** = PC is pushed into the plasma and takes 3d6 dmg + a DEX(WIS) check on 1d20. Failing this check means the PC is pushed fully into the plasma and dies.

**CRUSH:** Two blocks converge on one PC. If BOTH hit, PC is crushed and pinned. PC takes 1d6 dmg, gear saves vs Crushing Blow + PC is trapped. Open Doors roll to escape. Others may help with similar roll. Pinned PCs take 1d6 per round.



PCs LEAVING THE INNER SPHERE always arrive at (L), in a tube-like conduit, 20' wide, abutting and encircling the sphere of sand. Where it touches the sphere, raging crimson sands are visible. Where it does not, the tube is bounded by streaming vapors of violet, periwinkle and indigo. Fast-moving patterns of light pass through these vapors in disorienting, drowsy-making patterns.

A pink lightning elemental circuits the tube counter-clockwise. PCs at (L) will see it retreating in the direction of the arrow. Following it is the safest choice since it attacks anything it encounters along its route but does not make retrograde movements.

**Lightning Elemental:** AC 2 | MV 18 | HD 2 | ATT 1 | THACo 16 | DMG 1d6+2 | Discharge 1 ball lightning per round (2 max) which deals 1d2 dmg to metal targets within 5' | +1 or better weapon to hit | metal weapons used on the elemental cause 1d4 dmg to the wielder | various immunities | MM2 103

HP: 14 | XP: 403

☞□□□□□ □□□□□ □□□□☞

- **ELEMENTAL IGNORES** PCs who enter the vapor, sand, or adjoining halls.
- **PCs THAT FLEE THE TUBE** are not pursued or further molested. (Most PCs out pace it)
- **PCs WHO RE-ENTER THE SAND** take more dmg and go again to location A.
- **PCs WHO ENTER THE VAPOR** roll 1d6:

- 1 *Sleep Spell 30 rounds + ejected to Astral*
- 2 *Sleep Spell 20 rounds, then roll again*
- 3 *Sleep Spell 10 rounds, then roll again*
- 4 *Lost for 1d6 rounds, then roll again*
- 5 *Lost for 1 round, then roll again*
- 6 *Safe. May re-enter tube or roll again*

THOSE EJECTED TO THE ASTRAL PLANE may locate and re-enter Zjelwyin Fall only if they still possess their phylactery.

The adjoining halls (map south and east) have normal gravity, and are also bounded by vapor, except near their ends, which are shod in fissured but gleaming obsidian. Both halls end in unopenable gemstone doors whose lintels are cut with words any magic-user will recognize as "TWO DOORS." Check for monodrones in these halls.



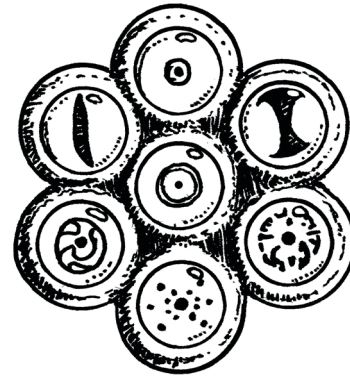
**(R) RUBY GEMSTONE DOOR:** This faceted door gushes ruby light and bears a lustrous golden knocker plate (without knocker). The plate consists of a six-pointed star with an eye at center. The eye's pupil resembles an ogive-shaped doorway.

- THOSE WHO KNOCK or touch are ejected to the Astral and must re-enter via their phylacteries.

**(S) SAPPHIRE GEMSTONE DOOR:** The obsidian walls leading to the door are cut with deep shelves stuffed with countless bottles of dark glass. PCs will notice some broken on the floor. Shards make footing treacherous.

- THOUSANDS OF BOTTLES: mostly empty. All are sealed.
  - 20% CONTAIN the skeletons of intelligent species—miniaturized.
  - 0.5% CONTAIN a living specimen, usually human and always of 3HD or less.

- **PRISONS OF GLASS:** these bottles are where beings in Zjelwyin Fall go if they are "imprisoned". Because the bottles are dark, finding an imprisoned PC is painstaking—prisoners are also mute.
  - EACH SEARCHING PC rolls 1d20 once per turn. A roll of 20 = the correct bottle is found.
  - ONCE FOUND, the bottle is easily smashed and the prisoner is both freed and restored to normal size.
  - IMPRISONED PCs use their STR(INT) score to attempt a Bend Bars roll once per day. Success = they have rocked the bottle off the shelf and broken free: 1D3 dmg to the PC.
  - IMPRISONED PCs CANNOT RETURN TO THEIR BODIES via silver cord.
  - BROKEN BOTTLES ARE MAGICALLY REPLACED on the shelves as they are broken.
    - IF MORE THAN TEN BOTTLES ARE BROKEN in a single turn, the vandal is automatically imprisoned.



**THE SAPPHIRE DOOR ITSELF** effuses the pure blue radiance of an autumn sky. Atop it is a gleaming golden projection—a cast statuette of a hunched, hooded figure with seven eyes emerging on stalks. Its ghastly hands grip the legs of an hourglass.

On the door is a golden knocker plate engraved with seven alien-looking eyes. A golden knocker resembling a falling star rests against the plate.

- KNOCKING ONCE transitions knocker to VC1.
- Twice transitions knocker to location (A) in this Chamber (VC2).
- Thrice or more transitions the knocker to VC3
- ANY KIND OF OFFERING to the statue, disappears the offering and transitions the PC to VC3.
- SPEAKING ANY TIME GOD'S NAME, transitions the speaker to VC4.
- PROCLAIMING THE FORMULA  $7 \times 19 = 133$  (in any fashion) transitions the speaker to VC7, a bypass known only to the lich.
- MOLESTING THE KNOCKER, PLATE OR STATUE imprisons the perpetrator (no save) in the Prisons of Glass.

## ◆ VITREOUS CHAMBER THREE

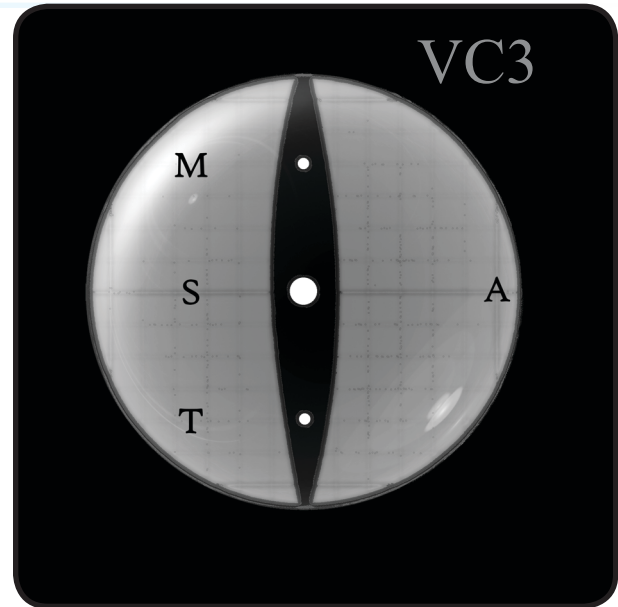


Characters arrive at A on the map, standing in scarlet sand. A glass hemisphere bends above. Beyond it spins blackness—studded with galaxies. Dividing the room in half is a rift that opens on the terrifying cosmic void. Red sand trickles endlessly into this rift.

Above the rift float three hourglasses, the central one being much larger. All three are filled with cerulean blue sand. They are NOT running. Each hangs in a separate sigiled-frame of eldritch design, engineered to flip on an axis. Unfortunately, the glasses are not connected to the room and there is no obvious way to reach them. They float half-way across the rift and eight feet above the ground.

Crunching underfoot near (A), an alien ribcage calls attention to a *jeweled footman's flail* (+3 *Dreamlands*) (+2 *Astral*) (+1 *Prime*). **Check for Monodrones.**

- FALLING INTO THE RIFT ejects the PC to the Astral Plane. Phylacteries are needed to re-enter VC2.
- MANIPULATING THE HOURGLASSES: One solution lies in the rope and grapnel (or) Jump Spell found in VC1.
  - EACH HOURGLASS bears the words "THREE LIVES" engraved in magic above the image of a skull.
  - STANDING WITHIN 5' OF THE RIFT requires a DEX(WIS) check every round to avoid being carried over with the slipping sand.
  - WHEN EACH HOURGLASS IS TURNED, a corresponding monster is summoned to a position on the far side of the rift.
    - THESE MONSTERS MUST BE SLAIN before their corresponding hourglass expires (each hourglass drains in 3 rounds).
    - FAILURE disappears the monster at the end of round 3 and the glass must be turned again to re-summon it.
    - SLAYING A MONSTER turns a portion (one third) of the sand in the room *blue*.
    - If the stopwatch from VC4 is started after one of these monsters is summoned, the watch automatically kills one of the monsters every time the stopwatch logs a minute (round).
  - WHEN ALL SAND IN THE ROOM IS BLUE, the rift appears to drop into a crimson desert some twenty feet below (instead of the void). This window lasts only 3 rounds.
    - ENTERING THE RIFT during this time transitions PCs to VC4.



NORTH HOURGLASS: Mi-go (at M)

**Astral Mi-go:** AC 8 | MV 39 (flight) | HD 3 | ATT 2 | THACo 16 | DMG 1d8 x2 pincers | Red fungal spray once per turn (as Web Spell) | Regen 2hp/round | Psionics: ATT 45 (C D) DEF 45 (F G H) | Appendix

HP: 9 | XP: 217

☞□□□□□ □□□□☞

CENTRAL HOURGLASS: Shuctulbh (at S)

**Shuctulbh:** AC 6 | MV 57 | HD 3d10 | ATT 3 | THACo 16 | DMG each hit deals 20% of target's max hp | Colors of convulsion | Mind stab | MR 40% | Appendix

HP: 24 | XP: 416

☞□□□□□ □□□□□ □□□□□ □□□□□ □□□□☞

SOUTH HOURGLASS: Tirapheg (at T)

**Tirapheg:** AC 10 | MV 27 | HD 2 | ATT 3 | THACo 16 | DMG 1d4, 1d4, 1d4 | Strangle | Damage-dealing illusions | Confusion | FF 89

HP: 16 | XP: 105

☞□□□□□ □□□□□ □□□□□ □☞

- SHOULD ALL THREE HOURGLASSES BE TURNED TOGETHER a general melee will ensue with monsters attacking the party or each other as opportunity presents.

## ◆ ◆ VITREOUS CHAMBER FOUR



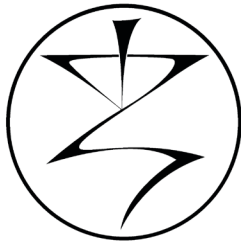
Characters arrive at A, standing in an expanse of crimson sand. **Check for Monodrones.** A wind at ground-level pulls sand from west to east in an ankle-stinging torrent that scuds across the hourglass-shaped trench. As it blows to the other side (P), this sheet makes difficult the prospect of judging exactly where the trench begins...

The trench instills all PCs (regardless of resistances) with inexplicable horror. Only those that FAIL a WIS check on 5d6 can willfully come within 20' of the trench.

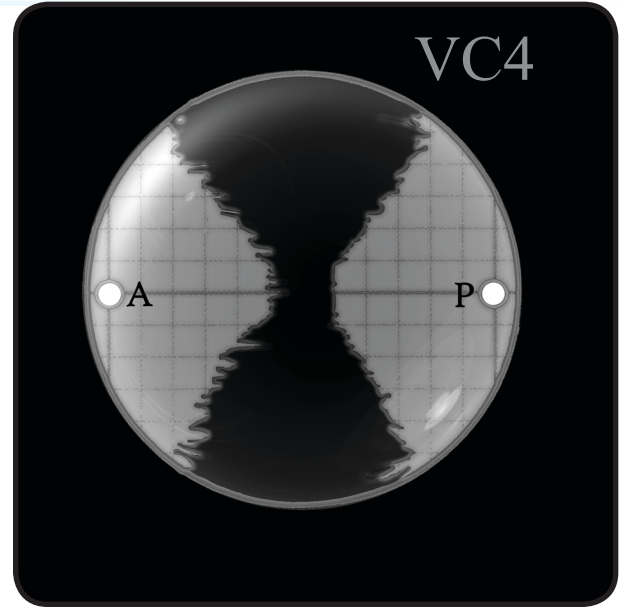
As with other chambers, a glass hemisphere domes the room; this holds back an ink-black substance—liquid or void it is impossible to tell since it neither reflects nor contains any trace of light.

Aside from the tittering sand, the place is worryingly quiet, feeling like the bottom of the ocean or the depths of space.

A thick disc of stone rises from the sand near the PC's arrival point (A). Atop it, like a crystal ball, is a fragile glass sphere filled with periwinkle-blue sand.



- BOTH STONE DISCS (A & P) ARE GRAVEN with the sigil of Shodredh Dhachod and the words "**FOUR: BACK AND FORTH**".
- THE GLASS SPHERE at A is easily broken. Doing so releases the blue sand, which pours forth and blows east, forming an ephemeral sand bridge.
  - THE GLASS SPHERE SELF-REPAIRS, fully restoring itself and then filling with sand, the whole process taking 2 hours.
  - BLUE SAND BRIDGE LASTS 4 ROUNDS.
  - DURING THIS TIME, all horror effects concerning the trench are lifted.
  - CROSSING THE TRENCH via the bridge requires a DEX(WIS) check on 1d20 (roped PCs fair better)
- FALLING INTO THE TRENCH automatically imprisons the PC in VC2 (**Prisons of Glass**).
- (P): THIS CIRCULAR SLAB OF STONE is saddled by an amoeboid heap of transparent jelly. Eldritch light bleeds from countless bioluminescent orbs



both within the heap's spillage and dangling from softly coiling pseudopods. The pudding-shape is only vaguely toad-like but betrays a possible mouth and seems inseparable from an array of glass tubes, beakers, stills and flasks filled with fluids of brilliant color.

- Before the Pudding Oracle, on the slab, are seven esoteric artifacts (detailed later).

**Pudding Oracle:** AC 8 | MV nil | HD 3d20 | ATT 1 | THACo 14 | DMG 8 + save vs Paralyzation + Automatic Swallow (death in 1d3 rounds) | +2 weapons to hit | Regeneration 5 hp/round even after death | MR 30% | Psionics: ATT 90 (A B) DEF 90 (F J) Telekinesis | Module specific

HP: 60 | XP: 285

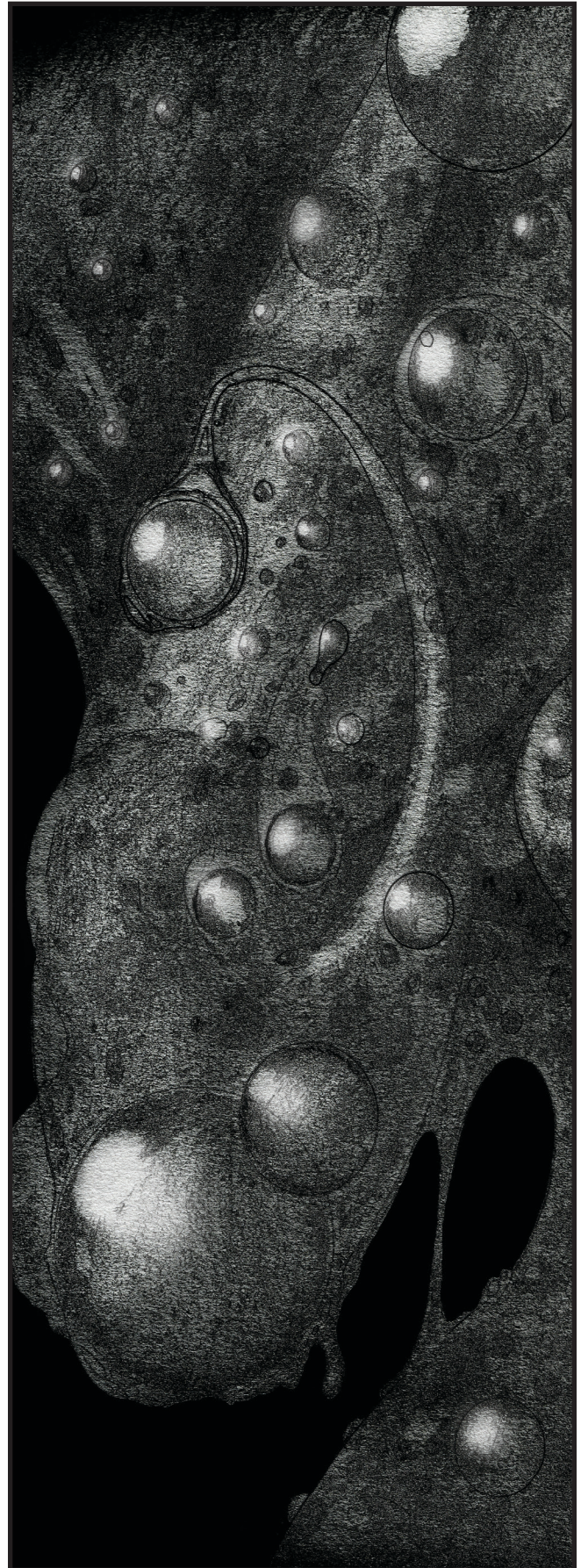
⌘ not meant to be fought ⌘

On each visit, the Pudding Oracle will Communicate via telepathy only when approached and will make offers and demands in the following order:

1. Invite one question (per group)
  - a. The Oracle will answer as accurately as possible using precisely three words.
2. Demand the group select one artifact
3. Demand the group select one destination, which it will phrase obliquely as "One or Five?"

Note that if PCs in the room already have one artifact, the Oracle will not allow another to be taken. Splintered parties, however, may acquire additional artifacts so long as the PCs in this room do not have one.

- THE ORACLE WILL TRANSPORT PCs to VC1 or VC5. It will do this for discrete individuals or for the entire group. Requests for other destinations will result in answers of "That is forbidden," etc.
- PUDDING ORACLE COMMUNICATES via telepathy but only "speaks" in 3-word sentences. Examples :
  - "Ask one question."
  - "Select one artifact."
  - "Take only one."
  - "You must [comply, submit, etc.]"
  - "Select one destination."
  - "Shodredh Dhachod's Oracle."
  - "A broken hourglass."
  - "Do not [arrogate, blaspheme, etc.]"
- THE ORACLE SWITCHES BETWEEN THREATENING/ INNOCUOUS without emotion.
  - ATTACKS ONLY IF ATTACKED [or] if more than one artifact is taken.
  - HOLDS NO GRUDGES: will not attack those who escape the room and return later.
  - REMAINS SILENT UNDER SARCASM or insults but will warn/uphold Shodredh Dhachod's name.
  - POWERFUL TELEKINESIS allows it to lift one PC/round from anywhere in the room and convey them into attack range without saving throw.
- THE SEVEN ARTIFACTS ON OFFER:
  1. 7"x19" mirror, frameless, etched with Shodredh Dhachod's sigil and the number 7 (see VC7)
  2. Colorful foot-long alien hummingbird-taxidermy strung on leather thong together with a stone tag bearing the number 5 (see VC5)
  3. A jeweled and enchanted stopwatch engraved with 3 skulls along with the number 3 (see VC3)
  4. A black six-sided die without pips, made of marble. It bears no number but reminds PCs of the stone blocks in VC2. (This artifact allows the holder to fly at will)
  5. CE aligned platinum knife with skull pommel and diamond settings. (Compels holder to stab themselves in the throat [no save]. This self-inflicted attack always hits, causes the PC to drop the knife, takes the PC to 1 hp and requires a coin be flipped. Tails = death.)
  6. One of the Pudding Oracle's bioluminescent glands, leaking on the slab (If this gland is taken from VC4 and then returned to the Oracle later, the Oracle receives it into itself, offers a new artifact selection and grants each PC one potion of their choice that it promptly decants from the connected lab equipment: "Select an elixir." Any potion with an XP value of less than 500 is available.)
  7. A black bottle (VC1 Prisons of Glass) that contains a Cniopurh of max hp (see Appendix)



## VITREOUS CHAMBER FIVE



Characters arrive at A, standing under a now familiar glass dome. **Check for monodrones.** Beyond the dome, vistas of Avernus paint the eye with desolate wastes, rock crags and a layered ruddy horizon without stars. A few dead or stunted briars scratch the glass. The wastes are lit intermittently by poisonous-colored fireballs, which the fierce hell-winds smear into glowing, dying streamers of light.

Within the dome, a kind of simple maze is formed from three walls or columns of igneous rock that rise from the black marshy floor and touch the glass. Vapors leak from this porous rock, possibly nurturing a diverse but struggling garden of alien weeds and fauna. Pale weedy blossoms are harried by peculiar hummingbirds while black insects skate the fetid water-film floor. The smell is sweet and rotten. Intimate gurgles and buzzes punctuate the drone of hurricane winds beyond the dome.

A slightly elevated walkway of black rock encompasses the garden and follows a full circuit of the dome's edge.

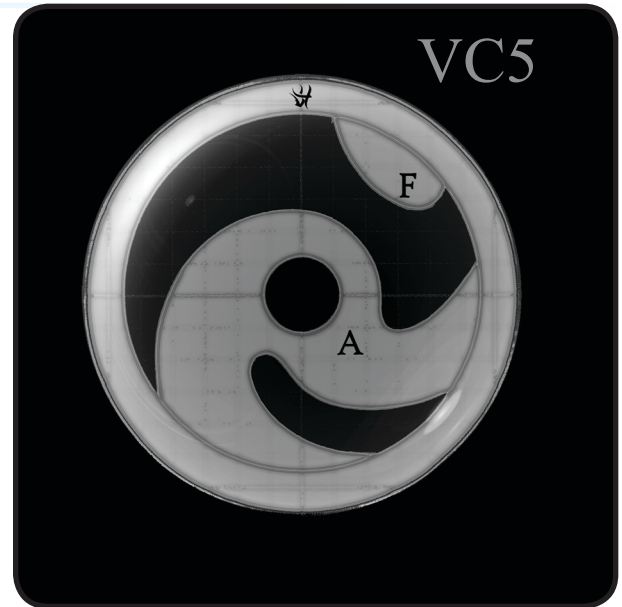
A carved flagstone at the walkway's north position reads:

"FIVE  
OPEN MY EYE"

- IF A PC CARRIES THE HUMMINGBIRD TAXIDERMY from VC4, the birds will not come within 15'.
- HUNDREDS OF BLUE BLOOD-SIPPERS stick mainly to the blossoms, but there is a chance they will briefly stab exposed flesh and take a (1 hp) sip. This attack is instantaneous and fleeting.
  - **Once every other round roll 1d6 minus 3 for each PC.** This is the number of Blue Blood-sipper attacks the PC sustains.
  - If the PCs molest the blossoms such that there are none or few left, the sippers will quickly overwhelm and drain the PCs.
- GATHERING HERBS from this room allows for any potion or poison to be brewed at no cost. One small sack of herbs produces one potion or poison. A stuffed large sack will produce four.

**Blue Blood-sippers:** AC 4 | MV 75 (flight) | HD < 1 | ATT 1 | THACo 15 | DMG 1 | Module specific

HP: 1 each | XP: 2 apiece



There are three paths out of the room but all involve picking flowers. Gathering this bouquet effectively opens the room's "eye".

(F) AT LOCATION F IS A WHITE LOTUS, the singularly most beautiful flower in the room. Also the only one of its kind and emits a soft halo of light.

When the flower is picked, the igneous walls instantly change. Some dematerialize. Others come into being. Any PC standing in a place where a wall materializes will be automatically slain unless they can escape to the walkway or other open space. The formula for escape is a simple comparison of Astral MV rate (INT x3) compared to the PC's distance from the nearest place of safety.

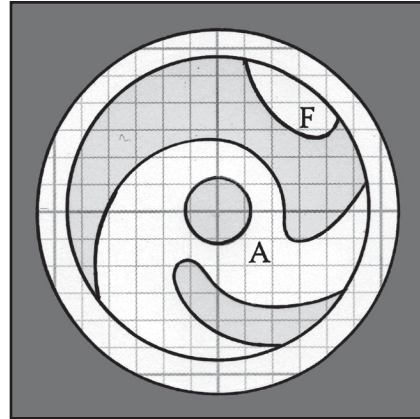
DISTANCE TO SAFETY	MIN MV RATE NEEDED
10'	18" (INT 6)
20'	36" (INT 12)
30'	54" (INT 18)
40'	72" (INT 24)
50' +	Auto Death

If the PC barely qualifies for escape (Ex. They have INT 6 and are 10' from safety) a WIS(DEX) check should be rolled to confirm their success.

Once the lotus is picked, a new flower is revealed at a new location, which must also be picked, etc. The stages of this bouquet-gathering puzzle are outlined hereafter.

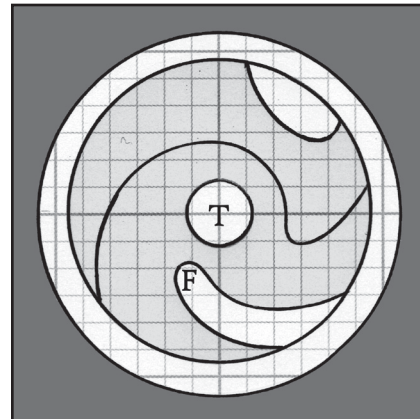
### INITIAL STAGE

- PC Arrival Point (A)
- White Lotus at (F)
- When picked Immediately transition to Stage 2
- Note that Unseen Servant etc. could pluck all flowers from the safety of the walkway
- Don't forget to check for Blue Blood-sipper attacks.



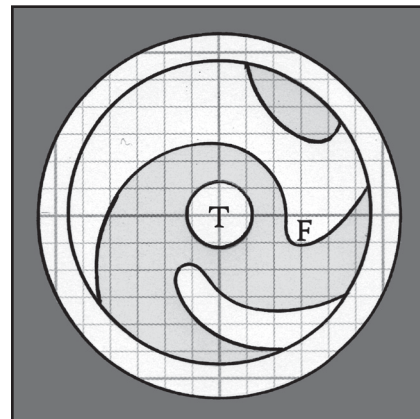
### STAGE TWO

- Check first for Characters left in solids and do MV rate calculations for escape
- Note that the sippers' 75" speed typically precludes death by wall materialization
- PCs at (T) are trapped (possibly with sippers)
- White Lotus at (F)
- When picked Immediately transition to Stage 3
- Don't forget to check for sipper attacks.



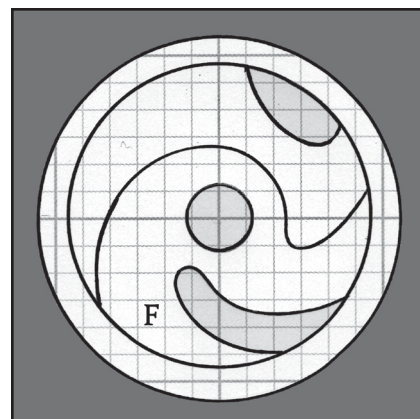
### STAGE THREE

- Check first for Characters left in solids and do MV rate calculations for escape
- PCs at (T) are trapped (possibly with sippers)
- White Lotus at (F)
- When picked Immediately transition to Stage 4
- Don't forget to check for sipper attacks



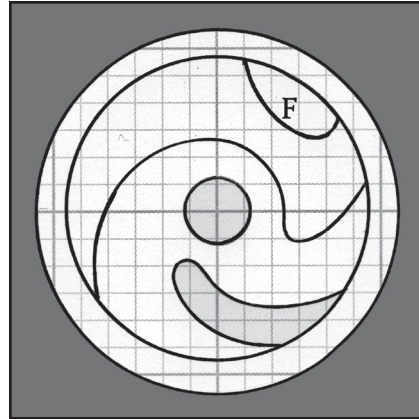
### STAGE FOUR

- Check first for Characters left in solids (unlikely) and do MV rate calculations for escape
- White Lotus at (F)
- When picked Immediately transition to Stage 5
- Don't forget to check for sipper attacks



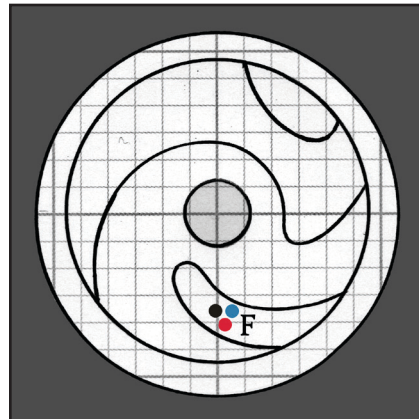
### STAGE FIVE

- Impossible for Characters to be left in solids
- White Lotus at (F)
- When picked Immediately transition to Stage 6
- Don't forget to check for sipper attacks



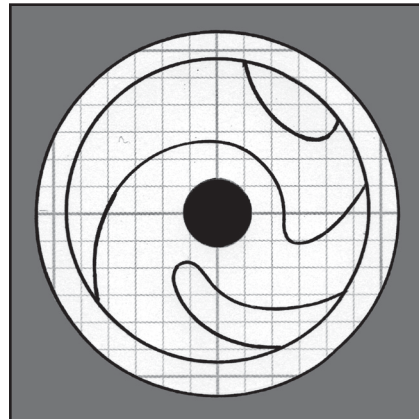
### STAGE SIX

- Impossible for Characters to be left in solids
- Three Glowing Flowers at (F)
  - One Red Lotus
  - One Blue Lotus
  - One Black Lotus
- When one is picked the others vanish
- Cannot be picked simultaneously
  - Simultaneous attempts resolved by die roll
- When any of the three are picked, immediately transition to Stage 7
- Don't forget to check for sipper attacks



### STAGE SEVEN

- A reflecting pool appears at the room's center.
- At this point the PCs will have picked one of three different flowers:
  - Red Lotus = Pool is red
  - Blue Lotus = Pool is Blue
  - Black Lotus = Pool is Black
- The Red Pool takes entrants to VC3
- The Blue Pool takes entrants to VC6
- The Black Pool ejects entrants to Avernus (just outside the dome).
  - PCs ejected to Avernus form new physical bodies (See **Appendix: Astral Adventures**)
- VC5 resets when all PCs have left the room
- Don't forget to check for sipper attacks



## VITREOUS CHAMBER SIX



Characters arrive at A, inside a glass tube, floating down (in the direction of the arrow). They enter a large glass sphere where a ring of tumblers encircle a core of the same unknown metal. **Check for monodrones.**

Countless crimson eggs are glued and strung among the tumblers. Each 10-inch egg cradles a black, squirming embryo. Though visually similar to fish roe, hatched larva resemble krill-like crustaceans, spangled with eyes and innumerable legs.

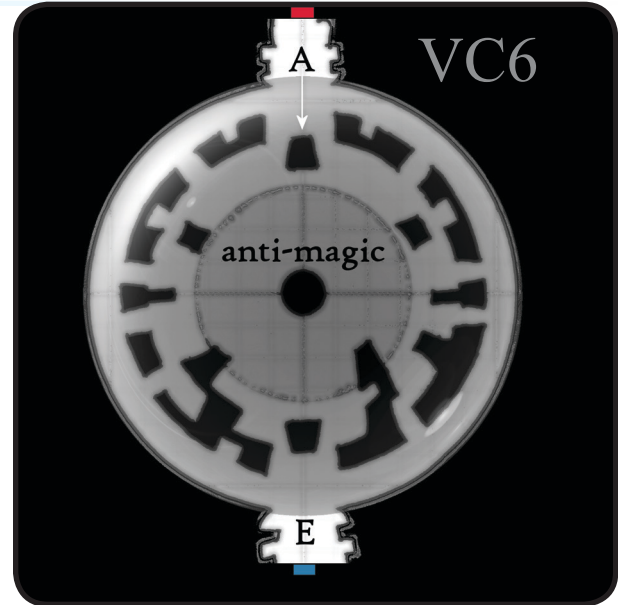
Beyond the glass sphere, PCs can see the Astral Plane and may even glimpse beings, color pools or islands of matter streaking by as the Fall hurtles on.

Envision the map as a side-view cutaway. Each tumbler is only 20' deep, so most of the sphere is empty. The central core emits an array of ghostly filaments that extend between the inner and outer spheres exactly like a plasma globe. These filaments also sometimes play over the tumblers in random fashion.

- GRAVITY IS ONLY 17% OF NORMAL, so PCs can jump 10' straight up, stay aloft for about 4 seconds and only take 1 point of dmg per 10' of fall distance (with the first 10' causing no dmg).
- PCs EASILY GRAB THE TUMBLERS to prevent falls.
- PLASMA FILAMENT INCIDENTS: Roll 1d8 each round:

ROLL	PLASMA FILAMENT
1	Direct hit
2	Strafe
3	Strafe
4	No incident
5	No incident
6	No incident
7	No incident
8	No incident

- STRAFE: Random PC takes 1 dmg. The plasma filament either touches the tumbler that PC is on or touches a nearby surface. All PCs within 10' of the affected PC also take 1 dmg. Hatch two eggs.
- DIRECT HIT: Random PC takes 1d3+1 dmg. All PC's within 10' of the direct hit suffer 1 dmg. Hatch one egg.
- Hatched eggs become larvae:



**Spangled Larvae:** AC 9 | MV 30 (psionic flight) | HD 1 | ATT 1 | THACo 20 | DMG 1 | Module specific

HP: 1 each | XP: 2 apiece



- EGGS AND LARVA ARE NOURISHED BY PLASMA FILAMENTS.
- IF A LARVA SUCCESSFULLY HITS A PC, it deals 1 dmg and burrows inside the astral body, where it curls beneath the silver cord's connection point.
- PCs THUS INFESTED, HAVE ONLY 1D100 X 3 MELEE ROUNDS to return to their physical body (or form a new one). Doing so kills the larva. If time runs out, the Astral form can no longer return to its body and the PC will die—the PC's Astral form is transformed into an Astral Searcher, cf. FF 13.
- IMMEDIATELY RETURNING TO THE PHYSICAL BODY TAKES 1D100 MELEE ROUNDS and does not require the PC to escape Zjelwyin Fall (except in VC 7).
- SHOULD ANY LARVAE BE CAPTURED, they grow into adults (see **Appendix: Extra-Dimensional Horrors: Shuctulbh**).
- AN INVISIBLE ANTI-MAGIC ZONE SURROUNDS THE ROOM'S CORE (65' in diameter)
  - All items cease to be magical while inside and spells can neither enter nor cross.
  - A player flying into the zone immediately falls.

**TREASURE:** Every tumbler PCs land on may contain the egg-covered bones of other travelers and gear. Roll 1d12 twice for each tumbler a PC lands on. Each item can be found but once. Duplicate results indicate no treasure is found. Note that each object is clearly visible amid the gore and "searching" is not required to find it.

ROLL	TREASURE
1	Nothing found
2	Nothing found
3	Nothing found
4	Labeled Potion of Invulnerability
5	Scroll of Protection from Demons
6	Labeled Potion of Extra-Healing,
7	Scroll of 4 Magic-User Spells
8	Scroll of 6 Clerical Spells
9	LG aligned chainmail (+4 Heaven) (+3 Astral) (+2 Prime)
10	Rod of Cancellation
11	Lesser Tentacle Rod*
12	Heward's Handy Haversack†

\* Strikes 3 times as 3 HD monster at +3 to-hit vs one opponent (THACo 13). Deals 3 dmg per hit. If all 3 tentacles hit, dmg is doubled and victim is Slowed for 9 rounds.

† This backpack seems odd in that it cannot be opened—extra-dimensional magic does not work on the Astral. If it is carried back to the Prime Material it can be opened and contains an assortment of useful gear, magic items and treasure (or Treasure Type U).

There are two exits (A & E); both appear to be poorly formed glass tubes. Each is ribbed with asymmetric convolutions.

(A) Tube ends in a circular, unopenable and intensely beautiful ruby door. A gold knocker plate at center depicts a single eye (resembling the floor plan of VC2). Knocking at the door always takes the knocker to VC2.



(E) Is inhabited by an Evrabb'ithas, which snatches at prey passing into the tube.

**Evrabb'ithas:** AC 8 | MV nil unless de-couples from tube wall: then 21 | HD 3 | ATT special | THACo 16 minus 1 per successfully adhered tentacle | DMG 1 | Entangle | Appendix

HP: 20 | XP: 399

☞□□□□□ □□□□□ □□□□□ □□□□□☞

Beyond its horrifying form, the glass tube ends in a circular, unopenable sapphire door of nuanced resplendency. A gold knocker plate at center depicts a single eye (floor plan of VC7).



Intaglio words ONE; THREE; FOUR; FIVE & SIX surround the knocker in the language of magic.

When the plate is knocked, it will sound a bell for each number corresponding to VC1, VC2, VC3, VC4, VC5 & VC6 THAT THE KNOCKER HAS VISITED. For each corresponding knock/room that the knocker has NOT visited, the bell will not sound.

If a PC knocks six times and the bell sounds on every knock, the PC will be transported to VC7.

By this means, knockers who meet the criteria may enter VC7 at a rate of 1 PC / round (which is important).

Those who knock six times and do not hear bells on ALL requisite knocks are transported back to VC2!

## ◆ VITREOUS CHAMBER SEVEN



◆ NOTE THAT IN THIS ROOM, PCs CANNOT FLEE THE ASTRAL PLANE VIA THEIR SILVER CORDS. THE GOLDEN PULLING IS THE ONLY ESCAPE. NO MONODRONES.

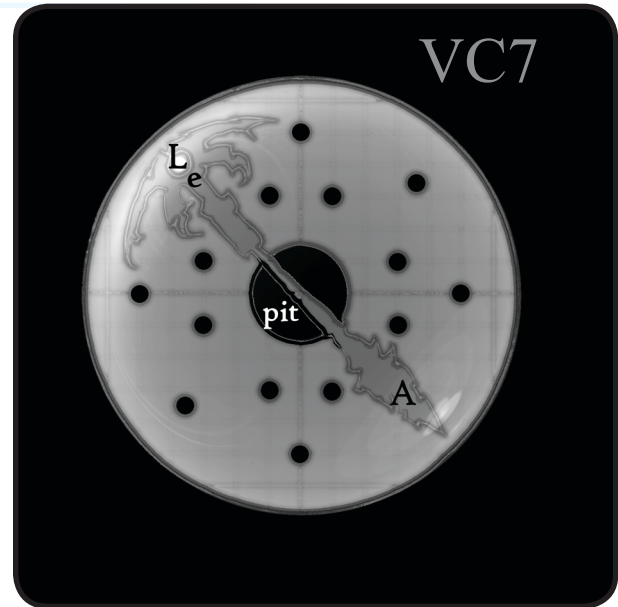
Characters arrive at A, standing flat-side of a breathtaking, eccentric-shaped blade of jagged ruby, which bisects the room. The word SEVEN is etched in the blade. The blade forms a narrow floating bridge that passes between an array of lustrous indigo columns and over a howling pit.

The floor, 20' below, appears to be polished basalt. Roughly 40' above, the columns' undulant and seductive forms stretch to meet the dome and terminate in gleaming sapphire capitals of nightmarish beauty.

Beyond the dome, enormous lava tubes yawn (some 300 yards in diameter). Slimy purple mildew fouls the rock of these tubes and provides meager luminescence. More terrifying than the gloom, is the relentless wind that buffets the dome, howling like a freight-train; causing the glass to shudder.

At the far side of the chamber, across the pit, the ruby blade spreads in an extravagant multi-fingered platform. This platform is piled with otherworldly treasures and transfixes by a hollow column of shining yellow diamond or topaz (L). Within the column, a spire-like throne of pure jet is lit as if by a beam of sunlight. Its lofty seat cups the slender and terrible remains of a kingly figure.

- ONE ROUND AFTER THE PCs ARRIVE, 14 shadowy guardians ooze from the columns. They are undraped, feminine and carnal. Their bewitching forms flit from column to column, converging on the ruby blade. Each carries a fractured hourglass that leaks fine trails of midnight-colored sand.
- IF THE MIRROR FROM VC4 IS DISPLAYED openly, these guardians quail, arching their flight back among the columns. They will be held at bay as if barred by protection from evil 10' radius.
- Regardless of this protection, ONE GUARDIAN PER ROUND WILL HURL HER HOURGLASS at the PCs. It explodes in ghostly black smoke and scattered sand.
  - GUARDIANS SLAIN BY PCs also vanish and their hourglasses explode as above.
- WHEN ALL 14 HOURGLASSES HAVE SHATTERED, a cyclone-wind rises within the room and tears the PCs from whatever location they may be, drawing them inexorably down the howling pit without



recourse or saving throw.

- THIS POWERFUL MAGICAL EXPULSION affects only interlopers and does not disturb the lich or its treasures.
- PCs DRAGGED INTO THE PIT are cast beyond the dome, into the first layer of Pandemonium (Pandemos) where they perish almost immediately, dashed and splattered by hurricane winds against the cavern walls.
- ENTERING THE PIT AT ANY TIME brings about the aforementioned fate. Therefore, the PCs have but 15 rounds at most in this room—much less if they begin slaying the guardians!—to gather what treasure they can and escape before being swept to their doom.

**14 Guardians:** AC 8 | MV 39 (on Astral Plane) | HD 2 | ATT 1 | THAC0 16 | DMG 1d3 + 1 point of INT | Silver or magic to hit | Cannot be turned | Module specific

HP: 8 each | XP: 192 apiece

☞□□□□□ □□□☞	☞□□□□□ □□□☞
☞□□□□□ □□□☞	☞□□□□□ □□□☞
☞□□□□□ □□□☞	☞□□□□□ □□□☞
☞□□□□□ □□□☞	☞□□□□□ □□□☞
☞□□□□□ □□□☞	☞□□□□□ □□□☞
☞□□□□□ □□□☞	☞□□□□□ □□□☞
☞□□□□□ □□□☞	☞□□□□□ □□□☞

- WHEN INT IS DRAINED, PC MV rate is also affected. INT drained is permanent or temporary according to DM fiat. This author is a bastard and selected the former.
- THE DIAMOND COLUMN that houses the lich's throne is etched with ominous sigils. It hums and lifts the hair of any who approach.
  - If this column is touched or molested, the lich stirs. Roll 1d20 to determine the number of segments before Shodredh Dhachod shatters the column and emerges!
- At the column's foot (e) is **THE EXIT**: a slab of solid gold inlaid with vibrantly cascading symbols and set with a golden pull-ring. The symbols are Gringling and read thus:

**"There is no mercy before  
This throne, Fool!  
Open the door and be banished  
Forever from his House!  
Lest cancer and maggots  
Penetrate thy head and limbs  
To the marrow of thy  
Failing bones!"**

- Whomsoever tugs the pull-ring on the golden trapdoor is divested of any and all "artifacts" gained in VC4; momentarily stunned and transfigured by radiant light. They then vanish from Zjelwyin Fall forever:
  - Anyone pulling the ring and exiting the Fall by this means advances to 4 HD / Levels instantaneously and can therefore never again enter Zjelwin Fall.
  - The stunned PC is ejected to the Astral, reeling and eager to return to his/her physical body.

#### **TREASURES:**

UPON THE TREACHEROUS PLATFORM OF JAGGED RUBY, countless wonders and bijoutry flash with prismatic lustre and list in surreal defiance of the Fall's tainted gravity. There are literally piles of coins and jewelery.

It is up to you how many prizes each PC can not only grab, but safely pack before time runs out. Since a full looting is impossible, what follows is a list of only the shiniest lures. You may opt to quickly read through the list to simulate what the PCs first glance and then allow them to select one or two objects to snatch:

1. FOUR WONDROUS WEAPONS, shedding colorful light, embedded with strange lenses and esoteric designs (see Appendix: Soul-Resonance Weapons)
2. A SPELLBOOK bound in pearl-colored scales, shod in platinum and adorned with large opals. Title page reads, "Catulus-Minor". Contains the spells: Lucid Dreaming; Recurring Dream; Incubus Fire; Hag Ride. (see Appendix)

3. TWO SHINING BOTTLES of rose-colored fluid (see Appendix: Potion of Rapturous Visions)
4. A DIAMOND the size of a walnut (100,000 sp value)
5. A PALE JEWEL the size of a child's fist (Gem of Brightness DMG 145)
6. SPARKLING ROBE of Scintillating Colors (DMG 153)
7. SEVEN PEARLS of Power (DMG 151)
8. A GEM CRUSTED CENSOR (50,000 sp value)
9. BEAUTIFUL CARPET of Flying (DMG 140)
10. 12 EXQUISITE SILVER ARROWS of Slaying (6 Humanoid Slaying, 3 Giant Slaying, 1 Lesser Devil Slaying, 1 Elemental Slaying, 1 Black Dragon Slaying) in a masterwork leather quiver.
11. 4 COLORFULLY MOTTLED ALIEN-LOOKING BEANS in a crystal goblet (DMG 137)
12. ALABASTER WAND of Magic Detection (DMG 135)
13. BLACK TUNZIA DAGGER w/ silver chain grip resting on red velvet pillow (Increases Thief/Assassin backstab multiplier by 1 factor)
14. A LARGE WOODEN CHEST filled with 50,000 gp
15. A POTION of Poison (looks like Flying)
16. A POTION of Delusion (looks like Extra-healing)
17. IRIDESCENT PURPLE SCARAB of Death (DMG 153)
18. A BOWL OF 300 MULTICOLORED GEMS (200 sp value ea.)
19. A CARVED PIPE that blows smoke in any shape the smoker desires and simultaneously casts Telekinesis (100 lb weight max).
20. ELECTRUM RING of Feather Falling (DMG 130)
21. 4 CRYSTAL CHESTS filled with 50,000 sp each
22. ANCIENT HOLY SYMBOL STUDDED w/ RUBIES (+1 to turn attempts)
23. PORTABLE HOLE (DMG 152) that does not work on the Astral and appears to be a folded circle of black cloth.
24. MALE (OR) FEMALE PROXY BODY (see Appendix)
25. QUAAL'S FEATHER TOKEN (Gold Bonfire Ring [one use]: Creates a bonfire 5' diameter that will magically burn for 8 hours regardless of wind or rain)
26. THE QUANTUM CROWN, set on a mahogany skull: (see Appendix)

☞ Here ends Zjelwyin Fall ☞





## ASTRAL MAGIC & OBJECTS OF WONDER

### ILLUCID DREAMING

Level (Ill 1) (M-U 2)  
Range Touch  
Duration Special  
Area of Effect 1 creature  
Components V,S  
Casting Time 1 segment (CL 3 seg)  
Saving Throw None

Explanation/Description: Can be cast only while on the Astral Plane. The spell has no effect on creatures without a silver cord. Upon casting this spell, the recipient is given a significant boost to their power and influence in the Astral realm. These benefits remain in force until the recipient leaves the Astral Plane. Benefits to the recipient are: Astral MV rate is doubled (this does not affect travel times); Astral AC is improved by 2; saving throws and to-hit rolls are also improved by 2; finally the recipient's current hp and max hp are both elevated by 2. All of these benefits are immediately lost upon exiting the Astral Plane.

### RECURRING DREAM

Level (Ill 2) (M-U 3)  
Range Touch  
Duration Instantaneous  
Area of Effect 1 creature  
Components V,S  
Casting Time 2 segments (CL 4 seg)  
Saving Throw Negates

Explanation/Description: Can be cast only while on the Astral Plane. The spell has no effect on creatures without a silver cord. If the target of this spell fails its saving throw, it is healed of all dmg dealt to it since arriving on the Astral Plane and is purged of all effects (both negative and positive) acquired during its Astral travels. At the same time, the creature is moved backward in its Astral travel time by 1d10 hours and must therefore start again from that point toward its destination. Although the spell's effect is indistinguishable from teleportation to a place/time removed from the caster, it differs in that no spacial or dimensional warping actually takes place. If the number of hours rolled on the die exceed the hours that the creature has been on the Astral Plane, the creature is returned to its physical body and awakens.

### INCUBUS FIRE

Level (Ill 3) (M-U 4)  
Range 12"  
Duration Instantaneous  
Area of Effect 15' radius sphere  
Components V,S  
Casting Time 3 segments (CL 5 seg)  
Saving Throw 1/2

Explanation/Description: Can be cast only while on the Astral Plane. The spell has no effect on creatures without a silver cord. This terrifying spell draws on a portion of the psychic wind to create a jet-black concussive force on the Astral Plane visually similar to a fireball—if the fireball was composed of Darkness 15' radius. Beings in the area of effect lose one point each of INT & WIS for each level of the caster (half that rounded down if a saving throw is made). This loss persists until the victim leaves the Astral Plane. If the victim's INT and/or WIS are reduced to zero or less the Astral form is slain (see **Appendix: Astral Adventures: Bodies**)

### HAG RIDE

Level (Ill 4) (M-U 5)  
Range Touch  
Duration Special  
Area of Effect 1 Creature  
Components V,S  
Casting Time 5 segments (CL 8 seg)  
Saving Throw Negates

Explanation/Description: Can be cast only while on the Astral Plane. The spell has no effect on creatures without a silver cord. Should the target fail its saving throw, the caster takes up a position on the target's back/shoulders/etc. and can neither attack nor be attacked by that being until the caster wills the ride to end or until the caster or target leave the Astral Plane. All effects (both negative and positive) currently affecting (or that come to affect) the "Rider" also affect the "Steed". All dmg dealt to the "Rider" is dealt equally to the "Steed".

Steeds lose 1 hp every turn they are ridden.

Note that while Rider and Steed can attack, use abilities and cast spells at other targets they can in no way affect one another. Also note that the rider cannot steer the steed and must go wherever the steed goes.

## POTION OF RAPTUREOUS VISIONS

XP 600 / GP 1,500

An unstable pink nebula casts rays of light from the flask; it looks like a drink made from stars and smells like a heady mix of mothballs and hibiscus.

This potion puts the drinker into a helpless, catatonic state. The state lasts for a number of rounds equal to  $1d10 + 20$  - drinker's WIS score. If the drinker is a cleric or druid, they awaken having experienced a divine/inferral vision and may immediately refresh their memorized spells as if just rested/meditated. If a non-cleric/druid drinks this potion, they will, during their catatonia encounter a random power per the spell **Contact Other Plane** and that power will always be 9+ planes removed. Only one question is allowed. Regardless of whether the drinker asks it, the chance of insanity and/or death must still be diced for.

## PROXY BODY

XP 1,500 / GP 27,500

A proxy body (male or female) is generally found nude. It appears to be a dead but perfectly preserved Gringling of great beauty and is usually found with a silver circlet on its head. This circlet projects a halo of slow-orbiting, ever-flickering glyphs of white light. If the circlet is removed and placed on one's own head, the wearer immediately falls unconscious and finds their mind inhabiting the body.

The body is an automaton, which can enjoy all the activities a living person enjoys and the being wearing the circlet experiences them directly. Proxy bodies do not age and (although they can eat) need no food or water to survive. Nor do they require oxygen.

Any character wearing the circlet may play their character through the proxy body without fear of dying, for if the proxy body dies, the circlet darkens and the wearer awakens.

The proxy body may cast spells the character has memorized, use weapons and so forth. The only caveat is that the proxy body has its own set of physical traits.

Any character using a proxy body uses the following stat blocks while inhabiting the body.

STR 16 | DEX 18 | CON 11 | HP 20 | If CMS, is used the body is 18 | Immune to poison & gas

All other ability scores and character details remain unchanged. The proxy body may of course wear whatever gear the user is willing to risk.

Keep in mind that the character's real body will be helpless and oblivious to danger while the consciousness

inhabits the proxy body. Suffocation, dehydration and assassination could all lay the character low without them ever knowing what hit them.

## QUANTUM CROWN

XP 2,000 / GP unknown

An ornate crown of mysterious, colorful metal that allows the wearer to pilot the Sepulchre of Is-Artai (A module this author might release at a later date).

While worn, the crown further acts as a permanent Mind Bar (PHB 115) and also prevents omniscient beings from gaining any special insight, advantage or probabilities over the wearer through divine foreknowledge.

I.e. the wearer of the crown is on equal footing with the omniscient, as neither is then able to predict the outcome of a contest between them.

## SOUL-RESONANCE (SWORD, FLAIL, ETC.)

XP 1,500 / GP 15,000

This extra-planar weapon has no enchantment level and therefore retains its magical status across all planes of existence. Such weapons vary in design but all are beautifully or frighteningly wrought, inlaid w/ strange lenses and often sources of light corresponding in hue to the color pool that matches the weapon's planar origin. Some of these weapons will be aligned. Others will not. Although it grants no bonus to hit, it links itself to the essence of the being that wields it, thus dealing +1 dmg for every 2 HD its current owner possesses. Very rare weapons of this kind will deal +1 dmg for every HD its current wielder possesses and these will ALWAYS have an alignment.

## THE GRINGLING LICH-KING

### SHODREDH DHACHOD

LICH: CLERIC 18<sup>TH</sup> / MAGIC-USER 24<sup>TH</sup>

AC: -7

MV: 6 (57 on Astral)

HD: 11 +13

HP: 90

ATT: 1

THACo: 9

DMG: 1d10 cold + Paralyze

SD: All creatures <5 HD flee in terror; +1 or better weapons to hit; immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity & death magic.

PERMANENT POWERS: Comprehend Languages, Detect Invisibility, Detect Magic, Protection from Good, Protection from Normal Missiles, Read Magic, Tongues, Unseen Servant.

Neutral Evil

Cannot be turned

STR 12\* | INT 19 | WIS 18 | DEX 18\* | CON 10\* | CHR 0

GEAR: Gauntlets of the Archduke (DEX set to 18, Opponents fumble on to-hit rolls of 1); Ring of Protection +2; Cloak of Gray Beauty (Wearer always wins initiative by 1 on the die; Ethereal 1 / day; Automatically produces 4 Mirror Images when wearer is attacked 2 / day; ); Grand Pearl of the Painted Dawn (cf. Pearl of Power but fist sized & recalls two spells of 1st thru 6th + one 7th, one 8th & one 9th); Robe of Star Travel (Plane Shift 1 / day; Astral Spell 1 / day)

#### CLERICAL SPELLS:

10x1st & 2nd | 9x3rd | 8x4th | 6x5th | 4x6th | 1x7th

1st: All except Resist Cold & Remove Fear

2nd: All except Spiritual Hammer & Chant

3rd: All except Create Food & Water, Feign Death, & Prayer

4th: All except Sticks to Snakes & Tongues

5th: Commune; Dispel Evil, Flame Strike, Insect Plague, Quest & True Seeing

6th: Aerial Servant; Blade Barrier; Find the Path; Harm

7th: Destruction

#### MAGIC-USER SPELLS:

5x1st, 2nd, 3rd, 4th, 5th, 6th, 7th & 8th | 4x9th

1st: Burning Hands; Lucid Dreaming; Magic Missile; Sleep; Tenser's Floating Disc

2nd: ESP; Invisibility; Recurring Dream; Locate Object; Ray of Enfeeblement

3rd: Dispel Magic; Fireball; Incubus Fire; Hold Person; Slow

4th: Hag Ride; Ice Storm; Minor Globe of Invulnerability; Polymorph Other; Wall of Ice

5th: Conjure Elemental; Contact Other Plane; Feeblemind; Hold Monster; Teleport

6th: Anti-Magic Shell; Death Spell; Geas; Globe of Invulnerability; Legend Lore

7th: Charm Plants; Delayed Blast Fireball; Limited Wish; Mordenkainen's Sword; Power Word Stun

8th: Antipathy; Bigby's Clenched Fist; Mass Charm; Otto's Irresistible Dance; Symbol

9th: Gate; Meteor Swarm; Prismatic Sphere; Wish

The lich has psionics as all Gringlings do. Dhachod's clerical levels do not stem from any deity but from his own ascension to the rank of demigod. Therefore, despite Gringlings having no clerical class, Dhachod has the following powers in addition to his clerical spells (each usable at will up to once per round):

Astral Travel, Comprehend Languages, Continual Darkness, Cause Blindness, Cause Deafness, Cause Disease, Feeblemind, Cause Insanity, Detect Charm, Know Alignment, Detect Illusions, Detect Invisible, Detect Lie, Detect Magic, Detect Traps, Ethereal Travel, Geas, Infravision, Levitate, Mirror Image, Polymorph Self, Read Languages, Read Magic, Teleport No Error, Tongues, Ultravision, Gate, True Seeing, Command (lasts 2 rounds).

Dhachod only fails saving throws on a roll of 1.

# GRINGLINGS

(THE WRITERS & EATERS OF TIME)

FREQ: Dead Race  
# APP: unknown  
AC: Variable  
MV: 15"  
HD: Variable  
THACo: Variable  
% IN LAIR: unknown  
TR TYPE: N & U  
# ATT: Variable  
DAMAGE: By weapon type  
SPEC. ATT: psionics  
SPEC. DEF: Permanent Mind Bar  
MR: 25% + 2% per level gained  
INT: Genius  
ALIGN: Lawful Neutral  
SIZE: M  
PSIONICS: 170 ATT / 170 DEF  
Attack Modes: Up to 5 random  
Defense Modes: Up to 5 random  
Disciplines: Body Weaponry (PHB p. 111), Cell Adjustment (PHB p. 111), Etherealness (PHB p. 115), Precognition (PHB p. 113), Suspend Animation\* (PHB p. 114), Telepathy (PHB p. 116), Adjust Time (See Below).  
LVL/XP: IV and up / XP variable  
Ability Score Ranges:  
STR: 14 + 1d4  
INT: 14 + 1d8  
WIS: 4d6 (keep highest 3 results)  
DEX: 16 + 1d4  
CON: 4d6 (keep highest 3 results)  
CHR: 14 + 1d6

The Gringlings were a race of highly intelligent beings descended from the Limuĵin (or Infinite Ones), who were in turn supposedly descended from demi-god stock. They are NOT designed for use as player characters.

Gringlings appeared as nearly perfect humans with pale skin, eyes of silver, indigo or jade and—most commonly—pink hair.

These extraordinarily gifted people could see the future, and recorded what they saw. Their technologies, though strange and wondrous, have mostly been lost—with exceptions being detailed in this author's other work: *A Fabled City of Brass*.

Gringlings had no clerics, druids, paladins, rangers or bards, but all other classes (including monk) were available to them with unlimited level progression.

Furthermore, Gringlings could multi-class in the following combinations:

- Fighter/Magic-User
- Fighter/Illusionist

- Fighter/Thief
- Fighter/Assassin
- Magic-User/Thief
- Monk/Magic-User
- Illusionist/Thief

Gringling Lords (according to myth) were extraordinary multi-classed Monk/Magic-Users (or more commonly) Fighter/Magic-Users.

Although there were exceptions among the Lords, Gringlings did not typically wear armor or carry melee weapons, preferring to rely on ranged weapons and Body Weaponry. Note that any Gringling with a DEX of 19 or higher was able to "dual wield" their body weaponry, and thereby attack at twice the normal rate per round.

Gringling use of the Suspend Animation psionic discipline was per PHB p. 114 but replaced the word "week" with "decade". Therefore a 5th level Gringling could suspend animation for up to 150 years with only 15 days of activity between periods of hibernation.

All Gringlings were also able to Adjust Time—a Major Psionic Discipline revealed here:

## ADJUST TIME (INOPERABLE ON ASTRAL)

Range: 0  
Duration: ½ segment per level: max 1 round  
Area of Effect: 30' sphere  
Strength Point Cost: 10 per ½ segment adjusted  
Saving Throw: none

By use of this discipline, the Gringling either rewound or fast-forwarded time by a specified number of segments.

The effects of one Adjust Time could never overlap with any other use of the discipline, either by others in the vicinity or by the user stacking the discipline.

Therefore, whilst a user with 4th level mastery could rewind the same 2 segments repeatedly until exhaustion, he could not stack the discipline to rewind time beyond the original 2 segments being affected by the discipline.

Results of rewinding time could allow for a second chance at initiative rolls, to-hit rolls, saving throws, dmg rolls, and so on. All other effects within the area were similarly "rewound".

On the other hand, if the Gringling fast forwarded time, those segments were played out normally with the exception that the Gringling (plus those inside the area of effect) were not present during the affected segments.

Therefore, if a fireball detonated during a segment in which the Gringling was "gone" he suffered no effects from the fireball and did not need to make a saving throw. In this use, the referee should think of the discipline like a mass Blink spell with an extended period of absence.

\*\*\*

Gringlings were rumored to have amassed more wealth and power as a result of their magic and technology than any known race since their time. They were, in fact, the architects of the Fabled City of Brass—which was a mobile city, seen in different locations on the Prime Material Plane.

From this powerful stronghold, and aided by the Ublisi, the Gringlings conquered their enemies, the Groull and, during several centuries of war, wielded mighty powers of magic, technology and illusion. Under the leadership of the Caliph of the Painted Dawn, they also forced many elemental creatures to fight for them without reward.

With regards to their enemies, it was in their dying days, when the war became impossible, that the Groull made a pact with the slighted elemental princes. They paid the debt of the Gringlings' elemental slaves through mass suicide. So great was their self-slaughter that the Groull settled the Gringlings' debt and further acquired the means and intelligence to sabotage the City of Brass.

Too late the Gringlings foresaw their end. Although they knew they were about to be destroyed, their efforts to discover a way to prevent it were thwarted and ultimately ended in catastrophe.

And so the City of Brass fell and the Great Gringling civilization became splintered and reduced, precipitating a disparate extinction.

It is possible that remnants of this formerly great race may still exist on other planes, cloaked by hibernation and faded memories.

Age Categories: YA 150-250 | M 251-650 | MA 651-1000 | O 1001-1500 | V 1501-2000





## EXTRA-DIMENSIONAL HORRORS



### ASTRAL MI-GO

FREQUENCY: Very Rare  
 NO. APPEARING: 1-6  
 ARMOUR CLASS: 8  
 MOVE: 12" (39" on Astral)  
 HIT DICE: 3  
 % IN LAIR: 0  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: 1d8, 1d8 (pincers)  
 SPECIAL ATTACKS: Red fungal spray 1 / turn  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: Standard  
 INTELLIGENCE: Alien, possibly Very  
 ALIGNMENT: Chaotic evil  
 SIZE: L  
 PSIONIC ABILITY: ATT 45 (C,D) | DEF 45 (F,G,H)  
 LEVEL/X.P. VALUE: III / 190 + 3/hp

Deep-vermillion fungoid creatures with a vaguely scyllarian shape, the mi-go exhibit stunted, malformed wings and small heads atop stalk-like necks. The heads resemble exposed brains covered in cordyceps-like fruiting bodies.

Mi-go are able to fly in the Astral or through the gulfs of space. They are immune to Cold, Vacuum, Gas, Poison, Charm, Sleep, Radiation and Mind-Affecting magic. They do not die from aging and can exist for billions of years in a dormant state.

Mi-go are highly dexterous and attack at +2 to-hit (THACo 14). They have numerous coiling appendages that allow them to manipulate tools and seem obsessed with modifying other living creatures.

Once per turn, a mi-go can expel a red fungal spray from beneath its carapace. This affects all creatures within 10' as a Web spell. All mi-go are immune to these sticky, flammable spores.

Lastly, mi-go immediately begin regenerating 2 hp/round from any dmg source but cease regenerative processes at zero hp.

*This is an homage to the Cthulhu version from D&DG and at the same time a re-imagining of the creature.*

### CNIOPUHR

FREQUENCY: Very Rare  
 NO. APPEARING: 1-6  
 ARMOUR CLASS: 8  
 MOVE: 15" (33" on Astral)  
 HIT DICE: 2  
 % IN LAIR: 0  
 TREASURE TYPE: Nil  
 NO. OF ATTACKS: 1  
 DAMAGE/ATTACK: 25% of victim's max HP  
 SPECIAL ATTACKS: Sporadic mind control, controlled blink  
 SPECIAL DEFENSES: Magic weapons to hit  
 MAGIC RESISTANCE: 10%  
 INTELLIGENCE: Alien, possibly Very  
 ALIGNMENT: Chaotic evil  
 SIZE: S  
 PSIONIC ABILITY: Nil  
 LEVEL/X.P. VALUE: II / 208 + 2/hp

Similar in appearance to a white sunstar with numerous legs, the cniopurh is fast, agile and moves like a spider. Though only 3' - 4' in diameter, they are terrifying predators.

Should the cniopurh's multi-dimensional bite hit, dmg dealt = 25% of the target's MAX hp. Cniopurh are naturally resistant to magic and, due to their multi-dimensional nature, require magical weapons to hit.

Every round, there is a 50% chance that a roused cniopurh will blink to any creature within 30' and appear behind them, attacking at +2. This power does not work on the Astral Plane.

In addition, a cniopurh can cause a target to seize up through a limited form of mind-control. This attack happens psionically and can be employed while the cniopurh is attacking with its bite. In all other ways it is identical to a Command spell, causing the target to freeze for 1 round. The cniopurh may use this ability once every 3 rounds.

## EV RABB'ITHAS

FREQUENCY: Very Rare  
NO. APPEARING: 1  
ARMOUR CLASS: 8  
MOVE: 1" (21" on Astral)  
HIT DICE: 3  
% IN LAIR: 100%  
TREASURE TYPE: incidental  
NO. OF ATTACKS: Up to 20/round  
DAMAGE/ATTACK: 1 + glue  
SPECIAL ATTACKS: Entangle  
SPECIAL DEFENSES: Immune to mind affecting  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Alien, possibly Very  
ALIGNMENT: Chaotic evil  
SIZE: L  
PSIONIC ABILITY: Nil  
LEVEL/X.P. VALUE: III / 315 + 4/hp

The evrabb'ithas looks like a large protean slew of gelatinous flesh, silvery-white and nearly transparent. Black pigment outlines otherwise equally transparent organ structures deep inside the mass. A dorsal host of frond-like tentacles stand erect, dense with pink glandular fibers that are individually crowned with glistening dollops of mucilage-glue.

The 20 tentacles are highly elastic and capable of striking like frog tongues. Up to 8 tentacles will attack an M size creature. (12 may strike an L size and 6 can strike an S size creature) Each hit deals 1 dmg and adheres to the target.

For each tentacle successfully adhered to a target, the evrabb'ithas gains a +1 to-hit vs that target with other tentacles. A stuck victim can break free from the evrabb'ithas by making an open doors check at a penalty of 1 for every tentacle beyond the first.

Victims automatically take 1 dmg per round per tentacle that is adhered to them and likewise suffer a -1 to-hit for each adhered tentacle. Most victims die without external help.

## SHUCTULBH

FREQUENCY: Very Rare  
NO. APPEARING: 1  
ARMOUR CLASS: 6, 3, 0 [or] -3  
MOVE: 12" (57" on Astral)  
HIT DICE: 3, 6, 9 [or] 12 d10  
% IN LAIR: 100%  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 20% of victim's max HP  
SPECIAL ATTACKS: Colors of convulsion, mind stab  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: 40%  
INTELLIGENCE: Alien, possibly Very  
ALIGNMENT: Chaotic evil  
SIZE: L  
PSIONIC ABILITY: Nil  
LEVEL/X.P. VALUE: III—X / 320 + 4/hp | 925 +8/hp |  
3,900 + 14/hp | 7,800 + 18/hp

This outrageous atrocity resembles a mad god's nightmare of arachnoid asymmetry, sundered and spilling endless scarlet orbs filled with jelly. No obvious head or tail presents itself. It is a saturnine abomination, equal parts despair and reproductive delirium.

The smallest & youngest have 3d10 HD; the most ancient have 12. Shuctulb are immune to Mind-Affecting Magic, Cold, Vacuum, Gas, Poison & Radiation. They strike up to 3 times per round with sharp, black, chitinous legs of extra-dimensional sharpness. Damage is always = 20% of the target's MAX hp, however, if all three attacks hit the same target, the target is automatically slain.

The creature's carapace coruscates with black, indigo and umber-hued darkness: treat as a constant gaze weapon w/in 30': save vs Spells or spend the entire round convulsing.

1/round, in addition to attacking, the creature can make a mind-stab attack vs 1 target w/in 30'. Though automatically countered by mind bar & similar protections, those failing a save vs Mind Blast (DMG 78) immediately suffer a random permanent insanity.

Eggs hatch into Spangled Larvae: AC 9 | MV 30 (psionic flight) | hp 1 | ATT 1 | THACo 20

If a larva successfully hits, it deals 1 hp dmg and burrows inside the astral body, where it curls beneath the silver cord's connection point.

PCs thus infested, have only 1d100 x 3 melee rounds to return to their physical body (or form a new one). Doing so kills the larva. If the time elapses, the Astral form can no longer return to its body and the PC will die. The PC's Astral form is further transformed into an Astral Searcher, cf. FF 13.

## ASTRAL ADVENTURES

**T**RAVELING FROM THE PRIME MATERIAL TO THE ASTRAL REDUCES AN ITEM'S ENCHANTMENT LEVEL by -1. Therefore a +2 sword from the Prime is +1 on the Astral. A +1 sword created on the Prime will cease to be magical and will not make the journey.

Strangely, magical items without an enchantment level can be brought to the Astral without problem.

While +1 plate will not make the journey, non-magical plate with Nystul's Magic Aura **MAKES** the journey just fine—AND because time barely works in the Astral, Nystul's Magic Aura will be permanent while the object is on the Astral Plane.

ALTHOUGH FLUID AND NOURISHMENT MAY BE PROVIDED TO SLEEPING BODIES intravenously (if such technology or magic exist) and would allow Astral travel almost indefinitely, costs would be high and long sojourns will certainly cause muscle atrophy and a temporary reduction in STR, DEX and perhaps even CON.

HOURS	DAYS	PHYSICAL BODY
24	1	No adverse effects
48	2	No adverse effects
72	3	No adverse effects
96	4	Physical body at 75% max HP; 2 days bed rest to recover.
120	5	Physical body at 50% max HP; 1 week bed rest to recover.
144	6	Physical body at 25% max HP; 1 month bed rest to recover.
168	7	Physical body at zero HP; 3 months bed rest to recover.
192	8	Automatic Death from dehydration

A SILVER CORD TRAILS from the back of each character's head and becomes invisible and insubstantial after some ten feet. This is the character's connection to his or her physical body and very few things can sever it.

The psychic wind is one. The silver swords of certain Astral warriors are another.

SET ASIDE ALL PHYSICAL ABILITY SCORES when the PCs enter the Astral. INT will now serve as both INT & STR. WIS will stand for both WIS and DEX. Indefatigable purpose and leadership (a.k.a. CHR) will serve as CON. Thus Magic-Users will be very strong on the Astral, Clerics very dexterous and Paladins may see a hp boost from CHR.

Base AC is 10. Plate mail enchanted w/ Nystul's Magic Aura will still provide AC 3. And a high WIS may then reduce AC further.

MOVEMENT is unhindered by encumbrance. All PCs move at a rate of 3" x their INT score. Movement is tactical and unrelated to Travel Times (see sidebar).

### MISCELLANEOUS RULES:

- ASTRAL SPACE DOES NOT CONDUCT HEAT, ELECTRICITY, ETC.
  - MUNDANE CHEMICAL REACTIONS DO NOT WORK
    - POISON AND ACID ARE USELESS, ETC.
    - THERE IS NO AIR & NO NEED TO BREATHE
  - MAGICAL EFFECTS STILL FUNCTION
    - STANDING NEAR A MAGICAL WALL OF FIRE DEALS NO DMG (HEAT IS NOT CONDUCTED)
    - TOUCHING A MAGICAL WALL OF FIRE DEALS DMG AS USUAL.
- TIME DOES NOT FUNCTION, BUT HOURS ARE COUNTED FOR THE PHYSICAL BODY.
  - ASTRAL BODIES NEVER TIRE, HUNGER OR THIRST
  - SPELLS CANNOT BE MEMORIZED (NO RESTING)
  - A STAFF OF WITHERING IS USELESS
  - A GHOST'S AGING ATTACK CANNOT AGE
  - A POTION WITH A DURATION IS PERMANENT AS LONG AS THE DRINKER STAYS ON THE ASTRAL
  - SPELLS W/ DURATION FUNCTION SIMILARLY
- EXTRA-DIMENSIONAL MAGIC DOES NOT WORK
  - BAGS OF HOLDING WILL NOT OPEN
  - ROPE TRICK FIZZLES
  - NO TELEPORT, DIMENSION DOOR, BLINK, ETHEREALNESS OR DIMENSIONAL DEVICES
  - EXCEPTIONS TO THIS RULE ARE FOUND IN THE LICH'S LAIR OF ZJELWYN FALL.
- THERE IS NO GRAVITY ON THE ASTRAL PLANE
- VISIBILITY IS INFINITE BUT DISORIENTING AND WITHOUT LANDMARKS.

### SILVER CORD

If the silver cord is severed, save vs Spell or die. Regardless, 1d10 turns later, the character dies unless they exit the Astral through a color pool and assume a new physical body on one of the outer planes.

### ABILITY SCORES

INT = INT & STR  
WIS = WIS & DEX  
CHR = CHR & CON

(Ergo, for the duration of an Astral sojourn, INT might modify to-hit and dmg rolls; WIS might modify AC and missile to-hit rolls; CHR might re-adjust HP totals. No physical ability scores actually exist on the Astral plane.)

### ARMOR CLASS

Base: 10  
Adj by WIS

Only magical items can enter the Astral Plane. Armor that ceases to be magical cannot exist and provides no protection.

### MOVEMENT

3" x INT / Round

### SURPRISE

Primes such as Rangers and Monks lose their surprise bonuses on the Astral Plane.

### MISSILE FIRE

Physical ranges are x6. Missiles (like armor) must be magical in order to exist on the plane. If they miss, they are lost forever as they move in a straight line towards infinity. Spell ranges are unaltered.

### SPELLS & REACTIONS

While blasts of heat & cold deal dmg, chemical reactions like burning, breathing, acid, poison, etc. are nullified.

### BODIES

There is a 1% chance per Astral Sojourn of the physical body becoming possessed.

Those slain Astrally return to their bodies in a coma for 1d4+1 days, then system shock check or die. Success = wake with 1 HP.

New physical bodies are formed upon entering one of the Outer Planes. These bodies dissolve upon returning to the Astral (unless the body is now the traveler's only physical body: See Silver Cord).

Astral travelers cannot create another physical body in the plane where the original body existed.

If the physical body is slain, the silver cord disappears: See Silver Cord (severed).

### TRAVEL TIMES

Color Pool	1d6 + 6 hours
Known Location	10 x 1d4 hours
Unknown Location	50 x 1d10 hours
Return to Body	1d100 rounds

### COLOR POOLS

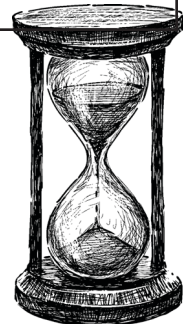
(one focus attempt per day)

01-50	On Target: 100 yrds
51-75	1 mile off
76-95	10d10 miles off
96-00	Totally dif part of plane

### TIME

No time-related effects function on the Astral. No eating, breathing, aging, natural healing, exhaustion, etc. Potions are permanent. Poison is useless. Staves of Withering do not work.

The journey to Zjelwyin Fall will take 1d20 x 4 hours.



## ENCOUNTERS

*Check on arrival in plane & every 4 hours thereafter. Encounters occur in 10.*

01-75	Creature	01-64	Conduit/Wormhole* (MoP 66)
76-85	Color Pool	65-72	Mt Belus: the Heavenly Threshold* (MoP 72)
86-95	Astral Object	73-80	Yggdrasil: the World Ash* (MoP 72)
96-00	Psychic Wind	81-84	Flying Missile*
		85-88	Elemental Pocket (MoP 67)
		89-92	Island of Matter
		93-96	Lair
		97-98	Corpse
		99-00	Artifact

### POSSIBLE CREATURE ENCOUNTERS

1	Cerebral Parasites	21	Geniekind
2	Daemon	22	Githzerai
3	Demon	23	Hollyphant
4	Devil	24	Intellect Devourer
5	Human Traveler	25	Ki-Rin
6	Invisible Stalker	26	Mind Flayer
7	Night Hag	27	Modron
8	Nightmare	28	Phoenix
9	Slaadi	29	Planetar
10	Aerial Servant	30	Cat Lord
11	Agathion	31	Demon Prince
12	Baku	32	Arch Devil
13	Diakk	33	Dragon
14	Githyanki	34	Foo Lion
15	Lamasu	35	Opinicus
16	Rakshasa	36	Power
17	Shedu	37	Retriever
18	Titan	38	Shedu
19	Berbalang	39	Slaad Lord
20	Foo Dog	40	Solar

COLOR POOLS are free floating portals to planes connected to the Astral. Color Pools have a gravity that draws nearby objects into them unless conscious effort is maintained.

Once per day, a viewer can attempt to focus a color pool on a portion of the plane that the viewer would like to enter, the color pool acting as a scrying device. Success (or lack thereof) is determined on the previous page (Color Pools).

Each plane connected to the Astral has its own colored pool:

PLANE	COLOR POOL
1 Elysium	Opal
2 Arcadia	Spring Green
3 Twin Paradises	Sapphire
4 Seven Heavens	Yellow Gold
5 Beast Lands	Amber
6 Dream Lands	Silver
7 Gladsheim	Chromium
8 Nirvana	Diamond
9 Concord. Opposition	Dove Gray
10 Limbo	Deep Magenta
11 Tarterus	Russet
12 Acheron	Flame Orange
13 Gehenna	Indigo
14 The Nine Hells	Ruby
15 Pandemonium	Deep Blue
16 The Abyss	Amethyst
17 Hades	Reflective Black
18 Prime Material	Oxblood
19 Ethereal	Spiraling Gray

IF AN ASTRAL OBJECT IS ROLLED, roll again on the shaded subtable.

A CONDUIT is a waterspout-like tube, both ends extending and disappearing into the Astral Plane. These are actually gateways between a specific location on the Prime Material and a specific location on one of the Outer Planes. Entering a conduit whisks the traveler to one location or the other (flip a coin).

MT BELUS IS A HUGE GHOSTLY MOUNTAIN that connects the Dreamlands (at the top) with Gehenna, Hades, the Astral and the Prime Material. A connection to Tarterus once existed but is now thought to be sundered.

YGGDRASIL IS AN ENORMOUS GHOSTLY TREE that connects the Prime Material to the Astral, Hades & Gladsheim (see [www.thebluebard.com](http://www.thebluebard.com) for a free **Planar Poster** detailing all the planes).

IF THE PSYCHIC WIND IS ROLLED, you may reference MoP (67). Its presence is presaged by a rapid darkening of the silvery sphere and 1d10 rounds later the plane turns jet black. *Manual of the Planes* discusses this event with some contradictory notes, which this author ignores.

If you do not have access to *Manual of the Planes*, simply roll d%:

ROLL	EFFECT
01-60	Storm adds 1d4+2 hours to travel time.
61-80	Lost 2d10 days; then return to body.
81-95	Blown to random color pool or tossed into an Astral wormhole (conduit to Ethereal Plane)
95-00	Random number of silver cords snap (see Silver Cord)

While I have leveraged much from *Manual of the Planes*, astute readers will discern many differences in how I handle Astral Adventures. I have willfully modified, ignored, or added to guidelines from that volume and these rules are the result.

My goal is to make Astral adventuring easy, inviting, and manageable using only a few pages of charts and without referencing a host of spell-interactions with the plane. I have discarded all spell/magic limitations on the Astral except two, which can be summed in a single rule:

**Magic and devices that modify time or space/ dimensions do NOT function on the Astral plane.**

It is then left to the DM to determine by common sense whether a druid can summon a bear on the Astral Plane...though given the dream-like nature of the Astral, perhaps they should be able to, or perhaps the summoned bear will be more akin to illusionist magic (cf. Shadow Monsters).

These are your choices to make. Or you can refer to MoP p. 68—70 for specific magical guidance.

## PHYSICAL TRAVEL ON THE ASTRAL PLANE

While magic such as Astral Spell causes the caster and her associates to leave their physical bodies behind as has been described, Plane Shift; Probability Travel; the Well of Many Worlds and the Ethereal Cyclone are some of the ways that travelers might physically enter the Astral Plane with their own bodies.

Nearly all rules covered thus far apply equally to physical travelers, but some differences exist:

- Physical travelers are unable to escape the plane swiftly (see Travel Times: Return to Body) and **MUST** find a color pool to exit the Astral.
- Physical travelers are not limited in the duration of their Astral explorations as they have no body hungering somewhere else.
- Likewise, when they move to the outer planes they do so with their own true body.
- Physical travelers killed on the Astral remain; their body floats forever, perfectly preserved, never growing cold.
- Physical travelers have no silver cord and ignore all effects that target them.

In all other respects, physical travelers should be treated the same as dreaming travelers, thereby reducing overhead for DM and player alike.



## AFTERWORD

**S**HHH—IT WAS JUST A BAD DREAM...

As you read this module, you will notice that it is particularly lethal for low level characters. Keep in mind, however, that under the auspices of dream, slain characters with silver cords will return to their physical bodies in a coma (see Bodies).

They may need to be cared for during this time, but unless they fail a system shock check, they will awake, weak but well, and perhaps ready to try again!

Furthermore, whatever treasures they have managed to snatch from the Astral will mysteriously appear in physical form in bags or packs, for though magic is required to carry items to the plane, dreamers can pull Astral objects out of the plane without difficulty!

All of my offerings are meant to be PLAYED. I make these adventures NOT for DMs to read but for my own campaign.

While details of my group's exploits in Zjelwyin Fall can be read on my blog at [www.thebluebard.com](http://www.thebluebard.com), I will explain a few of my design choices here.

The module was conceived as a low level Tomb of Horrors. A lich has designed a trap for a specific kind of pest: newbie adventurers. It is assumed that most who enter this roach motel perish, their bones and baubles adding to the lich's trove. Any clever enough to escape the Fall by means of the lich's golden pulling are "cursed" so as to never be able to enter the Fall again.

What prompted me into this design was a need for a location to house a MacGuffin (the Quantum Crown in this case) that would be used by the main characters of my campaign in their continuing struggle. But knowing that these same characters were heading into very dangerous territory, I wanted to give them a chance to earn some back-up characters of decent level.

Thus, the Fall made impossible the main PC's participation and the Players were prodded into hiring a low-level group of pregens, which they then ran through the Fall with the goal of retrieving the Quantum Crown.

My group's adventures in Zjelwyin Fall spanned 3 sessions, each roughly 4 hours long.

The original party consisted of an Incantrix 2 | Cleric 1 | Ftr/Thf/M-U 2,2,2 | Psionicist 2 | Fighter 2 | Paladin 1 | Cl/Ass 2,2.

The Cl/Ass was good-aligned. An exceptional pregen that nevertheless died on the Astral Plane when a silver sword severed her cord.

To be fair, this low level party was lent several powerful magic items by the main PCs in an effort to bolster their odds of success. I think three magic items (armor, a ring of protection and a wand of lightning) were loaned out.

Additionally, they took potions of healing.

I had suspected this would happen and so, the adventure is quite dangerous for the unequipped.

How did it turn out?

The incantrix was lost in VC3 when the party flipped all three hourglasses simultaneously. She woke from a coma 4 days later after making her sys-shock check.

The rest survived, but just barely.

The party's staggered arrival in VC7 proved highly dramatic since the first PC to enter held the wand of lightning and destroyed eight guardians in one go. Only then did he begin to suspect the trap and realize that his comrades (entering the room one at a time, one per round) might be in trouble.

I said the topaz column began to fracture as the hourglasses shattered (an ad-libbed tell to worry the group further) and the Players began sitting forward in their seats, waiting anxiously for the round their characters would enter the room.

Many points of INT were lost to the guardians.

When the last character, Adeline Palethorpe, entered she found the room empty save for four remaining guardians and the splintering topaz column.

Using spider climb, she ran along the underside of the ruby blade, came up behind the lich's throne and looked around.

She won initiative and I offered her a 50% chance of noticing the golden pulling.

She made this roll, grabbed the opaline spellbook and then touched the topaz column. I rolled a one and so declared that the column shattered entirely and the lich stood up.

There were only three guardians left but that meant

the Winds of Pandemonium were still three rounds away and Ms. Palethorpe would die to the lich instead.

With none of her allies in sight, she opted out of attacking and instead lunged for the golden pulling.

The nearby guardians attacked, Adeline lost a point of INT and then escaped to the Astral Plane.

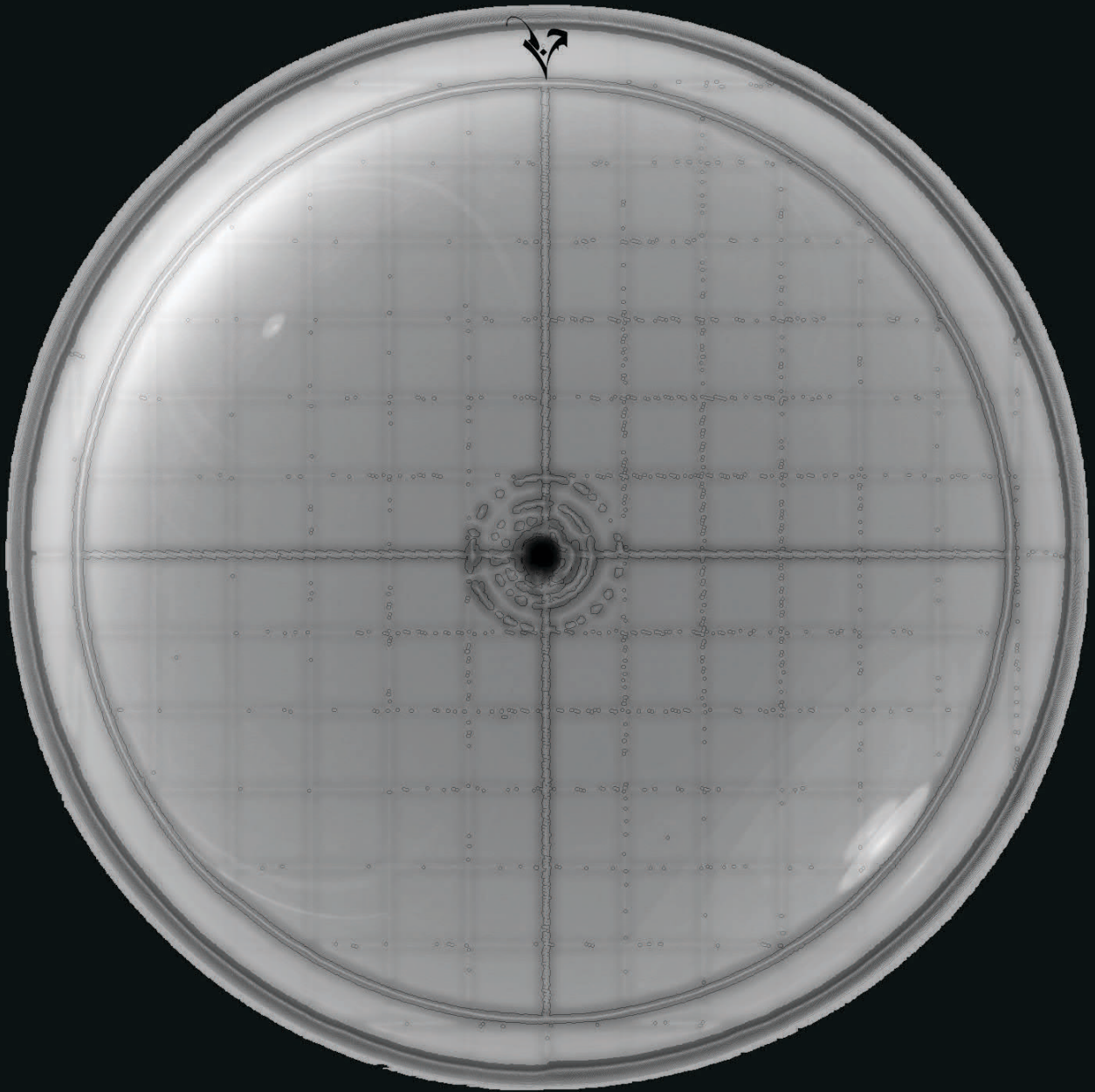
The group made off with the carpet of flying, the proxy body, the gem of brightness, the ring of feather fall, one soul resonance weapon, the *Catulus-Minor*, and the Quantum Crown.

And thus ended my campaign's involvement with Zjelwyin Fall.

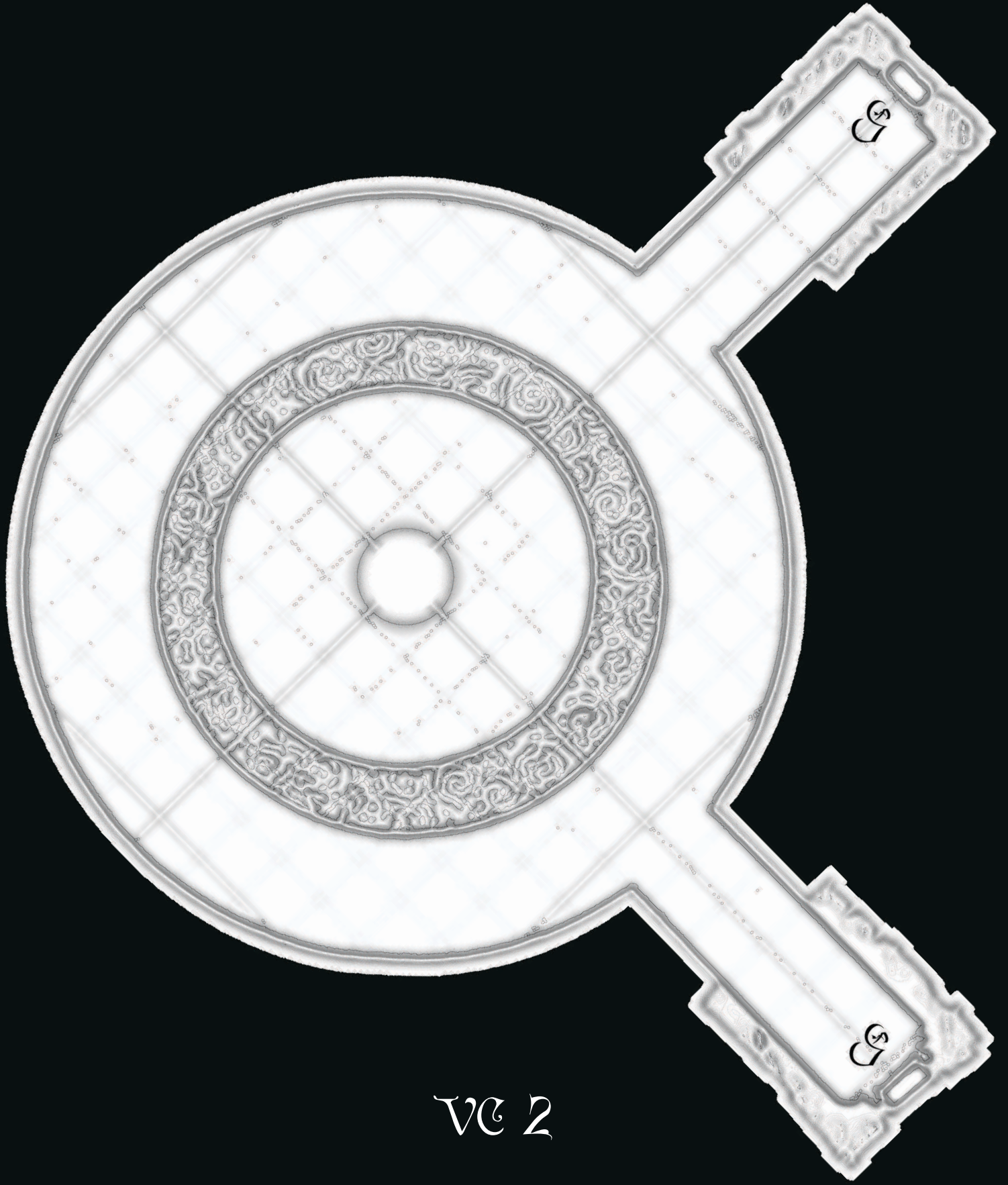
The lich will restore his guardians, curse over the few missing treasures perhaps, and then entomb himself once more on his throne, to dream a star-filled dream.

Meanwhile, the newly minted heroes will certainly sell the grains of sand they brought back, to other would-be heroes hoping to make phylacteries of their own...

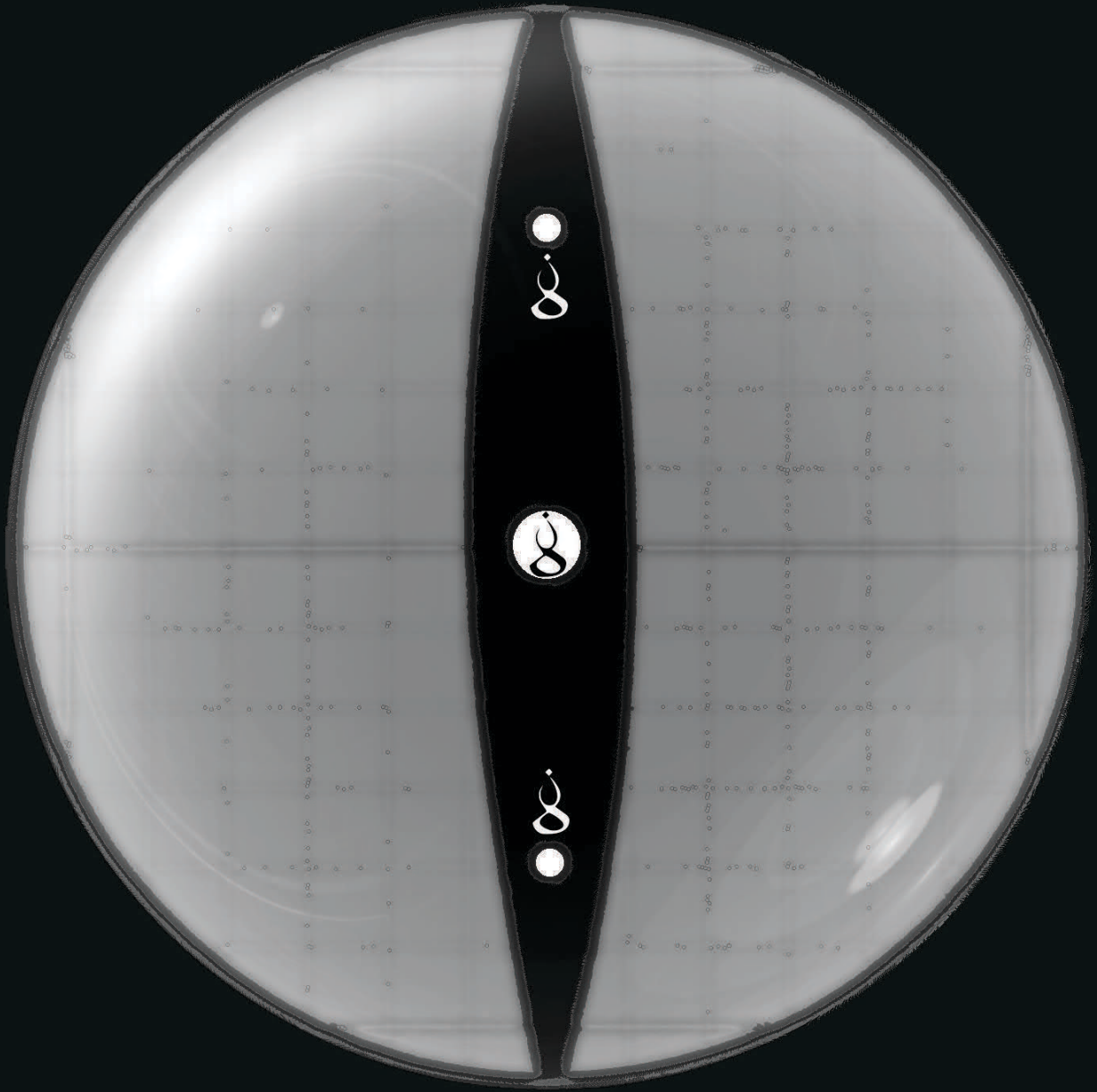




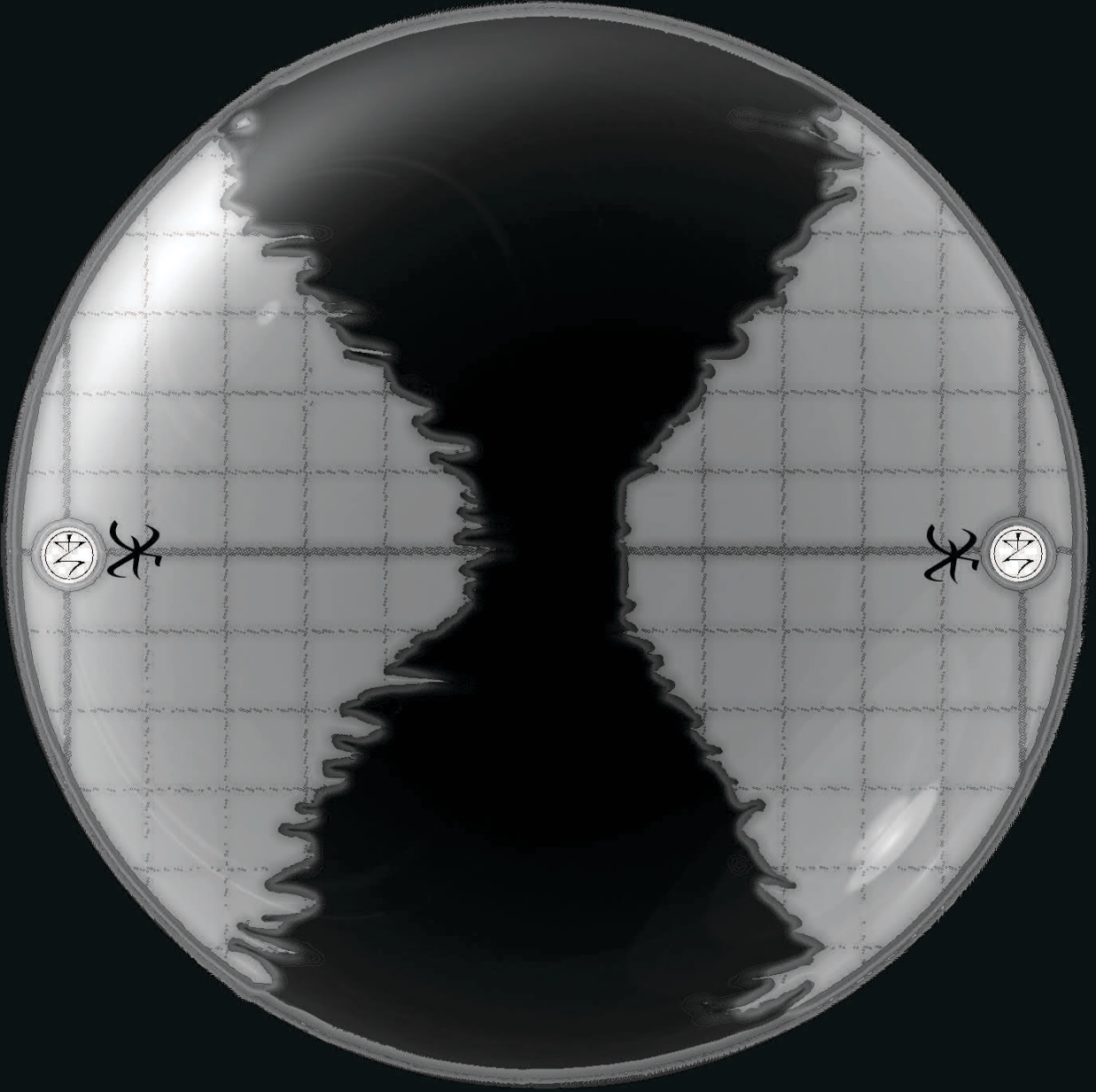
VC I



VC 2



VC B



VC 4



VC 5



VC 5.2



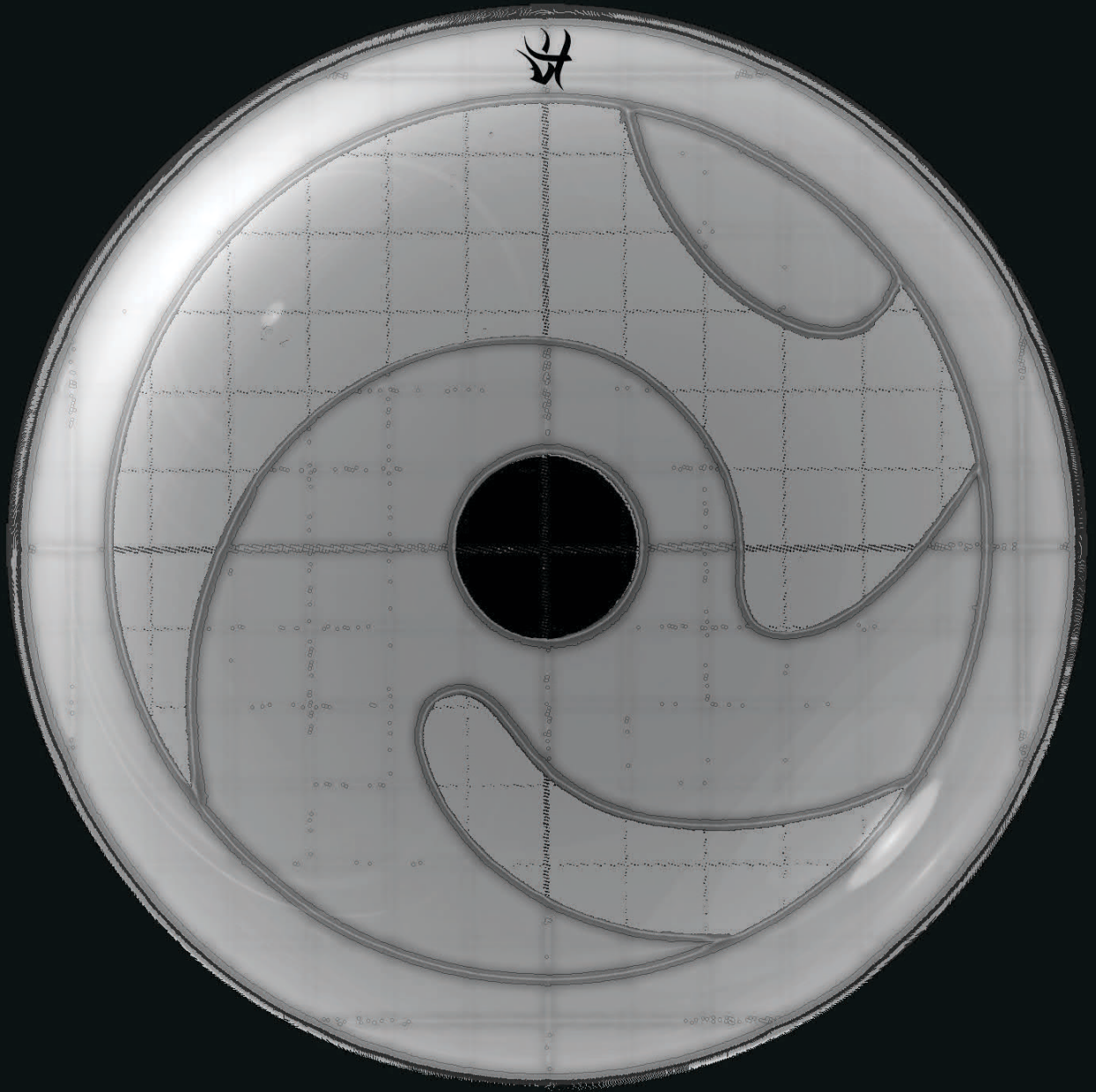
VC 5.B



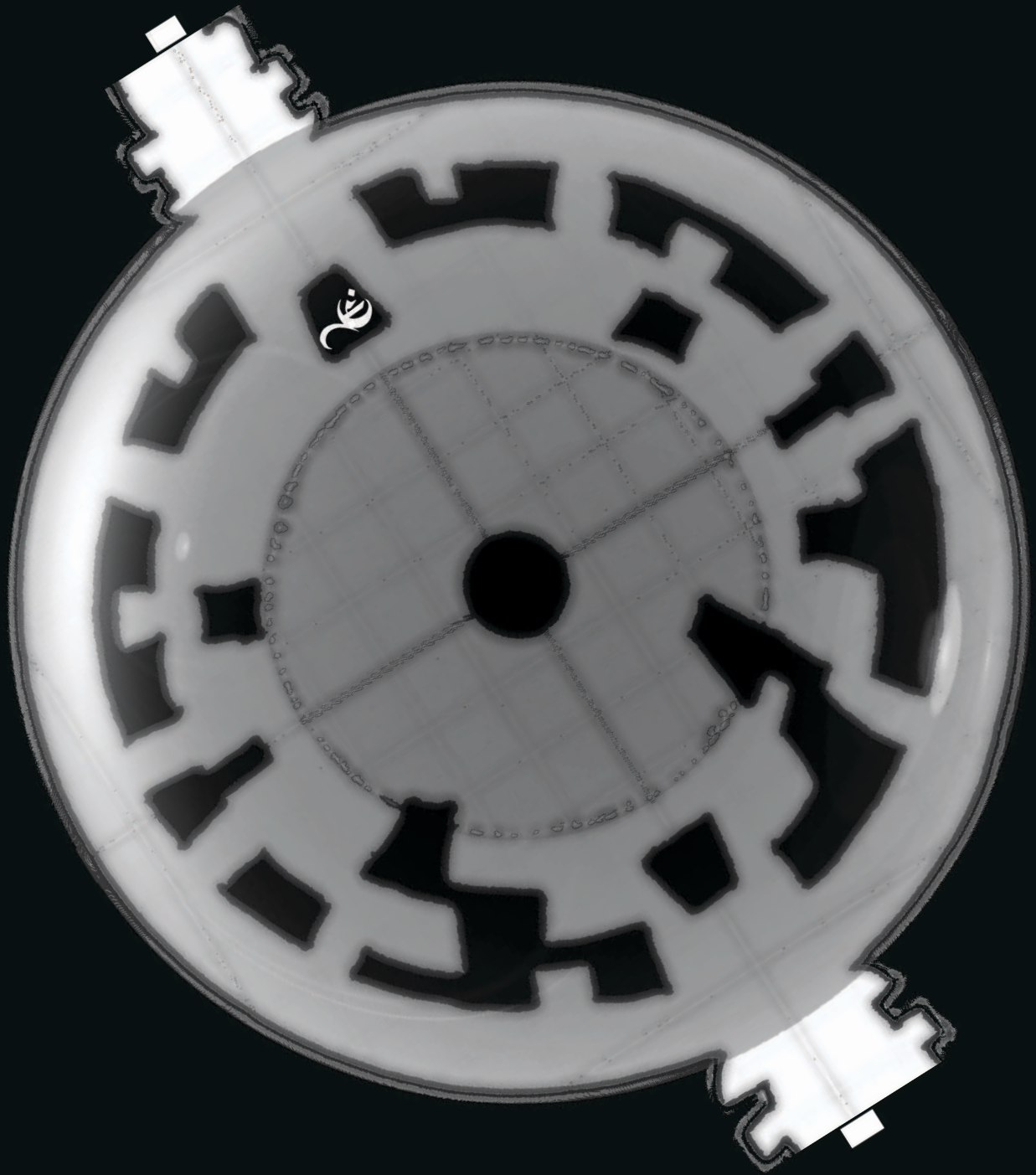
VC 5.4



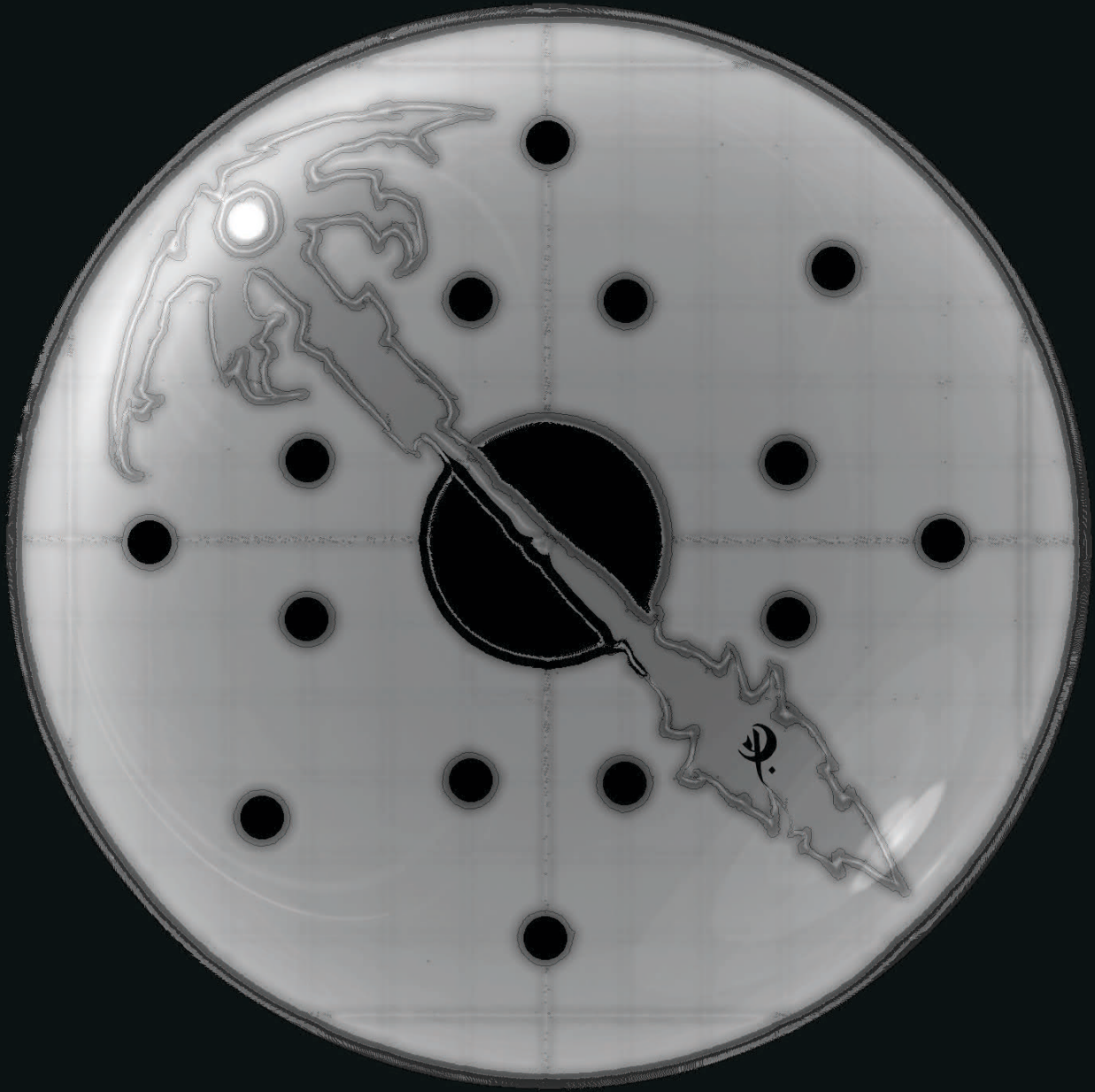
VC 5.5



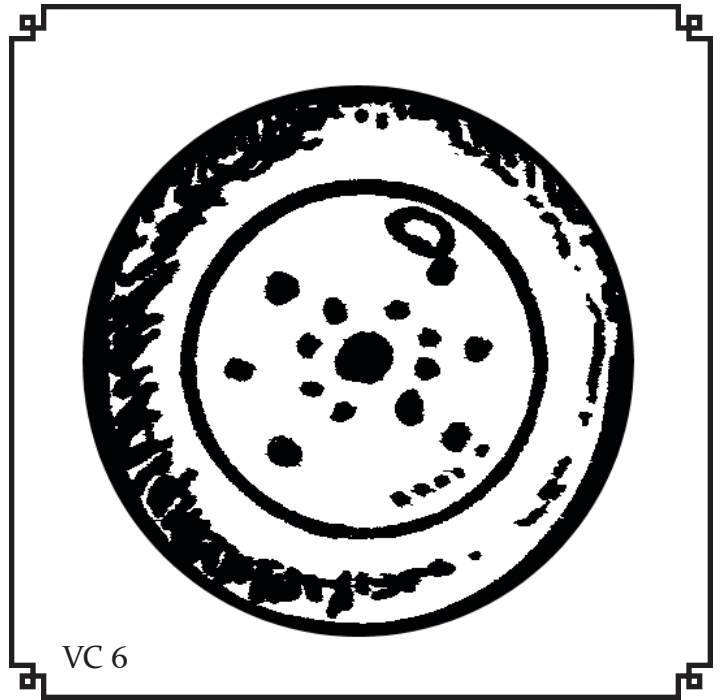
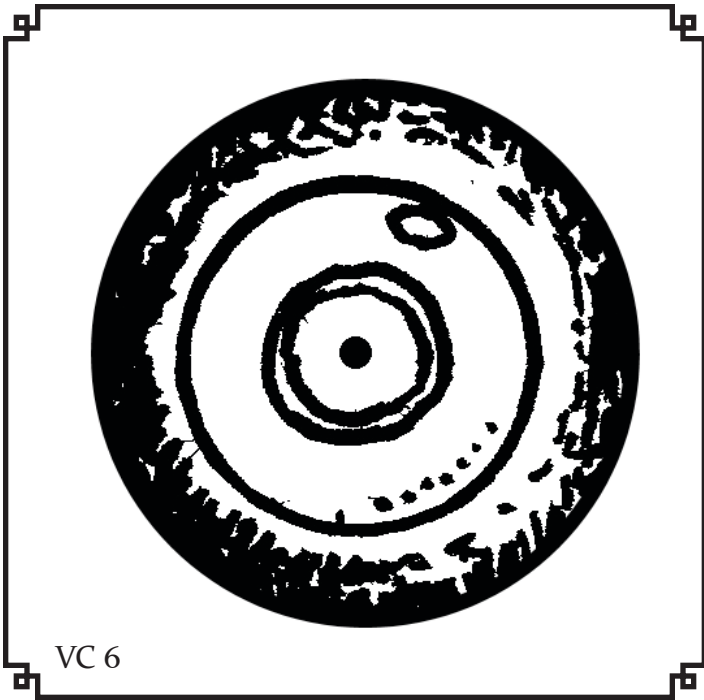
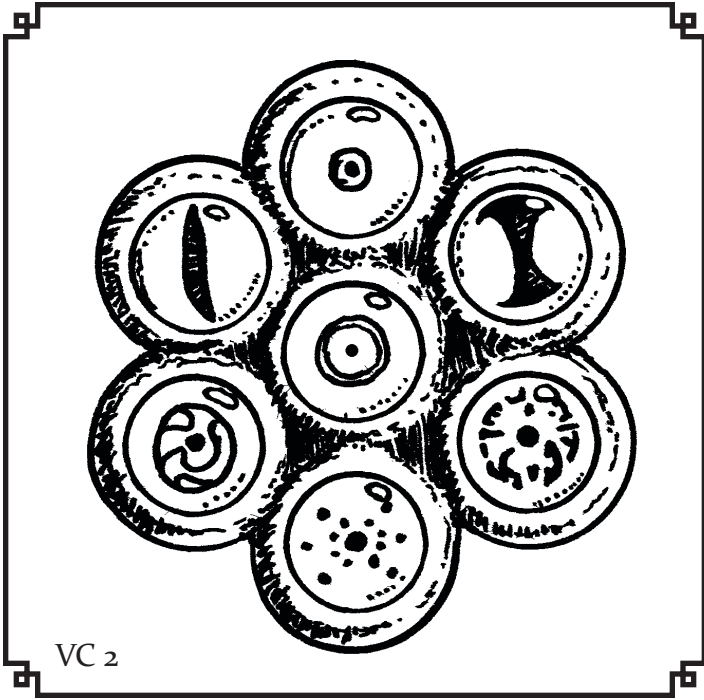
VC 5.6

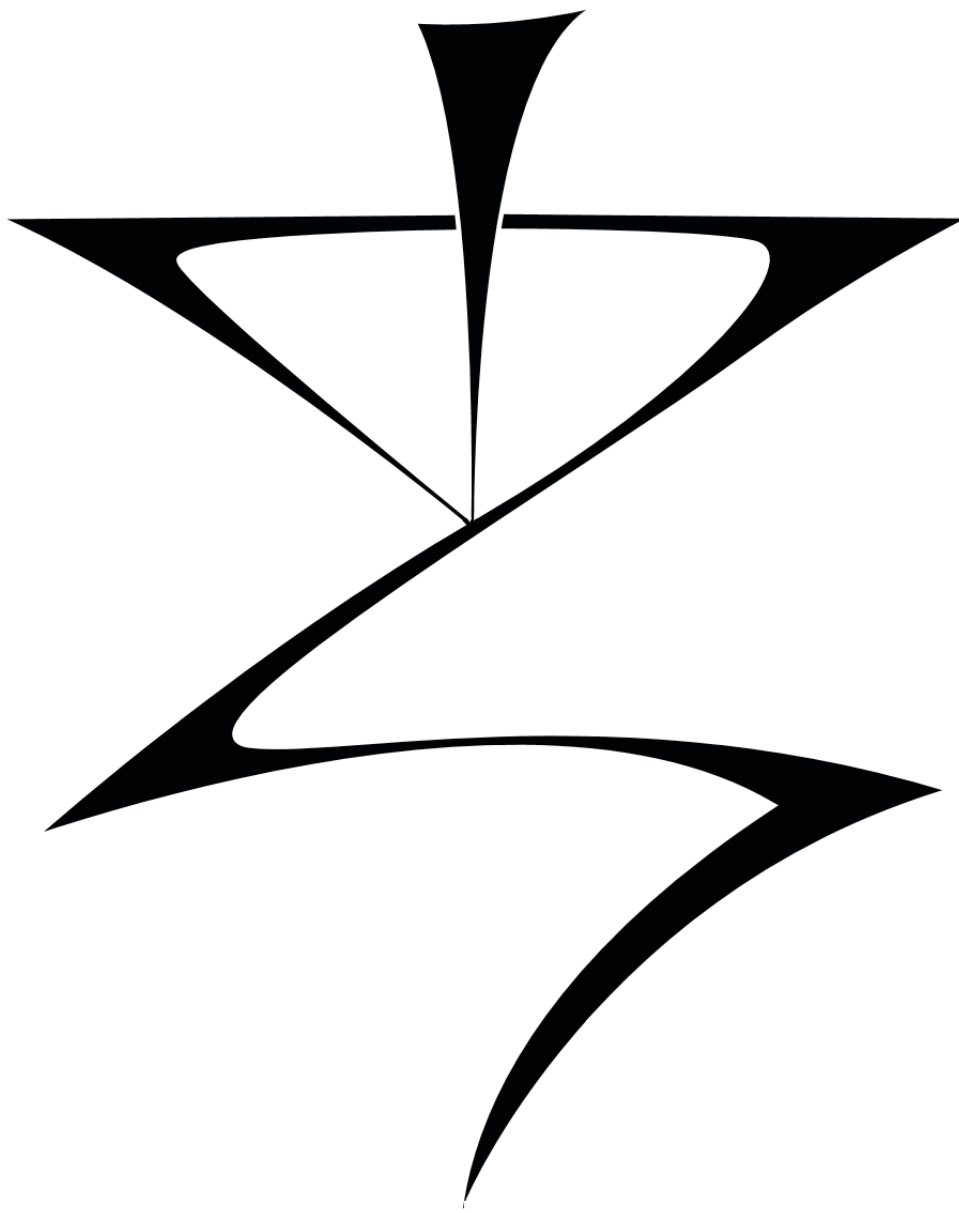


VC 6



VC 7





Shodredh's Sigil

HU4

# Zjelwysin Fall

ANTHONY HUSO





## *The Endless Fall...*

*Sages assume Shodredh Dhachod, the Gringling Lich who conceived and constructed Zjelwyin Fall, must rest inside, dreaming his sidereal dream. But Dhachod's wards are such that knowledge of the Fall's location and trajectory are forgotten before they can be put to paper; so it hurtles unwatched, a spindle of otherworldly beauty, a ruby comet tracing the limits of the Astral Plane.*

This module is designed for five or more characters of 2nd or 3rd level who are willing to brave the terrors of planar travel!