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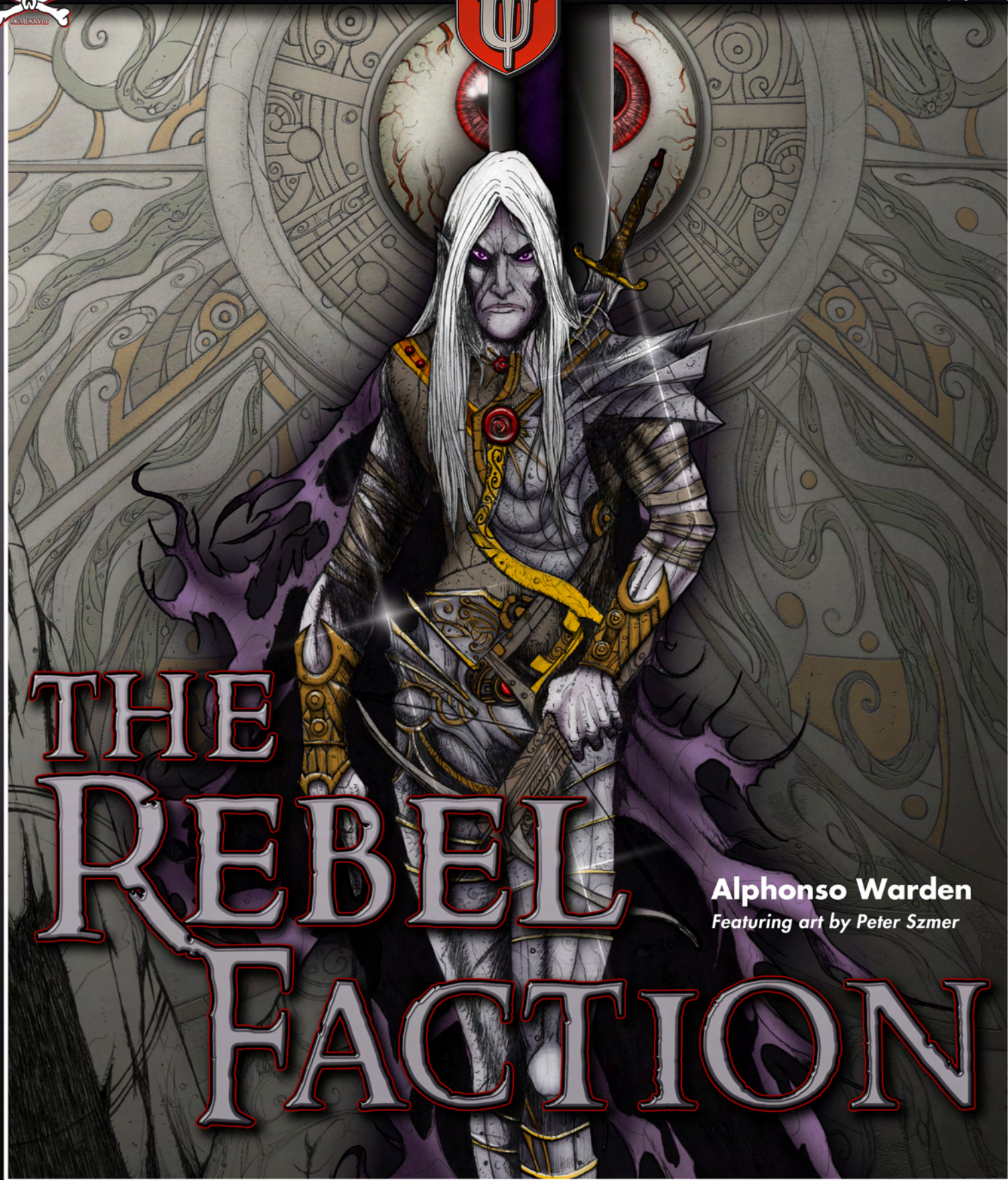
OSRIC™

Designed for First Edition and OSRIC™ fantasy-based role-playing game systems

UA5



A stand-alone adventure set in the Usherwood Adventures campaign setting



THE REBEL FACTION

Alphonso Warden

Featuring art by Peter Szmer

An Usherwood Adventure® for 4–6 characters, of levels 8–12
Includes Game Master's Adventure Log, detailed character sheet template, and new OGC material

The Rebel Faction

Alphonso Warden

An Usherwood Adventure for 4–6 characters, of levels 8–12

Designed for First Edition and OSRIC™ fantasy roleplaying game systems.

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Contents

Introduction	v
The Rebel Faction	1
Introduction	1
Adventure Background	1
For the Game Master	2
Entriv Coomlev and Environs	5
A. City of Dar Multai	5
B. City of Entriv Coomlev	6
C. City Gates	7
D. Hall of Government	8
1. Entry Doors	9
2. Commoners' Waiting Room	9
3. Nobles' Waiting Room	9
4. Audience Hall	9
5. Guard Barracks	10
6. Storehouse	10
E. Commoners' residences	10
F. Nobles' residences	11
1. House Coomlev	11
2. House Nisdar	14
3–6. Estates of the 4 minor noble houses:	15
3. House Neeldar	16
4. House Nadan	16
5. House Leevav	16
6. House Spiderhate	17
G. Livestock Pens	17
H. Mushroom Forest	17
I. Subterranean Lake	18
J. Temple of the Elder Elemental Orb	18
Temple of the Elder Elemental Orb	19
Level 1	19
1. Stairway	19
2. Triumphal Hall	20
3. Commoners' Waiting Room	20
4. Water Temple Purification Room	20
5. Lecture Hall	21
6. Practice arenas	21
7. Nobles' Waiting Room	22
8. Fire Temple Purification Room	23
9. Air Temple Purification Room	23
10. Robing Room	24
11. Audience Hall of the Elder Elemental Orb	24
12. Elevator Shaft	25
13. Fire Temple	25
14. Water Temple	26
15. Air Temple	27
Level 2	27
16. Fighters' Barracks	27
17. Clerics' Rectory	28
18. Mobat Cave	31
19. Dining Hall	32
19a. Kitchen with Privy	32
20a. Magic-users' Library	32
20b. Magic-users' Laboratory and Scriptorium	33
21. Magic-users' Barracks	34
22. Bathhouse	37
23. Lesser Temple of the Elder Elemental Orb	37
24. Clerics' Library	38
Level 3	38
25. Torture Chamber	38
26. Jail	39
27. Sub Foyer	40
28. Temple Vaults	41
29. Main Foyer	41
30. Main Library	41
31. Vestry	43
32. Purification Pool	43
33. Greater Temple of the Elder Elemental Orb	44
Conclusion	45
Appendix A: Worship of the Elder Elemental Orb	46
Appendix B: New Creatures	46
Dark elf (ir'thelar)	46
Lesser Avatar of the Elder Elemental Orb	48
Ooze Golem	49
Oozes, Slimes, and Jellies	50
Tentacle Golem	51
Appendix C: New Magic Items and Weapons	52
Dark Elf Atatl	52
Dark Elf Hand Crossbow	52
Demon Staff	52
Tentacle Rod, Greater	52
Tentacle Rod, Lesser	52
Appendix D: Open Game Content	53
Appendix E: Region Overview	53
Appendix F: Maps	54
Appendix G: Pre-generated PCs	62
Game Masters' Adventure Log	67
Player Character Record Sheet	71



On the cover: *The Rebel Faction*, by Peter Szmer (color applied by James D. Kramer).

Introduction

Conventions

The following abbreviations will be used throughout the text to denote specific kinds of information;

#AT: *number of attacks*; the number of attacks available to a given creature, monster, or game personality.

AC: *armor class*; the measure of a character's/monster's defensive abilities in combative situations, and situations to avoid physical contact.

CHA: *charisma*; the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: *constitution*; the measure of a character's general state of health and stamina.

d# or #d#: *dice*; a lowercase 'd' followed by a number (4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM or Dmg: *damage*; the measure of damage inflicted by a given type of attack.

DDG: *Deities & Demigods*; refers to either the First Edition rules systems, a selection of divine beings and pantheons both fantastic and mythical.

DEX: *dexterity*; the measure of a character's agility, hand-eye coordination, reflexes, and balance.

DMG: *Dungeon Masters Guide*; refers to the First Edition rules system publication providing detailed information to a GM regarding many aspects of conducting a successful game.

GM: *dungeon/game master*; the individual running a game through which a combination of players are adventuring.

EXP: *experience*; the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

FEADAD!® or First Edition: refers to First Edition fantasy-based roleplaying game system texts originally published by c.1978-82.

FF: *Fiend Folio*; refers to the First Edition rules system publication, providing a collection of creatures most baleful.

HD: *hit die*; the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: *hit points*; the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: *intelligence*; the measure of a character's reasoning power (also, I.Q.).

MM or MM2: *Monster Manual, and Monster Manual II*; refers to the First Edition rules system, providing a collection of creatures, baleful and benign, arranged in two volumes.

MR: *magic resistance*; the ability of a given creature, monster or personality to resist the effects of spells, if other than 'standard'.

MV: *movement rate*; the speed of a given creature, monster, or personality.

OGC: *Open Game Content*; that portion of this work which may be used by publishers of content covered by the OGL (see below)

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OSRIC™: *Old-School Reference and Index Compilation*; a compilation of rules based the First Edition fantasy-based roleplaying game rules system into a free, open license.

PC: *player character*; the persona adopted by players within a game.

PHB: *Players Handbook*; refers to the First Edition rules system describing the process for players to develop personalities to use in the game.

POS: *possession(s)*; items carried by a given creature, monster, or game personality.

SA: *special abilities*; unusual or unique abilities possessed by a given creature, monster, or game personality.

SD: *special defences*; unusual of unique abilities possessed by a given creature, monster, or game personality.

STR: *strength*; the measure of a character's muscle and physical brawn.

TH: *"to hit"*; die score require to strike an opponent in order to do damage.

WIS: *wisdom*; the measure of a character's insight, willpower, commonsense, intuition.

Reader Aids

There a number of visual reader cues provided to convey specific types of information;

GM narratives provide you with text to read verbatim to the players in order to set-up specific situations throughout the module.

Miscellaneous information the GM may find useful is provided within note boxes.

Creature stats blocks will provide you with basic information on the creatures and monsters encountered throughout the module. If First Edition and OSRIC stats differ, notations will be provided. An example of creature stats follows;

Dark Elf Fighters (6): AC -3; MV 120 ft.; F 7; HP 60 each; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 64%; Att STR 12, INT 11, WIS 10, DEX 16, CON 14, CHA 10; AL CE; POS All have dark elf cloak and boots, 7-70 p.p., one 700 g.p. gem, **chain mail +3**, **buckler +2**, and **short sword +3**. Half of the fighters are armed with an atlatl with 3 small sleep-poisoned javelins. The other half are armed with hand crossbows with 10 sleep-poisoned darts.

where: AC = armor class; MV = movement rate; C = cleric (class); F = fighter (class); MU = magic-user (class); HD = hit die (or relative strength); HP = hit points; #AT = number of attacks; Dmg = damage inflicted on a successful "to hit" attempt; SA = special attacks; SD = special defenses; POS = possessions

Save vs. Attribute

Certain circumstances may require a Save vs. Attribute roll by the player. The method assumed by this text is as follows; the player rolls 3d6 vs. the indicated attribute (STR, INT, WIS, DEX, CON, or CHA). A result equal to or less than the character's attribute score indicates a successful save. A result greater than the character's attribute score indicates a failed save, and the character suffers the appropriate penalty described in the encounter text. The required save may be adjusted to address a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute.

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Understanding the Module

GM's are advised to read through the module completely to understand the various encounters and module setups

before beginning play. If you have any questions regarding the module — why certain encounters are written as they are, or, to point out where you feel improvements in the manuscript might be made — feel free to write the publisher at kramer@usherwoodadventures.com.

Publications and Resources

The following publications and resources are used in the preparation of this module;

- AD&D™ Players' Handbook (Second Printing, 1978)
- AD&D™ Monster Manual (Third Edition, 1978)
- AD&D™ Dungeon Masters Guide (First Edition, 1979)
- Usherwood Adventures Sourceweb;
<http://www.usherwoodadventures.com>

Alternatively, the module is also completely compatible with the OSRIC SRD.

Publisher's Note

Usherwood Publishing is pleased to present this adventure created by Alphonso Warden. *The Rebel Faction* harkens back to the G, D, and Q adventure series published by TSR, Inc. by the late Gary Gygax, and is a wonderfully complex and challenging module for experienced players and characters alike. Before beginning this adventure, GM's should familiarize themselves with the variety of new creatures, weapons, and magic items that are found throughout the adventure.

Arcois; Throughout the adventure, this precious metal appears in the Usherwood Adventures. Its value is considerable; a single arcois coin being worth 5 platinum pieces. If the GM is not playing this module within the Usherwood setting, platinum (or a metal of similar value to that described above) may be substituted at the GM's discretion.

Jellies, puddings, and slimes; due to certain copyright restrictions, the names of the jellies, puddings, and slimes that appear within the adventure have been altered from their First Edition versions. Please note these differences in **APPENDIX B: NEW CREATURES**.

The Rebel Faction

Introduction

The Rebel Faction is an OSRIC adventure designed for four to six player characters of levels 8 through 12. (50 total levels). The party should include at least one thief or assassin (PC or NPC) due to the high number of traps encountered. At least one +3 weapon should be available to the group.

Adventure Background

Well over a century ago, six noble houses from the dark elf city Dar Multai grew tired of the incessant, petty political maneuvering of the seven other noble houses in the city. Moreover, they were experiencing a profound loss of faith in the patron deity of their city, the capricious and largely uncaring Spider Goddess. In spite of their chaotic natures, representatives from these six frustrated noble houses spent several months concocting a plan to leave their city permanently and seek their fortunes elsewhere. The main instigator of this plan was the matriarch of House Coomlev, who discovered in her researches the existence of a large dark elf city organized around the worship of an elder, largely forgotten god in direction opposition to the Spider Goddess. As the months went by, she learned that the city was more than likely located only a few miles northwest of Dar Multai, though it had probably been abandoned for at least two centuries. Perhaps, just perhaps, she thought, some altar or even temple imbued with the divine essence of this forgotten god could still exist in the city, its utilization allowing her to greatly increase the power of her noble house along with that of the five other noble houses pledged to her cause.

And so, representatives from these six rebel noble houses set out on an expedition to discover the lost city. They spent several weeks exploring the twisting passages and caverns of the subterranean, largely lightless fairyland dubbed the Underworld by the natives before discovering an *illusionary wall* concealing a 15-ft-high and wide tunnel. The narrow tunnel burrowed straight west for almost 4 miles before veering to the northwest, ending in a tall guard tower of black granite blocks after another half-mile or so. The towering arcois gates opening onto the tower, which was flanked by crenellated walls connecting with the side walls of the cavern, were ajar and blackened with age. Cautiously making their way inside, they discovered that

the tower along with the nearly 4-mile diameter cavern beyond was totally abandoned, most likely for five centuries or more. In the middle of the cavern was a largely intact fane like no other ever seen by them, being a 320-ft-diameter sphere suspended above the slightly irregular floor by a 15-ft-high, 20-ft-diameter central strut. Bits of white, red, purple, and black paint were still visible on the walls of the queer temple, making the impression that when new, it had looked like a massive staring eyeball with a red iris and a black pupil, with the purple-colored central strut serving as the nerve cluster. After exploring the remainder of the city — finding several piles of crumbling basalt and granite blocks, the remains of rectangular houses, towers, and lesser fanes, not to mention a massive lake — the dark elves decided to enter the main temple. They soon determined that the fane had two levels inside the main structure and a dungeon level below the cavern floor, the latter accessed by a magical elevator housed within the central strut. Their investigation of the temple took well over an hour, and they found several chapels along with various and sundry rooms used to quarter the priesthood and its staff. It was decided that a much larger and experienced force was required to shed more light on the mysteries of the long-lost city, and so the explorers returned to their home city to organize such.

In the weeks following, several dark elf scholars from the six noble houses, both religious and secular, conclusively determined that the temple was dedicated to the Elder Elemental Orb, a mostly forgotten deity thought to have been destroyed by the Spider Goddess several centuries before. (See **APPENDIX A** for details on this new god.) It was when the dark elf scholars entered the *sanctum sanctorum* of the temple that they learned the elder god was alive and well, for a partial avatar of such nearly destroyed them before being convinced to hear them out. After several minutes of negotiations, both parties agreed that the six rebel noble houses would devote themselves to the worship of the dark god, their first order of business being to restore the temple and the surrounding city to its former glory. After constructing temporary quarters in their new home, the members of all six noble houses, not to mention several disenfranchised commoners from the city of Dar Multai persuaded to serve as laborers and architects, spent the next sixty years rebuilding the ruined city. Afterwards, they dedicated the next forty years to fulfilling the primary objective of the Elder Elemental Orb, namely, assembling an army large enough to put the citizens of Dar Multai to the sword, for the increasing influence of the dark god's eons-old rival,

Notes:

the Spider Goddess, could simply not be allowed to continue unchecked. As it now stands, the six noble houses of the city are only six months away from amassing this army, which is why the random attacks on Dar Multai have been increasing in both frequency and ferocity as of late. However, they have been forced to temporarily check their attacks, for the secret entrance to their city was almost discovered by scouts from Dar Multai a few weeks ago. And so the situation stands...

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.



When chasing a group of raiders from the lost city, which was re-named Entriv Coomlev in honor of its discoverer from House Coomlev, the dark elves from Dar Multai were shocked when their prey suddenly disappeared after rounding a corner several feet ahead of them. In spite of spending many weeks exploring the surrounding walls for secret doors and such, they have been unsuccessful in discovering the **illusionary wall** concealing the entrance to Entriv Coomlev. In game terms, this entrance is much harder to discover than a secret door. (Even elves can only find it 1 time in 10; other PC races have only a 1 on d12 chance of accomplishing such.) Of course, if the searchers state they suspect that the secret entrance to the city is concealed by **illusion** magic, then they have their normal chances to discover the entrance *after* making their check to disbelieve the **illusionary wall**.

For the Game Master

The PCs are brought into the adventure when they are approached by three dark elves late one night while relaxing in an inn or mead hall in any suitable above ground city from the GM's campaign world. The dark elves, who hail from the Spider Goddess-aligned city of Dar Multai, are wearing voluminous brown robes with a deep cowl pulled low to hide their faces. They ask the waiter to invite the PCs to a round of drinks, a short while afterwards motioning for them to come to their table. Should the PCs come over, the dark elves briefly pull back their hoods, making sure that no other party in the drinking establishment is looking in their direction, and then say that they wish to hire them to discover the secret location of a society of dark elves that have been raiding their city for slaves and prisoners for several years. They offer the PCs 3,000 g.p. up front, which is theirs to keep regardless, and promise another 6,000 g.p. should they fulfill their mission. If possible, they would also like the PCs to eliminate the raiding elves, for which they are willing to offer them a bonus of 3,000 g.p. The dark elves emphasize to the PCs that even though their moral compasses may differ from each other, eliminating the dark elf raiders would be a boon to both the surface and subterranean races of the world. After all, they say, the predations of the dark elf raiders, if allowed to continue for much longer, will most definitely spill over to the surface realms. If the PCs agree, then they are led to within a few hundred feet of the dark elves' secret entrance to the Underworld from the surface. They then kindly ask the PCs to put on a blindfold, for they would prefer that the surface races not learn of this secret entrance lest they

Notes:

attempt to raid their city at a later date. (Of course, if the PCs are unwilling to meet this demand, the dark elves grudgingly allow them to forego the blindfolds.) Once underground, the dark elves allow the PCs to remove their blindfolds but kindly ask them not to cast any *light* or *continual light* spells, for their eyes are extremely sensitive to bright illumination. Normal torches, so long as they are partially hooded, are acceptable to the dark elves. Once at the secondary passage that runs northwest from the dark elves' native city, Dar Multai, the PCs are given a map to the spot where their scouts, several weeks back, chased the raiders before losing them. (The map leads the PCs from the starting point on the main wilderness map to within 100 ft of the secret tertiary tunnel leading to Entriv Coomlev.) Afterwards, the dark elves ask the PCs to meet them at the starting point one week later at the same time to give them the remainder of their fee, if applicable. The dark elves honor their bargain at the conclusion of the adventure, and happily give the PCs the remaining g.p. if correctly led to the lost city, afterwards thanking them for their assistance. Of course, if the dark elves ever discover the PCs in their home city after the mission is completed, then they will fully display their chaotic evil natures...

Once hired by the dark elves, the PCs may wish to simply pocket the 3,000 g.p. up-front fee and explore the city for their own ends. If they are still pursuing this course of action when the week-long deadline established by their employer has expired, then they will be systematically hunted down by the angry dark elves. (See **CONCLUSION** for further details.)

Once in the Underworld, the PCs can cover about 6 miles per day if they are taking the time to carefully map out the various and sundry caverns and tunnels running through the subterranean realm. When moving through a previously explored area of the Underworld, the party can increase its movement rate to that of its slowest moving member. The main wilderness map contains several areas that lend themselves to further development by the GM, even though such is not necessary to run this adventure. There are four types of passages in the Underworld: primary, secondary, tertiary, and caverns.

- **Primary passages** have 20–50-ft-high ceilings and are of the same width. They show many signs of ancient mine work and artificial smoothing. These are the major highways of the Underworld, and are well-kept and travelled. Phosphorescent lichens dot the walls of these passages, illuminating them with dim, ghostly light.
- **Secondary passages** have ceiling heights of 15–40 ft and average 20-ft-width. They are natural corridors with

no signs of artificial smoothing. They are rubble-strewn, with much less lichens dotting the walls than is the case for primary passages

- **Tertiary passages**, which are always concealed by rock falls, artificial walls, *illusion*, etc., have 5–15-ft-high ceilings and are around 10–15-ft-wide. They are pitch-black, meaning that travelers need to provide their own light to navigate them.
- **Caverns** usually have 60–70-ft-high ceilings and have diameters ranging from 50 ft to several miles. Stalagmites and stalactites abound, and the walls, more often than not, are dotted with a proliferation of phosphorescent lichens. The larger caverns are sometimes home to entire cities of humanoids.

Miscellaneous Encounters in the Underworld

As the PCs wander the tunnels of the Underworld on their way to the dark elf city of Entriv Coomlev, the GM should check for wandering monsters once for every mile (hex) travelled. The chance for an encounter is a function of the type of passage explored, and such is indicated at the top of the tables below. Of course, the PCs may also encounter relatively harmless creatures in the passages such as ordinary mice, bats, and insects, but such are not detailed in the tables below.

Table 1: Primary Passage (1 on d10)

1d6	Encounter	Notes
1	1 giant slug	
2	1d4 violet fungi with 2–4 shriekers	
3	1 class A (01–33), or 1 class B (34–66), or 1 class C (67–00) demon	As demons are extremely rare, even in the Underworld, the GM rolls another 1d6, with a result of 1 confirming the presence of a demon.
4	1 corrosive pudding (01–20), or 1 umber jelly (21–40), or 1 acid slime (41–60), or 1 golden jelly (61–80), or 1 gray ooze (81–00)	
5	dark elf patrol (see PATROL hereafter)	female (01–50) or male (51–00)
6	1–3 trolls	

Table 2: Secondary Passage (1 on d10)

1d8	Encounter	Notes
1	1 giant slug	
2	1d4 subterranean lizards	
3	1 purple worm	
4	1–3 giant spiders	any type
5	1–3 shadows	
6	1 lurker above	
7	dark elf patrol (see PATROL hereafter)	female (01–50) or male (51–00)
8	1d4 violet fungi with 1d4 shriekers	

Table 3: Secret Tertiary Passage (1 on d12)

1d10	Encounter	Notes
1	1 lurker above	
2	1d4+1 xorn	
3	dark elf patrol (see PATROL hereafter)	female (01–50) or male (51–00)
4	5d4 piercers	
5	1 corrosive pudding (01–20), or 1 umber jelly (21–40), or 1 acid slime (41–60), or 1 golden jelly (61–80), or 1 gray ooze (81–00)	
6	1d4 shambling mounds	
7	1 class A (01–25), or 1 class B (26–50), or 1 class C (51–75), or 1 class D (76–00) demon	As demons are extremely rare, even in the Underworld, the GM rolls another 1d6, with a result of 1 confirming the presence of a demon.
8	1d4+1 subterranean lizards	
9	1 rust monster	
10	1 otyugh	

In the preceding tables, male dark elf patrols will hail from the cities of Entriv Coomlev (25%) or Dar Multai (75%), and will attack any non-dark elf PCs on sight. The leader and the commander ride subterranean lizards; the remaining fighters are on foot. They will attempt to capture the PCs if at all possible so they can be used as slaves in their city.

Corrosive pudding: AC 6; MV 60 ft; HD 10; HP 60; #AT 1; Dmg 3d8; SA dissolve wood and metal; SD divides self when attacked; MR standard; AL N

Demon, Class A¹: AC 0; MV 120 ft/180 ft; HD 8; HP 60; #AT 5; Dmg 1d4/1d4/1d8/1d8/1d6; SA At will — *darkness 5 ft radius, detect invisible objects, gate* another class A demon (10% chance of success), *infravision, telekinese* 2,000 lbs weight, *teleport* without error; MR 50%; AL CE

Demon, Class B²: AC -2; MV 60 ft/120 ft; HD 9; HP 64; #AT 2/1; Dmg 1d3/1d3/4d4; SA At will — *darkness 15 ft radius, detect invisible objects, gate* another class B demon (20% chance of success), *infravision, levitate* (as an 8th level magic user), *telekinese* 3,000 lbs weight, *teleport* without error; MR 55%; AL CE

Demon, Class C³: AC -4; MV 90 ft; HD 10; HP 70; #AT 5; Dmg 2d6/2d6/1–3/1–3/1d4+1; SA At will — *cause fear* (as wand), *cause pyrotechnics, darkness 10 ft radius, infravision, levitate* (as 10th level magic-user), *polymorph self, telekinese* 400 lbs weight, *teleport without error, gate* in class A, B, or C demon (equal chance for any, 30% chance of success); MR 60%; AL CE

Demon, Class D⁴: AC -1; MV 90 ft/120 ft; HD 11; HP 78; #AT 3; Dmg 1d4/1d4/2d4; SA +2 TH, *darkness 10 ft radius* at will, *gate*, 1/round — *create illusion, cause fear, levitate, detect magic, read languages, dispel magic, polymorph self, telekinese* 5,000 g.p. weight, *project image, symbol of fear* or *discord*; SD +1 or better weapon to hit; MR 65%; AL CE

Gray ooze: AC 8; MV 10 ft; HD 3+3; HP 24; #AT 1; Dmg 2d8; SA dissolves metal; SD immune to heat- and cold-based spells; AL N

Acid slime: AC 9; MV 0 ft; HD 2; HP 16; #AT 1; Dmg special; SA Turns flesh to slime in 1d4 rounds; AL N

Lizard, subterranean: AC 5; MV 90 ft; HD 6+6; HP 50; #AT 1; Dmg 2d4; SA 2x damage on TH roll of 20; AL N

Lurker Above: AC 6; MV 10 ft/90 ft; HD 10; HP 70; #AT 1; Dmg 1d6; SA +4 to surprise, engulf victim; AL N

Golden jelly: AC 4; MV 90 ft; HD 7+14; HP 60; #AT 1 or 2; Dmg 5d4 or 2d4/2d4; SA poisonous vapor, divides self when struck; SD +1 or better weapon to hit; MR 10%; AL N

Umbur jelly: AC 8; MV 30 ft; HD 6; HP 45; #AT 1; Dmg 3d4; SA none; SD divides self against lightning attacks; MR standard; AL N

Otyugh: AC 3; MV 60 ft; HD 6, 7, or 8; HP (see HD); #AT 3; Dmg 1d8/1d8/1d4+1; SA grab, disease; SD never surprised; AL N

Piercer: AC 3; MV 10 ft; HD 1–4; HP (see HD); #AT 1; Dmg 1d6, 2d6, 3d6, or 4d6; SA 95% surprise; AL N

Purple Worm: AC 6; MV 90 ft; HD 15; HP 100; #AT 1(+1); Dmg 2d12(2d4); SA swallow whole on TH score of 20 (poison stinger); AL N

Rust Monster: AC 2; MV 180 ft; HD 5; HP 30; #AT 2; Dmg corrodes metal; AL N

1 First Edition, see type I.

2 First Edition, see type II.

3 First Edition, see type III.

4 First Edition, see type IV.

Shadow: AC 7; MV 120 ft; HD 3+3; HP 25; #AT 1; Dmg 1d4+1; SA drains STR; SD +1 or better weapon to hit, immune to cold-based attacks, and *charm*, *hold*, and *sleep* spells, 90% undetectable; AL CE

Shambling Mound: AC 0; MV 60 ft; HD 11; HP 60; #AT 2; Dmg 2d8/2d8; SA Suffocation; SD Immune to fire, lightning causes it to grow, cold does ½ or no damage, weapons score ½ damage, immune to all spells save those that affect plants; AL N.

Shrieker: AC 7; MV 10 ft; HD 3; HP 20; #AT 0; Dmg Nil; SD noise; AL N

Slug, giant: AC 8; MV 60 ft; HD 12; HP 90; #AT 1; Dmg 1d12; SA spit acid; SD edged or magical blunt weapon to hit; AL N

Spider, giant: (refer to type selected for stats)

Troll: AC 4; MV 120 ft; HD 6+6; HP 54; #AT 3; Dmg 1d4+4/1d4+4/1d6; SA severed limbs can attack; SD regeneration; AL N

Violet Fungi: AC 7; MV 10 ft; HD 3; HP 20; #AT 1d4; Dmg rots flesh; AL N

Xorn: AC -2; MV 90 ft; HD 7+7; HP 60; #AT 4; Dmg 1-3/1-3/1-3/6d4; SA surprise 5-in-6; SD immune to fire- and cold-based spells, ½ or no damage from electrical attacks, molecular manipulation, *stone to flesh* or *rock to mud* lowers AC to 8 for 1 round, *passwall* hits for 1d10+10 HP; AL N

Patrol (female)

5th Level Dark Elf Fighters (1d4+4): AC 1; MV 150 ft; F 5; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 60%; Att STR 12, INT 11, WIS 10, DEX 15, CON 14, CHA 10; AL CE; POS All have dark elf cloak and boots, *chain mail +1*, *buckler +1*, and *short sword +2*. Half of the fighters are armed with an atlatl with 3 small sleep-poisoned javelins. The other half are armed with a hand crossbow with 10 sleep-poisoned darts.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*, *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*.

Dark Elf Leader: AC -2; MV 150 ft; F 6; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 62%; Att STR 12, INT 11, WIS 10, DEX 16, CON 14, CHA 10; AL CE; POS Dark elf cloak and boots, *chain mail +2*, *buckler +2*, *dagger +1*, *short sword +3*, and atlatl with 3 small sleep-poisoned javelins.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*, *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*.

Commander: AC -4; MV 150 ft; F 6/C 7; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 64%; Att STR 12, INT 11, WIS 15, DEX 16, CON 14, CHA 10; AL CE; POS Dark elf cloak and boots, *chain mail +3*, *buckler +3*, and *mace +3*, *wand of negation* (12 charges).

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*, *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*.

She has been granted the following spells:

First (5): *bless*, *cause light wounds*, *command*, *cure light wounds*, *protection from good*

Second (4): *augury*, *chant*, *silence 15 ft radius*, *slow poison*

Third (2): *cause blindness*, *bestow curse*

Fourth (1): *cause serious wounds*

Lizard, subterranean: AC 5; MV 90 ft; HD 6+6; HP 50; #AT 1; Dmg 2d4; SA 2x damage on TH roll of 20; AL N

Patrol (male)

5th Level Dark Elf Fighters (1d4+4): AC 1; MV 120 ft; F 5; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 60%; Att STR 12, INT 11, WIS 10, DEX 15, CON 14, CHA 10; AL CE; POS All have dark elf cloak and boots, *chain mail +1*, *buckler +1*, and *short sword +2*. Half of the fighters are armed with an atlatl with 3 small sleep-poisoned javelins. The other half are armed with a hand crossbow with 10 sleep-poisoned darts.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*.

Dark Elf Leader: AC -2; MV 120 ft; F 6; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 62%; Att STR 12, INT 11, WIS 10, DEX 16, CON 14, CHA 10; AL CE; POS Dark elf cloak and boots, *chain mail +2*, *buckler +2*, *dagger +1*, *short sword +3*, and atlatl with 3 small sleep-poisoned javelins.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*.

Dark Elf Commander: AC -3; MV 120 ft; F 6/MU 7; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 64%; Att STR 12, INT 14, WIS 12, DEX 16, CON 14, CHA 10; AL CE; POS Dark elf cloak and boots, *chain mail +2*, *buckler +2*, *dagger +2*, *short sword +3*, and hand crossbow with 6 sleep-poisoned and 6 magical darts (2 *stunning*, 2 *blinding*, 2 *vapors*).

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*.

He has memorized the following spells:

First (4): *charm person*, *jump*, *magic missile*, *sleep*

Second (3): *shatter*, *stinking cloud*, *web*

Third (2): *fireball*, *lightning bolt*

Fourth (1): *monster summoning II*

Lizard, subterranean: AC 5; MV 90 ft; HD 6+6; HP 50; #AT 1; Dmg 2d4; SA 2x damage on TH roll of 20; AL N

Entriv Coomlev and Environs

A. City of Dar Multai

This dark elf city is housed in a cavern averaging 4 miles in diameter. The residents thereof, which number in the thousands, are very traditional, offering their worship to the Spider Goddess on a daily basis. Being as this city is merely the starting point of the adventure, it will not be described in any great detail. Should the GM wish to more fully flesh it out, then he or she is encouraged to reference the classic adventure modules produced in the late seventies and early eighties dealing with dark elves.

B. City of Entriv Coomlev

This centuries-old dark elf city was discovered and then rebuilt some 100 years ago by a group of religious and political dissidents from the city of Dar Multai to the southeast. The cavern housing the city averages around 3 miles in diameter, and the rock thereof is primarily light brown limestone with streaks of feldspar, iron pyrite, basalt, and porphyry in places. The floor of the cavern rests on a bed of almost solid granite, providing a strong, durable stone with which to build. Thousands of 20–80-ft-long stalactites dangle from the almost 300 ft ceiling, and equal numbers of stalagmites jut from the slightly irregular, though generally level floor. In several places, the stalagmites and stalactites join to become massive ceiling-to-floor pillars. Providing illumination similar to that of dusk on the surface is the plethora of phosphorescent lichens dotting the walls and ceiling of the cavern. For those with normal vision, the viewer can only pick out varying shades of gray with bluish tinges in the city. For those with ultravision, the walls and buildings of the cavern positively glow with sparkling, fantastic colors. With infravision, the eyes can pick out mostly blues, purples, and dull reds, with yellows appearing green.

Unlike most dark elf cities, Entriv Coomlev is not a sprawling metropolis filled with various and sundry humanoid races thronging the cavern floor. In fact, the residents of this city are a generally furtive, antisocial lot, and prefer to venture from their homes only when absolutely necessary. As such, when the PCs first arrive, they may easily perceive the city as being only partially occupied or even deserted, much to their peril. In reality, well over 500 dark elves call Entriv Coomlev home, which are served by a wide assortment of horrific creatures such as overgrown subterranean lizards, shambling mounds, and even a few denizens from the lower planes. Most of the city's residents live in two massive sub-caves branching from the west and east walls of the main cavern, the commoners in the former (**area E**) and the nobles in the latter (**area F**). Providing a steady supply of water to the city is the immense subterranean lake (**area I**) along the north bend of the cavern. The residents of the city subsist primarily on subterranean lizard meat and monstrously overgrown mushrooms. The main pen containing the former (**area G**) is found at the northwest corner of the cavern and the vast forest composed of the latter (**area H**), the northeast corner. Other significant areas of the city include the City Gates (**area C**), the Hall of Government (**area D**), and, of course, the Temple of the Elder Elemental Orb (**area J**).

Miscellaneous Encounters in the City

As the PCs wander the city, the GM should check for wandering monsters once every 2 turns. There is a 1-in-6 chance for an encounter. Should an encounter be indicated, then roll an 8-sided die and consult the table below. Of course, the PCs may also encounter relatively harmless creatures in the city such as ordinary mice, bats, and insects, but such are not detailed in the table below. It should be noted that very few spiders crawl across the cavern floor, for the natives of the city detest and regularly exterminate such creatures. (They remind them of the hated Spider Goddess, who is the patron deity of their former home in the city of Dar Multai).

Table 4: Miscellaneous Encounters within Dar Multai

1d8	Encounter	Notes
1	dark elf patrol, female or male	The composition of these patrols is identical to that listed on page 5. However, there is no chance for encountering a patrol from the city of Dar Multai.
2	1d4+1 dark elf commoners	Heading to area D , the Hall of Government, or area J , the Temple of the Elder Elemental Orb. See room 3 of area J for statistics
3	1d4+1 dark elf nobles	Heading to area D , the Hall of Government, or area J , the Temple of the Elder Elemental Orb. See room 7 of area J for statistics.
4	2–3 subterranean lizards	Escaped from area G , the Livestock Pens. (see page 4 for stats)
5	1 class A (01–33), or 1 class B (34–66), or 1 class C (67–00) demon	Gated into the city to seek employment at area J , the Temple of the Elder Elemental Orb, or one of the six noble houses in the city, areas F1–6 . As demons are extremely rare, even in the Underworld, the GM rolls another 1d6, with a result of 1 confirming the presence of a demon. (see page 4 for creature stats)
6	A group of NPC adventurers (see ADVENTURERS below)	They somehow managed to slip into the city undetected. Once eliminated, remove them from this table. If their alignment is compatible with that of the PCs, they may join them in exploring the city.

1d8	Encounter	Notes
7	1d4+1 dark elf fighters (female or male)	From room 16 of area J mounted on Mobats from room 18 of the same area. They are scouting the city for possible intruders, and attack undisguised PCs on sight from the air.
8	2–3 shadows	See page 4 for creature stats.

Adventurers

Elf Magic-User: AC 2; MV 120 ft; MU 8; HP 28; #AT 1; Dmg by weapon; SA Spells, +2 TH; SD 90% resistance to *sleep* and *charm*, 60 ft infravision, surprises 1–4 on d6; Att STR 13, INT 15, WIS 12, DEX 14, CON 11, CHA 13; AL CG; POS *bracers of defense AC 2*, *dagger +1*, *staff of striking* (8 charges), *scrolls of ice storm*, *lightning bolt*, and *blink*, 1,300 g.p. He has memorized the following spells:

First (4): *charm person*, *shield*, *magic missile*, *sleep*

Second (3): *ray of enfeeblement*, *mirror image*, *web*

Third (3): *lightning bolt*, *fireball*, *dispel magic*

Fourth (2): *minor globe of invulnerability*, *invisibility 10 ft radius*

Elf Fighter: AC 0; MV 120 ft; F 7; HP 60; #AT 3/2; Dmg by weapon; SA +2 TH; SD 90% resistance to *sleep* and *charm*, 60 ft infravision, surprises 1–4 on d6; Att STR 16, INT 13, WIS 13, DEX 15, CON 12, CHA 15; AL CG; POS *plate mail +1*, shield, *long sword +1*, potions of *heroism* and *healing*, 900 g.p.

Dwarf Fighter: AC 0; MV 120 ft; F 8; HP 70; #AT 3/2; Dmg by weapon; SD +4 to saves vs. wands, staves, rods, and spells, 60 ft infravision, surprises 1–4 on d6; Att STR 17 (4), INT 1 12, WIS 14, DEX 14, CON 16, CHA 11; AL NG; POS *plate mail +3*, *battle axe +2*, *potion of heroism*, 1,400 g.p.

C. City Gates

The primary tunnel branching off from the northwest corner of the dark elf city of Dar Multai eventually narrows to become a secondary tunnel continuing in the same direction. About halfway down this secondary passage, an even narrower tertiary tunnel of no more than 15-ft-width branches off to the west. Said tunnel is concealed via an *illusionary wall*, which is why the dark elves of Dar Multai have been unable to find it all these years. When in pursuit of the dark elf raiders from Entriv Coomlev several weeks back, the dark elves of Dar Multai were surprised when their prey merely disappeared as they turned a corner, and have not heard from them since. The secret tertiary tunnel, if discovered, bears due west for 3 miles before veering to the northwest for another half-mile, ending at the city gates of Entriv Coomlev.

The 15-ft-wide secret tunnel leading to Entriv Coomlev widens to about 70 ft when it comes within a quarter mile of the city. At this point, the PCs find a 30-ft-diameter circular tower of black granite blocks soaring nearly 40 ft into the air, its top crenellated. 20-ft-tall double-doors of solid arcois open onto the tower from the north and south, which are

triple-locked with poison needles (save vs. poison at a -4 penalty or die) in each of the keyholes and barred on the inside with a massive plank. It requires a combined STR of 75 to burst through the doors. To further protect the doors, each bears a *glyph of warding* that, if activated, electrocutes the victim for 36 HP damage. (Saves vs. spells for half damage.) Connecting the black tower to the side walls of the cavern are 30-ft-high and 10-ft-wide crenellated walls made of the same material as the tower. Standing guard atop the tower are two dark elf fighter/magic-users and six fighters, two of the latter standing behind a loaded ballista mounted high off the floor, easily clearing the battlements of the tower. (A tall bin to the right of the ballista holds twelve additional bolts.) The fighter/cleric commander stands behind her men directing their efforts. Being as the crenellated battlements atop the tower and walls are almost 5-ft-tall, their defenders, except for the ballista operators, enjoy 100% cover, giving them a +8 armor class bonus. (This bonus has not been factored into the statistics blocks below.) To foil the attempts of enemies sneaking into the city invisibly, an undetectable wall of magical energy that extends from wall to wall and ceiling to floor of the tunnel has been placed 200 ft away from the guard tower. To those on the tower side of the magical wall, enemies passing through the barrier are affected as by the spell *true seeing*, which effectively spoils any attempt by the PCs to sneak into the city by cloaking themselves with invisibility and illusion spells. Factoring in the extreme vigilance of the guards coupled with their *wall of true seeing*, they surprise intruders 5 times in 6 and can only be surprised themselves 1 on d8.

The tower is divided into two levels, each of which features 20-ft-high walls. Stairs wind up the walls of the tower, connecting its two levels, ending at the poison needle-trapped and locked trapdoors on level 2. (Save vs. poison at a -4 penalty or die.) On the second level, 10-ft-tall doors protected as above open onto the parapets of the side walls. Several murder holes have been drilled into the second level floor, from which the dark elf guards can pour onto the heads of intruders oil infused with potent poisons extracted from mushrooms. A 20-gallon barrel of the oil is stored in the tower, which acts as a contact poison. If poured on bare flesh, the victim must save vs. poison at a -4 penalty or fall sleep for 3d4 turns. All of the guards sleep on the second level in rude cots. Barrels of preserved mushrooms and subterranean lizard flesh serves as their daily provender, the former being quite delicious to dark elves and humans alike and the latter being an acquired taste of the dark elves. A barrel of water and a small jug of weak mushroom wine can also be found here.

Each 12-ounce serving of the latter causes slight intoxication if imbibed. (Save vs. poison to avoid intoxication.) Consult the appropriate rulebook for the specific effects of intoxication on a PC. Two massive chests stand along the west wall of the second level. The one in which the magic-using guards store their valuables is locked and bears a **glyph of warding** that deals 36 HP of fire damage if activated. (Save vs. spells for half damage.) The other chest, which is used by the single-classed fighters quartered herein, is locked and protected by a poison needle. (Save vs. poison at a -4 penalty or die.) Both chests contain only the monetary wealth of the guards. (See individual statistics blocks below.) Any magical items, armor, and weaponry are being worn or are close at hand.

The two fighter ballista operators immediately begin firing on enemies, complemented by the spells of the two fighter/magic-users and the fighter/cleric commander. The ballista is mounted atop a 10-ft-high tower, and can be rotated a full 360° on its horizontal axis and raised or lowered 180°. (The ballista is accessed via a steel ladder mounted to the south wall of the tower). It can be fired once every 4 rounds by a crew of two, having a maximum range of 320 ft and dealing 4d6 HP damage against small to medium-sized targets. The bolts are also coated with dark elf sleep poison, which forces those hit to save vs. poison at a -4 penalty or fall asleep for 3d4 turns. All targets are considered to have an armor class of 0 regardless of actual armor class. With all appropriate modifiers factored in, the ballista hits any target on a roll of 13.

Should the battle be going against the defenders of the tower, then one of fighter/magic-users **teleports** to **area J**, the Temple of the Elder Elemental Orb, to fetch reinforcements. He **teleports** back to the guard tower 1d6+4 rounds later, all of the fighters from **area 16** and half of the magic-users from **area 21** in the temple following on his heels 3–4 turns later.

Dark Elf Fighters (6): AC -3; MV 120 ft; F 7; HP 60 each; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 64%; Att STR 12, INT 11, WIS 10, DEX 16, CON 14, CHA 10; AL CE; POS All have dark elf cloak and boots, 7–70 p.p., one 700 g.p. gem, **chain mail +3**, **buckler +2**, and **short sword +3**. Half of the fighters are armed with an atlatl with 3 small sleep-poisoned javelins. The other half are armed with hand crossbows with 10 sleep-poisoned darts.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

Dark Elf Fighter/Magic-Users (2): AC -5; MV 120 ft; F 7/MU 12; HP 60 and 54; #AT 1 or 2; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 74%; Att STR 14, INT 16, WIS 12,

DEX 17, CON 14, CHA 11; AL CE; POS Dark elf cloak and boots, 90 p.p. apiece, one 1,200 g.p. ruby each, **chain mail +4**, **buckler +2**, **dagger +2**, **short sword +4**, hand crossbow with 10 sleep-poisoned darts.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

The 60 HP fighter/magic-user has the following spells memorized:

First (4): *charm person, jump, magic missile (x2)*

Second (4): *invisibility, scare, strength, web*

Third (4): *dispel magic, fireball, gust of wind, hold person*

Fourth (4): *fear, fumble, polymorph self, wall of ice*

Fifth (4): *cone of cold, interposing hand, monster summoning III, telekinesis*

Sixth (1): *globe of invulnerability*

The 54 HP fighter/magic-user has the following spells memorized:

First (4): *charm person, magic missile, protection from good, spider climb*

Second (4): *mirror image, ray of enfeeblement, scare, shatter*

Third (4): *blink, dispel magic, flame arrow, hold person*

Fourth (4): *confusion, curse, minor globe of invulnerability, polymorph other*

Fifth (4): *conjure elemental, feeblemind, teleport (x2)*

Sixth (1): *flesh to stone*

Dark Elf Commander: AC -3; MV 150 ft; F 7/C 10; HP 70; #AT 1; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 70%; Att STR 13, INT 14, WIS 15, DEX 16, CON 12, CHA 14; AL CE; POS Dark elf cloak and boots, **chain mail +3**, **buckler +2**, and **mace +2, staff of striking** (15 charges), 62 p.p., and a 1,000 g.p. emerald.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic.*

She has been granted the following spells:

First (6): *bless, cause light wounds, command, cure light wounds, curse, protection from good*

Second (5): *augury, chant, resist fire, silence 15 ft radius, slow poison*

Third (3): *animate dead, cause blindness, cause disease*

Fourth (3): *cause serious wounds, poison, tongues*

Fifth (2): *cure critical wounds, insect plague*

D. Hall of Government

This 100-ft-wide and 50-ft-long building of purplish basalt stands 20 ft in height. The outer walls are decorated with several engravings of balancing scales and disembodied eyeballs. 15-ft-tall double-doors of solid arcois stand in the middle of the south wall.

This building serves a court of justice for the dark elves of the city. It is where both commoners and nobles can come to settle their disputes with the magistrate and his four advisors. The building is divided into five rooms: separate waiting areas for commoners and nobles, an audience hall, a guard barracks, and a storehouse. Dark elves wishing to be granted access to **area J**, the Temple of Elemental Orb, also frequently come here to petition the magistrate for a special pass. (Those without one of these passes are never allowed

into the temple.) To prevent forgeries, each of these passes is fashioned of bone with a solid platinum device that changes weekly stamped thereinto. The passes must be returned to the magistrate for reprocessing no later than one week after being received lest a warrant be issued for the violator's arrest. The hours of operation for the Hall of Government are 9:00 a.m.–12:00 p.m., 2:00–4:00 p.m., and 6:00–8:00 p.m.

1. Entry Doors

Two male 7th level fighter/12th level magic-users stand guard at the door. (They have the same statistics as those at **area C**.) They only allow dark elves past the doors, and only if given a valid reason for coming to the Hall of Government. Undisguised PCs are attacked on sight. Should the fight be going against the guards, one of them rushes inside to fetch reinforcements from **areas 2, 3, and 5**, arriving 2 rounds later.

The double-doors leading into the building are **wizard locked, held**, and further protected with a **fireball** spell, all set at caster level 12. All such spells are permanent and automatically reset after being activated 1 round later. They can be deactivated for 1 round by speaking aloud a special password that changes daily.

2. Commoners' Waiting Room

This 40-ft-wide and 20-ft-long area features several comfortable subterranean lizard leather-covered couches. Alongside the couches are several marble tables. A single copper bowl rests on each table, filled to the brim with sweet breads cut from the bodies of dark elves (mostly local victims of torture and foreign captives). Two crystal bowls, three alabaster decanters, and nine crystal goblets can also be found on each of the tables, the bowls filled with a sampling of hallucinogenic mushrooms and the decanters with a potent wine made from fermented mushrooms. See room 3 of **area J** for details as to the effects of the fermented mushrooms and wine. When the PCs arrive, there are 1d6+1 low-classed dark elves awaiting an audience with the magistrate in the Audience Hall (**area 4**). A dark elf fighter/magic-user with the same statistics as those at **area 1** stands guard outside the door to this room, and fetches the petitioners inside when the magistrate is ready to hear them. Of course, the guard attacks any obvious non-dark elves on sight. The sound of fighting coming from inside or outside of this room immediately alerts the guard standing in front of **area 3**, who rushes down the hall to lend his sword arm. The guests inside the room do not immediately aid the guard outside, and only join the fight should the PCs burst through the door.

Dark Elf Commoners (1d6+1): They have the same statistics as those in room 3 of **area J**.

3. Nobles' Waiting Room

This 40-ft-wide and 20-ft-long room is identical in almost every way to **area 2**. The hallucinogenic mushrooms and wine, however, are of the rarer and more potent variety, imposing -4 and -5 penalties, respectively, for saving throws to avoid the resultant hallucinatory insanity and intoxication. (See room 3 of **area J** for further details on the mushrooms and wine.) When the PCs arrive, there are between 1d6+1 high-classed dark elves awaiting an audience with the magistrate in the Audience Hall (**area 4**). A dark elf fighter/magic-user with the same statistics as those at **area 1** stands guard outside the door to this room, and fetches the petitioners inside when the magistrate is ready to hear them. Of course, the guard attacks any obvious non-dark elves on sight. The sound of fighting coming from inside or outside of this room immediately alerts the guard standing in front of **area 2**, who rushes down the hall to lend his sword arm. The guests inside the room do not immediately aid the guard outside, and only join the fight should the PCs burst through the door.

Dark Elf Nobles (1d6+1): They have the same statistics as those in room 7 of **area J**.

4. Audience Hall

This 50-ft-wide and 30-ft-long room features a set of five marble thrones against the north wall. Directly in front of them are three long rows of marble benches. Doors open onto this area from the middle of the south, west, and east walls. Those along the east and west walls are **wizard locked, held**, and further protected with a **fireball** spell, all set at caster level 12. All such spells are permanent, and can be deactivated by speaking aloud a special password that changes daily. The double-doors along the south wall are not locked or magically protected in any way. Along the east wall is a 15-ft-square pool.

It is here where dark elves from any social class can come to air their grievances, defend themselves legal transgressions, and apply for passes to visit **area J**, the Temple of the Elder Elemental Orb. Seated on the middle throne against the back wall is the magistrate, a male 7th level fighter/12th level magic-user. Seated alongside him on either hand are his four legal advisors. Those two to the magistrate's right are 7th level fighter/8th level cleric females while those two to his left are a 7th level male fighter and a 9th level female fighter. The magistrate is a noble of House Coomlev, the two female fighter/clerics of House Neeldar, and the two fighters

Notes:

of House Nadan. The magistrate and his advisors hear a single group at a time, and pass their ruling on a case rather quickly. Should a fight break out in the Audience Hall, then the two fighter/magic user guards (same statistics as those in **area I**) standing in front of the doors along the east and west walls rush to apprehend the offenders. In cases where a sentence of death is pronounced, the defendant is immediately executed by first being bound with a rope, if necessary, and then being dropped into the pool along the east wall, which is 10-ft-deep and filled to the brim with highly caustic acid. Immersion in the pool causes 10–60 HP damage per round, which quickly dissolves away the defendant. Those sentenced to torture are bound with rope and then marched to room 25 of **area J**, the Temple of the Elder Elemental Orb.

When the Hall of Government closes at 8 p.m., the magistrates and his four advisors retire to their royal estates at **area F**, buildings #1, #3, and #4.

Dark Elf Magistrate: He has the same statistics as the dark elf royal consort at **area F**, building #1, third floor.

Advisors #1 and #2, Dark Elf Fighter/Clerics, Female (2): They have the same statistics as those at **area F**, building #3.

Advisors #3 and #4, Dark Elf Fighters, Male and Female (2): They have the same statistics as those at **area F**, building #4.

Guards, Fighter/Magic-Users (2): They have the same statistics as those at **area C**.

5. Guard Barracks

Quartered herein are five 9th level female fighters, an equal number of 7th level male fighters, and the male fighter/magic-users stationed at **areas 1–4**. The single classed fighters are reserves in case the main military force of the Hall of Government, the fighter/magic-users stationed throughout, are unable to deal with a large group of invaders. All such guards sleep on rude cots with a locked (-35% chance to a thief's open locks attempt) and poison needle trapped (save vs. poison at a -4 penalty or die) footlocker underneath. They store only their monetary wealth in the footlockers, usually sleeping in their armor with their weapons at their sides. Along the west wall are barrels filled with gallons of fermented mushroom wine and water, and pounds of subterranean lizard jerky and pickled food mushrooms. (See room 3 in **area J** for details on the effects of the mushroom wine.) The

guards subsist on the food, water and wine from the barrels, replenishing their supplies of such once a month.

Guards, 9th Level Fighters, Female (5): They have the same statistics as those in room 16B of **area J**.

Guards, 7th Level Fighters, Male (5): They have the same statistics as those in room 16A of **area J**.

6. Storehouse

This 25 ft x 30 ft area contains several wooden cabinets filled with various and sundry legal documents. A single steel shelf along the south wall is filled with ten bars of solid platinum, each valued at 1,000 g.p. The door to the shelf is locked (-45% penalty to a thief's open locks attempt) and trapped with a poison needle (save vs. poison at a -4 penalty or die). A wooden shelf along the same wall contains dozens of 3 in-diameter bone disks with square indentations in their middles and an equal number of pewter rings with a variety of designs on their bosses. Lastly, a small smelting forge is in the middle of room. When the magistrate wishes to issue a pass to **area J**, the Temple of the Elder Elemental Orb, he has one of the fighters from **area 5** melt down one of the platinum bars from the shelves. Afterwards, the molten platinum is poured into a mold. When the platinum has almost cooled, the fighter uses one of the pewter signet rings from the shelves to stamp a seal therein. Once cool, the 1 in-square platinum device is tapped into the indentation on one of the bone disks on the shelves. The design stamped onto the passes is changed daily.

E. Commoners' Residences

A 2-mile section of the west wall of the main cavern opens onto a sub-cave wherein dwell the lower-classed citizens of the city. The sub-cave is entered via a 50-ft-wide tunnel in the middle of its east wall. (The eastern wall of the sub-cave averages 20–30-ft-thick.) Each occupied hex in this section of the city contains 20–30 houses in which live a female dark elf, her consort, and possibly 1d4 non-combatant young. (50% chance/residence for young being present.) The adults of the family are always 2nd–5th level fighters possessing 1d10 p.p. and one 100 g.p. gem of personal wealth per level of experience, which is always kept in a locked and poison needle trapped chest in the main bedroom of the house. (Save vs. poison at a -4 penalty or die if the needle is not found and removed.) There is a 50% chance during the "day" that the residents of a given house are present when the PCs arrive, the percentage increasing to 80% at "night."

Night and day are relative concepts for creatures that live solely underground; however, the dark elves of the city tend to time their sleeps in accordance with the rising and setting of the sun on the surface. Perhaps such is a distant racial memory from when they lived aboveground.

Each residence is nothing more than a hollowed out and dried giant toadstool, which is 15–20-ft–diameter and 10–15-ft–high. Those families having children always live in the larger mushrooms, which are divided into four living areas: living room, main bedroom, children’s room, and storage room. Single families usually live in the smaller mushrooms, which contain all of the aforementioned rooms save the one reserved for children. Should PCs intrude upon a residence undisguised as dark elves, they are assumed to be invaders and attacked by the adults on sight. A fight with the PCs is 50% likely to rouse the occupants of a nearby residence, who decide to lend their sword arms 60% of the time, arriving 1d4+1 rounds later. Milling about on the streets at any given time, day or night, are several residents. For each turn the PCs spend exploring this section of the city, they have a 50% chance to encounter 1–5 adult males gallivanting about. Unless disguised, the PCs are attacked on sight. Any fight is likely to attract the attention of another like group 50% of the time, which always rushes to aid its fellows.

Other points of interest in the commoner’s section of the city is the ¼-mile diameter subterranean lizard pen indicated on the cavern map and the neighboring mushroom garden, which is of roughly equal dimensions. These two areas serve as the main sources of food for the commoners, both of which are always guarded by patrols of five 5th level fighters that immediately attack intruders. The pen presently contains about 20 subterranean lizards, and has a small processing shed located along its east end. These creatures average around 15-ft–long and stand 8-ft–high at the shoulders. They have a rather nasty disposition, and tend to attack unfamiliar persons like the PCs.

Dark Elf Residents, Adults: AC 2, 1, -1, or -2; MV 120 ft or 150 ft⁵; F 2–F 5; HP 15, 25, 35, or 45 each; #AT 1 or 2; Dmg by weapon; SA Innate spells, invisibility 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 50%, 56%, 58%, or 60%; Att STR 12, INT 11, WIS 13, DEX 14, CON 10, CHA 12; AL CE; POS All have dark elf cloak and boots, 1d10 p.p./level, and one 100 g.p. gem/level. Half of the adults are armed with a hand crossbow with 10 sleep-poisoned darts. The adult fighters also possess the following based upon their level of ability:

5 Refers to abilities or spells possessed only by dark elf females.

2nd level: *chain mail +1, buckler +1, and short sword +1*
 3rd level: *chain mail +2, buckler +1, and short sword +2*
 4th level: *chain mail +3, buckler +2, and short sword +2*
 5th level: *chain mail +4, buckler +2, and short sword +3*

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic⁶, know alignment⁶, levitate⁶, clairvoyance⁵, detect lie⁵, suggestion⁵, dispel magic⁵.*

Lizard, subterranean: AC 5; MV 90 ft; HD 6+6; HP 50; #AT 1; Dmg 2d4; SA 2x damage on TH roll of 20; AL N

F. Nobles’ Residences

A 2-mile section of the east wall of the main cavern opens onto a sub-cave wherein dwell the nobles of the city. The sub-cave is entered via a 100-ft–wide tunnel in the middle of its west wall. (The western wall of the sub-cave averages 20–30-ft–thick.) Each occupied hex in this section of the city contains a single residence belonging to one of the six noble families of the city, Coomlev, Nisdar, Neeldar, Nadan, Leevav, and Spiderhate. The round towers of the two major houses, Coomlev and Nisdar, are around 40 ft in diameter and reach a height of 100 ft. They are constructed of large, mortared granite blocks, and are topped by golden, Byzantium onions with 15-ft–diameter white eyeball sculptures on top. The estates of the four minor noble families are octagonal in shape and 1 story high. They are constructed of the same material as the towers of the two major noble families. Surrounding each of the six estates is a private subterranean lizard pen and a mushroom garden, the former housing 15d4 such creatures.

1. House Coomlev

This tower belongs to the highest-ranking noble family in the city. The members of this family are primarily of the cleric profession, and provide a steady supply of priestesses to **area J**, The Temple of the Elder Elemental Orb. In fact, the former matriarch of the Coomlev house is none other than the high priestess of said temple, and was the one who discovered the city of Entriv Coomlev. (However, she does not maintain a residence in this tower.) The standard of this noble house is a disembodied eyeball wreathed in purple flames. The tower is divided into three levels, each of which is partitioned off into two rooms by a central wall. Staircases wind around the east and west walls of the tower, ending in a trapdoor at each level. The trapdoors are locked and further protected with **glyphs of warding** that deal 36 HP electrical damage if activated. (Save vs. spells for half damage.) The inhabitants

6 Only the 4th–5th level fighters possess these innate spells.

of the tower are very familiar with each other, and will immediately attack any intruders with sight, rushing up or down a level to fetch reinforcements if need be.

The personal wealth of all inhabitants of the tower is listed in their statistics blocks.

First Floor: The tower is entered by a set of 10-ft-tall double-doors of arcois located on its south face, in front of which stand two 9th level fighter guards, which attack any other than the residents herein on sight. The arcois doors are locked and bear fire *glyphs of warding*. If activated, the victim is engulfed in a column of flame, suffering 36 HP damage. (Save vs. spells for half damage.) The foyer is a triangular area with a 20-ft-long curved base and 10-ft-long side walls. Doors open onto the two main rooms of this level from the side walls. The west room serves as a guard barracks and the east room a combination kitchen and living quarters for the cooks and servants of the tower. Any sounds of fighting on this level will alert the inhabitants of the second level, who rush down to investigate 1–3 rounds later.

The kitchen contains the usual such as cooking tables, ovens, and pantries, the latter containing various and sundry pickling agents, oils, and spices. The dark elf cooks and servants — there are ten of each — are forced to sleep on the floor. The main features of the kitchen are the six tall barrels and the wine rack along the southeast wall. Three of the barrels are filled to the brim with several hundred pounds of pickled subterranean lizard meat, one with several hundred bite-sized chunks of dried hallucinogenic mushrooms, another with food mushrooms, and another with potable water. The racks contain 20–40 bottles of potent mushroom wine, each of which could fetch upwards of 1,000 g.p. if sold to the right buyer on the surface. For games rules regarding the hallucinogenic properties of the dried mushrooms and mushroom wine, see room 3 of *area J*. (Each bottle contains about four full servings of wine.)

The west room quarters seven female 9th level fighters and an equal number of 7th level male fighters, all of whom sleep on rude cots strewn about the floor. Beneath each cot is a locked and poison needle trapped (save vs. poison at -4 or die) footlocker in which the guards store their monetary wealth. (They are forced to sleep in their armor with their weapons close at hand.) Along the west wall is a long rack holding several spare weapons and armor such as atlatsl,

crossbows, halberds, short swords, and bucklers. All such are non-magical, and are only used in emergencies to arm the kitchen staff if need be.

Dark Elf Cooks and Servants (10 of each, half of all present being females): AC 9; MV 120 ft or 150 ft⁷; HD 2; HP 12 each; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 50%; Att STR 10, INT 13, WIS 10, DEX 15, CON 10, CHA 11; AL CE; POS Dark elf cloak and boots, carving knife, and meat chopper. (Each kitchen tool does 1–3 HP damage).

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *clairvoyance*⁷, *detect lie*⁷, *suggestion*⁷, *dispel magic*⁷.

Dark Elf Guards (7 Males, 7 Females): AC -3 or -5⁷; MV 120 ft or 150 ft⁷; F 7 or F 9⁷; HP 60 each (males), 80 each (females); #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 64% or 68%⁷; Att STR 12, INT 11, WIS 10, DEX 16, CON 14, CHA 10; AL CE; POS Both have dark elf cloak and boots. The males are armed with *chain mail* +3, *buckler* +2, and *short sword* +3. The females with *chain mail* +5, *buckler* +2, and *short sword* +5. Half of the fighters are also armed with an atlatsl with 3 small sleep-poisoned javelins, the other half with a hand crossbow with 10 sleep-poisoned darts.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*, *clairvoyance*⁷, *detect lie*⁷, *suggestion*⁷, *dispel magic*⁷.

Second Floor: It is on this floor that the siblings and children of the royal family reside, the former in the west room, the latter in the east room. The children are quite young, and should be considered non-combatants. (There are seven girls and four boys in total.) The siblings consist of the male captain of the guard, a 7th level fighter/10th level magic-user, seven clerics of levels 7–11, and the 7th level fighter/12th level magic-user from *area D*, room 4. (The latter can only be found here when not on duty). The furnishings in both rooms are quite luxurious, and consist of comfortable beds with silken sheets, lacquered wooden tables, and cabinets inlaid with mother of pearl, solid platinum, and even precious stones. The whole lot, while cumbersome, could easily fetch 15,000–20,000 g.p. on the open market. The personal wealth of the eight adults is stored in an equal number of chests, which are locked (-35% penalty to a thief's open locks attempt) and further warded with electrical *glyphs of warding* that deal 36 HP damage if triggered. (Save vs. spells for half damage.) If a fight breaks out on this level, one of the adults immediately rushes down to the first floor to fetch the guards, returning 1–3 rounds later. Should the PCs be so foolish as to harm or hold one of children prisoner, then the adults of the tower will attempt to subdue rather than kill them outright. Should their efforts bear fruit, then the hapless PCs are trussed up and delivered

⁷ Refers to abilities or spells possessed only by dark elf females.

to **area J**, the Temple of the Elder Elemental Orb, for several weeks of excruciating torture, the details of which are better left unmentioned.

Dark Elf Captain of the Guard: AC -4; MV 120 ft; F 7/MU 10; HP 60; #AT 1 or 2; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 70%; Att STR 14, INT 16, WIS 12, DEX 17, CON 14, CHA 11; AL CE; POS Dark elf cloak and boots, *chain mail +4*, *buckler +1*, *dagger +2*, *short sword +4*, wand of *magic missiles* (20 charges), light crossbow with 10 sleep-poisoned darts.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*.

He has the following spells memorized:

First (4): *charm person*, *jump*, *magic missile* (x2)

Second (4): *invisibility*, *scare*, *strength*, *web*

Third (3): *dispel magic*, *fireball*, *hold person*

Fourth (2): *fear*, *polymorph self*

Fifth (2): *cone of cold*, *monster summoning III*

Dark Elf Clerics: AC -2, -3, -4, -5, -6, and -7; MV 150 ft; C 7x2, C 8x2, C 9, C 10, C 11; HP 50x2, 61x2, 69, 74, and 83; #AT 1; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 64%, 64%, 66%, 66%, 68%, 70%, and 72%; Att STR 12, INT 12, WIS 15x2, 16x2, 17x2, 18, DEX 17, CON 12, CHA 13; AL CE; POS All wear a dark elf cloak and boots.

7th level, 50 HP clerics: They each have *chain mail +2*, *buckler +1*, *mace +2*, 70 p.p., and one 700 g.p. diamond. One is also armed with a *staff of the serpent (adder)* (22 charges), the other a *wand of negation* (15 charges). They have been granted the following spells:

First Level (5): *cause fear*, *command*, *cause light wounds*, *cure light wounds*, *sanctuary*

Second Level (4): *augury*, *hold person*, *silence 15 ft radius*, *slow poison*

Third Level (2): *animate dead*, *cause disease*

Fourth Level (1): *divination*

First (5): *bless*, *cause light wounds*, *command*, *cure light wounds*, *protection from good*

Second (4): *augury*, *chant*, *silence 15 ft radius*, *slow poison*

Third (2): *cause blindness*, *bestow curse*

Fourth (1): *cause serious wounds*

8th level, 61 HP clerics: They each have *chain mail +2*, *buckler +2*, *mace +2*, 75 p.p., and one 800 g.p. ruby. One is armed with a *wand of fear* (22 charges), the other a *staff of striking* (18 charges). They have been granted the following spells:

First Level (5): *cause fear*, *command*, *cause light wounds*, *cure light wounds*, *sanctuary*

Second Level (5): *augury*, *hold person* (x2), *silence 15 ft radius*, *slow poison*

Third Level (3): *animate dead*, *cause blindness*, *cause disease*

Fourth Level (2): *cause serious wounds*, *divination*

First (5): *bless*, *cause light wounds*, *command*, *cure light wounds*, *protection from good*

Second (5): *augury*, *chant*, *resist fire*, *silence 15 ft radius* (x2)

Third (3): *animate dead*, *cause blindness*, *cause disease*

Fourth (2): *cause serious wounds*, *poison*

9th level, 69 HP cleric: She has *chain mail +3*, *buckler +2*, *mace +3*, *staff of striking* (25 charges), 70 p.p., and a 900 g.p. sapphire. She has been granted the following spells:

First Level (6): *cause fear*, *command*, *curse*, *cause light wounds* (x2), *cure light wounds*, **Second Level (6):** *augury*, *hold person* (x2), *silence 15 ft radius* (x2), *spiritual hammer*

Third Level (4): *animate dead*, *bestow curse*, *cause disease* (x2)

Fourth Level (2): *cause serious wounds*, *divination*

Fifth Level (1): *flame strike*

10th level, 74 HP cleric: She has *chain mail +5*, *buckler +2*, *mace +2*, *demon staff*, 98 p.p., and a 1,000 g.p. diamond. She has been granted the following spells:

First (6): *bless*, *cause light wounds*, *command*, *cure light wounds*, *curse*, *protection from good*

Second (6): *augury*, *chant*, *resist fire*, *silence 15 ft radius* (x2), *slow poison*

Third (4): *animate dead*, *cause blindness*, *cause disease* (x2)

Fourth (3): *cause serious wounds*, *poison*, *tongues*

Fifth (2): *cure critical wounds*, *insect plague*

11th level, 83 HP cleric: She has *chain mail +5*, *buckler +3*, *mace +2*, *illusion wand* (20 charges), 110 p.p., and an 1100 g.p. ruby. She has been granted the following spells:

First (7): *bless*, *curse*, *cause light wounds* (x2), *command*, *cure light wounds*, *protection from good*

Second (6): *augury*, *chant*, *resist fire*, *silence 15 ft radius* (x2), *slow poison*

Third (5): *animate dead*, *cause blindness*, *cause disease*, *bestow curse* (x2)

Fourth (4): *cause serious wounds*, *cure serious wounds*, *poison*, *tongues*

Fifth (2): *cure critical wounds*, *insect plague*

Sixth (1): *harm*

Third Floor: Here is where the royal family of House Coomlev resides. The western room serves as the couple's bedroom, the eastern room, the living room. The queen is a 9th level fighter/12th level cleric and her consort is a 7th level fighter/12th level magic-user. They store their personal wealth in a communal chest which is triple locked with poison needles in all three locks (save vs. poison thrice at a -5 penalty or die) and further protected with an electrical *glyph of warding* that deals 36 HP damage. (Save vs. spells for half damage.) Both rooms on this floor are appointed as those on the second floor but such are much costlier, bringing in total 20,000-30,000 g.p. on the open market. As a further protection against their royal persons, standing guard in front of the trapdoors in both rooms is an iron golem that immediately attacks any other than the royal couple, their siblings, or their children. The activation of the golems immediately sets off a loud alarm that can be heard on all three floors of the tower. Such calls any and all available persons in the tower, including the cooks and servants, who rush upstairs to defend their queen and her royal consort.

Dark Elf Queen: AC -5; MV 150 ft; F 9/C 12; HP 81; #AT 1 or 2; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 74%; Att STR 12, INT 16, WIS 18, DEX 15, CON 12, CHA 18; AL CE; POS Dark elf cloak and boots, *chain mail +5*, *buckler +3*, *mace +4*, *brooch of shielding*, 140 p.p., and a 1,200 g.p. emerald.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*, *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*.

She has been granted the following spells:

First (8): *cause fear* (x2), *command* (x2), *curse*, *protection from good*, *resist cold*, *sanctuary*

Second (7): *augury*, *hold person* (x3), *obscure alignment*, *resist fire*, *silence 15 ft radius*

Third (6): *animate dead*, *cause blindness* (x2), *cause disease*, *cure disease*, *prayer*

Fourth (4): *cause serious wounds*, *cure serious wounds*, *poison*, *protection from good 10 ft radius*

Fifth (2): *flame strike*, *true seeing*

Sixth (2): *harm*, *heal*

Dark Elf Royal Consort: AC -7; MV 120 ft; F 7/MU 12; HP 61; #AT 1 or 2; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 74%; Att STR 12, INT 17, WIS 12, DEX 17, CON 14, CHA 16; AL CE; POS Dark elf cloak and boots, *chain mail +5*, *buckler +3*, *short sword +5*, scrolls of *lightning bolt* and *gust of wind*, 110 p.p., and one 1,200 g.p. diamond.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*.

He has memorized the following spells:

First (4): *charm person*, *magic missile*, *protection from good*, *spider climb*

Second (4): *mirror image*, *ray of enfeeblement* (x2), *scare*

Third (4): *blink*, *dispel magic*, *flame arrow*, *hold person*

Fourth (4): *confusion*, *curse*, *minor globe of invulnerability*, *polymorph other*

Fifth (4): *animate dead*, *conjure elemental*, *feeblemind*, *teleport*

Sixth (1): *flesh to stone*

Iron Golems (2): AC 3; MV 60 ft; HD 17; HP 80 each; #AT 1; Dmg 4d10; SA Poisonous gas; SD +3 or better weapons to hit, immune to all magical attacks save electrical ones; AL N).

2. House Nisdar

This tower belongs to the second highest ranking noble family in the city. The members of this family are primarily of the magic-user profession, and provide a steady supply of wizards to **area J**, The Temple of the Elder Elemental Orb. The standard of this noble house is a toadstool mushroom wreathed in sickly green flames. The tower is divided into two levels, each of which contains 2-3 rooms. A staircase winds around the west wall of the tower, ending in a trapdoor at the second level. The trapdoor is **wizard locked, held**, and further protected with an empty **mirror of life trapping** with 5 available cells. (Both spells set at caster level 12.) Should the opener of such fail to divert his eyes from the magical mirror,

then he may be become trapped inside. The inhabitants of the tower are very familiar with each other, and immediately attack any intruders on sight, rushing up or down a level to fetch reinforcements if need be.

The personal wealth of all inhabitants of the tower is listed in their statistics blocks.

First Floor: This level is almost identical to that of building #1, right down to the number of guards, cooks, and servants present. The only real difference is that the arcois double-doors leading into the tower from the ground are sealed with the spells **wizard lock** and **hold portal**, both set at caster level 12. They are further warded with a **disintegrate** spell that causes the victim to glow and vanish, totally obliterated. A save vs. spells negates. The only means of opening these doors, short of breaking them down with brute force, is to cast thereon either two **knock** spells, two **dispel magic** spells, or one of each.

Dark Elf Cooks and Servants (10 of each, half of all present being females): See **area F**, building #1, first floor for statistics.

Dark Elf Guards (7 Males, 7 Females): See **area F**, building #1, first floor for statistics.

Second Floor: It is on this floor that the nobles of House Nisdar and their children reside. The adults sleep in the northeast room, the children in the southeast room. The large hemispherical room to the west serves as a living room. The children are quite young, and should be considered non-combatants. (There are six boys and three girls in total.) The adults consist of the male captain of the guard, a 7th level fighter/10th level magic-user, five male magic-users of levels 7-11, and two female 9th level fighters. The 11th level magic-user and the 80 HP 9th level fighter are the acting heads of House Nisdar. The other female fighter has a rather unusual consort, a type IV demon who uses its powers of **illusion** to appear as an extremely handsome (CHA 18) dark elf fighter. The furnishings of all three rooms are quite luxurious, and consist of comfortable beds with silken sheets, lacquered wooden tables, and cabinets inlaid with mother of pearl, solid platinum, and even precious stones. The whole lot, while cumbersome, could easily fetch 20,000-30,000 g.p. on the open market. The personal wealth of the eight adults is stored in an equal number of chests. Those of the magic-users are

wizard locked and warded with a **fireball** spell, both set at caster level 12. Those of the two fighters are triple locked, with a poison needle in each locking mechanism. (Save vs. poison at a -5 penalty or die.) If a fight breaks out on this level, one of the adults immediately rushes down to the first floor to fetch the guards, returning 1–2 rounds later. Should the PCs be so foolish as to harm or hold one of children prisoner, then the adults of the tower will attempt to subdue rather than kill them outright. Should their efforts bear fruit, then the hapless PCs are trussed up and delivered to **area J**, the Temple of the Elder Elemental Orb, for several weeks of excruciating torture, the details of which are better left unmentioned.

Dark Elf Captain of the Guard: See **area F**, building #1, second floor for statistics.

Dark Elf Magic-Users, Male (5): AC 2, 0, 0, -3, and -2; MV 120 ft; MU 7, MU 8, MU 9, MU 10, MU 11; HP 26, 31, 35, 39, and 43; #AT 1; Dmg by weapon; SA innate and magic-user spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 64%, 66%, 68%, 70%, and 72%; Att STR 10, INT 15, 16, 17, 18x2, WIS 11, DEX 16, CON 10, CHA 11; AL CE; POS All wear a dark elf cloak and boots.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

7th level, 26 HP magic-user: He has *bracers of defense AC 4, dagger +2, illusion wand* (18 charges), *ring of invisibility, scrolls of audible glamer* and *mirror image*, 68 p.p., and one 700 g.p. sapphire.

He has the following spells memorized:

First (4): *charm person, jump, magic missile, sleep*

Second (3): *shatter, stinking cloud, web*

Third (2): *fireball, lightning bolt*

Fourth (1): *monster summoning II*

8th level, 31 HP magic-user: He has *bracers of defense AC 2, necklace of missiles* (one 5-dice, two 3-dice), *dagger +2, wand of lightning* (25 charges), 79 p.p., and one 800 g.p. ruby.

He has the following spells memorized:

First (4): *enlarge, push, shocking grasp, sleep*

Second (3): *ESP, ray of enfeeblement, web*

Third (3): *blink, flame arrow, gust of wind*

Fourth (2): *fear, minor globe of invulnerability*

9th level, 35 HP magic-user: He has *bracers of defense AC 2, dagger +3, staff of striking* (13 charges), *scrolls of ice storm, lightning bolt*, and *blink*, 87 p.p., and one 900 g.p. diamond.

He has the following spells memorized:

First (4): *feather fall, magic missile, shield, sleep*

Second (3): *audible glamer, stinking cloud, strength*

Third (3): *haste, hold person, slow*

Fourth (2): *polymorph self, polymorph other*

Fifth (1): *feeblemind*

10th level, 39 HP magic-user: He has a *bracers of defense AC 2, ring of protection +3, ring of free action, dagger +4, wand of absorption* (20 charges), 99 p.p., and one 1,000 g.p. emerald.

He has the following spells memorized:

First (4): *burning hands, enlarge, protection from good, shield*

Second (4): *invisibility, shatter, stinking cloud, web*

Third (3): *dispel magic (x2), fly*

Fourth (2): *charm monster, wall of ice*

Fifth (2): *cloudkill, teleport*

11th level, 43 HP magic-user: He has *bracers of defense AC 2, ring of protection +2, wand of magic missiles* (30 charges), *scroll of confusion, dagger +5*, 109 p.p., and one 1,100 g.p. diamond.

He has the following spells memorized:

First (4): *friends, protection from good, shield, sleep*

Second (4): *mirror image, ray of enfeeblement, shatter, web*

Third (4): *blink, dispel magic, hold person, suggestion*

Fourth (3): *fumble, massmorph, polymorph self*

Fifth (3): *interposing hand, teleport, transmute rock to mud*

Dark Elf Fighters, Female (2): AC -5; MV 150 ft; F 9; HP 75 and 80; #AT 1 or 2; Dmg by weapon; SA innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 68%; Att STR 13, INT 14, WIS 13, DEX 17, CON 15, CHA 18; AL CE; POS The 75 HP fighter has dark elf cloak and boots, *chain mail +3, buckler +3, short sword +4*, and a hand crossbow with 6 poisoned and 6 magical darts (2 *stunning*, 2 *blinding*, and 2 *vapors*). The 80 HP fighter is armored as her sister but instead possesses the following weapons and magic items: *short sword +5*, atlatl with 3 poisoned javelins, and *potions of speed* and *extra-healing*.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic.*

Demon, Class D⁸: AC -1; MV 90 ft./120 ft; HD 11; HP 78; #AT 3; Dmg 1d4/1d4/2d4; SA +2 TH, *darkness 10 ft radius* at will, *gate*, 1/round — *create illusion, cause fear, levitate, detect magic, read languages, dispel magic, polymorph self, telekinese* 5,000 g.p. weight, *project image, symbol of fear* or *discord*; SD +1 or better weapon to hit; MR 65%; AL CE

3–6. Estates of the 4 Minor Noble Houses:

These four estates are octagonal in shape, have one floor, and are 100 ft in diameter. Each has the same basic five-room floor plan:

- Double-doors opening onto a full-length north-south central hallway
- Communal living room
- Guard barracks
- Kitchen/servants quarters
- Bedroom of head of household
- Communal bedroom for remaining adult nobles
- Children's room

8 First Edition, see type IV.

The nobles of each estate wear dark elf cloak and boots and have the following innate spells usable 1/day: **dancing lights**, **faerie fire**, **darkness**, **detect magic**, **know alignment**, **levitate**, **clairvoyance**⁹, **detect lie**⁹, **suggestion**⁹, and **dispel magic**⁹.

Those nobles and guards 3rd level or higher have 1–10 pp/level and one 100 g.p. gem/level. All such also possess a random miscellaneous magic item appropriate to their level and class, wizards and clerics always having a magical staff, rod, or wand. Fighters always store their monetary wealth in locked (-35% to a thief's open locks attempt) and poison needle trapped (save vs. poison at a -4 penalty or die) footlockers. Magic-users keep their monetary wealth in a chest protected with **wizard lock** and **fireball** spells, both set at caster level 12. Clerics also prefer chests in which to store their valuables, which are protected with poison needles (save vs. poison at a -4 penalty or die) and **glyphs of warding** that deal 36 HP electrical damage if activated. (Save vs. spells for half damage.) There are several clerical and magic-user spell lists spread out throughout this adventure module that the GM can use as a baseline to determine spells for the magic-using nobles below; otherwise, he or she is free to select any from the rulebooks.

All NPCs of the four minor houses, including servants and guards, have the following abilities unless stated otherwise: STR 12 (females), 10 (males); INT 14 (females), 12 (males); WIS 14 (females), 11 (males); DEX 15; CON 10; CHA 13 (females), 12 (males). The magic resistance for any such NPC is 50% plus 2%/level.

3. House Neeldar

The double-doors opening onto this estate are locked (-35% to a thief's open locks attempt) and protected with a poison needle (save vs. poison at a -4 penalty or die) and a **glyph of warding**. If activated, the latter deals 36 HP fire damage. (Save vs. spells for half damage.) The standard of this house is an eyeball wreathed in black flames. The four female nobles of this house are multi-classed 5th-8th level fighters and 6th-9th level clerics, one of each level. (Also residing here when not on duty are the two 7th level fighter/8th level clerics from **area D**, room 4.) They are all wear **chain mail +2**, a **buckler +1**, and have DEX scores of 15, 16, 17, and 18. Such gives them armor classes of 0, -1, -2, and -3, in ascending order with regard to their level of ability. Each cleric is armed with a **mace +2**. They prefer to pray for necromantic and evocation spells. The two male nobles are 6th level fighters and are armored as the females, each having a DEX score of 18 for an armor class of -3. They each use a **short sword +2** and a hand crossbow with

10 sleep poison tipped darts in combat (save vs. poison at a -4 penalty or fall asleep for 3d4 turns). The 20 cooks/servants have the same statistics as those at **area F**, building #1, first floor. Such is also the case with regard to the 12 guards (half male, half female) with the following exceptions: They are 5th level and have a magic resistance of 60%. Lastly, in the children's room are six girls and three boys, who should be treated as non-combatants. Should a fight break out in any room of the estate, those in the remaining rooms with the exception of that containing the children rush thereto to lend their arms.

4. House Nadan

The double-doors opening onto this estate are double locked (-35% to a thief's open locks attempt) and protected with a poison needle (save vs. poison at a -4 penalty or die) in each lock. The standard of this house is a white puffball mushroom on a black triangle. The six female nobles* of this house are 7th-9th level fighters, two of each level. They wear **chain mail +4**, a **buckler +1**, and have DEX scores of 15x2, 16x2, and 18x2. This gives them a total armor class of -2, -2, -3, -3, -4, and -4, in ascending order with regard to their level of ability. They each use a **short sword +3** and an atlatl in battle. The two male nobles are 7th level fighters and wear **chain mail +3**, a **buckler +1**, and have DEX scores of 17 and 18. (Also residing here when not on duty is the 7th level male fighter and the 9th level female fighter from **area D**, room 4.) This gives them a total armor class of -3 and -4. They are each armed with a **short sword +2** and a hand crossbow with 10 sleep-poisoned darts (save vs. poison at a -4 penalty or fall asleep for 3d4 turns). The 20 cooks/servants have the same statistics as those at **area F**, building #1, first floor. Such is also the case with regard to the 12 guards (half male, half female) with the following exceptions: They are 7th level and have a magic resistance of 64%. Lastly, in the children's room are five girls and two boys, who should be treated as non-combatants. Should a fight break out in any room of the estate, those in the remaining rooms with the exception of that containing the children rush thereto to lend their arms.

5. House Leevav

The double-doors opening onto this estate are **wizard locked, held** — both set at caster level 12 — and further warded with a **death spell** (save vs. death magic at a -3 penalty or die). The standard of this house is a black staff surrounded by a nimbus of orange light. The five male nobles of the house are 8th–12th level magic-users, one of each level. The 8th and 9th level magic-users have a DEX score of 16 and wear **bracers of defense AC 4** for a total armor class of 2. The 10th, 11th,

⁹ Innate spells available only to female dark elves.

and 12th level magic-users have DEX scores of 15, 16, and 17, respectively, and wear **bracers of defense AC 2** and **rings of protection +2**. This gives them an armor class of -1, -2, and -3. All are armed with a **dagger +3**. They prefer to memorize evocation, necromantic, and transmutation spells. The two female nobles are 9th level fighters and wear **chain mail +5**, a **buckler +2**, and have DEX scores of 17 and 18. This gives them a total armor class of -6 and -7. They are each armed with a **short sword +4**. One also has a hand crossbow with 4 magical darts (2 **stunning**, 2 **vapors**), the other an atlatl. The 20 cooks/servants and the 12 guards (all female) have the same statistics as those at **area F**, building #1, first floor. Lastly, in the children's room are four boys and two girls, who should be treated as non-combatants. Should a fight break out in any room of the estate, those in the remaining rooms with the exception of that containing the children rush thereto to lend their arms.

6. House Spiderhate

The double-doors opening onto this estate are locked (-35% chance to a thief's open locks attempt) and further protected with **glyphs of warding** that deal 36 HP of fire damage if activated. (Save vs. spells for half damage.) The standard of this house is a black widow spider being crushed by a booted foot. The five female nobles of this house are a 5th level fighter/8th level cleric, a 6th level fighter/9th level cleric, a 7th level fighter/10th level cleric, an 8th level fighter/11th level cleric, and a 9th level fighter/12th level cleric. All wear **chain mail +4** and a **buckler +2**, and have DEX scores of 14, 15, 15, 16, 17, and 17, in order of ascending level of ability. This gives them armor classes of -2, -3, -3, 4, -5, and -5. Each is armed with a **mace +4**. They tend to pray for an equal mix of necromantic and conjuration (healing) spells. The three male nobles are 7th level fighters/12th level magic-users. Each have DEX scores of 15 and wear **bracers of defense AC 2** and **rings of protection +3**. This gives the three armor classes of -2. Each is armed with a **dagger +5**. They tend to memorize evocation and necromantic spells. The 20 cooks/servants and the 12 guards (all female) have the same statistics as those at **area F**, building #1, first floor. Lastly, in the children's room are seven girls and two boys, who should be treated as non-combatants. Should a fight break out in any room of the estate, those in the remaining rooms with the exception of that containing the children rush thereto to lend their arms.

G. Livestock Pens

This 1/2-mile wide by 1/4-mile long area is entirely enclosed by a 15-ft-high metal fence that is electrified via several permanent

glyphs of warding. If touched, the fence delivers 36 HP of electrical damage. (Save vs. spells for half damage.) The main gate into the pen lies along its southwest edge and is locked and warded as above. Roaming the pen are around 100 subterranean lizards which are bred by the dark elves of the city to serve as both mounts and food. The creatures are rather ornery, meaning that they will immediately attack any other than their handlers.

Inside the pen, along its east end, stands a 50-ft-square building made of dried fungus fibers. It is here that those subterranean lizards designated as food are slaughtered. Working at the abattoir are 20 dark elf commoners armed with daggers and hand axes, which are used to slaughter the lizards and process their carcasses, respectively. All wear thick leather aprons under their dark elf cloak and boots that offer protection similar to leather armor. If attacked, one of them attempts to fetch the guards. If successful, he arrives back at the slaughterhouse with 4-6 of the guards 1d4+8 rounds later.

Being as the lizards are so vital to the livelihood of the dark elves of this city, they are well protected by ten 7th level fighters, three of which always stand guard at the gates with the remainder patrolling the outside edges of the pen. The PCs have a 50% chance to encounter 2-3 of the latter should they come within 20 ft of any point on the fence, prompting an immediate attack unless disguised as dark elves and having a very good reason for approaching an area that is off-limits to the public. The same goes for PCs approaching the gates to the pen.

Dark Elf Butchers (20): AC 5; MV 120 ft; HD 2; HP 12 each; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 50%; Att STR 12, INT 14, WIS 13, DEX 17, CON 10, CHA 12; AL CE; POS Dark elf cloak and boots, leather apron, hand axe, and dagger.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness.*

Dark Elf Guards (10): These 7th level fighters have the same statistics as those at **area C**.

Subterranean Lizards (50): See **area E** for statistics.

H. Mushroom Forest

This nearly 1-mile diameter forest of monstrosly overgrown mushrooms supplies various needs of the dark elf inhabitants of this city. The mushrooms range in height from 3 ft to almost 15 ft. The stem diameters of the mushrooms range from 1/2 ft for the smallest to nearly 6 ft for the largest specimens. The mushroom caps, on average, are three times the diameter

of the stems. Those mushrooms along the western quadrant¹⁰ of the forest are harvested, boiled down, and then dried. The dried fibers from such are then reconstituted with water to make the sleep venom that the dark elves of the city customarily coat their crossbow darts with. Those mushrooms in the middle quadrant are harvested for food, for their flesh is quite similar in texture and taste to beef, making them a delicious addition to the dark elves' diet. Lastly, those within the eastern quadrant of the forest are prized by the dark elves for their hallucinogenic properties, and are usually dried and then eaten whole. These mushrooms can also be fermented to make a very potent wine, with the alcohol content of aged whiskey. For games rules regarding the hallucinogenic properties of these mushrooms, see room 3 of *area J*.

The custodians of the forest are four shambling mounds that look quite different than the usual variety. They are towering ambulatory toadstools covered with long, whip-like tendrils which they use to grasp and smother their victims much like a traditional shambling mound. In another life, the four shambling mounds were a group of druid adventurers exploring the Underworld. Nearly 60 years ago, they were subdued with spells and then carried to this city by a group of dark elf fighter/magic-users, afterwards being *polymorphed* into their present forms and then *charmed* to serve as the guardians of this forest. The transmutation magic wasn't wholly successful, however, for the druids still retain bits of their former identities after all these years, and the *charm* placed on them wore off several years ago. (They did not retain any of their former druidical abilities). That being said, they have accepted their lot in life and now willingly serve as caretakers of this unconventional yet weirdly beautiful forest, and attack unauthorized intruders on sight. The only persons allowed into the forest are a select group of workers from *area E* who harvest the mushrooms three times a month. The two outer quadrants of the forest are patrolled by a single shambling mound, the middle quadrant by two of the creatures.

For each hex entered by the PCs, there is a 50% chance that they encounter one or two shambling mounds, as appropriate to the quadrant, which immediately attack. To further prevent unauthorized persons from entering the forest, several snares, as the druid spell, have been cast on random patches of the forest. For every two turns spent travelling in the forest, the PCs have a 30% chance to happen upon one

¹⁰ The three north-south quadrants of the forest are separated from each other by 15-ft-wide, fenced-in areas totally clear of mushrooms. These avenues are used by the dark elves to inspect the mushrooms for disease and whatnot. They are not designed as park-like areas where the citizens of the city can take leisurely strolls, for the forest is not open to the public.

of the spell-trapped areas. Last but not most definitely not least, several violet fungi make the forest home, and there is a 25% chance per turn of travel that the PCs happen upon one of these deadly creatures. Both classes of creatures inhabiting this forest surprise their opponents 1–5 on d6 and are surprised themselves only 1 on d6.

Shambling Mound (4): AC 0; MV 60 ft; HD 11; HP 60, 58, 66, and 62; #AT 2; Dmg 2d8/2d8; SA Suffocation; SD Immune to fire, lightning causes it to grow, cold does ½ or no damage, weapons score ½ damage, immune to all spells save those that affect plants; AL N

Violet Fungi (Dozens): AC 7; MV 10 ft; HD 3; HP 18 each; #AT 1d4; Dmg rots flesh; AL N

I. Subterranean Lake

This lake stretches well over 150 ft in all directions, and averages around 80 ft in depth. It is fed by an underground tunnel that extends from a vast subterranean sea several miles northwest of this city. The waters of the lake are extremely foul-tasting though perfectly potable, serving as the main water supply for the city. Thankfully for the PCs, the only aquatic terror lurking under the calm waters is a centuries-old giant gar. Should the PCs venture into the lake, there is a 1 on d6 chance per turn that they are attacked by the hungry gar. The primary inhabitants of the lake are several species of small, blind cave fish.

Giant Gar: AC 3; MV 300 ft; HD 8; HP 64; #AT 1; Dmg 5d4; SA Swallow whole; AL N

J. Temple of the Elder Elemental Orb

This imposing edifice takes shape as a 320-ft-diameter sphere supported by a 15-ft-tall central strut that erupts from its bottom and connects with the rough-hewn floor of the cavern. The temple's exterior is painted a bone-white color, with jagged, sometimes intersecting 5-ft-thick streaks of blue pigment running throughout. The most striking feature of the fane is the 60-ft-wide band of crimson pigment that encircles its southernmost face. The red band encloses a solid 80-ft-diameter circle of ebony paint. The central strut is covered with a series of raised tentacle-like shapes colored a deep purple. As is obvious, the temple was painted to make it appear as a massive staring eyeball suspended above the cavern floor. The red band and the black circle are representations of the iris and pupil, respectively, on an actual eyeball, with the streaks of blue pigment radiating there from veins. The central strut was painted to appear as the nerve cluster on a true eye. The whole effect is rather unsettling to the viewer, especially when one considers that the entire surface of the temple is coated in *faerie fire*. The flames from the spell average 5-ft-high and are a pale mauve color.

Temple of the Elder Elemental Orb

The entire temple is fashioned from a solid chunk of granite carved directly from the floor of the enclosing cavern. The void created from such industry was later filled with water that was magically diverted from a nearby subterranean river, forming the massive lake along the northern bend of the cavern (**area I**). The temple is well over 500 years old and has served as the main center of worship of the rebel dark elves that have made this cavern home for the past 100 years. The obeisance made to the primary aspect of the Elder Elemental Orb performed in this temple, chaotic evil, is of an extremely disturbing nature, even for the decadent and bloodthirsty dark elf race. Three shrines also exist in the fane where the dark elves can pay homage to some of the lesser aspects of the Elder Elemental Orb, such as elemental air, water, and fire.

Level 1

The most prominent features of the first floor of the temple are three shrines where the renegade dark elves can come to pay homage to the elemental water, air, and fire aspects of the Elder Elemental Orb. Also on this level is the main audience hall where the dark elves quartered herein can voice their opinions as to the proper operation of the temple.

Dungeon Features for Levels 1, 2, and Dungeon: All of the rooms and corridors on the first level of the temple, unless otherwise noted, are extremely austere, featuring polished walls of solid granite devoid of virtually any decoration. Except where noted otherwise, they all feature 15-ft-high vaulted ceilings and are warded against any form of extra-dimensional travel such as that afforded by the spells **teleport**, **phase door**, and **passwall**. However, these restrictions do not apply to extra-dimensional travel within the confines of an individual corridor or room, just to the spaces between them. All doors are constructed of 1 in-thick arcois and feature strong locks. (-15% penalty to a thief or assassin's open locks attempt). Unless noted otherwise, secret doors pivot about their centers when the correct wall stone is depressed. They must be pushed outward to open. Affixed to the ceiling of each and every corridor and chamber in the temple is a 1-ft-diameter globe of crystal with a low candle power **continual light** spell cast thereon, which bathes its space in a warm mauve glow approximating twilight in the upper world.

Special Note: Clerics attempting to turn undead and evil creatures from the lower planes in the temple suffer a -6 penalty to their die rolls. Such creatures that are normally automatically destroyed by the cleric are instead turned. A cleric that can ordinarily automatically turn one type of undead/lower planar creature now needs to roll a 6 or higher to do so. This is on account of the intense aura of evil that pervades the entire fane.

1. Stairway

Two flesh golems stand at the base of a stairway connecting with the entrance portals to the temple (**area 1A**), which stand 15 ft overhead. The golems have been fashioned to appear as 7½-ft-tall dark elf warriors, and are armed with a hand crossbow in one hand and a **long sword +2** in the other. Embedded in the forehead of each golem is a 100 g.p. hematite with a single **hold monster** spell cast thereon, which they can activate at will in addition to making normal melee attacks. Visitors to the temple are required to present a special pass to the golems before being allowed inside. (Said pass, which is a broach made of bone with a platinum standard impressed thereon, can be obtained at **area D**, the Hall of Government). Those coming within 10 ft of the two golems and failing to present the special pass within 1 round of their arrival are assumed to be intruders, and are automatically attacked.

Trap: PCs stepping on the 4th or 7th step of the staircase cause the entire flight to flatten into a slide. Unless the PCs make a successful DEX check at a -4 penalty, they plummet into the pit that immediately opens at the bottom of the staircase. The pit is 20-ft-deep and ends in a shallow pool of acid slime. (PCs making their DEX check manage to either grab onto the side of the stairs or instinctively jump away (50% for either occurrence), suffering 2d6 HP of falling damage in the latter instance.) PCs tumbling into the pit are subject to an immediate and automatic hit by the 3 acid slimes lairing therein.

Flesh Golems, Modified (2): AC 9; MV 80 ft; HD 9; HP 40; #AT 2 or 2 or 1; Dmg 2d8/2d8 (fists) or 1-3/1-3 plus sleep poison (crossbow darts) or 1d8+2 (**long sword +2**); SA Smashes through normal doors and wooden constructions, 1 **hold monster** spell, which can be activated at will; SD Magical weapons needed to hit, immune to all spells save fire and cold-based ones, electrical attacks restore hp; AL N

Acid slimes (3): AC 9; MV 0 ft; HD 2; HP 16 each; #AT 1; Dmg special; SA Turns flesh to slime in 1d4 rounds; AL N

1a. Entrance Portals: The arcois double doors at the head of the staircase are curved to conform to the circular façade of the temple, and are 15-ft-high and wide. Each of the doors is 3 in-thick, mechanically locked (-35% to a thief's open locks attempt), and trapped with a **glyph of warding** that deals 36 HP of electrical damage if activated. (Save vs. spells for half damage.)

2. Triumphal Hall

All along the side walls of this 20-ft-wide and 120-ft-long hallway is a ceiling-to-floor mural depicting the dark elves now living in this cavern fighting against their bitter enemies, the Spider Goddess-worshipping dark elves of **area A**. Interspersed throughout the mural at 20-ft-intervals are various depictions of the Elder Elemental Orb blasting this same enemy with varicolored magical rays from its eye. If any image of the Elder Elemental Orb is looked upon, of which there are twelve in total, six per wall, the viewer is affected as the spell **hypnotic pattern**. (Save vs. spells at a -3 penalty to avoid.) Last but not least, several of the murals depict evil-visaged dark elves committing various acts of torture and debauchery.

3. Commoners' Waiting Room

This 30-ft-square area contains five short tables carved out of porphyry, with comfortable, cushioned benches of the same material standing on either side. A single copper bowl rests on each table, filled to the brim with sweet breads cut from the bodies of dark elves, some victims of torture, others captives from raids. Two crystal bowls, three alabaster decanters, and nine crystal goblets are also found on each of the tables, the bowls filled with a sampling of hallucinogenic mushrooms and the decanters with a potent wine made from fermented mushrooms. Consuming one of the mushrooms, of which there are 10-12/crystal bowl, causes hallucinatory insanity for 1d20 turns unless a successfully save vs. poison at a -3 penalty is made. Each alabaster decanter contains three full servings of mushroom wine, each of which is enough to completely fill one of the crystal goblets. For each full serving of wine imbibed, the PC must make a successful saving throw vs. poison at a -4 penalty to avoid becoming greatly intoxicated. (A half serving causes only moderate intoxication and a quarter serving slight intoxication.) Consult the appropriate rulebook for the specific effects of intoxication on a PC.

When the PCs arrive, there are between 1d6+1 low-classed dark elves awaiting an audience with the high priestess of the temple to offer their petitions, air their grievances, etc. In addition, two dark elf fighter/magic-users stand guard outside the door to this room, and demand to see the passes obtained at **area D** before opening the doors for the PCs. Of course,

the guards attack any obvious non-dark elves on sight not to mention any unfamiliar dark elves failing to present their passes, assuming such to be intruders. Any sounds of fighting coming from here immediately alert the guards at **area 7**, who arrive on the scene to aid their fellows 1 round later. The guests inside the room do not immediately aid the guards, and only join the fight should the PCs burst through the door.

Dark Elf Guards (2): AC -5; MV 120 ft; F 7/MU 12; HP 59 and 57; #AT 1 or 2; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 74%; Att STR 14, INT 16, WIS 12, DEX 17, CON 14, CHA 11; AL CE; POS Dark elf cloak and boots, **chain mail +4**, **buckler +2**, **dagger +2**, **short sword +4**, hand crossbow with 10 sleep-poisoned darts.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*.

The 59 HP guard has the following spells memorized:

First (4): *charm person*, *jump*, *magic missile* (x2)

Second (4): *invisibility*, *scare*, *strength*, *web*

Third (4): *dispel magic*, *fireball*, *gust of wind*, *hold person*

Fourth (4): *fear*, *fumble*, *polymorph self*, *wall of ice*

Fifth (4): *cone of cold*, *interposing hand*, *monster summoning III*, *telekinesis*

Sixth (1): *globe of invulnerability*

The 57 HP guard has the following spells memorized:

First (4): *charm person*, *magic missile*, *protection from good*, *spider climb*

Second (4): *mirror image*, *ray of enfeeblement*, *scare*, *shatter*

Third (4): *blink*, *dispel magic*, *flame arrow*, *hold person*

Fourth (4): *confusion*, *curse*, *minor globe of invulnerability*, *polymorph other*

Fifth (4): *animate dead*, *conjure elemental*, *feeblemind*, *teleport*

Sixth (1): *flesh to stone*

Dark Elf Commoners (1d6+1): AC 3; MV 120 ft or 150 ft¹¹; HD 2; HP 12 each; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 50%; Att STR 12, INT 14, WIS 13, DEX 14, CON 10, CHA 12; AL CE; POS Dark elf cloak and boots, **chain mail +1**, **buckler +1**, **dagger +1**, **short sword +1**, hand crossbow¹² with 10 sleep-poisoned bolts.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *clairvoyance*¹¹, *detect lie*¹¹, *suggestion*¹¹, *dispel magic*¹¹.

4. Water Temple Purification Room

A 10-ft-square pool has been carved into the floor in the middle of this 30-ft-square room. The pool is a mere 3-ft-depth, lined with mauve-colored clay tiles, and filled with water that has a slight greenish tinge to it. All four walls are covered in brightly-colored mosaics depicting towering water elementals committing various acts of violence against dark elves bearing obvious signs of their allegiance to the Spider Goddess.

¹¹ Refers to abilities or spells possessed only by dark elf females. 50% of all guests present will be of this sex.

¹² 50% of all guests present are armed with this weapon.

Those wishing to pay their respects at the Water Temple (**area 14**) are required to first bathe themselves in the pool herein. The devotee first removes all of her clothes and then steps into the pool, completely immersing herself in the waters. By doing so, the bather is granted the ability to breathe underwater for two full hours, which happens to correspond to the length of service required at the Water Temple. Unfortunately, the waters in the pool are specifically attuned to the physiology of dark elves, meaning that members of any other race or species so much as touching the clear green liquid trigger a terrible trap. Of course, said persons or creatures are also not granted the ability to breathe underwater by bathing in the pool.

Trap: Should trespassers enter the pool, then a 6 in-thick stone panel drops down in front of the archway leading into the room. (Said panel can only be lifted with a successful lift gates roll.) Immediately thereafter, a 2-ft-diameter panel slides open along the bottom of the pool, from which shoots a wide, tall jet of water. The room then floods at a rate of 3 ft/round. Since the ceiling is 12 ft overhead, the PCs have 4 rounds to make their escape before the room becomes totally flooded. PCs still in the room at this time can hold their breath for the number of rounds equal to their CON scores divided by 3. Beyond this period, they must make further CON checks at a -2 penalty for each subsequent round, and drown on a failed check.

5. Lecture Hall

This lozenge-shaped room is where the temple priesthood is instructed on how best to spread the foul doctrine of the Elder Elemental Orb. Along the middle of the north wall is a porphyry podium where the high priestess or one of her three assistants can address the congregation. Directly before the podium is a series of stone benches with 10–15 writing slates placed thereon for the students to jot down highlights of the lecture. Lectures are given every day at the following times:

- 9:00–10:00 a.m.
- 12:00–2:00 p.m.
- 9:00–10:00 p.m.

Should a lecture be in progress when the PCs arrive, then they can expect to find 1d6+1 clerical students present. The high priestess only presides over the 9:00–10:00 p.m. lecture. The remaining lectures are taught by one of her three assistants. Undisguised PCs are attacked by both the students and the given instructor on sight. Properly disguised PCs, meaning those under an illusion making them appear as appropriately robed dark elves, fool the attendees of the lecture 60% of time and are not

attacked. See **area 17** for statistics on the high priestess, her three assistants, and the various lesser clerics quartered in the temple.

Treasure: A secret panel on the lower north face of the podium opens onto a hollow containing the following book used by the instructors for their lectures, which is trapped with a **symbol of death**: a **tome of understanding**.

6. Practice Arenas

Areas A and **B** are 30-ft-long and 20-ft-wide, and are used by the magic-users and clerics stationed in the temple to practice their spell casting. Each time the PCs enter either arena, there is a 40% chance that one magic-user or cleric, as appropriate, is practicing. (Select a random cleric or magic-user NPC from **areas 17** and **21**, respectively.) If not disguised, they attack the PCs on sight with their most powerful damage-dealing spells and then flee to **area 3** to fetch the two guards there, returning 1–2 rounds later.

6a. Magic-user Arena: The west wall of this room is covered with all manner of esoteric sigils. On the floor before the east wall is a 10-ft-diameter, 1-ft-high crystal pedestal. When one of the magic-users from **area 21** wishes to practice his craft, he steps onto the pedestal, which activates the dweomer in the sigils painted onto the far wall. Immediately thereafter, a random 3rd–6th level damage-dealing spell is cast from the sigils directly at the magic-user in question. (Roll on the spell tables in the appropriate rulebook.) At the end of the following round, another spell shoots out, the process repeating until the magic-user either steps off the pedestal or is slain. The magic-user on the pedestal is expected to either dodge the spell shot at him or cast an appropriate counterspell.

Trap: Should a non-dark elf enter the room, then the entrance door slams shut and **wizard locks** (caster level 12). Immediately afterwards, a random 5th–6th level damage-dealing magic-user spell is shot at the one of the PCs. (Roll to determine which PC is targeted.) At the end of every round thereafter, the process repeats.

6b. Cleric Arena: This area conforms to **area B** in every respect except for the west wall, which is covered with several disturbing bas-reliefs of undead creatures. Each time the pedestal is stepped upon, a random undead monster steps from the wall and battles the cleric to the death or until turned. The undead creature is blasted back to native plane of existence if destroyed or bound back inside the wall if turned. In the former instance, another of its kind is **gated** in from its home plane and then bound into the wall, allowing the room

to be used by the clerics again. To increase the challenge, a strong aura of evil has been cast over this room, imposing a -4 penalty to all attempts to turn undead. The various undead magically bound into the wall are as follows:

1. Groaning Spirit
2. Mummy
3. Shadow
4. Spectre
5. Vampire
6. Wraith

Groaning Spirit: AC 0; MV 150 ft; HD 7; HP 52; #AT 1; Dmg 1d8; SA wail, fear; SD Immune to cold, electricity, and *sleep*, *charm*, and *hold* spells; *exorcism* kills; AL CE).

Mummy: AC 3; MV 60 ft; HD 6+3; HP 45; #AT 1; Dmg 1d12 plus rot; SA *fear*; SD only harmed by magical weapons which do half damage, immune to poison, paralysis, and *sleep*, *charm*, *hold*, and *cold*-based spells; AL CE).

Shadow: AC 7; MV 120 ft; HD 3+3; HP 22; #AT 1; Dmg 1d4+1; SA STR drain; SD +1 or better weapon to hit; immune to *cold*-based attacks and *sleep*, *charm*, and *hold* spells; 90% undetectable; AL CE).

Spectre: AC 2; MV 150 ft/300 ft; HD 7+3; HP 40; #AT 1; Dmg 1d8 plus special; SA Touch drains 2 levels; SD +1 or better weapon to hit; AL LE).

Vampire: AC 1; MV 120 ft/180 ft; HD 8+3; HP 60; #AT 1; Dmg 1d6+4; SA energy drain, charming gaze, summon rats or bats, can assume *gaseous form* at will, shape change into large bat at will; SD +1 or better weapon to hit, regenerate 3 HP/round, immune to poison, paralysis, and *sleep*, *charm*, and *hold* spells, half damage from cold or electricity-based spells; AL CE).

Wraith: AC 4; MV 120 ft./240 ft; HD 5+3; HP 50; #AT 1; Dmg 1d6; SA Energy drain; SD Silver or magic weapons to hit; AL LE).

Trap: Should a non-dark elf enter the room, then the entrance door slams shut, mechanically locks (-25% to a thief or assassin's open locks attempt), and an electrical *glyph of warding* appears on its surface. The latter delivers 36 HP of electrical damage if activated. (Save vs. spells for half damage.) Immediately afterwards, a random undead creature (from the list above) steps out of the wall, with another stepping out every other round thereafter until there are no more left. They attack the interlopers until slain or turned as detailed above.

7. Nobles' Waiting Room

This 30-ft-square area is identical in almost every way to **area 3**. The hallucinogenic mushrooms and wine, however, are of the rarer and more potent variety, imposing -4 and -5 penalties, respectively, for saving throws to avoid the resultant

hallucinatory insanity and intoxication. When the PCs arrive, there are between 1d6+1 high-classed dark elves awaiting an audience with the high priestess of the temple to offer their petitions, air their grievances, etc. In addition, two dark elf fighter/magic-users, which conform to the statistics of those at **area 3**, stand guard outside the door to this room. Both the guards and the guests react as those at **area 3**,

Any sounds of fighting coming from this room immediately alerts the guards at **area 3**, who arrive on the scene to aid their fellows 1 round later.

Being as only nobles are allowed herein, such are provided with an additional benefit commensurate with their high standing in dark elf society: their choice of a male or female dark elf prostitute for a half-hour's worth of entertainment. Each concubine offers its services to members of either sex and charges 500 g.p. per session. (The pair can be enjoyed simultaneously for a mere 800 g.p.) Customers are led through the curtained archway along the east wall, which opens onto a 20-ft-long and 10-ft-wide lounge (**area A**) generously strewn with silken throw pillows. An open faced cabinet along the east wall of the lounge contains a wide assortment of multi-tailed whips, several needles of varying gauges, various and sundry lotions and oils, and, lastly, a slender steel wand. The whips are selected by the concubines for customers with only slight sadomasochistic tendencies. The more disturbed/adventuresome of their customers can request a special service termed affectionately "the electric eel." Such individuals first have a certain place on their body best left unmentioned pierced through with one of more of the needles. Afterwards, the slender steel wand is touched to the needle(s) and the small nodule along its handle is depressed. Such action delivers a mild electric current through the needle, causing a tingling sensation that is both pleasant and painful. Of course, enterprising PCs may wish to employ the wand in combat, in which case it discharges a low-powered version of the spell *shocking grasp* each time the nodule is depressed. The wand currently contains 30 charges and delivers 1 HP of electrical damage with a successful touch attack in combat.

Dark Elf Nobles (1d6+1): AC -3; MV 120 ft or 150 ft¹³; F 7 or F 9¹³; HP 50 or 75¹³ each; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs.

¹³ Refers to abilities or spells possessed by dark elf females. 50% of all guests present will be of this sex.

magic, surprised 1 on d8; **MR** 64% or 68%¹³; **Att** STR 12, INT 14, WIS 13, DEX 17, CON 10, CHA 12; **AL** CE; **POS** Dark elf cloak and boots, *chain mail +2*, *buckler +2*, *dagger +1*, *short sword +3*, light crossbow with 10 sleep-poisoned bolts.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*, *clairvoyance*¹³, *detect lie*¹³, *suggestion*¹³, *dispel magic*¹³.

Dark Elf Concubines (2): **AC** 6; **MV** 120 ft, 150 ft¹³; **HD** 2; **HP** 8 each; **#AT** 1 or 2; **Dmg** by weapon; **SA** Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; **SD** +2 to saves vs. magic, surprised 1 on d8; **MR** 50%; **Att** STR 12, INT 16, WIS 13, DEX 18, CON 10, CHA 18; **AL** CE; **POS** Dark elf cloak and boots.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *clairvoyance*¹³, *detect lie*¹³, *suggestion*¹³, *dispel magic*¹³.

8. Fire Temple Purification Room

A 15-ft-square steel plate with numerous holes drilled into it has been bolted to the middle of the floor in this star-shaped chamber. All of the walls are covered in brightly-colored mosaics depicting evil-visaged fire elementals immolating several Spider Goddess-worshipping dark elf clerics defending their temple, which takes shape as a massive stylized black widow spider carved out of basalt.

Those wishing to pay their respects at the Fire Temple (**area 13**) are required to first ritually cleanse themselves in this room by removing all clothing and then stepping onto the massive steel plate bolted to floor. One round after doing so, several jets of magical purple flame, some as high as 10 ft, erupt from the holes drilled into the plate, seemingly consuming the worshipper's body. Fortunately, the flames are only slightly hot, causing a mere 1–2 HP of heat damage before they burn out 1 round later. The fire gives the worshipper a mild tan. By performing this ritual, the worshipper becomes totally immune to both normal and magical fire for 2 full hours, which corresponds to the length of service required at the Fire Temple. Unfortunately, the magical flames are specifically attuned to the physiology of dark elves, meaning that members of any other race or species stepping onto the steel plate trigger a deadly trap. Of course, said persons or creatures are not granted the above-mentioned immunities by exposing their body to the magical fire.

Trap: Trespassers stepping onto the steel floor plate cause 6 in-thick steel panels to drop down in front of the two archways leading into the room. (Said panels can only be lifted with successful lift gates rolls.) Immediately thereafter, intensely hot flames shoot out of the plate and start superheating the air in the room. Those standing on the plate suffer the following heat damage:

- 1st round: 10–30 HP
- 2nd round: 20–40 HP
- 3rd round: 40–80 HP
- 4th round: Save vs. magical fire at a -4 penalty or die

Those standing off the plate and along the walls of the room suffer the following heat damage:

- 1st round: 1d10 HP
- 2nd round: 5d4 HP
- 3rd round: 10–30 HP
- 4th round: 20–40 HP
- 5th round: 30–60 HP
- 6th round: Save vs. magical fire at a -3 penalty or die

9. Air Temple Purification Room

A 15-ft-diameter, 3-ft-wide ring of esoteric sigils has been painted onto the black floor of this circular chamber in gray ink. Murals along the curved walls depict towering cyclones — air elementals — laying waste to several buildings located in a massive subterranean city. The building and denizens of this city bear black widow spider standards, showing their obvious allegiance to the hated Spider Goddess.

Those desiring to perform obeisance at the Air Temple (**area 15**) are required to first ritually prepare themselves in this room by removing all clothing and then stepping into the magical circle painted onto the floor. One round after doing so, all of the air in the room becomes extremely rarefied, causing the devotee to become slightly light-headed and disoriented for 1 round before fully recovering from her ordeal. Afterwards, the worshipper gains the ability to survive in environments without oxygen, in effect no longer needing to breathe. In addition, said individual is also able to survive in environments super rich with oxygen. This ability is bestowed for 2 full hours, which corresponds to the length of service required at the Air Temple. Unfortunately, the magical circle is specifically attuned to the physiology of dark elves, meaning that members of any other race or species stepping therein trigger a lethal trap.

Trap: Trespassers stepping into the magical circle cause a 6 in-thick steel panel to drop down in front of the archway leading into the room. (Said panel can only be lifted with a successful lift gates roll). Afterwards, the air in the room starts

becomes super-saturated with oxygen. For each round the PCs spend in this room, they must save vs. rods or have a seizure that totally incapacitates them, rendering them helpless. The following round they must make the same save at a -1 penalty or die as their lungs fail. Those making this second save recover from their seizure and can choose to remain in the room or exit it. The saving throw procedure begins anew on the third round for any surviving PCs. Of course, survivors of the trap are not granted the ability to exist without oxygen after exiting this room as is the case with the dark elf denizens of the temple.

10. Robing Room

All along the walls of this queerly-shaped, roughly 30-ft-square chamber are copper pegs from which depend robes for use in worship at the Air, Fire, and Water Temples. The 20 robes along the north wall are made of black satin and have several bright crimson 8-pointed star designs sewn into them. An equal number of robes hang along the east wall, and are made of bright green silk with numerous rectangular designs sewn in with yellow thread. Twenty more robes hang along the south wall, and are of a light gray silk with numerous circular standards sewn into them with dark gray thread. The robes along the north wall are for use in ceremonies at the Fire Temple (**area 13**), those along the east wall, the Water Temple (**area 14**), and those along the south wall, the Air Temple (**area 15**). Due to their superior construction, each of the robes is worth a good 100–150 g.p. on the open market, but they are quite bulky, which should prevent the PCs from trying to haul out all 60 of them.

Trap: The robes do not possess any unusual abilities if worn by a dark elf but such is not the case if they are even touched by any other humanoid race. Said victims are affected as follows:

- **Air Temple Robe:** All of the air is sucked from the PC's lungs, resulting in her immediate death unless a save vs. death magic is made.
- **Fire Temple Robe:** PC bursts into flame from the inside out, resulting in his immediate death unless a save vs. magical fire is made.
- **Water Temple Robe:** PC's lungs fill with water and she starts drowning unless a save vs. paralysis is made. The PC perishes 2 rounds later.

If the appropriate save is made by the PC touching the robe, then he can safely wear the robe and is never affected by a robe of its type in the future. This means, for example, that a successful save vs. death magic made by a PC renders any of the Air Temple robes in this room harmless to him, and such can be safely worn to infiltrate the temple.

11. Audience Hall of the Elder Elemental Orb

This amphitheater measures a full 80 ft in diameter. A ring of 2-ft-wide and tall stone bleachers spans the circumference of the room; there are fifteen tiers of bleachers in total. The floor of the amphitheater lies 30 ft below the upper tier and ends in a 50-ft-diameter floor, 20 ft of which is taken up by a circular floor-to-ceiling column with doors along its north, south, east, and west faces. (Said doors open onto **area 12**, the elevator connecting the three levels of the temple.) The circular column is highly reflective, and resembles nothing so much as a massive curved mirror. Oddly enough, the mirror does not cast a reflection of any living creature in the room, including the PCs. Should the PCs peer closely into the surface of the column, they will notice that the mirror-like material is liquid, slowly churning this way and that as of a light breeze agitating the waters of a lake. Apart from possibly unnerving the PCs, the column is safe to look at, for now at least. The roof lies 20 ft above the uppermost tier of bleachers. Bronze double doors open onto the top tier of bleachers from the north, south, east, and west, each of which is mechanically locked (-25% to a thief or assassin's open locks attempt) and bears a **glyph of warding** that, if activated, causes 36 HP damage. (Save vs. spells for half damage). The **glyphs** on the north, east, and south doors deal electrical damage while that on the west door manifests as a column of roaring flame. Of course, the **glyph** on the south set of double doors is present on its outside face.

This area is where all of the dark elves stationed at this temple, magic-users, fighters, and clerics alike, come to receive general instruction from their deity, the Elder Elemental Orb. Such instruction occurs according to a set schedule:

- 7:00–8:00 a.m.
- 3:00–4:00 p.m.
- 11:00 p.m.–12:00 a.m.

Should undisguised PCs intrude upon a lesson in progress, they are attacked by all those present on sight. The first lesson is attended by 11 of the 15 fighters quartered in **area 16**. (Any fighters not present are assumed to be on guard duty elsewhere in the temple.) The second lesson is for the magic-users quartered in **area 21**. The third lesson is for the clerics quartered in **area 17**. See the appropriate area descriptions for statistics on any NPCs present when the PCs arrive. During the lesson, the Elder Elemental Orb projects a small part of its deific essence onto the column, which takes the form of a 15-ft-diameter disembodied eyeball with a red iris and black pupil. The entire image is wreathed in purplish flames, and slowly revolves clockwise around the column, being level with the top tier of bleachers. It takes a full round for the image to make a complete revolution around the column. When the PCs first arrive, roll 1d8 to determine which of the eight compass positions the image is presently at. Any non-dark elf, meaning the PCs, looking upon the image must save vs. spells at a -3 penalty or be affected as follows, with an equal chance for any effect to occur:

- PC falls asleep for 10–20 turns. He cannot be revived except by a **wish** spell being cast upon him.
- PC becomes **feebleminded**, as the spell, for 3d4 rounds.
- The image acts as a **symbol of discord**.
- The PC drops dead.
- The PC becomes hopeless, as the **symbol**.

There is a 25% chance that even if a lesson is not progress when the PCs arrive, the Elder Elemental Orb is conducting a random scan of this room, affecting the PCs as above if looked upon. Even if disguised, the preternatural senses of the Elder Elemental Orb allow it to see through any disguises as if bestowed with the spell **true sight**, meaning that the PCs should avoid the angry stare of the god at all costs! Should intruders be detected, the Elder Elemental Orb sends out a mental alarm to all of its followers stationed at the temple, and any surviving NPCs arrive on the scene in 2–6 rounds.

12. Elevator Shaft

A 5-ft-wide ledge surrounds a 15-ft-diameter shaft in the center of this cylindrical chamber. On the ledge directly behind each of the four doors opening onto this area is a 1-ft-square steel plate. Stepping thereon calls up or down, as appropriate, a 13-ft-diameter floating disc, which is a version of the spell of the same name. After the **floating disc** is in place, the PCs need

only step onto it and then depress one of the two nodules, a red and a black one, in the center of the disc. Depressing the black nodule causes the disc to descend one level while depressing the red nodule causes it to ascend one level. After the disc has reached its destination, the PCs can activate it again using the same procedure. Should one party try to call up the elevator while another party already on the disc tries to command it to rise or fall, the latter parties' action overrides that of the former'. When the PCs first arrive, there is an equal chance that the **floating disc** is currently at any of the first two upper levels of the temple or the dungeon level. The disc can safely accommodate up to six human or demi-human passengers at a time.

13. Fire Temple

This star-shaped chamber averages 60 ft in both length and width. The walls, ceiling, and floor are painted a deep crimson color. A three-stepped dais ascends to a short landing along the north, west, and south walls, each of which is enclosed in a triangular niche. Atop each of the landings squats a 3-ft-high, 6-ft-long, and 3-ft-wide altar composed of slightly porous red basalt. A humanoid indentation can be found on top of the altars. Gutters have been carved at the base and sides of the altars to catch any blood runoff. To right of each altar is a 3-ft-wide and 4-ft-deep iron cauldron suspended over a bank of coals via a tripod, which is half filled with an oily yellow substance. To the left of each altar is a 10-gallon capacity ceramic pot with accompanying copper ladle. In the center of the room is found a 15-ft-diameter, 3-ft-wide ring of sigils, a summoning circle. A 3-ft-wide and deep circular depression lies in the exact center of the circle.

It is here that the clerics of the temple come to offer their worship to elemental fire, one of the aspects of the Elder Elemental Orb. After sacrificing a human, demi-human (preferably a captured Spider Goddess-worshipping dark elf), or monstrous humanoid at the appropriate altar with a swift knife cut to the jugular vein, the remains are placed in the iron cauldron, which is filled with a special liquid that helps render down the flesh and bones. (Women are sacrificed on the south altar, men, the north altar, and monstrous humanoids of either sex, the west altar.) The cauldron at this point is extremely hot, having been heated by the coals placed beneath it for a good hour beforehand. After the corpse is fully rendered down, the resultant slurry-like mixture is ladled out of the cauldron and then poured into the depression in the middle of the summoning circle. Afterwards, a bit of highly combustible oil is poured over the liquefied remains and lit. (20 gallons of this oil is stored in a secret hollow carved into the south altar.) Such action summons forth a 16 HD fire elemental 2 rounds

later. Said elemental is then compelled to answer the queries of the officiating clerics for as long as needed before being allowed to return to the Elemental Plane of Fire.

There is a base 25% chance that when the PCs arrive in this room 1d4+1 clerics from **area 17** along with one of the sacrificial victims found in the table below are present. The percentage is increased by 25% should the PCs arrive between the hours of 5:00–8:00 p.m. The high priestess or one of her three assistants is always present at such rituals. (Roll 1d4 to determine which of the clerics is officiating.)

Sacrifice Victims

Roll 1d10 to determine which of creatures below are present when the PCs arrive. All are hog-tied on the altar, and are helpless until released.

1. Troglodyte
2. Bugbear
3. Goblin
4. Dwarf NPC Adventurer
5. Gnoll
6. Orc
7. Hobgoblin
8. Kobold
9. Dark Elf Commoner (female)
10. Dark Elf Commoner (male)

Troglodyte: AC 5; MV 120 ft; HD 2; HP 12; #AT 0; Dmg none; SA Revulsion odor, infravision 90 ft, surprises 1-in-4; AL CE

Bugbear: AC 5; MV 90 ft; HD 3+1; HP 18; #AT 0; Dmg none; SA Infravision 60 ft, surprises 1-in-3; AL CE

Goblin: AC 6; MV 60 ft; HD 1; HP 3; #AT 0; Dmg none; AL LE

Dwarf NPC Adventurer, Male: AC 10; MV 120 ft; F 1d4+4; HP 45, 55, 60, or 70; #AT 0; Dmg none; SA Surprises 1–4 on d6; SD +4 to saves vs. wands, staves, rods, and spells, infravision 60 ft; Att STR 17, INT 1 12, WIS 14, DEX 14, CON 16, CHA 11; AL N

Gnoll: AC 5; MV 90 ft; HD 2; HP 12; #AT 0; Dmg none; AL CE

Orc: AC 6; MV 90 ft; HD 1; HP 4; #AT 0; Dmg none; AL LE

Hobgoblin: AC 5; MV 90 ft; HD 1+1; HP 6; #AT 0; Dmg none; AL L

Kobold: AC 7; MV 60 ft; HD 1; HP 2; #AT 0; Dmg none; AL LE

Dark Elf Commoner: female (see **area 3** for statistics)

Dark Elf Commoner: male (see **area 3** for statistics)

Trap: This room bears an enchantment that allows it to detect the life essence of any living creature. Should the room detect any non-dark elf creature not accompanied by a temple cleric, then a 15-ft-diameter panel in the ceiling, which is located directly above the magical circle on the floor, swings open. From this opening spills a ring of acid directly upon the border of the summoning circle, which dissolves away the protective runes it is composed of, thereby negating the protective magic of the circle. Immediately afterwards, a **gate** spell is activated, which summons forth a fire elemental. Being as the elemental was not offered a proper sacrifice prior to its summoning, it leaves the circle and angrily lashes out at the PCs for their lack of respect. It attacks until everyone in the room has either fled or been slain. It also leaves when reduced to ¼ HP. After venting out its aggression, the elemental whisks itself away to the Elemental Plane of Fire.

Treasure: If the PCs make a successful secret doors roll, they discover the 2-ft-square hidden panel on the altar to the north. Unfortunately, the panel is protected by a **fire trap** spell set at caster level 12 that is triggered if the proper password is not spoken before it is opened. Within the hollowed-out altar rests a finely-carved **obsidian dagger +1** worth 700 g.p. and a **brazier of commanding fire elementals**. The former is used to sacrifice victims and the latter is used to control particularly unruly fire elementals.

Fire Elemental: AC 2; MV 120 ft; HD 16; HP 90; #AT 1; Dmg 3d8; SA set fire to inflammable material it touches; SD +2 or better weapon to hit; AL N

14. Water Temple

This square chamber features 60-ft-long walls. The walls, ceiling, and floor are painted a vibrant blue-green color. A 30-ft-diameter, 6-ft-deep pool has been carved into the middle of the floor. It is enclosed by a ring of runes, which functions as a magical circle. A 10-ft-diameter framework is positioned directly above the pool, hanging 4 ft below the 30-ft-high ceiling. It is attached to several chains that disappear into wide holes drilled into the ceiling. Along the eastern edge of the pool is a massive winch, with a length of chain extending from it to a hole drilled into the roof. Such is used to raise and lower the circular framework.

It is here that the clerics of the temple come to offer their worship to elemental water, one of the aspects of the Elder Elemental Orb. After attaching a human, demi-human, or monstrous humanoid to the iron framework, the victim is repeatedly lowered beneath the surface of the pool and then brought up again. The victim is kept underwater each time until brought to the brink of drowning. This process is repeated

several times over a 2 hour period, thereby maximizing the victim's suffering and terror. The victim's reward for having endured such torment is to be lowered into the water yet again and kept thereunder until he or she drowns. Afterwards, the officiating clerics recite incantations to summon a 16 HD water elemental into the pool, which is forced to answer their questions before being allowed to return to the Elemental Plane of Water.

There is a base 25% chance that when the PCs arrive in this room 1d4+1 clerics from **area 17** along with one sacrificial victim (see **area 13** for statistics) are present. The percentage is increased by 25% should the PCs arrive between the hours of 5:00–8:00 p.m. The high priestess or one of her three assistants is always present at such rituals. (Roll 1d4 to determine which of the clerics is officiating.)

Trap: The trap in this room functions like that in **area 13** except for the fact that a 16 HD water elemental is summoned.

Treasure: If the PCs make a successful secret doors roll, they discover the 2-ft-square panel in the middle of the north wall, 3 ft above the floor. Unfortunately, the panel is protected by an electrical **glyph of warding** that is triggered if the proper password is not recited prior to its unlatching. It deals 36 HP electrical damage. (Save vs. spells for half damage.) Within the hollow rests a **bowl of commanding water elementals** and a **bowl of watery death**. The former is used to control particularly unruly water elementals and the latter was placed as a trap for defilers of the temple.

Water Elemental: AC 2; MV 60 ft./180 ft; HD 16; HP 120; #AT 1; Dmg 5d6; SA Slow or stop craft; SD +2 or better weapon to hit; AL N).

15. Air Temple

In the center of this 60-ft-diameter room is a 4-ft-tall, 10-ft-diameter altar whose top has been hollowed out to a depth of 2 ft. The hollow is concealed via a circular lid which pivots along the altar's west edge and can be swung out into the room. The altar is enclosed by a 30-ft-diameter summoning circle. The walls, ceiling, and floor are painted a dull gray color.

It is here that the clerics of the temple come to offer their worship to elemental air, one of the aspects of the Elder Elemental Orb. A bound sacrificial victim is placed inside the altar and then the lid is swung shut. A gemstone button along the lid's west edge is then depressed and held down, which magically sucks the air out of the altar. The process can be reversed by letting go of the button. The officiating clerics

repeat this process several times over a 2 hour period, each time bringing the victim just to the point of blacking out from lack of oxygen. The process is performed one more time at the end of the ritual, this time leaving the victim in the altar until death occurs. Afterwards, the officiating clerics recite incantations to summon a 16 HD air elemental into the circle, which is forced to answer their questions before being allowed to return to the Elemental Plane of Air.

There is a base 25% chance that when the PCs arrive in this room 1d4+1 clerics from **area 17** along with one sacrificial victim (see **area 13** for statistics) are present. This percentage is increased by 25% should the PCs arrive between the hours of 5:00–8:00 p.m. The high priestess or one of her three assistants is always present at such rituals. (Roll 1d4 to determine which of the clerics is officiating.)

Trap: The trap in this room functions like that in **area 13** except for the fact that a 16 HD air elemental is summoned.

Treasure: If the PCs make a successful secret doors roll, they discover the 1-ft-square hidden panel on the lower south face of the altar. Unfortunately, the panel is protected by a **glyph of warding** spell that is triggered if the proper password is not spoken before it is opened. It deals 36 HP electrical damage. (Save vs. spells for half damage.) Within the hollow rests a **censer of controlling air elementals**, which is used to control particularly unruly air elementals.

Air Elemental: AC 2; MV 360 ft; HD 16; HP 120; #AT 1; Dmg 2d10; SA Whirlwind; SD +2 or better weapon to hit; AL N).

Level 2

This level serves primarily as the living quarters for the magic-users, clerics, and fighters quartered in the temple. Other noteworthy areas here include the mobat stables and the Lesser Temple of the Elder Elemental Orb.

16. Fighters' Barracks

The entrance door opens onto a 70-ft-long hallway, with two doors along the north and south halves of the west wall. At the far end of the hallway is a large crossbow that can shoot 5 poisoned darts simultaneously. It is housed in a small niche concealed by an **illusionary** wall. If a special password is not spoken before opening the entrance door, then the magical crossbow is triggered when intruders move 10 ft into the hallway. Each dart hits as a 10 HD monster for 1–3 HP damage and injects a poison into the bloodstream that causes the

victim to fall asleep for 3d4 turns unless a save vs. poison at a -4 penalty is made. (The poison in these particular darts is so strong that the sleeping victim cannot be roused before it naturally wears off by any means short of a *wish* spell.) The crossbow trap is linked to special brooches worn by the inhabitants of these barracks, and immediately alerts them whenever it is set off. Should such occur, all those already present begin arming themselves and readying spells for the intruders. Those currently in other areas of the temple rouse 1d4+1 of the magic-users from **area 21** and then rush to this room, arriving 3–5 rounds later. They fight any and all surviving PCs to the death.

The two doors along the west wall open onto barracks **A** and **B**, wherein the male and female dark elf fighters, respectively, reside. Should the PCs arrive at night, there is 70% chance per cell that all but four such fighters are present, which attack the intruders on sight. (Four of the eight fighter/magic-users from barracks A are always on guard duty at **areas 3** and **7**.) During the daytime, this percentage chance decreases to 50%. Of course, all but four of the fighters are always at **area 11** between the hours of 7:00–8:00 a.m. All but four of fighters quartered herein can also be found at **area 19** during these times: 6:00–6:45 a.m., 2:00–2:45 p.m., and 4:00–4:45 p.m.

16a: Quartered in this 40 ft x 20 ft room are the male dark elf fighters that serve as the main military force of the temple. Ten austere cots are spaced haphazardly about the room, with long racks along the north wall. When sleeping, the inhabitants of this barracks hang all of their weaponry and armor on the racks. When awake, the fighters have been instructed by the temple priestesses to always arm themselves in spite of their obvious discomfort. At the foot of two of the ten cots is a locked footlocker that is further protected with a poison needle trap. (Save vs. poison at a -2 penalty or die.) When sleeping, the two fighters store therein their dark elf cloak and boots along with 30–50 p.p. and a 700 g.p. diamond or ruby. The footlockers of each of the eight fighter/magic-users quartered here contain their spellbooks, their dark elf cloak and boots, 70–90 p.p., and a 1,000 g.p. ruby, diamond, or sapphire. (The spellbooks contain only those spells listed in their statistics block.) Instead of protecting their valuables with a simple poison needle, the fighter/magic-users have done so with a *wizard lock* and *fireball* spell, both set at caster level 12.

Dark Elf Fighters, Male (2): AC -3; MV 120 ft; F 7; HP 60 and 65; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 64%; Att STR 12, INT 11, WIS 10, DEX 16, CON 14, CHA 10; AL CE; POS Both have dark elf cloak and boots, *chain mail +3*, *buckler +2*,

short sword +3. The 60 HP fighter also has an atlatl with 3 small sleep-poisoned javelins. The 65 HP fighter is additionally armed with a hand crossbow with 10 sleep-poisoned darts.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*.

Dark Elf Fighter/Magic-Users, Male (8): HP 59, 57, 60, 62; they have the same statistics as the two guards at **area 3**. Four of the eight fighter/magic-users quartered herein are always revolved as guards at **areas 3** and **7**.

16b: This wedge-shaped area is 40 ft x 35 ft x 40 ft, and quarters the female dark elf fighters of the temple. Seven austere cots are spaced haphazardly about the room, with long racks along the north wall. When sleeping, the inhabitants of this barracks hang all of their weaponry and armor on these racks. When awake, the fighters have been instructed by the temple priestesses to always arm themselves in spite of their obvious discomfort. At the foot of each of the seven cots is a locked footlocker that is further protected with a poison needle trap. (Save vs. poison at a -2 penalty or die.) When sleeping, the seven fighters store therein their dark elf cloak and boots along with 9–90 p.p. and 900 g.p. sapphire, ruby, or diamond.

Dark Elf Fighters, Female (7): AC -5; MV 150 ft; F 9; HP 75x4, 80x2, and 85; #AT 1 or 2; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 68%; Att STR 13, INT 14, WIS 13, DEX 17, CON 15, CHA 12 (16 commander); AL CE; POS All but the 85 HP commander have dark elf cloak and boots, *chain mail +3*, *buckler +3*, *short sword +4*, and a hand crossbow with 6 sleep-poisoned and 6 magical darts (2 *stunning*, 2 *blinding*, and 2 *vapors*). The commander is armored as her charges but instead possesses the following weapons and magic items: *short sword +5*, atlatl with 3 sleep-poisoned javelins, and *potions of speed* and *extra-healing*.

Innate Spells usable 1/day: *dancing lights*, *faerie fire*, *darkness*, *detect magic*, *know alignment*, *levitate*, *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*.

17. Clerics' Rectory

The 10-ft-wide corridor from the north opens onto a 20-ft-wide hallway that extends for 50 ft. Along each wall are four doors, which open onto cells **A–G**, wherein the dark elf clerics of the temple reside. Cell H opens onto a communal bathroom. Should the PCs arrive at night, there is 70% chance per cell that all but one such cleric is present, which attack the intruders on sight. During the daytime, this percentage chance decreases to 50%. Of course, the clerics are always found at **area 11** between the hours of 11:00–12:00 a.m. All but one or two of all of the clerics quartered here can be found at **area 19** during these times: 9:00–9:45 a.m., 1:00–1:45 p.m., and 5:00–5:45 p.m. The door to each of the seven cells is locked and has a *glyph of warding* cast thereon. If activated, the victim suffers 36 HP of fire damage. (Save vs. spells for half

damage.) Furthermore, each **glyph** is linked with a special brooch worn by the inhabitants of the rectory, and the activation of even one immediately alerts all of the clerics. Should such occur, all those already present begin arming themselves and readying spells for the intruders. Those currently in other areas of the temple rouse 1d4+1 of the fighters from **area 16** and then rush to this room, arriving 3–5 rounds later. They fight any and all surviving PCs to the death.

17a: Quartered herein is the high priestess of the temple. A sumptuous bed, a small wooden table, and a large chest stand along the north wall. A mirrored dresser stands along the south wall. When sleeping, the high priestess stores her dark elf cloak and boots in the dresser. The chest is locked and bears a **glyph of warding**, which, if activated, deals 36 HP electrical damage. (Save vs. spells for half damage.) The chest is used to store the magical items and monetary treasure of the high priestess when she sleeps.

Extending from the west wall are six 10-ft-long rubbery violet tentacles. Should any other than the high priestess enter this cell, and then the tentacles immediately attack. Apart from their greater reach, the tentacles are similar to those extending from the high priestess's **greater tentacle rod**.

Dark Elf High Priestess: AC -7; MV 150 ft; F 9/C 14; HP 81; #AT 1; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 78%; Att STR 13, INT 14, WIS 18, DEX 17, CON 10, CHA 18; AL CE; POS dark elf cloak and boots, **chain mail +5**, **buckler +3**, **mace +4**, **greater tentacle rod**, 2,000 g.p. amber ring (to activate and control **greater tentacle rod**), 140 p.p., 1,400 g.p. emerald.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic.*

She has been granted the following spells:

First (8): *cause fear (x2), command (x2), curse, protection from good, resist cold, sanctuary*

Second (8): *augury, hold person (x3), obscure alignment, resist fire, silence 15 ft radius (x2)*

Third (7): *animate dead, cause blindness (x2), cause disease, cure disease, prayer, speak with dead*

Fourth (6): *cause serious wounds (x2), cure serious wounds, poison, protection from good 10 ft radius, tongues*

Fifth (3): *flame strike (x2), true seeing*

Sixth (2): *harm, heal*

17b: This cell is used by assistant #1 to the high priestess of the temple. It is outfitted and trapped exactly like cell **17a** except for the fact that the bed herein is not as sumptuous.¹⁴ To guard her valuables, the inhabitant of this cell has chained

¹⁴ No six-armed tentacle rod guardian is present in this cell.

a hellhound to a ring drilled into the floor. The chain allows the hellhound to reach any point in the cell and the outside hallway, and it has been trained to attack any other than the high priestess or her first assistant entering herein.

Dark Elf Assistant #1: AC -5; MV 150 ft; C 12; HP 70; #AT 1; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 74%; Att STR 10, INT 13, WIS 17, DEX 16, CON 14, CHA 17; AL CE; POS Dark elf cloak and boots, **chain mail +4**, **buckler +2**, **mace +3**, **lesser tentacle rod**, 500 g.p. hematite ring (to activate and control **lesser tentacle rod**), 100 p.p., and a 1,200 g.p. diamond.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic.*

She has been granted the following spells:

First Level (8): *cause fear (x2), command, curse, cause light wounds, cure light wounds, protection from good, sanctuary*

Second Level (7): *augury, hold person (x2), silence 15 ft radius (x2), spiritual hammer, slow poison*

Third Level (6): *animate dead, bestow curse, cause blindness, remove curse, cause disease, glyph of warding*

Fourth Level (3): *cause serious wounds, cure serious wounds, divination*

Fifth Level (2): *cause critical wounds, flame strike*

Sixth Level (2): *heal, word of recall*

Hell Hound: AC 4; MV 120 ft; HD 7; HP 50; #AT 1; Dmg 1d10; SA Breathe fire; SD Surprises 4 times in 6, surprised 1 time in 6; AL LE

17c: This cell is used by assistant #2 to the high priestess of the temple. It is outfitted and trapped exactly like cell **17b** less the chained hellhound. A crossbow is mounted to a niche in the west wall that is concealed by an **illusionary wall**. The crossbow is in line with the entrance to the cell, and fires an arrow if a special password is not spoken before stepping inside. The arrow attacks as a 10 HD monster and is coated with a blob of corrosive pudding that lies in temporal stasis, which is instantly dispelled the moment the pudding comes in contact with any physical object, like one of the PCs. The arrow deals 1d6 HP damage with a successful hit and attaches the corrosive pudding to the victim's chest, which deals another 2d6 HP acid damage. The glob dissolves wood and metal as a fully grown corrosive pudding, and has an armor class of 6, 1 HD, 8 HP, and is impervious to blows, cold, and lightning.

Dark Elf Assistant #2: This priestess has the same statistics and magical items as assistant #1 in cell **17B**. She has 90 p.p. and a 1,200 g.p. sapphire in her chest, has 65 HP, and has been granted the following spells:

First (8): *cause light wounds (x2), cause fear, bless, command (x2), protection from good, sanctuary*

Second (7): *augury, hold person (x2), resist fire, silence 15 ft radius (x2), spiritual hammer*

Third (6): *animate dead, cause blindness (x2), cause disease, glyph of warding, prayer*

Fourth (3): *cause critical wounds, cure critical wounds, tongues*

Fifth (2): *flame strike, insect plague*

Sixth (2): *harm (x2)*

17d: This cell is used by assistant #3 to the high priestess of the temple. It is outfitted and trapped exactly like cell **17b** less the chained hellhound. Anyone stepping into this room without first speaking a special password activates a **reverse gravity** spell, which causes the victim(s) to “fall” up to the ceiling 10 ft overhead. At a same time, the 5-ft-square panel in the ceiling just past the entrance door opens onto a 5 ft x 5 ft x 6 ft niche, trapping the victim inside when the panel closes ½ a segment later. The victim suffers 2d6 points of falling damage from hitting the roof of the small niche, and has only enough oxygen in his airtight confines to survive for about 1 hour. The PC can grab onto the bottom sides of the niche before hitting the roof thereof with a successful DEX check at a -4 penalty. Unfortunately, the force by which the panel slides back into place is so great that the PC faces 2d6 points of crushing damage when it hits and must make a further DEX check at a -5 penalty to keep his grip on the sides of the niche. Regardless, the **reverse gravity** spell on the 5 ft square directly below the roof panel remains active for a full hour, which makes saving the trapped PC difficult.

Dark Elf Assistant #3 to High Priestess: AC -4; MV 150 ft; C 11; HP 72; #AT 1; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 72%; Att STR 12, INT 12, WIS 17, DEX 17, CON 10, CHA 16; AL CE; POS dark elf cloak and boots, *chain mail +3, buckler +2, mace +2, lesser tentacle rod*, 500 g.p. ruby ring (to control and activate *lesser tentacle rod*), 58 p.p., and 1100 g.p. ruby.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic.*

She has been granted the following spells:

First (7): *bles, curse, cause light wounds (x2), command, cure light wounds, protection from good*

Second (6): *augury, chant, resist fire, silence 15 ft radius (2), slow poison*

Third (5): *animate dead, cause blindness, cause disease, bestow curse (x2)*

Fourth (3): *cause serious wounds, poison, tongues*

Fifth (2): *cure critical wounds, insect plague*

Sixth (1): *harm*

17e: This cell is shared by two 10th level clerics. It is outfitted and trapped exactly like cell **17b** except for the additional bed and lack of a chained hellhound guard. The chest between the beds is used by both clerics to store their valuables. Along the west wall directly opposite the entrance is a mural depicting a massive eyeball, from

which trail ten writhing tentacles that are strangling to death an equal number of assorted human and demi-human adventures. Those looking upon the tableau are affected as the spell **symbol of hopelessness**. (Save vs. spells at a -3 penalty to avoid.)

Dark Elf Under-Priestess #1 and #2: AC -3; MV 150 ft; C 10; HP 62 and 51; #AT 1; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 70%; Att STR 13, INT 14, WIS 15, DEX 16, CON 12, CHA 14; AL CE; POS Both have a dark elf cloak and boots, *chain mail +3, buckler +2, mace +2*. The 62 HP priestess also has a *demon staff*, 58 p.p., and a 1,000 g.p. diamond. The 51 HP priestess also has a *staff of striking* (15 charges), 62 p.p., and a 1,000 g.p. emerald.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic.*

The 62 HP priestess has been granted the following spells:

First (6): *bles, cause light wounds, command, cure light wounds, curse, protection from good*

Second (5): *augury, chant, resist fire, silence 15 ft radius, slow poison*

Third (3): *animate dead, cause blindness, cause disease*

Fourth (3): *cause serious wounds, poison, tongues*

Fifth (2): *cure critical wounds, insect plague*

The 51 HP priestess has been granted the following spells:

First Level (6): *cause fear, command, cause light wounds, cure light wounds, protection from good, sanctuary*

Second Level (5): *hold person (x2), silence 15 ft radius (x2), spiritual hammer*

Third Level (3): *cause blindness (x2), glyph of warding*

Fourth Level (3): *cause serious wounds, cure serious wounds, poison*

Fifth Level (2): *cause critical wounds, flame strike*

17f: This cell is shared by two 9th level clerics. It is outfitted and trapped exactly like cell **17b** except for the additional bed and lack of a chained hellhound guard. The chest between the beds is used by both clerics to store their valuables. Along the east wall directly opposite the entrance is a mural depicting several dark elves battling each other, with a depiction of the Spider Goddess on one side of the field, the Elder Elemental Orb the other. Those looking upon the mural are inflicted with berserker rage, and attack the nearest PC with uncontrolled ferocity for 5 rounds. (Save vs. rods at a -3 penalty to avoid.)

Dark Elf Under-Priestess #3 and #4: AC -2; MV 150 ft; C 9; HP 63 and 49; #AT 1; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 68%; Att STR 12, INT 12, WIS 14, DEX 17, CON 12, CHA 13; AL CE; POS Both have a dark elf cloak and boots, *chain mail +2, buckler +1, and mace +3*. The 63 HP priestess also has a *wand of fear* (22 charges), 52 p.p., and a 900 g.p. emerald. The 49 HP priestess also has a *staff of striking* (15 charges), 60 p.p., and a 900 g.p. sapphire.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic.*

The 63 HP priestess has been granted the following spells:

First (6): *bless, cause light wounds (x2), command, cure light wounds, protection from good*

Second (4): *augury, chant, silence 15 ft radius, slow poison*

Third (3): *cause blindness (x2), bestow curse*

Fourth (2): *cause serious wounds, poison*

Fifth (1): *insect plague*

The 49 HP priestess has been granted the following spells:

First Level (6): *cause fear, command, curse, cause light wounds, cure light wounds, sanctuary*

Second Level (4): *augury, find traps, hold person (x2)*

Third Level (3): *animate dead, bestow curse, cause disease*

Fourth Level (2): *cause serious wounds, divination*

Fifth Level (1): *flame strike*

17g: This cell is shared by two 8th level clerics. It is outfitted and trapped exactly like cell **17b** except for the additional bed and lack of a chained hellhound guard. The chest between the beds is used by both clerics to store their valuables. The mural along the west wall directly opposite the entrance shows several Spider Goddess-worshipping dark elves being overwhelmed by a horde of ghouls. Those looking upon such are paralyzed for 1d6+6 turns unless a save vs. paralysis at a -1 penalty is made.

Dark Elf Under-Priestess #5 and #6: AC -1; MV 150 ft; C 8; HP 58 and 51; #AT 1; Dmg by weapon; SA Innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 66%; Att STR 13, INT 11, WIS 15, DEX 16, CON 13, CHA 14; AL CE; POS both have a dark elf cloak and boots, *chain mail +2, buckler +1, mace +2*. The 58 HP priestess also has a *staff of the serpent (adder)* (22 charges), 70 p.p., and an 800 g.p. ruby. The 51 HP priestess also has a *wand of negation* (15 charges), 60 p.p., and an 800 g.p. diamond.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic.*

The 58 HP priestess has been granted the following spells:

First Level (5): *cause fear, command, cause light wounds, cure light wounds, sanctuary*

Second Level (4): *augury, hold person, silence 15 ft radius, slow poison*

Third Level (3): *animate dead, cause blindness, cause disease*

Fourth Level (2): *cause serious wounds, divination*

The 51 HP priestess has been granted the following spells:

First (5): *bless, cause light wounds, command, cure light wounds, protection from good*

Second (4): *augury, chant, resist fire, silence 15 ft radius*

Third (3): *animate dead, cause blindness, cause disease*

Fourth (2): *cause serious wounds, poison*

17h: This area serves as a communal bathroom for the clerics quartered in cells 17A-G. Along the lower half of the east wall sits a copper bathtub filled to the brim with water kept

continually clean and warm complements of a modified **purify food and drink** spell and a less powerful version of the **heat metal** spell. A 1-ft-diameter, 2-ft-deep hole has been drilled into the floor along the north half of the east wall, which serves as a privy. Compliments of the **teleport without error** spell placed over the privy hole, all bodily waste deposited therein is automatically transported over and dumped into a distant freshwater, above ground lake. A water weird automatically forms in the bathtub should any other than the temple clerics enter this room, surprising intruders 5 times in 6. It attempts to drown intruders in the shallow water of the tub.

Water Weird: AC 4; MV 120 ft; HD 3+3; HP 20; #AT 0; DEX nil; SA Attacks as 6 HD monster, drowning; SD Sharp weapons cause 1 HP, reforms in 2 rounds after reaching 0 HP, **cold** slows, fire-based spells do half or no damage, **purify water** kills; AL CE

18. Mobat Cave

This triangular chamber with a gently curving east wall is 60-ft-long and 40-ft-wide. The walls are rough, and resemble those of an underground cave. The entire east wall is taken up by a 3-ft-high trough filled to the brim with a disgusting mix of decomposing mice carcasses and a purplish fruit with flesh like that of a blood orange. Along the north wall are hooks from which depend strange saddles fashioned from subterranean lizard hide. From the 20-ft-diameter opening in the middle of the ceiling can be seen the roof of the cavern within which the temple sits. The **wall of force** cast over the opening keeps trespassers from entering via the roof. The **wall** automatically deactivates whenever one of the denizens of this area comes within 2 ft of it, going into effect again 1 round later.

This area serves as the home of the trained mobats that the dark elves of the temple use as mounts to survey the whole of the Underworld. The trough contains the grim provender for the mobats. The saddles along the north wall are used by the dark elves to ride their unorthodox mounts. (The saddles resemble those often attached to Indian elephants, howdahs). The walls of the howdahs are high enough to allow their dark elf riders to stand up and shoot their crossbows, with only their heads vulnerable to attackers, thereby affording them 75% cover. To keep the mobat riders from falling out, the howdahs are outfitted with a series of leathern straps that hold the rider in place by his or her waist. The harness is held together with a hoop of metal that features a quick release mechanism for use in emergencies. If the PCs arrive at night, there are 4-5 mobats hanging from the roof of the cave. In the daytime, all 12 of the mobats can be found herein. They have been

trained to attack any non-dark elves entering their domain on sight, which, of course, includes the PCs.

Mobats (12): AC 2 (open air), 7 (crowded conditions), or 10 (ground); MV 30 ft./150 ft. (MC: C); HD 6; HP 35 each; #AT 1; Dmg 2d4; SA Surprises 3-in-6, screech, can fly in total darkness; AL N(E)

19. Dining Hall

Two long dining tables dominate this 50 ft x 30 ft area. The door in the middle of the north wall opens onto the kitchen (**area A**) and a small privy. Standing at attention in front of the two tables is a two-headed, four-armed flesh golem, which serves as a waiter for the diners. The golem's flexible arms are extremely oversized, being a full 10-ft-long, which it normally wraps around its torso when not on duty. The heads of the strange construct face opposite directions, allowing it cater to the whims of diners at both tables simultaneously, thereby increasing its efficiency during large banquets and such. The three classes of dark elves in the temple eat their meals exclusive of each other, and follow a set schedule:

- **Fighters:** They eat breakfast between the hours of 6:00–6:45 a.m., lunch, 2:00–2:45 p.m., and dinner, 4:00–4:45 p.m. All of the fighters stationed at the temple except for the four on guard duty at **areas 3** and **7** can be found in the dining hall at the above-mentioned times. Consult **area 16** for their statistics.
- **Magic-Users:** They eat breakfast between the hours of 9:00–9:45 a.m., lunch, 1:00–1:45 p.m., and dinner, 5:00–5:45 p.m. All but 1 or 2 of the magic-users quartered at the temple can be found in the dining hall at the above-mentioned times. The absent magic-users can be found practicing at the arena (**area 6**), conducting research in their library/laboratory (**area 20**), or relaxing in their quarters (**area 21**). Consult **area 21** for their statistics.
- **Clerics:** They eat breakfast between the hours of 5:00–5:45 a.m., lunch, 11:00–11:45 a.m., and dinner, 6:00–6:45 p.m. All but 1d4+1 of the clerics stationed at the temple can be found in the dining hall at the above-mentioned times. The absent clerics can be found practicing at the arena (**area 6**), conducting research in their library (**area 24**), performing a ritual in one of the five halls of worship (**areas 13, 14, 15, 23, or 33**), or relaxing in their quarters (**area 17**). Consult **area 17** for their statistics.

Should undisguised PCs interrupt a meal in progress, they are attacked by all dark elves present on sight. If the fight seems to be going against the dark elves, one of them runs to

fetch reinforcements from the one of the barracks, **areas 16, 17, or 21**, as appropriate, and returns to the dining hall 4–5 rounds later. Of course, the flesh golem joins in the melee should the diners be attacked. In addition, it has been instructed to attack any non-dark elves entering the dining hall on sight, whether or not any diners are present.

Flesh Golem, Modified: AC 9; MV 80 ft; HD 9; HP 40; #AT 4; Dmg 2d8/2d8/2d8/2d8; SA Smashes through normal doors and wooden constructions; SD Magical weapons needed to hit; immune to all spells save fire and cold-based ones; electrical attacks restore hp; cannot be surprised due to simultaneous forward and backward vision (two heads); AL N

19a. Kitchen with Privy

Two large hearths, two sinks, three tables, several feet of shelving, twenty bottles of wine, and three large kegs dominates this 30-ft-long, 10-ft-wide area. The main features of the kitchen are the kegs, one of which is filled to the brim with a beer made from fermented mushrooms, another with pickled subterranean lizard meat, and the last with mushrooms marinated in a spicy sauce and generously seasoned. The large bottles contain six full servings of the same fermented mushroom wine found at **area 3**. The marinated mushrooms are quite delicious, and not of the hallucinogenic variety, making them perfectly safe to eat. The subterranean lizard meat is also safe to eat, although it is tough and not very pleasing to human palettes, being an acquired taste of the dark elves. The beer is rather weak, being greatly watered down and containing half the alcohol content of the mushroom wine. In game terms, for every two tankards of beer consumed, the PC must make a successful saving throw vs. poison to avoid becoming moderately intoxicated. Should twice this amount be imbibed, then the PC becomes greatly intoxicated on a failed save. (A single tankard causes only slight intoxication.)

Three captured Spider Goddess-worshipping dark elves serve as cooks. They are chained by their feet to the west wall, which allows them to negotiate any part of the kitchen and the small privy situated at the east end of this area. They are never allowed out of the kitchen, and are forced to sleep on its grime-encrusted floor. They have the same statistics as the cooks found at **area F**, building #1, 1st floor.

20a. Magic-users' Library

This roughly hemispherical chamber averages 30 ft in both length and width. The door leading herein is sealed with the spells **wizard lock** and **hold portal**. Tall bookshelves line the north, south, and east walls. Diving the shelving on the east wall is the **wizard locked** and **held** door leading to the magic-users' library. Two 10-ft-long tables surrounded by

six comfortable chairs stand in the middle of the room. A quasit serves as the librarian, and it will only assist the dark elf magic-users from **area 21**, attacking all others entering this area including the dark elf clerics from **area 17** and the fighters from **area 16**. (The magic-users are now extremely possessive about the rare books in their library, because in the past one of the temple clerics was caught trying to tear a sheet from a particularly rare libram.) When the magic-users request this or that tome to peruse, the small, nimble, and speedy quasit retrieves it by leaping from shelf to shelf. There is a 30% chance that the quasit is currently assisting 1d4+1 of the magic-users from **area 21** when the PCs arrive. Should the PCs, which are attacked on sight, prove too formidable for the quasit and any of the magic-users present, then the quasit immediately attempts to **gate** in its old master for assistance, a class C¹⁵ demon of great ferocity and strength. The summoned demon answers the summons 80% of the time, and it neither gives nor shows the PCs any quarter, fighting to the death, for it regards the quasit as a beloved pet on temporary loan to the magic-users quartered in the temple. Be that as it may, the class C¹⁵ demon is not suicidal, and opens a **gate** back to its home on the 640th layer of the Abyss should it be reduced to ¾ hit points, taking its pet quasit along for the ride.

Quasit, Modified: AC 2; MV 150 ft; HD 3; HP 24; #AT 3; Dmg 1-2/1-2/1d4; SA *Polymorph self* into either wolf or giant centipede, DEX drain, *detect good* and *magic*, regenerate 1 hp/round, *invisible* at will, blast of *fear* 1/day, *gate* in class C demon (80% chance of success); SD Magical or cold iron weapons harm, immune to cold, fire, and lightning, 7 HD w/ regard to spell attacks; AL CE

Demon, Class C¹⁵: AC -4; MV 90 ft; HD 10; HP 70; #AT 5; Dmg 2d6/2d6/1-3/1-3/1d4+1; SA At will — *cause fear* (as wand), *cause pyrotechnics*, *darkness 10 ft radius*, *infravision*, *levitate* (as 10th level magic-user), *polymorph self*, *telekinetic* 400 lbs weight, *teleport without error*, *gate* in class A, B, or C demon (equal chance for any, 30% chance of success); MR 60%; AL CE

It would take the PCs decades to read all of the books in this library, but for every 3 turns they spend browsing the shelves, they can learn one paragraph worth of information from the **ADVENTURE BACKGROUND** section of the module with a successful INT check at a -2 penalty. Once all four paragraphs of such information has been learned by the PCs, another 3 turns of searching and an INT check at a -3 penalty reveals the information contained in the write-up of the Elder Elemental Orb in **APPENDIX A**.

Treasure: In addition to the abovementioned tracts, the library contains the occasional scroll tucked into this and that

¹⁵ First Edition, see *type III*.

tome of esoterica. For every hour the PCs spend searching the stacks, there is a 25% chance that they discover 1-2 random magic-user scrolls from the rulebooks of spell levels 1d4+1. The library contains a total of six scrolls.

The real prizes to found in the library are the following extremely rare tomes, each of which requires a full 4 turns of searching to discover: a **manual of gainful conjuration**, a **libram of ineffable damnation**, and a **manual of tentacle golems**. Each is trapped with **explosive runes** (caster level 12).

Creation of these new golems is detailed in Appendix B. However, knowing how to create a new tentacle golem does not mean that one can automatically control an existing tentacle golem.

20b. Magic-users' Laboratory and Scriptorium

This area is of the same dimensions as **area 20A**. The entrance is warded with the spells **hold portal** and **wizard lock**, both set at caster level 12. Shelves line the north and south walls, and a long table with four comfortable chairs spans the curved east wall.

It is here where the magic-users from **area 21** come to pen new scrolls and perform alchemical experiments. There is a 40% chance that 1-2 such magic-users are present in this room when the PCs arrive. If each and every PC is not disguised as one of the specific individuals quartered in the temple, then they are attacked on sight by the magic-users herein, who cast their most powerful damage-dealing spells, fleeing to **area 21** and then **area 16** to fetch reinforcement should the PCs prove too formidable. (Any and all survivors from **area 21** and 3-5 survivors from **area 16** arrive 3-5 rounds later.)

The shelf along the north wall contains rolls of vellum, pots of rare inks, quills, and magical references. The whole lot could easily fetch 7,000 g.p. in any large city where the *ars magica* are practiced. (The seven volumes of reference material will not allow the magical devotee to learn any new spells unless intensely studied for several years, and are not magical in any way.) The cabinet along the south wall has two shelves. The upper shelf contains the following scrolls held on racks, each of the copper tubes containing such trapped with **explosive runes** at caster level 12: **protection from devils**, **protection from undead**, **cone of cold**, **disintegrate**, **feeblemind**, and **black tentacles**. The lower shelf contains the following potions: **flying**, **gaseous form**, **healing**, and **poison**. Bottles of **oil of slipperiness** and **etherealness** are also found thereon. This cabinet is covered by a **wizard locked glassteel** door with an

additional **fireball** spell placed thereon, all set at caster level 12. Should the latter spell be activated, make items saves vs. magical fire for all of the potion bottles and scrolls on the two shelves of the cabinet. The table along the east wall contains a wide assortment of alchemical apparatus' such as empty potion bottles, alembics, crucibles, tongs, jars of reagents, and various spell components such as picked monster parts, powdered semi-precious gems, dried plant extracts, etc. This equipment combined, all of which is extremely fragile and cumbersome, could be sold to an interested magic-user or sage for around 3,000 g.p., possibly more if told of its place of origin.

Trap: One round after one or more non-dark elves enter this area, a **time stop** spell is triggered, which affects all living things herein. (Save vs. spells at a -3 penalty to avoid.)



At the same time, another magical effect is activated, which ages (no save) the victims as if they received three successful attacks by a ghost. Two hours later, the **time stop** spell wears off, possibly killing the victims depending on their age before having activated the trap. To make matters worse, being as the magic-users in **area 21** greatly value the contents of this room, a silent **alarm** spell is activated should the trap herein go into effect. The **alarm** is linked to a special brooch that each of the magic-users quartered in the temple wears on his person at all times, which starts shrilling loudly when set off. At said time, any remaining magic-users from **area 21** rush to this room after gathering 3–5 reinforcements from the fighter barracks in **area 16**, arriving 3–5 rounds later. After the unaffected PCs have been dealt with, those having fallen victim to the **time stop** spell are delivered to the torturer in **area 25** to suffer her not-so-tender mercies.

21. Magic-users' Barracks

The entrance door opens onto a 20-ft-wide and 50-ft-long hallway. The 10-ft-square section of floor on the map marked with a "T," which is just aft of the entrance door, rushes toward the ceiling at a rapid rate of speed when stepped upon unless a password is not first spoken before doing so. Victims of the trap are crushed against the ceiling 20 ft overhead, dying instantly. Those making a DEX check at a -2 penalty avoid the trap. In this instance, there is a 33% chance that the PC in question jumps off the block before it ascends to a dangerous height, suffering no falling damage. There is an equal chance that the PC manages to leap off the block after it has risen 10 ft off the ground, thereby suffering 1d6 HP damage. Lastly, there is the same percentage chance that the PC jumps off the block only after it has risen almost 20 ft off the floor, thereby suffering 2d6 HP of falling damage. The trap is linked to special brooches worn by the inhabitants of these barracks, and immediately alerts them whenever it is set off. Should such occur, all those already present begin arming themselves and readying spells for the intruders. Those currently in other areas of the temple rouse 1d4+1 of the fighters from **area 16** and then rush to this room, arriving 3–5 rounds later. They fight any and all surviving PCs to the death.

The four doors along the north and south walls open onto cells A-D, wherein the dark elf magic-users of the temple reside. Should the PCs arrive at night, there is 70% chance per cell that all but one such magic-user is present, which attack the intruders on sight. During the daytime, this percentage chance decreases to 50%. Of course, the magic-users are always found at **area 11** between the hours of 3:00–4:00 p.m. All but one or two of the magic-users quartered herein can be found at **area 19** during these times: 9:00–9:45 a.m.,

Notes:

1:00–1:45 p.m., and 5:00–5:45 p.m. The door to each of the four cells is locked (-50% to a thief's open locks attempt) and protected with a **fire trap** at caster level 12. The back wall of each cell features a mural depicting the Elder Elemental Orb surrounded by several writhing tentacle shapes, which makes the viewer extremely uneasy. Those viewing the murals must save vs. spells at a -2 penalty or:

- **Cell A:** Flee the room in **fear**, as the spell.
- **Cell B:** Stand transfixed, as if affected by a **hypnotic pattern**.
- **Cell C:** Develop a form of insanity that so affects the victims that they immediately pull out their own eyes.
- **Cell D:** Are stunned as the **symbol** for 10 turns.

21a: Quartered herein are the dark elf magic-users who have achieved wizard level. Three austere cots are spaced about the room along with a communal dresser. When sleeping, the wizards store their dark elf cloak and boots in the three-drawer dresser. Beside each of the three cots are an equal number of chests, each of which is protected via a **wizard lock** and **fireball** spell set at caster level 12. Each chest belongs to a separate wizard. They are used to house the wizards' spellbooks along with the rest of their possessions when they retire for the evening. The spellbooks contains only the spells listed on the magic-user's statistic block.

Dark Elf Wizard: AC 0; MV 120 ft; MU 12; HP 45; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 74%; Att STR 10, INT 17, WIS 11, DEX 16, CON 10, CHA 11; AL CE; POS Dark elf cloak and boots, **bracers of defense AC 2**, **necklace of missiles** (one 5-dice, two 3-dice), **dagger +1**, **wand of lightning** (18 charges), 75 p.p., and a 1,200 g.p. ruby.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *jump, magic missile, shield, sleep*

Second (4): *invisibility, mirror image, scare, web*

Third (4): *dispel magic, fireball (x2), protection from good 10 ft radius*

Fourth (4): *charm monster, confusion, minor globe of invulnerability, polymorph other*

Fifth (4): *cloudkill, feeblemind, hold monster, interposing hand*

Sixth (1): *death spell*

Dark Elf Wizard: AC -1; MV 120 ft; MU 12; HP 42; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 74%; Att STR 12, INT 18, WIS 11, DEX 17, CON 12, CHA 11; AL CE; POS Dark elf cloak and boots, **bracers of defense AC 2**, **staff of striking**

(8 charges), **dagger +1**, **scrolls of ice storm** and **gust of wind**, 90 p.p., and a 1,200 g.p. diamond.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *charm person, push, shocking grasp, spider climb*

Second (4): *scare, shatter, stinking cloud, strength*

Third (4): *blink, flame arrow, fly, hold person*

Fourth (4): *curse, fear (x2), polymorph self*

Fifth (4): *animate dead, monster summoning III, telekinesis, wall of force*

Sixth (1): *disintegrate*

Dark Elf Wizard: AC -1; MV 120 ft; MU 12; HP 47; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 74%; Att STR 11, INT 17, WIS 10, DEX 16, CON 11, CHA 10; AL CE; POS Dark elf cloak and boots, **bracers of defense AC 3**, **ring of protection +2**, **staff of striking** (10 charges), 100 p.p., and a 1,200 g.p. emerald.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *burning hands, enlarge, friends, sleep*

Second (4): *audible glamer, forget, mirror image, web*

Third (4): *flame arrow, gust of wind, slow, suggestion*

Fourth (4): *charm monster, fear, fire shield, fumble*

Fifth (4): *conjure elemental, distance distortion, feeblemind, transmute rock to mud*

Sixth (1): *transformation*

21b: Quartered herein are more of the dark elf magic-users who have achieved wizard level. This cell contains the same furnishings and magical wards as **area 21a**. (The latter are set at caster level 11).

Dark Elf Wizard: AC -1; MV 120 ft; MU 11; HP 39; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 72%; Att STR 12, INT 16, WIS 12, DEX 15, CON 12, CHA 9; AL CE; POS Dark elf cloak and boots, **bracer of defense AC 3**, **ring of protection +3**, **staff of striking** (8 charges), **dagger +1**, **scrolls of lightning bolt** and **slow**, 95 p.p., and a 1100 g.p. emerald.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *charm person, feather fall, jump, magic missile*

Second (4): *forget, invisibility, mirror image, ray of enfeeblement*

Third (4): *blink, dispel magic, fireball, hold person*

Fourth (3): *confusion, fumble, polymorph other*

Fifth (3): *cloudkill, interposing hand, monster summoning III*

Dark Elf Wizard: AC -2; MV 120 ft; MU 11; HP 41; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 72%; Att STR 11, INT 15, WIS 11, DEX 18, CON 11, CHA 10; AL CE; POS Dark elf cloak and boots, **bracers of defense AC 4**, **ring**

of protection +2, staff of striking (10 charges), 110 p.p., 1100 g.p. diamond.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *burning hands, enlarge, push, shield*

Second (4): *detect invisible, scare, shatter, web*

Third (4): *flame arrow, lightning bolt, protection from normal missiles, slow*

Fourth (3): *curse, fire shield, polymorph self*

Fifth (3): *animate dead, cone of cold, telekinesis*

Dark Elf Wizard: AC -1; MV 120 ft; MU 11; HP 42; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 72%; Att STR 12, INT 16, WIS 12, DEX 17, CON 10, CHA 13; AL CE; POS Dark elf cloak and boots, *bracers of defense AC 2, dagger +1, staff of striking* (8 charges), *scrolls of ice storm, lightning bolt*, and *blink*, 80 p.p., and a 1100 g.p. ruby.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *friends, protection from good, shocking grasp, sleep*

Second (4): *audible glamer, forget, mirror image, strength*

Third (4): *dispel magic, gust of wind, hold person, suggestion*

Fourth (3): *charm monster, fear, minor globe of invulnerability*

Fifth (3): *conjure elemental, feeblemind, interposing hand*

21c. Quartered herein are the dark elf magic-users who have achieved necromancer level. This cell contains the same furnishings and magical wards as **area 21a**. (The latter are set at caster level 10.)

Dark Elf Necromancer: AC -4; MV 120 ft; MU 10; HP 36; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 70%; Att STR 10, INT 18, WIS 11, DEX 18, CON 11, CHA 10; AL CE; POS Dark elf cloak and boots, *bracers of defense AC 2, ring of protection +2, staff of striking* (10 charges), *potions of gaseous form* and *healing*, 75 p.p., and a 1,000 g.p. diamond.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *burning hands, jump, magic missile, sleep*

Second (4): *scare, shatter, stinking cloud, strength*

Third (3): *dispel magic, fireball, lightning bolt*

Fourth (2): *confusion, polymorph self*

Fifth (2): *distance distortion, monster summoning III*

Dark Elf Necromancer: AC -2; MV 120 ft; MU 10; HP 38; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 70%; Att STR 11, INT 16, WIS 10, DEX 17, CON 10, CHA 10; AL CE; POS Dark elf cloak and boots, *bracers of defense AC 4, ring of protection +3, ring of free action, dagger +3, wand of absorption* (10 charges), 80 p.p., and a 1,000 g.p. emerald.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *charm person, enlarge, feather fall, push*

Second (4): *forget, invisibility, mirror image, ray of enfeeblement*

Third (3): *blink, flame arrow, slow*

Fourth (2): *fumble, polymorph other*

Fifth (2): *cone of cold, wall of force*

Dark Elf Necromancer: AC -1; MV 120 ft; MU 10; HP 34; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 70%; Att STR 11, INT 16, WIS 10, DEX 17, CON 10, CHA 10; AL CE; POS Dark elf cloak and boots, *bracers of defense AC 2, wand of magic missiles* (20 charges), *scroll of confusion, potion of gaseous form*, 60 p.p., and a 1,000 g.p. sapphire.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *burning hands, magic missile, shocking grasp, spider climb*

Second (4): *audible glamer, stinking cloud, strength, web*

Third (3): *fireball, protection from good 10 ft radius, hold person*

Fourth (2): *curse, fear*

Fifth (2): *conjure elemental, transmute rock to mud*

21d: Quartered herein are the dark elf magic-users who have achieved sorcerer level. This cell contains the same furnishings and magical wards as **area 21a**. (The latter are set at caster level 9.)

Dark Elf Sorcerer: AC -3; MV 120 ft; MU 9; HP 34; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 68%; Att STR 11, INT 16, WIS 10, DEX 17, CON 10, CHA 10; AL CE; POS Dark elf cloak and boots, *bracer of defense AC 3, ring of protection +3, staff of striking* (8 charges), *dagger +1, scrolls of strength* and *web*, 60 p.p., and a 900 g.p. sapphire.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *burning hands, jump, magic missile, sleep*

Second (3): *scare, shatter, stinking cloud*

Third (3): *dispel magic, fireball, lightning bolt*

Fourth (2): *confusion, polymorph self*

Fifth (1): *distance distortion*

Dark Elf Sorcerer: AC -2; MV 120 ft; MU 9; HP 34; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 68%; Att STR 11, INT 16, WIS 10, DEX 17, CON 10, CHA 10; AL CE; POS Dark elf cloak and boots, *bracers of defense AC 4, ring of protection +3, ring of free action, dagger +3, wand of absorption* (20 charges), 50 p.p., and a 900 g.p. diamond.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *charm person, enlarge, feather fall, push*

Second (3): *invisibility, mirror image, ray of enfeeblement*

Third (3): *blink, flame arrow, slow*

Fourth (2): *fumble, polymorph other*

Fifth (1): *monster summoning III*

Dark Elf Sorcerer: AC -1; MV 120 ft; MU 9; HP 31; #AT 1; Dmg by weapon; SA Innate and magic-user spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 68%; Att STR 11, INT 16, WIS 10, DEX 17, CON 10, CHA 10; AL CE; POS Dark elf cloak and boots, *bracers of defense AC 2, wand of magic missiles* (14 charges), *scroll of confusion, potion of gaseous form*, 80 p.p., 900 g.p. emerald.

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

He has the following spells memorized:

First (4): *burning hands, magic missile, shocking grasp, spider climb*

Second (3): *audible glamor, strength, web*

Third (3): *fireball, protection from good 10 ft radius, hold person*

Fourth (2): *curse, fear*

Fifth (1): *transmute rock to mud*

22. Bathhouse

Six stone benches line the curving walls of this 40-ft-diameter area. A 20-ft-diameter pool has been dug into the middle of the floor. The water therein is a sickly green color and slightly viscous, being quite similar in appearance to acid slime, which may put the PCs on guard. For dark elves only, bathing in the water for 3 hours has the same effect as burning *incense of meditation*. Another hour spent in the water affects the bather as if having burned some *incense of obsession*.

Trap: Should any non-dark elves enter this room, then an extremely powerful *programmed illusion* goes off, making it appear as if a terrifying 15-ft-tall humanoid composed of acid slime rises out of the pool. Those failing to successfully disbelieve the *illusion* drop everything in their hands and race out of the room at their full movement rate. They are so horrified that they continue running for 3 full rounds. In addition, those affected by the *illusion* permanently lose 1 point of WIS and CON on account of severe mental and physical strain.

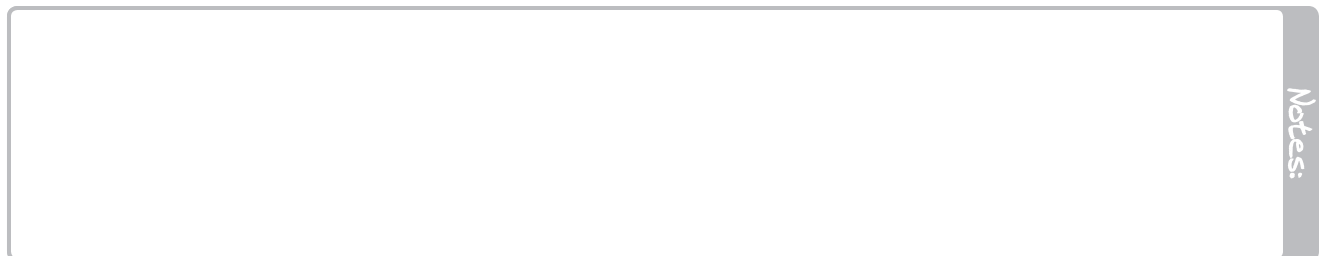
23. Lesser Temple of the Elder Elemental Orb

This eerie chamber is around 40-ft-wide and 50-ft-long. Along the north end of the room is a wall-to-wall, 5-ft-high dais, with three wide steps rising thereto. Atop the dais is a 20-ft-long, 10-ft-wide, and 5-ft-high altar carved from cloudy, pinkish crystal. Two horrific porphyry sculptures flank

the altar, which take shape as 5-ft-diameter eyeballs with 10-ft-long clusters of nerves trailing from their bottoms and connecting with the top of the dais. The eyeballs have been realistically painted, complete with extensive veining, a red iris, and a dead black pupil. The nerve cluster, which is fluted at the bottom to support the weight of the eldritch sculpture, is painted a disgusting shade of mauve.

It is here that the clerics of the temple come to offer their worship to one of the secondary aspects of the Elder Elemental Orb, being the Master of Slimes, Jellies, and Puddings. Bound sacrificial victims are placed on the altar and then their throat is cut amidst much panoply. The small essence of the god contained in the altar then rises up to claim its gruesome bounty. Before such time, the officiating clerics race away to the far end of the room, for their god is known to snatch away one of its own worshippers on occasion. There is a base 25% chance that when the PCs arrive in this room 1d4+1 clerics from *area 17* along with one sacrificial victim (see *area 13* for statistics) are present. This percentage is increased to 50% should the PCs arrive between the hours of 5:00-8:00 p.m. The high priestess or one of her three assistants is always present at such rituals. (Roll 1d4 to determine which of the clerics is officiating.)

Trap: Should the PCs examine the top of the altar, they immediately notice that it is fashioned of a much more lucid crystal than the remaining four sides. Enclosed within the crystal matrix are six 600 g.p. black opals sacred to the cult of the Elder Elemental Orb, which have been carved into the shape of human eyeballs, complete with indentations to indicate veins, iris, and pupil. They are arranged in a ring, and are located at the exact midpoint of the altar. Even though the altar appears solid, the opal eyeballs can be seen slowly revolving in a general clockwise direction even though the individual opals have chaotic, constantly changing orbits. Any and all non-worshippers of the Elder Elemental Orb are affected as by the spell *hypnotic pattern* should they peer through the top of the altar. (Save vs. spells at a -5 penalty to avoid affects.) One round after the magic in the altar is activated, six sickly, lavender tentacles materialize at its bottom and begin rising up from the depths, their motion through the crystal matrix reminding one of bloated worms burrowing up through the mud on a rainy day. Three segments later, the upper 2 inches of the top of the altar phases out existence and the impossibly long tentacles inside, which measure a full 40-ft-long, lash out at the PCs. Each tentacle attacks as a 12 HD monster for 2d6 HP damage per hit, has 40 HP, and has an armor class of -3 due its rapid, undulating motion. The tentacles have the gripping strength of those possessed by the dreaded roper, and attempt to



Notes:

drag victims into the altar. The interior of the altar is composed of a viscous yet queerly crystalline substance which acts as a highly caustic acid, causing 10–30 HP damage per round to those immersed in it. (The walls of the altar burrow ten feet through the top of the dais, allowing it to easily accommodate a full-sized man.) Being as the tentacles are anchored to the bottom of the altar, their 40-ft-overall length allows them to attack any victims within 30 ft of the dais upon which the altar rests. Each tentacle possesses a separate special ability as detailed below, which is delivered with a successful melee attack:

- **Tentacle #1:** Affects the victim as a *staff of withering*. (Saves vs. staves at a -3 penalty to avoid.)
- **Tentacle #2:** Causes *weakness*. (50% from STR in 1 melee round). No save is allowed.
- **Tentacle #3:** Causes *confusion* as the spell. (Save vs. spells at a -3 penalty to avoid.)
- **Tentacle #4:** Makes the victim *feebleminded* as the spell. (Save vs. spells at a -3 penalty to avoid.)
- **Tentacle #5:** Kills the victim instantly. (Saves vs. death magic at a -3 penalty to avoid.)
- **Tentacle #6:** Causes a random form of permanent insanity listed in the rulebooks. (Save vs. paralysis at a -3 penalty to avoid.)

24. Clerics' Library

Bookshelves line the north, east, and west walls of this 30-ft-square room. Two 10-ft-long tables surrounded by six comfortable chairs stand in the middle of the floor. The cluster of five 20-ft-long pink tentacles that dangle from the middle of the ceiling serve as the librarian, and they only assist the dark elf clerics from *area 17*, attacking all others entering this area including the magic-users from *area 21* and the fighters from *area 16*. When the clerics request to see one or more books, an equal number of the fully-prehensile tentacles quickly retrieve such. There is a 25% chance that the tentacles are currently assisting 1d4+1 of the clerics when the PCs arrive. Should the PCs, which are attacked on sight, prove too formidable for the tentacles and any of the clerics present, the latter flee to *area 21* and then to *area 16* to fetch reinforcements. (Any and all survivors from *area 21* and 3-5 survivors from *area 16* arrive 4–5 rounds later.)

Each of the tentacles has average intelligence, attacks as a 10 HD monster for 2d4 HP damage per hit, has 30 HP, and is AC -2 due to its rapid, sinuous movement. In addition,

each tentacle possesses a separate special ability as detailed below, which is delivered with a successful melee attack:

- Stuns the victim as the *symbol* of the same name. (Save vs. spells at a -2 penalty to avoid.)
- Victim becomes petrified as the spell *flesh to stone*. (Save vs. petrification at a -2 penalty to avoid.)
- Victim is transformed into a normal lizard as the spell *polymorph other*. Remember to make a system shock roll should the victim fail to save vs. spells at a -2 penalty.
- Victim loses 1 life energy level (no save).
- The tentacle *causes blindness* as the spell. (Save vs. spells at a -2 penalty to avoid.)

It would take the PCs decades to read all of the books in this library, but for every 3 turns they spend browsing the shelves, they can learn one paragraph worth of information from the **ADVENTURE BACKGROUND** section of the module with a successful INT check at a -2 penalty. Once all four paragraphs of such information has been learned by the PCs, another 2 turns of searching and an INT check at a -3 penalty reveals the information contained in the write-up of the Elder Elemental Orb in **APPENDIX A**.

Treasure: In addition to the above-mentioned treatises, the library contains the occasional scroll tucked into this and that tome of religious knowledge. For every hour the PCs spend searching the stacks, there is a 25% chance that they discover 1–2 random clerical scrolls from the rulebooks of spell levels 2–6. The library contains a total of six scrolls.

The real prizes found in the library are the following extremely rare religious texts, each of which requires a full 4 turns of searching to discover: a *tome of understanding*, a *manual of gainful conjuration*, a *vacuous grimoire*, and a *tome of leadership and influence*. Each is trapped with a *symbol of death*.

Level 3

The Greater Temple of the Elder Elemental Orb is found on this level. Other areas of interest include the torture chamber, the treasury, the prison, and the main library of the temple.

25. Torture Chamber

This octagonal area averages 60-ft-long and 40-ft-width. Manacles attached to 3 ft of chain span the perimeter of the room. Along the western end of the north and south walls

stand iron maidens fashioned from solid steel. Standing along the eastern end of the north wall is a stretching rack and along the same end of the south wall are two pools, one filled with acid, the other water. Lastly, a long table sits in the middle of the room.

Manacles: Strapped to the manacles along the northwest and north walls are a dwarf adventurer and a Spider Goddess-worshipping dark elf, respectively.

Iron Maidens: That along the north wall contains the mauled corpse of captured troglodyte while that along the south wall contains a barely alive dark elf commoner.

Acid Pool: Hanging above this 5 ft x 7 ft pool by steel chains is a rectangular grillwork. The chains depending from the grillwork are manipulated by the winch mechanism west of the pool, which allows the operator to rotate the grillwork a full 360° along both the horizontal and vertical planes. This allows the operator to lower any part of the victim's body into the pool of acid, thereby drawing out his or her suffering. The acid is so strong that it causes 10–30 HP damage per round.

Water Pool: This pool is of the same dimensions as the one filled with acid, and has a similar grillwork suspended above it. This pool is used to bring the victim to the brink of drowning repeatedly over a 2–3 hour time span, thereby heightening his or her terror and physical pain.

Examination Table: This 10-ft-long and 5-ft-wide iron table features leg and arm straps of subterranean lizard leather. When the PCs arrive, there is a human adventurer strapped to the table, with the torturer gleefully removing one of his thumbs with a razor-sharp obsidian dagger. The ear-grating screams of the man can be heard up to 50 ft away from this room.

The torturer is a stunningly beautiful erinyes devil by the name of Sileena. She has a CHA of 18, making her extremely attractive to the opposite sex. Her bat wings and horns are not very pronounced, lending her a very human appearance. Unfortunately, her great beauty is matched only by her sadistic and pitiless nature. She enjoys surgically removing various parts of her victims' bodies, cauterizing the wounds afterward compliments of her **produce flame** ability. To add to her victim's horror, she enjoys eating the severed body part right in front of him or her. She is also known to occasionally satisfy her sexual appetites on bound victims, both living and recently dead. Should the PCs intrude upon her, she responds in kind by unleashing her formidable arsenal of spell-like abilities.

Dwarf Adventurer: AC 9; MV 90 ft; F5; HP 40; #AT 0; Dmg none; SA +2 TH; SD +4 bonus to saves vs. magic wands, staves, rods, spells, and poison, infravision 60 ft; Att STR 17, INT 12, WIS 10, DEX 15, CON 15, CHA 13; AL LG

Dark Elf, Spider Goddess Worshipper: AC 7; MV 120 ft; F9; HP 75; #AT 0; Dmg none; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 68%; Att STR 12, INT 14, WIS 13, DEX 17, CON 10, CHA 12; AL CE
Innate Spells usable 1/day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

Dark Elf Commoner: AC 10; MV 120 ft; HD 2; HP 1; #AT 0; Dmg none; SA Innate spells, infravision 120 ft, surprises 1–4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 50%; Att STR 12, INT 14, WIS 13, DEX 14, CON 10, CHA 12; AL CE

Innate Spells usable 1/day: *dancing lights, faerie fire, darkness.*

Human Adventurer: AC 10; MV 120 ft; MU8; HP 3; #AT 0; Dmg none; SA Spells; SD +2 to all saves; Att STR 10, INT 17, WIS 12, DEX 10, CON 11, CHA 16; AL CG. He has no spells currently memorized.

Erinyes: AC 2; MV 60 ft./210 ft; HD 6+6; HP 50; #AT 1; Dmg 2d4; SA Envenomed dagger, *rope of entanglement*, at will — *cause fear* (to those looking upon her), *detect invisible, locate object, invisibility, polymorph self, produce flame*, or *summon* erinyes (25% chance of success); MR 30%; AL LE

26. Jail

The door along the west wall opens onto a 20-ft-wide hallway that ends in the tall door along the east wall 70 ft away. Along the north and south walls of the hallway are 14 barred cells, 7 per wall. Cell A houses a captured hill dwarf fighter adventurer. Imprisoned in cell B is a dark elf guard from **area 16** who was caught breaking into the footlocker of one of his fellows, and is awaiting judgment from the high priestess. Cell C holds a Spider Goddess-worshipping dark elf fighter captured during a raid of the distant subterranean city of Enlil-Cemli. Cell D holds a gray dwarf cleric/assassin captured from his subterranean home, which lies many miles away from this temple. Lastly, cell E holds a human magic-user adventurer from the same party as the hill dwarf in cell A. The cells of the two magic-using prisoners, D and E, have permanent **anti-magic wards** in effect therein, which automatically spoil any spell attempted in their confines. They are also blocked off by solid doors of iron with no bars, which prevents prisoners from extending their arms out of the cells to attempt spell casting.

The jailer is a type IV demon, a horrid ape-like creature from the 666th layer of the Abyss where rules none other than the Spider Goddess herself. He was lured away from her court to serve as the official goaler of the temple with promises of several gold pieces a month and one prisoner a week, always consuming the latter with savage ferocity. It is a

good thing the clerics drew the demon away from the Spider Goddess's court, for prior to his new assignment, he had tried to rape a high-ranking dark elf priestess. The powerful priestess fought back, of course, forcing the demon to slay and then eat her to hide the crime, which he was ultimately not successful in doing. He has served happily in the temple for a good forty years, mostly because his new masters don't mind if he occasionally nips off parts of his prisoners' bodies in addition to his allotment of one whole prisoner per week. As a result, all of the current prisoners in the jail are missing various body parts. As such, none of the inmates are fit to join the PCs' adventuring party unless cured with high level restorative magic. Should the PCs either bash apart, pick the lock of, or magically open the locked entrance to this area, an **alarm** sounds in the goaler's residence along the east wall, **area F**. The demon immediately rushes through the archway to deal with the intruders, fighting until reduced to 1/2 hit points, at which time he attempts to summon additional demons to his aid. His small room contains nothing more than a massive cot and a small curio cabinet where he keeps a few preserved fingers, hands, and other assorted body parts of his victims, all from beautiful female dark elves or humans. He has a strange fascination with the human and elf female form, and simply couldn't bring himself to consume the *mementi mori* of his former objects of lust. No treasure taken from the demon's prisoners is stored in his room, for the dark elf priestesses of the temple appropriate all such for redistribution to themselves and the fighters and magic-users stationed herein.

Hill Dwarf Fighter: AC 10; MV 120 ft; F8; HP 40; #AT 0; Dmg by weapon -1; SD His STR, CON, and DEX have been reduced due to the loss of a foot and hand, +4 to saves vs. wands, staves, rods, and spells, 60 ft infravision, surprises 1-4 on d6; Att STR 17 (4), INT 1 12, WIS 14, DEX 14 (7), CON 16 (8), CHA 11; AL NG

Dark Elf Fighter, Male: AC 10; MV 120 ft; F7; HP 35; #AT 0; Dmg none; SA His DEX has been reduced due to the loss of both hands, innate spells, infravision 120 ft, surprises 1-4 on d6, -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 64%; Att STR 12, INT 11, WIS 10, DEX 16 (4), CON 14, CHA 10; AL CE

Innate Spells usable 1/day (not usable within the cell): *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

Dark Elf Spider Goddess Worshipper, Male: AC 10; MV 120 ft; F9; HP 75; #AT 0; Dmg none; SA All of the fingers of his off-hand have been eaten, leaving the member a bloody stump, thereby preventing him from employing a shield; innate spells; infravision 120 ft; surprises 1-4 on d6; -1 TH in bright light; SD +2 to saves vs. magic, surprised 1 on d8; MR 68%; Att STR 12, INT 14, WIS 13, DEX 17 (14), CON 10, CHA 12; AL CE

Innate Spells usable 1/day (not usable within the cell): *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.*

Gray Dwarf Cleric/Assassin, Male: AC 10; MV 60 ft; C6/As 9; HP 20; #AT 0; Dmg none; SA Surprises 3-in-6, infravision 120 ft, no spells currently granted, his DEX and spellcasting ability has been greatly reduced due to the loss of both hands; SD Surprises 1-in-10, saves at +4, immune to poison, paralysis, illusion/phantasm spells; Att STR 14, INT 12, WIS 17, DEX 16 (9), CON 14; CHA 13; AL LE

Human Magic-User, Female: AC 10; MV 120 ft; MU 7; HP 20; #AT 0; Dmg none; SA No spells currently available, missing the pinkie finger on both hands; SD +1 to saves vs. mind-influencing spells; Att STR 13, INT 17, WIS 15, DEX 12 (11), CON 13, CHA 15; AL NG

Demon, Class D¹⁶: AC -1; MV 90 ft./120 ft; HD 11; HP 78; #AT 3; Dmg 1d4/1d4/2d4; SA +2 TH, *darkness 10 ft radius* at will, *gate*, 1/round — *create illusion, cause fear, levitate, detect magic, read languages, dispel magic, polymorph self, telekinese* 5,000 g.p. weight, *project image, symbol of fear* or *discord*; SD +1 or better weapon to hit; MR 65%; AL CE

27. Sub Foyer

Double doors secured with two locks apiece and an electrical **glyph of warding** stand along the north wall of this 40-ft-wide and 30-ft-long chamber. (The **glyph** deals 36 HP damage; save vs. spells for half damage). Along all four corners of the room stand towering lifelike statues: an earth elemental at the northwest corner, an air elemental at the southwest corner, a fire elemental at the northeast corner, and a water elemental at the southeast corner. If a special password is not spoken before entering this area, then one of the four statues comes to life as an actual elemental of the appropriate type. (Roll 1d4 to determine which statue animates.) Each elemental fights until reduced to 1/4 hit points or until the intruders leave this room and the adjoining south corridor. In the former instance, the elemental is released from its service and opens a **gate** to its home plane. In the latter instance, the elemental returns to its position along the wall and becomes quiescent again. If any PCs remain in the room after one of the elementals is whisked away, than another of the statues comes to life to deal with the intruders. The process repeats until either all of the elementals have left this plane of existence or all of the PCs have left this room and the adjoining corridor to the south. Under no circumstance do the elementals pursue intruders into other areas of the temple.

Earth Elemental: AC 2; MV 60 ft; HD 8; HP 64; #AT 1; Dmg 4d8; SA destroy ground-built structures; SD +2 or better weapon to hit; AL N

Air Elemental: AC 2; MV 360 ft; HD 16; HP 120; #AT 1; Dmg 2d10; SA Whirlwind; SD +2 or better weapon to hit; AL N

Fire Elemental: AC 2; MV 120 ft; HD 16; HP 90; #AT 1; Dmg 3d8; SA Set fire to inflammable material it touches; SD +2 or better weapon to hit; AL N

Water Elemental: AC 2; MV 60 ft./180 ft; HD 16; HP 120; #AT 1; Dmg 5d6; SA Slow or stop craft; SD +2 or better weapon to hit; AL N

¹⁶ First Edition, see *type IV*.

28. Temple Vaults

Standing in the middle of this 30-ft-diameter octagonal chamber is a 10-ft-tall roughly humanoid creature composed almost entirely of interlocking, reddish-hued tentacles. Four dangling, 10-ft-long pinkish tentacles serve as the creature's arms, which sprout from its shoulders. The top of the eldritch body is not topped by anything resembling a head. Along the north, south, and west corners of the room are tall steel doors.

This area serves as the main treasury of the temple, and the three vaults (A, B, and C) along the walls contain a wide assortment of weapons, armor, and miscellaneous magic items. The guardian of the treasury is a tentacle golem, which immediately attacks anyone, including the dark elf priestesses, failing to speak aloud a special password before entering herein. The password deactivates the golem for 5 rounds, which is more than enough time to access the inventory of the three vaults. The golem will not move beyond the L-shaped corridor extending from the east wall of the treasury.

A. Sacred Weapons: The door to this vault is mechanically locked (-30% to a thief's open locks check) and warded with a *flesh to stone* spell. (Save vs. petrification at a -2 penalty to avoid.) Arranged on a short stone shelf along the north wall are a *mace of disruption*, a *long sword +2*, *Nine Lives Stealer*, and a *mace +2*, *Giant Slayer*.

B. Sacred Armor: The door to this vault is *wizard locked* (caster level 12) and further warded with a *disintegrate* spell (save vs. death magic at a -2 penalty to avoid). Depending from steel hooks along the west wall is a suit of *plate mail of etherealness*, *plate mail of vulnerability*, and a *buckler +1*, *+4 vs. magic missiles*.

C. Sacred Magic: The door to this vault is mechanically locked (-30% to a thief's open locks attempt) and functions as a one-way *gate*. Should the opener fail to save vs. spells at a -4 penalty, then everyone in the room is sucked away to a random layer of the Abyss. Arranged on a short stone shelf along the south wall is a *rod of resurrection* (4 charges), a *staff of venom* (15 charges), and a *crystal ball*.

Tentacle Golem: HP 60; see APPENDIX B for details on this new monster.

29. Main Foyer

The double-doors at the north end of this 60-ft-diameter area are mechanically locked (-30% to a thief's open locks percentages) and further protected with poison needles. (Save vs. poison at a -5 penalty or die instantly.) Along both halves

of the room are two wedge-shaped pools that are 3 ft deep and enclosed by 3-ft-high lips coated with *oil of slipperiness*, which prevent the horrors within from oozing out, at least in their current form. Within the pools are found the following:

- **Pool A:** Contains 6 acid slimes, which can instantly form themselves into a single acid slime golem.
- **Pool B:** Houses 2 corrosive puddings, which can instantly form themselves into a single corrosive pudding golem.
- **Pool C:** Contains 6 umber jellies, which can instantly form themselves into a single umber jelly golem.
- **Pool D:** Houses 6 golden jellies, which can instantly form themselves into a single golden jelly golem.

One golem at a time instantly forms the moment any creature other than the dark elf priestesses from *area 17* enters this room, the foul creature stepping over the lip of its pool and immediately attacking, fighting until slain or the intruders leave through the south exit. (However, the golem will pursue intruders through the doors to the north). Should any intruders remain after a golem has been slain, then another from the remaining pools forms and attacks as above. Order of golem formation: pool A, B, C, then D. Once a golem is slain, it dissipates into a massive pool of slippery, inert goo, which coats the floor with the equivalent of a thin layer of *oil of slipperiness* as far as human and demi-humans are concerned. Keeping one's balance while engaged in combat on the *oil* is extremely difficult. (Consult the appropriate rulebook for specific effects of the *oil*.) The remaining golems are unaffected by the slimy floor.

Acid Slime Golem: HP 60; see APPENDIX B for details on this new monster.

Corrosive Pudding Golem: HP 60; see APPENDIX B for details on this new monster.

Golden jelly Golem: HP 60; see APPENDIX B for details on this new monster.

Umbler jelly Golem: HP 60; see APPENDIX B for details on this new monster.

30. Main Library

25-ft-tall shelves span the walls of this 40 ft x 50 ft room. Each of the five shelves is brimming with hundreds of dusty old tomes, librams, and folios. The face of each shelf is protected with a *wall of force*, which the PCs will have to dispel if they wish to access the books thereon. A moveable ladder is attached to the shelving, which can be easily moved about the room to access any of the books. Lastly, three long steel reading tables sit in the middle of the room, each surrounded by several comfortable, stuffed chairs covered in subterranean lizard hide.



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It would take the PCs centuries to read all of the books in this library, but for every 3 turns they spend browsing the shelves, they can learn one paragraph worth of information from the **ADVENTURE BACKGROUND** section of the module with a successful INT check at a -2 penalty. Once all four paragraphs of such information have been learned by the PCs, another 3 turns of searching and an INT check at a -3 penalty reveals the information contained in the write-up of the Elder Elemental Orb in **APPENDIX A**.

Trap: Any creature other than a dark elf stepping more than 10 ft into this room causes the long bookshelf along the east wall to fall towards the entrance. (The falling bookshelf extends the width and length of the floor.) Unless the PCs are able to make a successfully DEX check at a -4 penalty, they are crushed to jelly by the heavy bookshelf, dying instantly. (Those making their save were able to race up the hallway adjoining the library just in time.) The books on the falling shelf are not harmed on account of the cushioning effect of the **wall of force**. The fallen bookshelf mechanically retracts back into the east wall 1 turn later. Thankfully for the PCs, the magical component of the trap that detects non-dark elf life forces must be recast each time it is activated. This means that the PCs are free to explore the library at their leisure after having dealt with the trap.

Treasure: In addition to the above-mentioned tracts, the library contains the occasional scroll tucked into this and that tome. For every hour the PCs spend searching the stacks, there is a 25% chance that they discover 1–2 random magic-user (spell levels 4–6) or clerical (spell levels 5–7) scrolls from the rulebooks. The library contains a total of twelve scrolls.

The real prizes in the library are the following extremely rare tomes, each of which requires a full 4 turns of searching to discover: a **libram of ineffable damnation**, a **libram of silver magic**, a **manual of puissant skill at arms**, a **tome of understanding**, and a **manual of ooze golems**. Each is trapped with **explosive runes** at caster level 12.

Creation of these new golems is detailed in Appendix B. However, knowing how to create a new ooze golem does not mean that one can automatically control an existing ooze golem.

31. Vestry

The archway to the east opens onto a 20-ft-square room. Fifteen black velvet robes with flaming eyeball designs sewn

into their backs depend from an equal number of hooks along the north wall. Any dark elf cleric donning one of the robes is granted the magical ability of **true seeing** so long as it remains on his body. Unfortunately, any other creature doing the same suffers 1d8 HP damage every turn but still gains the ability of **true seeing** for as long as the robe is worn. The robes also cause the eyes and orbital sockets of the wearer to permanently expand by 50%, making the organs look “not right.” Lastly, the garments render the wearer immune to the almost overwhelming aura of **fear** generated by the partial avatar of the Elder Elemental Orb at **area 33** for as long as they are worn.

The dark elf priestesses from **area 17** don these robes after first bathing in the purification pool in **area 32**. Donning the vestments instantly reverses the blindness brought on by bathing in said pool.

There is a base 25% chance that when the PCs arrive in this room the high priestess and her three assistants from **area 17** are grabbing a robe, with one bound sacrificial victim (see **area 13** for statistics) in tow. The percentage is increased by 50% should the PCs arrive between 12:30–1:00 a.m., and in this instance, all surviving clerics stationed in the temple are found herein at said time. Should undisguised PCs intrude upon the clerics, all but one of them attack the intruders on sight, the other running up to the second level to gather 1d4+1 reinforcements each from **areas 16, 17, and 21**, returning 6–8 rounds later.

32. Purification Pool

The archway along the west wall opens onto a 30-ft-diameter chamber. Taking up almost all of the available floor space is a 20-ft-diameter, 4-ft-deep pool filled with a mild acid. Those fully immersing their bodies in the waters of the pool suffer 1–2 HP/hour and become blind (no save) for 2 hours. Donning the robes from **area 31** automatically reverses the blindness caused by the acidic water but not the continual HP loss.

As can be guessed, the temple priestesses first come to the pool in this room to purify their bodies and then go to **area 31** to don the robes therein before offering worship at the Greater Temple of the Elder Elemental Orb, **area 33**.

There is a base 25% chance that when the PCs arrive in this room the high priestess and her three assistants from **area 17** are bathing in the pool, with one bound sacrificial victim (see **area 13** for statistics) tossed haphazardly on the floor. The percentage is increased by 50% should the PCs arrive between 12:30–1:00 a.m., and in this instance, all surviving clerics stationed in the temple are found herein at said time. Needless to say, the clerics will be at an obvious disadvantage if combat breaks out in this room on account of their blindness

from bathing in the waters of the pool, which imposes a -4 TH penalty. Regardless, if able, they try to flee from the PCs to **area 31**, for donning one of the robes therein instantly reverses their blindness. Afterwards, one of the clerics will run up to **areas 16, 17, and 21** to gather 1d4+1 reinforcements from each area, returning 5–6 rounds later. The remaining clerics unleash the full brunt of their magical arsenal on the PCs in the interim.



33. Greater Temple of the Elder Elemental Orb

The 6-ft-wide, 15-ft-tall bronze bivalves opening onto this massive diamond-shaped chamber are locked (-30% to a thief's open locks attempts) and bear **glyphs of warding**. If the **glyphs** are activated, the victim suffers 36 HP fire damage. (Save vs. spells for half damage.) Curved pews of black marble extend from the small foyer beyond the bronze doors to the dark crystalline altar at the north end of temple 50 ft away. Archways along the west and east walls open onto triangular alcoves (A and B).

It is here that the clerics of the temple come to offer their worship to the primary aspect of the Elder Elemental Orb, being the God of Chaotic Evil. After being ritually prepared in **areas A** and **B** (see below), the bound sacrificial victim (see **area 13** for statistics) is marched to the altar and then strapped thereto. Hovering 10 ft above the altar at all times is a 20-ft-diameter eyeball with a red iris and a black pupil, with a disgusting cluster of blood-soaked nerves trailing from its bottom. (Such is, of course, the lesser avatar of the Elder Elemental Orb, and any looking upon it is affected as by the spell **fear**, dropping everything in hand and then immediately racing out of the room unless a successful save vs. spells at a -7 penalty is made.) After much songs of praise made by the officiating priestesses, the avatar of the dark god then begins weeping noisome yellow tears on the sacrifice, slowly dissolving away the body over a period of 2 turns; however, death occurs a mere 1 turn in. (To prevent the liquefied remains of the sacrifice from spilling onto the floor, a man-sized indentation terminating in a series of run-off channels has been carved into the top of the altar.) The avatar then forms a fanged maw along its bottom surface, from which issues a pale pinkish tongue to slowly lap up its gruesome repast.

Rituals conducted in this temple always take place between the hours of 1:00–2:00 a.m., and are attended by the high priestess, her three assistants, and 2–4 under-priestesses. (See **area 17** for statistics.) Should the PCs arrive at any other time, then the lesser avatar of the Elder Elemental Orb will be alone. Regardless, any creature entering the temple other than a dark elf worshipper of the Elder Elemental Orb is attacked on sight by both the lesser avatar of the god and any officiating priestesses. As its first round action, the avatar sends out a telepathic message to any of its followers remaining in the temple, all of whom immediately race to this room to aid their master. (All such arrive 1d6+4 rounds later.) If the PCs are unable to eliminate the god's avatar before the reinforcements arrive, then they are in for a long, bloody, and most likely fatal battle.

Notes:

A: This 20 ft x 10 ft triangular alcove is bare save for the iron cauldron sitting along the west wall, which is filled to the brim with highly-flammable reddish oil with more than a passing resemblance to human blood. Naked sacrificial victims are brought to this room so that their bodies can be smothered with the sacred oil from the cauldron. After this is done, victims are marched to **area B** to receive further sacraments before being sacrificed.

B: Along the east bend of this 20 ft x 10 ft triangular alcove is a bank of glowing coals and a small marble table atop which rests a bone coffer. After being coated with the special oil at **area A**, the sacrificial victim is brought to this alcove to receive a cleansing by fire. One of the officiating priestesses extracts a stick of incense from the coffer and then lights it with the banks of coals. Afterwards, the incense stick is touched to the sacrificial victim's body, which instantly sets the oil upon his or her body alight. The oil burns out quickly, causing a mere 1–2 HP damage to the victim. Unfortunately, the magic in the incense is activated when put in contact with the special oil from **area A**. Such magic fills the victim with utter hopelessness, as the *symbol* of the same name. With the final preparations complete, the victim is marched towards the altar at the far end of the temple, where he meets his gruesome demise.

Lesser Avatar of the Elder Elemental Orb: HP 100; see **APPENDIX B** for details on this new monster.

Treasure: The 3-ft-square panel along bottom north face of the altar can be detected as a secret door. Within the 3-ft-deep hollow lies an **amulet of the planes**.

Conclusion

To even partially conclude the adventure, the PCs must, at bare minimum, discover the city of Entriv Coomlev and then inform their dark elf employers from Dar Multai of its location. Ideally, the PCs should try to disable the Temple of the Elder Elemental Orb in Entriv Coomlev, possibly also taking down one or more of the noble houses in the city. If they eliminate most of the temple forces, then their employers will happily pay them the remainder of their fee and a 1,500 g.p. bonus, for without the temple, the power of Entriv Coomlev will be greatly weakened and she will not be able to muster an army large enough to take on any sizeable dark elf city for several decades if not centuries. Should the PCs accomplish the seemingly impossible task of bringing down the temple *and* the six noble houses, then their employers will give them their full bonus of 3,000 g.p. and an additional 3,000 g.p. Of course, the PCs' dark elf employers insist that they accompany them into the city to verify any claims they may make.

Here ends the quest to discover the lost dark elf city of Entriv Coomlev. It is my hope that you and your players derived as much enjoyment in participating in this module as I did in designing it. I must make mention of the recent passing of the man who was the primary architect of this beloved pastime of ours, whose unique vision ignited the imaginations of thousands of fantasy role-playing gamers worldwide and inspired this adventure.

In Memoriam Gary Gygax. *In ludis, veritas est.*

Notes:

Appendix A:

Worship of the Elder Elemental Orb

Spheres of Influence: Elemental fire, water, air, and oozes.

Alignment: Chaotic Evil

Symbol: Staring eyeball with a red iris and black pupil wreathed in purplish flames.

Divine Focus: Miniature platinum mace with the head of an eyeball.

Unholy Days: Occur on the ninth day of each month.

Place of Worship: Subterranean, spherical temples.

Colors: White and purple

Animals: Oozes of all sorts.

Appearance: In its full glory, the Elder Elemental Orb is a 300-ft-diameter eyeball with a red iris and a dead black pupil. A cluster of 100-ft-long nerves dangle from its bottom, which are fully prehensile and it can employ as hands. Nestled inside the nerve cluster is a 200-ft-wide fang-lined mouth.

Church: Fane of the Elder Elemental Orb

Clergy: Servants of the Elder Elemental Orb

Raiment: A suit of fine elven chain mail with a flowing dark elf cloak decorated with a disembodied white eyeball wreathed in purple flames. A 1-ft-diameter platinum disc with the same eyeball design engraved onto it is woven into the chain mail.

Sacrifice and Frequency: On a daily basis, one or more humanoids, preferably dark elf worshippers of the Spider Goddess, are first tortured for several hours and then sacrificed on the altar with a swift cut to the jugular vein, always with an obsidian dagger. The blood is then slurped up by a physical manifestation of the Elder Elemental Orb.

Advancement: Advancement is through martial combat and number of sacrifices procured for the deity.

Clerics: The sole purpose of the dark elf followers of Elder Elemental Orb is to secure their god sacrifices and to crush rival temples dedicated to its arch enemy, the Spider Goddess.

Sayings: "The staring eye sees all and brooks no disrespect." "The Spider Goddess must be crushed underfoot like an insect."

Brief History: The worship of the Elder Elemental Orb by the dark elves of the Underworld reached its zenith nearly 1,000 years ago. 500 years later, however, worship of this powerful deity began to wane as worship of the Spider Goddess began to wax among the dark elves. At that time, servants of the Spider Goddess from several dark elf cities declared war on those cities aligned with the Elder Elemental Orb. As a result, several if not most of the once-great temples of the Elder Elemental Orb fell. Worse yet, the Spider Goddess herself actually entered the layer of the Abyss whereon the Elder Elemental Orb made its home and almost destroyed the deity, forcing it to hide on another layer of the Abyss in order to heal its wounds. 200 years later, it had fully recovered, but it found few if any worshippers to spread its message throughout the Underworld save for the occasional gnoll, orc, and bugbear. Such changed a century ago when disenfranchised dark elves from the Spider Goddess-aligned city of Dar Multai discovered a long-abandoned city dedicated to the Elder Elemental Orb, even happening upon a lesser avatar of the god within a partially collapsed temple. The avatar convinced the elves to rebuild the city so that they could, eventually, wage war on the temples of its enemy, the Spider Goddess. It is now a hundred years later, and these same dark elves have totally restored the city and are in the process of amassing an army large enough to take on the dark elf cities of the Underworld aligned with the Spider Goddess.

Appendix B:

New Creatures

Dark elf (ir'thelar)

Size:	M (5-ft-tall)
Move:	120 ft (females 150 ft)
Armor Class:	4 or better
Hit Die:	2 or better
Attacks:	2 or more
Damage:	by weapon type
Special Attacks:	See below
Special Defenses:	See below

Magic Resistance:	90% (see below)
Rarity:	Very rare
No. Encountered:	3d12 (band), 5d4x10 (lair)
Lair Probability:	15%
Intelligence:	High (mean)
Alignment:	Chaotic Evil
Level; X.P.:	Variable

Publisher Notes on the Dark Elf Race

As mentioned in the **INTRODUCTION**, this race is an unashamed nod to the evil race of elves created by Gary Gygax, first introduced in the G–D–Q module series, originally published by TSR, Inc. For purposes of avoiding potential copyright and trademark infringements, we opted to omit a complete and lengthy description of the dark elf race; also known in the Usherwood Adventures setting as ir'thelar.

Complete descriptions of these beings can be located in the FF, or in the G–D–Q module series previously mentioned. The information that follows will give the GM sufficient data in order to run these creatures through the module.

Attributes (males appear in parenthesis): STR 8+1d6 (6+1d6); INT 12+1d6 (10+1d8); WIS 8+1d10 (8+1d4); DEX 12+2d4; CON 4d4; CHA 10+1d8 (8+1d8).

Weapons favored typically dagger and short sword, 50%+ carry small hand-held crossbows, few (<35%) carry maces

Infra-vision to 120 ft

Surprised 1-on-d8

Save vs. spell at +2 (includes clerical spells)

Magic resistance increases 2%/level of experience

Languages underworld, common, gnome, elf, dark elf, plus additional languages that high INT scores may allow. Dark elves may also communicate via silent hand signals

Innate magic (once per day) *dancing lights*, *faerie fire*, *darkness*. Those above 4th level are also able to employ *detect magic*, *know alignment* and *levitate* once per day. Dark elf females can, in addition, use the following spells once per day: *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*.

Underground abilities the same as those of dwarves with respect to stone and things underground. They also detect hidden or secret doors as other elves do.

Armor and Weapons

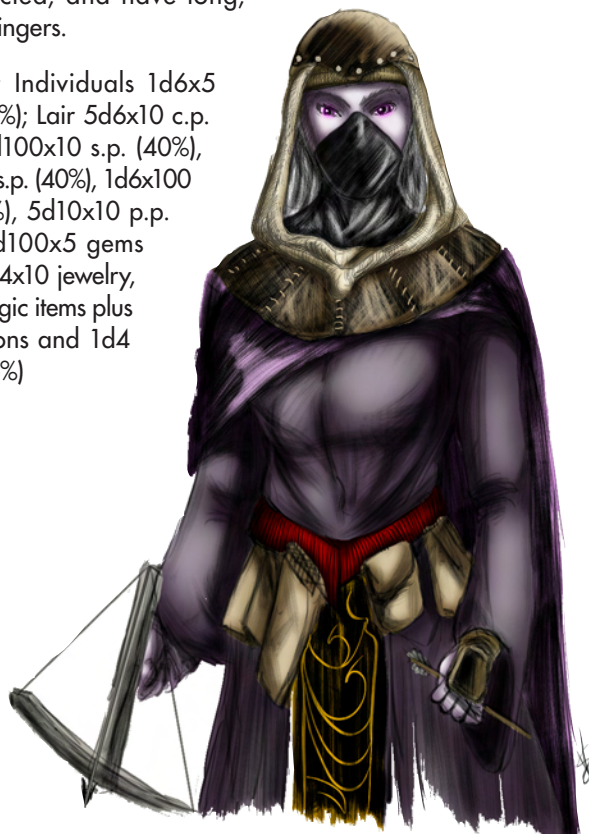
Dark elves wear chainmail armor of exquisite workmanship. Even the lowest level fighters wear +1 chainmail, with higher levels having +2, +3, +4, or even +5 chainmail. Small bucklers are also used, and those dark elves of greater experience level will have bucklers of +1, +2 or even +3 value.

Cloaks and Boots

The cloaks and boots are similar to *cloaks and boots of elvenkind*, except that the wearer has only a 75% chance of surprising enemies or hiding in shadows. The materials do not allow themselves to be cut easily, and cloaks have a +6 to saving throws vs. fire attacks. Any attempt to alter a cloak has a 75% chance of unraveling the material and making it useless.

Description: Dark elves are black/violet-skinned creatures, and wear their silky, white hair in long, straight braids. They are slight of build, though typically well-muscled, and have long, delicate fingers.

Treasure: Individuals 1d6x5 g.p. (100%); Lair 5d6x10 c.p. (25%), 1d100x10 s.p. (40%), 1d4x100 s.p. (40%), 1d6x100 g.p. (55%), 5d10x10 p.p. (25%), 1d100x5 gems (50%), 1d4x10 jewelry, any 4 magic items plus 1d4 potions and 1d4 scrolls (15%)



Notes:

A Brief History of the Ir'thelar on Vermé

Soon after the appearance of the il'cris upon Besh, the young race of elves was torn by discord, for these were those of the il'cris who grew jealous and bitter that the elves were not blessed with the gift of making as were the powerful Sarngoch of Mankind. And those il'cris of kindly disposition drove from them those who were selfish and cruel, and those elves came to be known as the ir'thelar; the dark elves.

The ir'thelar were forced to retreat and seek safety in the darkness of the underworld, among the cave-dwelling yyrch. Here, the dark elves found refuge. And over long centuries they grew strong and schooled themselves in arcane arts which they coveted above all other things. And though they were strong enough in force to perhaps defeat their former brethren, the ir'thelar tribes no longer desired to walk upon the lands under the bright sun.

Although they no longer desired to share the lighted world with others of elvish blood, they neither forgave nor forgot their ancient struggles with their cousins, and even now, above all else, they bear a violent hatred for all of their distant kin — elves and faeries — who drove them down beneath the earth.

Publisher's Note on the Spider-Queen

Within the context of the Usherwood Adventures campaign setting, the Spider Queen is more commonly known as Sula'suruk. She is the patron deity of evil-aligned elves and spiders (arachnids).

Sula'suruk is also consort to Zineblix (if only reluctantly so).

She maintains a palace on Trulgmorg, second plane of Pandemonium, where vast armies of spiders and other insectoid creatures populate the infinite landscape.

Lesser Avatar of the Elder Elemental Orb

Size:	Large (20-ft-diameter)
Move:	/90 ft (MC: A)
Armor Class:	-6
Hit Die:	15 (100 HP)
Attacks:	1 and 1
Damage:	2d10 plus weakness (20-ft-long tongue) and 5d6 plus poison (bite)
Special Attacks:	Poison, constriction, acidic tears
Special Defenses:	Fear aura, telepathy
Magic Resistance:	80%
Rarity:	Unique
No. Encountered:	1
Lair Probability:	100%
Intelligence:	Godlike
Alignment:	Chaotic Evil
Level; X.P.:	10 / 8,150

The lesser avatar of the Elder Elemental Orb takes shape as a 20-ft-diameter eyeball with a red iris and a black pupil, with a disgusting cluster of blood-soaked nerves trailing from its bottom. (Such is a mere 1/10 the size of the greater manifestation of the eldritch deity.) Details on the goals and motivations of the Elder Elemental Orb can be found in **APPENDIX A**.

The avatar attacks primarily with its 20-ft-long tongue, a hit from such constricting its victim for 2d10 HP damage per round. Mere contact with the tongue also causes **weakness** (50% from STR) in the victim. It requires a combined STR score of 60 or more to pry the tongue away from the victim. (Up to four PCs can aid in this effort.) Those enwrapped by the tongue of the avatar are carried to its mouth and bitten, which deals 5d6 HP damage and injects a strong poison into the victim's bloodstream. (Save vs. poison at a -4 penalty or die 1 round later.) Three times a day, the avatar can shoot forth a 40-ft-long, 20-ft-wide cone of acidic tears, which causes 30 HP damage to all those in range. (Save vs. breath weapon for half damage.) Affected PCs must also make items saves vs. acid.

The lesser avatar constantly generates an aura of **fear**, as the spell, in a 60-ft-radius. Those in range failing to save vs. spells at a -6 penalty immediately drop all items in hand and race away from the avatar at their full movement rate. When in distress, the avatar can send out a telepathic message to any of its followers within a 320-ft-radius, who immediately come to its aid.

Ooze Golem

	Corrosive Pudding Golem	Acid Slime Golem	Golden Jelly Golem	Umbur Jelly Golem
Size:	Large (12-ft-tall)	Large (12-ft-tall)	Large (12-ft-tall)	Large (12-ft-tall)
Move:	60 ft	60 ft	90 ft	60 ft
Armor Class:	8	8	4	8
Hit Die:	14 (60 HP)	14 (60 HP)	14 (60 HP)	14 (60 HP)
Attacks:	1	1	1	1
Damage:	3d8	3d8	5d4	3d8
Special Attacks:	Expectorate acid (see below)	Expectorate slime (see below)	Expectorate jelly, toxic vapor	Expectorate acid
Special Defenses:	+2 or better weapon to hit (see below)	+2 or better weapon to hit (see below)	+2 or better weapon to hit (see below)	+2 or better weapon to hit (see below)
Magic Resistance:	See below	See below	See below	See below
Rarity:	Very rare	Very rare	Very rare	Very rare
No. Encountered:	1	1	1	1
Lair Probability:	Nil	Nil	Nil	Nil
Intelligence:	Non-	Non-	Non-	Non-
Alignment:	Neutral	Neutral	Neutral	Neutral
Level; X.P.:	9 / 4,780	9 / 4,780	9 / 4,780	9 / 4,780

In their natural state, ooze golems take the form of two or more patches/pools of ooze as the monsters of the same name, and are usually enclosed in a shallow basin or some such construction. They are normally used as guardians by powerful dark elf magic-users, and can follow simple commands as per a flesh golem. When some event takes place, such as an intruder entering a room they are guarding, a book is read, etc., the slime golem can instantly coalesce into a bipedal, manlike shape 12-ft-tall. These powerful constructs come in four varieties: acid slime, corrosive pudding, umbur jelly, and golden jelly golem.

Ooze golems can be created by a magical tome, or a 16th level magic user casting the following spells on six large patches of corrosive puddings, 1 acid slime, 6 umbur jellies, or 6 golden jellies, as appropriate: **wish**, **polymorph other**, **geas**, and **acid arrow**. The cost in additional materials such as exotic spell components and such is 1,000 g.p. per HP. The humanoid mold is crafted of hard to acquire resins, oils, and rare minerals, and requires two months' construction time.

It is obvious that the dark elves themselves didn't create the first ooze golems, for they can only rise to 12th level as magic-users. It is hinted that the Elder Elemental Orb itself crafted the first **manual of ooze golems** and gave it to his early dark elf followers.

Corrosive Pudding Golem: Every other round, the corrosive pudding golem can spit acidic digestive juices at any victim within 10 ft, and causes 2d8 damage. The acidic spittle dissolves wood and metal as a normal corrosive pudding. Blows slow the corrosive pudding golem by 50% but do not cause damage. It is immune to cold and lightning, but fire causes normal damage. It is immune to all spells except fire-based spells, which cause normal damage.

Acid Slime Golem: Once every other round, the acid slime golem can spit a glob of viscous acid on any creature within 10 ft. A successful hit turns the victim into acid slime in 1–2 rounds, and consumes plate mail in 1 melee round. Furthermore, there is a 50% chance that the glob will land on the victim's face, blinding him if he is not wearing a visored helmet. (Save vs. poison to avoid blindness.) The golem is immune to all spells except **cure disease**, which will slow the golem by 50% for 2d6 rounds.

Golden Jelly Golem: Every other round, the golden jelly golem can spit acidic digestive juices at any victim within 10 ft, which causes 4d4 damage. Due to the toxic vapor emanating from its body, all creatures within a 10-ft-radius of the golden jelly golem must save vs. poison each round or become lethargic, moving at half normal speed. Electrical

Notes:

attacks and **magic missiles** cause the golem to grow by 1 HP for every 1 HP damage inflicted against it. It is immune to all spells except cold-based spells, which slow the golem by 50%.

Umbur Jelly Golem: Every other round, the umbur jelly golem can spit acidic digestive juices at any victim within 10 ft, which causes 3d4 HP damage. Lightning attacks slow the golem by 50%. It is immune to all spells except cold- and fire-based spells, which affect it normally.

Oozes, slimes, and jellies

	Corrosive Pudding	Acid Slime	Golden Jelly	Umbur Jelly
Size:	S to M (5 ft to 8-ft-diameter)	S	L (9 ft–12-ft-diameter)	M
Move:	60 ft	0 ft	90 ft (see below)	30 ft
Armor Class:	6	9	4	8
Hit Die:	10	2	7+14	6
Attacks:	1	0	1 or 2 (see below)	1
Damage:	3d8	Nil	5d4 or 2d4/2d4 (see below)	3d4
Special Attacks:	Dissolve wood and metal	See below	See below	None
Special Defenses:	See below	See below	+1 or better weapon to hit	See below
Magic Resistance:	Standard	See below	10%	Standard
Rarity:	Uncommon	Rare	Rare	Uncommon
No. Encountered:	1 or 1d4	1d6	1	1d3
Lair Probability:	Nil	Nil	35%	Nil
Intelligence:	Non-	Non-	Average	Non-
Alignment:	Neutral	Neutral	Neutral	Neutral
Level; X.P.:	7 / 1,500 + 13/HP	4 / 610 + 2/HP	6 / 750 + 10/HP	3 / 160 + 6/HP

Corrosive Pudding: This monster is composed of single cells that scavenge, or hunt, in underground areas. It can flow through narrow openings and travels equally well on walls or ceilings as it does floors. The monster's many tiny mouths, and saliva, do 3d8 HP damage per melee round to exposed flesh. To get at flesh it can dissolve materials as follows; 2 in. of wood (at the monster's diameter) in 1 round; chainmail in 1 round; and plate mail in 2 rounds. For each magical plus of armor 1 melee round is added to the dissolution of these materials. When struck the monster breaks into two or more parts, each able to deliver the same amount of damage as the larger entity, as the same amount of small mouths can be brought to bear. The use of lightning will have the same effect. The monster is unaffected by cold, though fire does normal damage. Though this monster is usually black, its color can vary to grey, brown, or white.

If the monster has 10–20 HP then it is 5-ft-diameter, 21–40 HP would equal a 6-ft-diameter, and from 41–60 are 7-ft-diameter, while anything over that is the 8-ft-diameter pudding. As aforementioned, all sizes do the same damage.

Treasure: Nil.

Acid Slime: These unusual plant-like growths are found in subterranean caverns and passages. Though they do not move, they grow, albeit slowly, feeding on animal, vegetable and metallic substances. They are sense vibrations and will drop upon passing creatures from above.

Acid slime will attach itself to a victim's flesh, and in 1d4 rounds turn the victim into an acid slime. It eats away wood slowly, consuming 1 in-thickness in an 6 turns. Acid slime eats metal quickly, dissolving plate armor in 3 melee rounds.

The acid can be scraped off quickly, excised, frozen, or burned. A **cure disease** spell kills slime. Other forms of attack — including weapons or spell — do not damage the slime.

Treasure: Nil.

Golden Jelly: This monstrous amoeba is far more dangerous than the umbur jelly to which it is related. The only clues to its presence are a faint odor of blooming mustard plants and its

translucent yellowish-brown color. A golden jelly attacks by striking with a pseudopod formed of its acidic substance. The monster exudes a poisonous vapor with a 10-ft-radius, which causes victims to become lethargic and move at half-normal speed unless they make a successful saving throw against poison each round they are within the area of effect. These toxic effects last 2 rounds for every round one fails a saving throw. This large creature is able to divide itself into 2 smaller, faster halves (move 120–180 ft). Each is capable of attacking as well, but each has only half the hit points of the whole. A golden jelly can, for example, flow into a room, divide itself into halves which are able to attack independently and simultaneously, and then form itself into a torus-shape in order to surround a pillar which its prey has climbed.

It cannot move through small spaces, however, and it cannot move along ceilings as an umber jelly can.

Golden jelly is impervious to normal weapons and electrical attacks and magic missiles cause it to grow. The golden jelly gains hit points equal in number to the damage rolled. Cold causes only half damage; other attack forms are normal.

Treasure: Although not unintelligent, golden jelly is not known to value treasure of any sort. Of course, it is possible that some treasure might remain after a victim has been devoured.

Umbur Jelly: This jelly is another form of a giant amoeba that is less dangerous, though akin to the golden jelly. They move by seeping about, preferring dark dungeons, and hunting any form of flesh or cellulose to consume. They excrete fluids that can dissolve flesh, their preferred food, at the rate of 3d4 HP per round of exposure. Their nebulous form allows them to flow through small spaces, and move as easily on walls and ceilings as they do on floors. Using lightning on this monster will divide it into one or more smaller creatures, each doing half the damage of the whole. All other forms of attack have normal effects.

Treasure: Nil.

Tentacle Golem

Size:	Large (10-ft-tall)
Move:	/90 ft (MC: A)
Armor Class:	4
Hit Die:	14 (60 HP)
Attacks:	4
Damage:	Special

Special Attacks:	Attack tentacles
Special Defenses:	+2 or better weapon to hit
Magic Resistance:	see below
Rarity:	Very rare
No. Encountered:	1
Lair Probability:	Nil
Treasure Kind:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level; X.P.:	9 / 4,780

The tentacle golem is a 10-ft-tall roughly humanoid creature composed almost entirely of interlocking, reddish-hued tentacles. The four dangling, 10-ft-long pinkish tentacles that sprout from the creature's shoulders function as its arms and means of attack. The top of the eldritch creature's body is not topped by anything resembling a head. The golem usually guards the treasury in temples and fortresses constructed by its dark elf masters, and it can follow simple commands as per a flesh golem. Each of the four attack tentacles of the golem has a separate special ability:

- **Tentacle #1:** A hit causes 1d10 HP damage and ages the victim 10 years. In addition, a random limb of the victim shrivels and becomes useless. A save vs. rods at a -4 can be made to avoid the aging and **withering** effects.
- **Tentacle #2:** A hit causes 3d8 HP damage.
- **Tentacle #3:** A hit causes paralysis for 5–12 turns. (Saves vs. paralyzation at a -4 penalty to avoid.)
- **Tentacle #4:** A hit causes **weakness** (50% from STR). No save is allowed.

The tentacle golem can be created by magical tome or a 16th level magic-user casting the following spells on a pile of recently cut (within 1 hour) tentacles from the slain body of a giant squid: **wish**, **polymorph other**, **geas**, and **black tentacles**. The cost in additional materials such as exotic spell components and such is 1,000 g.p. per hit point. The humanoid mold is crafted of hard to acquire resins, oils, and rare minerals, and requires two months' construction time.

It is obvious that the dark elves themselves didn't create the first tentacle golem, for they can only rise to 12th level as magic-users. It is hinted that the Elder Elemental Orb itself crafted the first **manual of tentacle golems** and gave it to his early dark elf followers.

Appendix C:

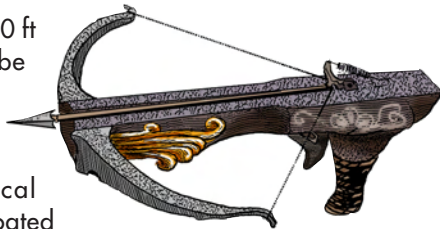
New Magic Items and Weapons

Dark Elf Atlatl

This weapon is a 3-ft-long hornwood shaft with a shallow, full-length cavity dug into its midsection. A vertical stop can be found at the end of the shaft, which is used to hold in place a small javelin coated with dark elf sleep poison. To launch the javelin, the user grips the handle along the weapon's bottom, balances the shaft on his forearm, and then swings it overhead. (The shaft artificially extends the length of the user's arm, thereby increasing the range of the launched projectile.) The weapon has a 90 ft. range and is +3/+2/+1 TH at short/medium/long range. The javelin deals 1d6 HP damage and makes the victim fall asleep for 3d4 turns unless a save vs. poison at a -4 is made.

Dark Elf Hand Crossbow

This light crossbow (60 ft range), which can be used one-handed, is a mere 2-ft-long and shoots either poisoned or magical darts. The poison-coated darts hit for 1–3 HP damage and make the victim fall asleep for 3d4 turns unless a save vs. poison at a -4 penalty is made. The magical darts hit for 1–3 HP and have one of the following abilities:



- **Stunning:** All within 10 ft. of creature hit are stunned for 1d4 rounds, double for target due to concussion and noise damage.
- **Blinding:** As stunning dart except damage occurs due to flash from explosion.
- **Vapors:** 30 ft x 30 ft x 20 ft cloud of *stinking fog*, as the spell, rises up on impact.

Demon Staff

The intertwining bodies of a class A and class C demon are carved into the shaft of this arcois staff. It is topped with the heads of both demons, and is horrible to look upon. It has four special abilities, each usable 1/day:

- **Cause fear** by touch (no save)
- 4d6 HP damage with a successful hit
- **Summon** one class A demon¹⁷
- Turn wielder into class C demon¹⁸ for 5 rounds

Tentacle Rod, Greater

This 4-ft-long weapon ends in six rubbery violet tentacles, each of which attacks as a 9 HD monster, is +6 TH, and causes 6 HP damage. If three tentacles hit simultaneously, the victim is numbed and attacks at -4 for 3 rounds. If all six tentacles hit simultaneously, the victim permanently loses 1 point of DEX and is numbed for 6 rounds. It is activated and controlled by a 2,000 g.p. amber ring.

Tentacle Rod, Lesser

This 4-ft-long weapon comes in two varieties. The first type of rod is activated and controlled by a 500 g.p. hematite ring. The rod itself ends in three rubbery purple tentacles, each of which attacks as a 6 HD monster, is +3 TH, and causes 3 HP damage. If all three tentacles hit at the same time, the victim suffers double damage (18 HP) and is **slowed**, as the spell, for 9 rounds. The second type of rod is activated and controlled by a 500 g.p. ruby ring. The rod itself ends in three rubbery reddish tentacles, each of which attacks as a 6 HD monster, is +3 TH, and causes 3 HP damage. If all three tentacles hit at the same time, the victim is dealt double damage (18 HP) and suffers **weakness** in her left or right hand, rendering the member useless for 9 rounds.

¹⁷ First Edition, see *type I*

¹⁸ First Edition, see *type III*

Appendix D: Open Game Content

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The forms that appear at the end of this book may be freely photocopied and distributed to your players. Redistribution of the PDF forms version of this same material is prohibited however (see pages 67 through 73).

Save vs. Attribute (page vi)

The Save vs. Attribute rules located on page vi are OGL.

Dark Elf (page 46)

See description for details.

Dark Elf Atlatl (page 52)

See description for details.

Dark Elf Hand Crossbow (page 52)

See description for details.

Ooze Golem (page 49)

See description for details.

Oozes, Slimes, and Jellies (page 50)

See description for details.

Appendix E: Region Overview

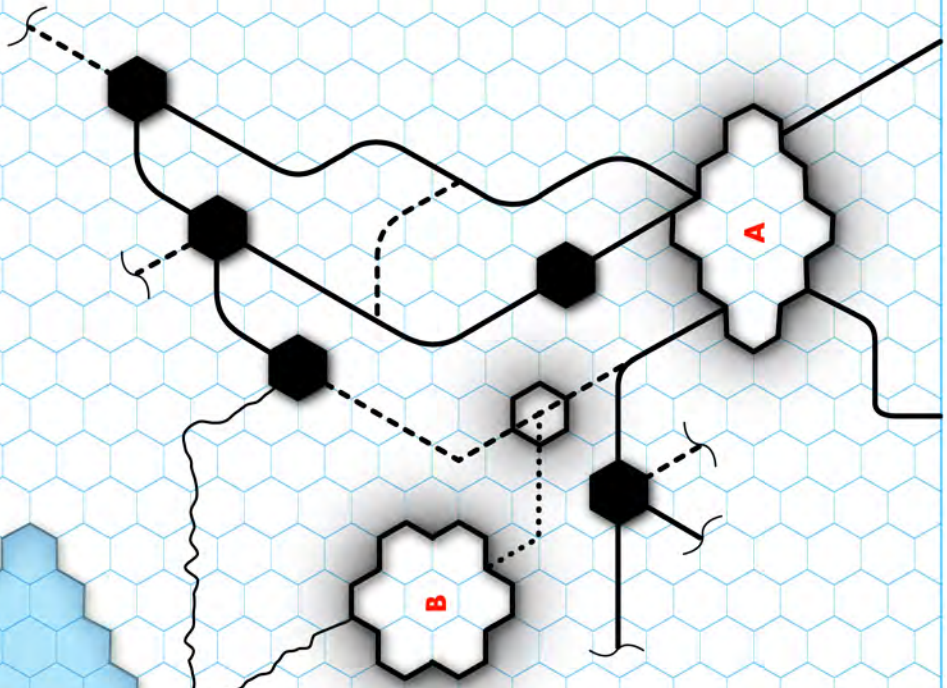
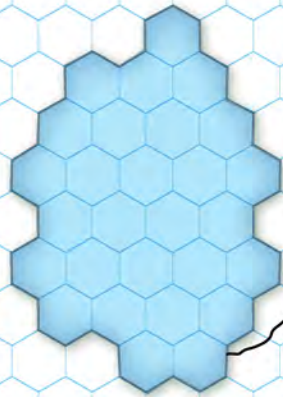
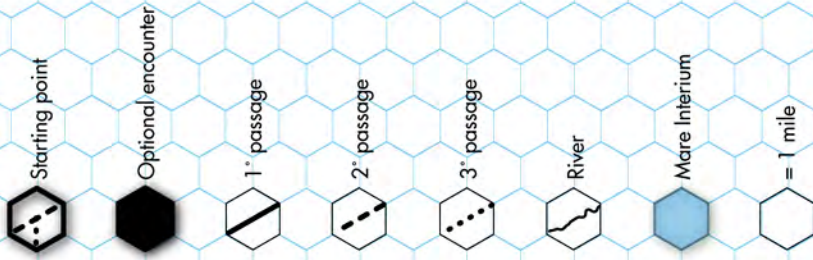
As stated in the module's introduction, the adventure may take place anywhere within the GM's own campaign setting. This section will detail the location selected within the Usherwood Adventures setting if that is being used. The information provided is not required to run the adventure, but will provide background to the region of the players should opt to stray from the adventure as provided earlier. Recommended miscellaneous encounters will also be suggested as a guideline for the region(s) the players will find themselves in.

A brief history of the region: The central Southern Continent

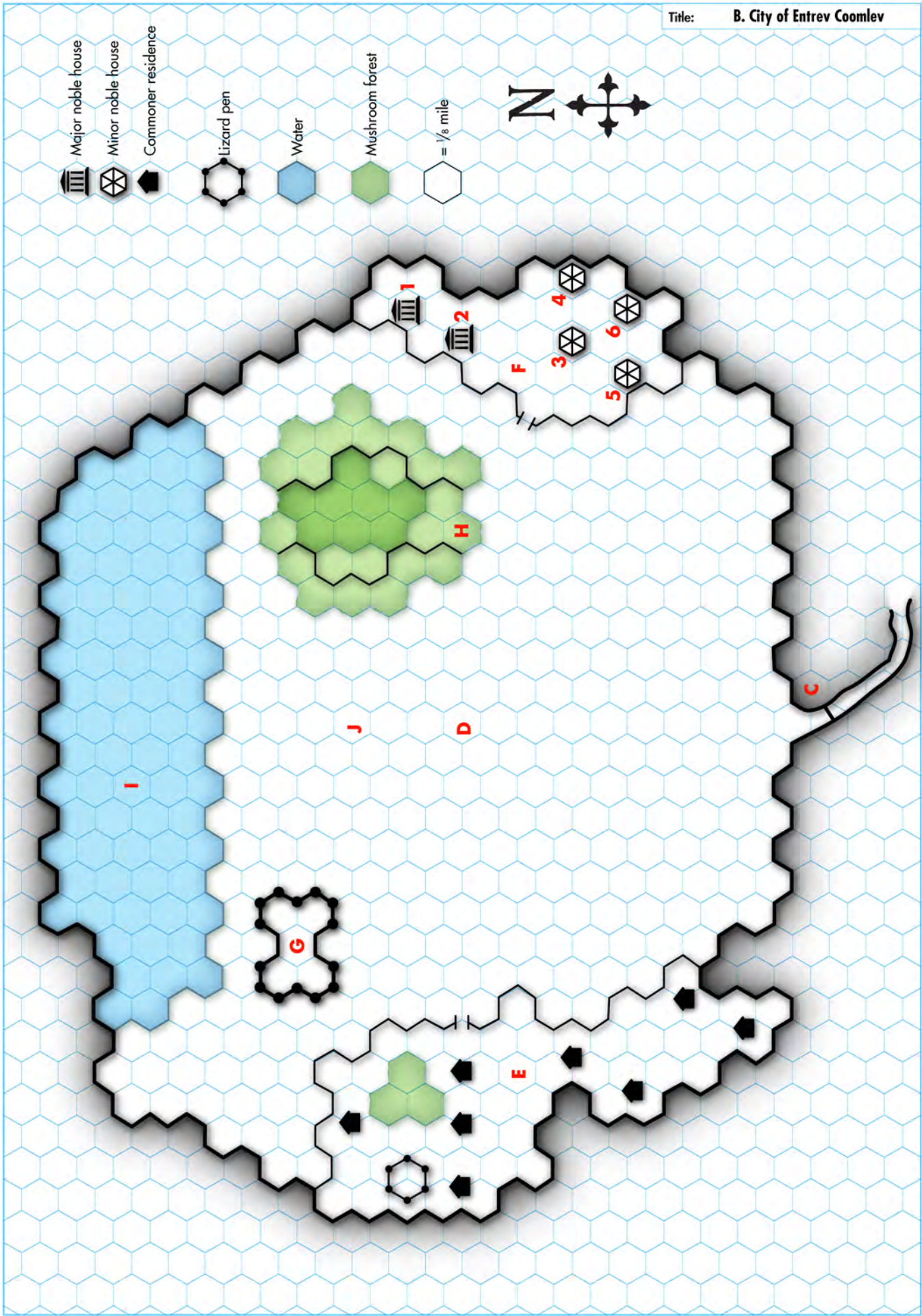
The central regions of the Southern Continent are continually falling victim to roving bands of orcs, gnolls, and other humanoid of ill-temper. The South Barrier Plains here are said to be the home of brass dragons thought to be the largest and most ancient of their species to exist.

The lands of the Morleo Valley have historically been at the center of a three-sided conflict. This conflict existing between the independent peoples of Mescagni and Maresch, in defense against the claims of the Mundilfari Kingdom to the west and the Conetoci Catvrvgi kingdom to the east.

Mescagni has historically defended the Morleo for many centuries. The war barons of Mescagni are assisted in their efforts from the garrison of Crandall Keep which protects Angel Pass to the north, and the remote paladin forces located in Henry-by-the-Sea; a small desert outpost located southeast of the Ta'a Marshes.








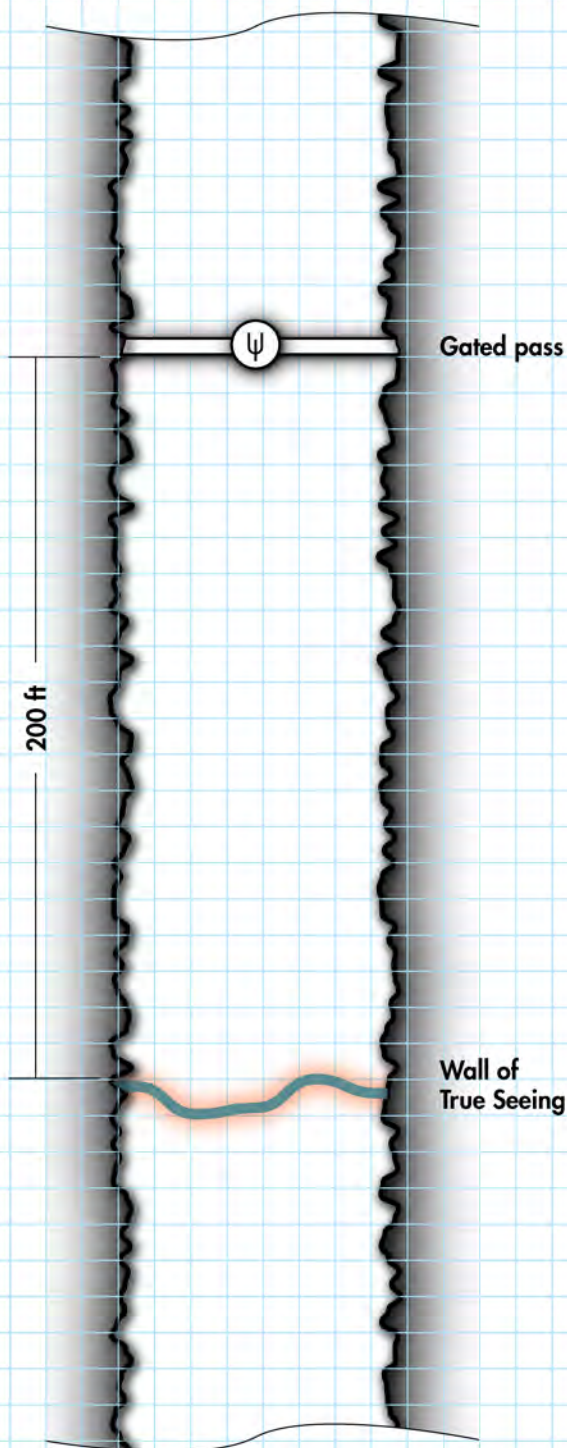
Major noble house
Minor noble house
Commoner residence
Lizard pen
Water
Mushroom forest
= 1/8 mile



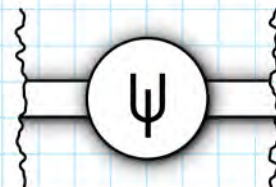
Title:

C. City Gates

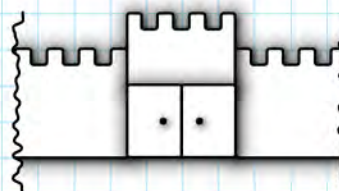
-  Door
 -  Ballista
 -  Cavern walls
 -  Stairs
-  = 10 ft



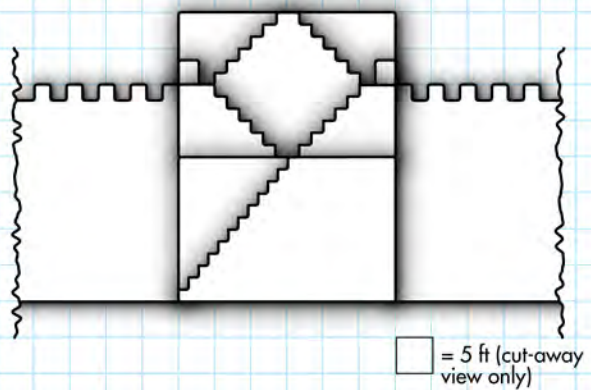
Aerial view




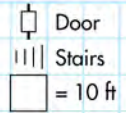
Frontal view



Cut-away view



 = 5 ft (cut-away view only)



E. Commoners' Residence

with children

w/o children

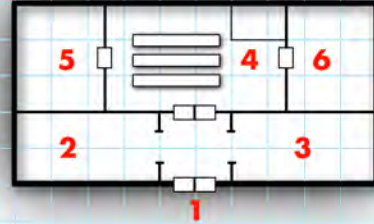
5 ft (commoners' residences only)



- a. Living room
- b. Main bedroom
- c. Childrens' room
- d. Storage room

- a. Living room
- b. Main bedroom
- c. Storage room

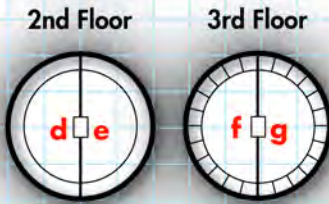
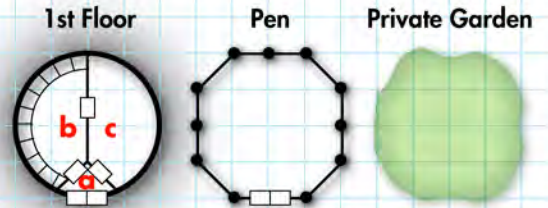
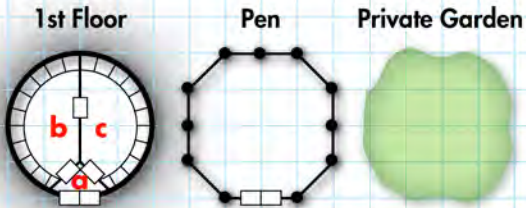
D. House of Government



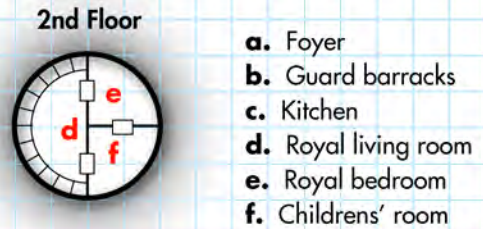
F. Nobles' Residence

1. House Coomlev

2. House Nisdar

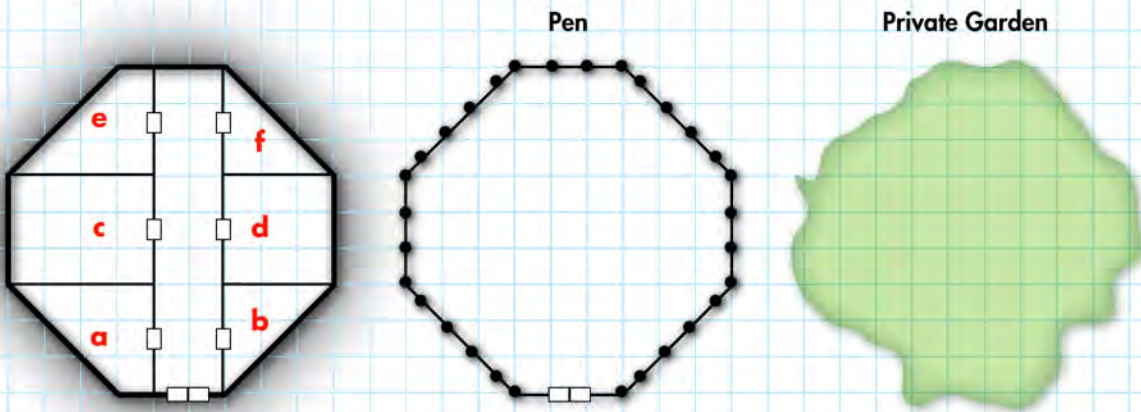


- a. Foyer
- b. Guard barracks
- c. Kitchen
- d. Royal siblings
- e. Childrens' room
- f. Royal bedroom
- g. Royal living room









- a. Foyer
- b. Guard barracks
- c. Kitchen
- d. Royal living room
- e. Royal bedroom
- f. Childrens' room

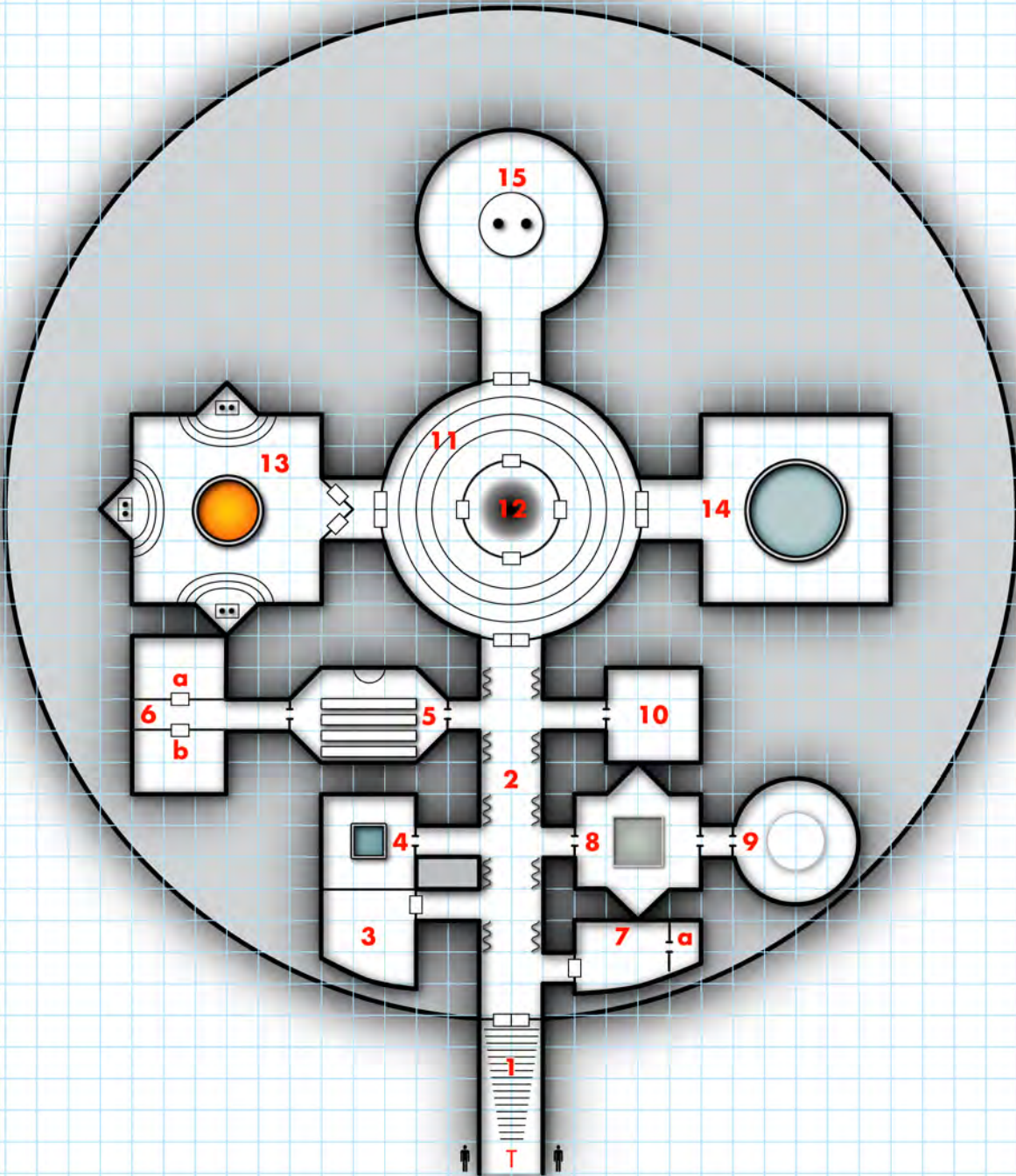
3-6. Minor Noble Houses










- a. Guard barracks
- b. Kitchen/servants' quarters
- c. Common living room
- d. Communal bedroom
- e. Head-of-house bedroom
- f. Childrens' room

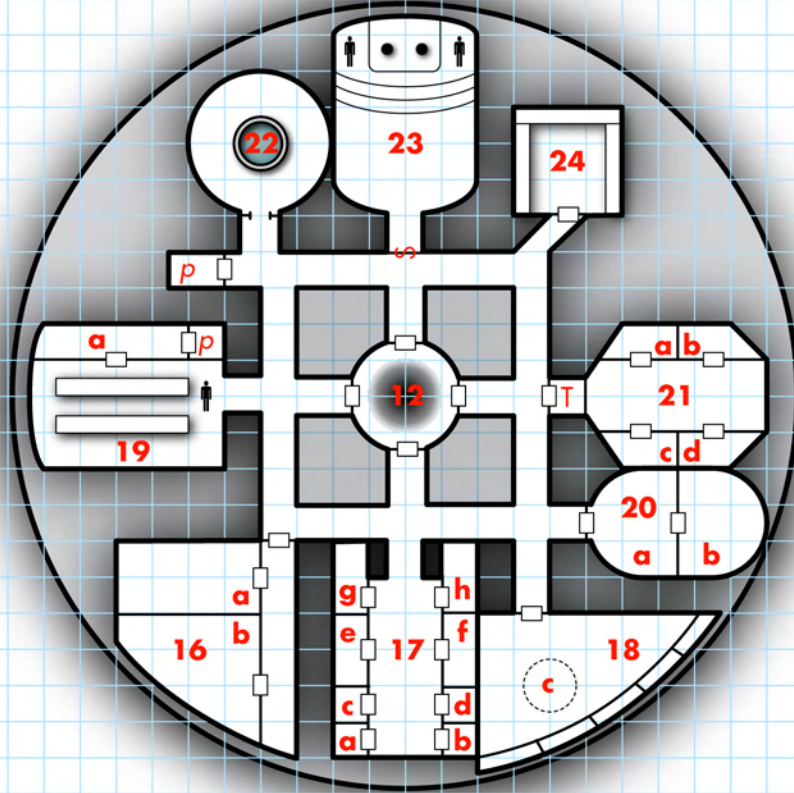
Title: Temple of the Elemental Orb; level 1

-  Door
-  Pillar/column
-  Trap
-  Stairs
-  Statue
-  = 10 feet

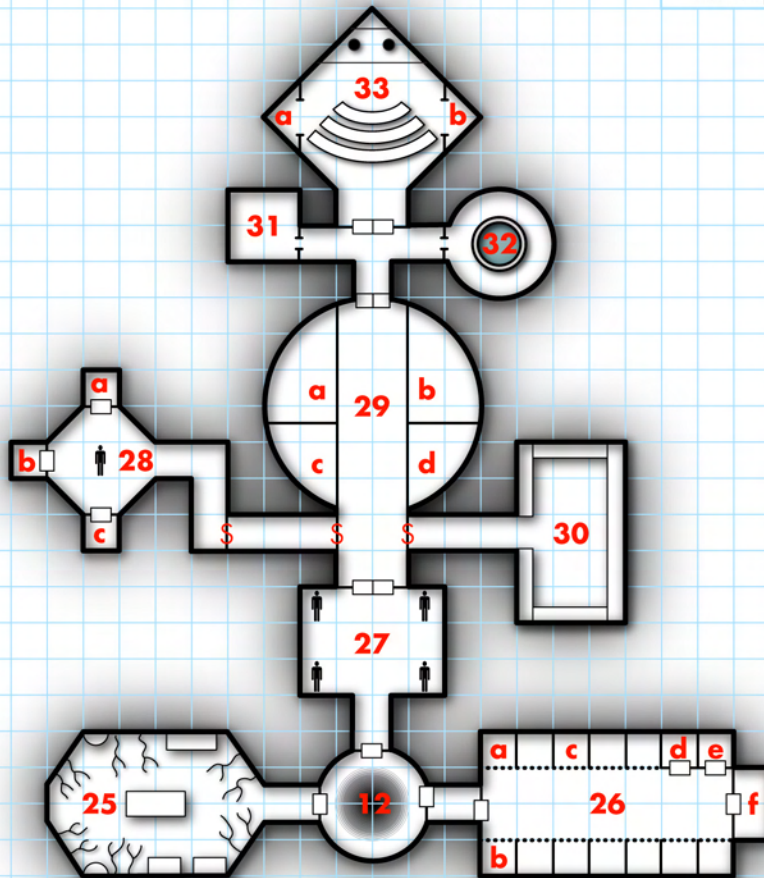


Title: Temple of the Elemental Orb; level 2

-  Door
-  Secret Door
-  Pillar/column
-  Statue
-  Privy
-  Trap
-  = 10 feet



Title: Temple of the Elemental Orb; dungeon level





Copper Angel Forest

COPPER ANGEL MOUNTAIN

CRANDALL PEAK

Crandall Keep

Angel Pass

Morleo Valley

Mescagni

North Ta'a Desert

Death Vale

to Bodibeve

to Xisi

Tafore Pass

Shaded Vale

Shades of Maresch

Maresch

South Barrier R.

Ta'a Marshes

Ta'a Bay

13 3/4 miles

7 miles

3 1/2 miles

8 1/2 miles

35 miles

to Orcades

The Long Stretch

Tar'l'a Desert

Brass Dragon Mountain

South Barrier Plains

Gull Harbor

27 1/2 miles

Scale:



Scale:



Full-size adventure maps can be downloaded from <http://www.usherwoodadventures.com/downloads/modules/ua05.html>

Zargothrax M.M. (Order #16407295)



Appendix G:

Pre-generated PCs

The templates presented here provide only basic character information. Use the character sheet hereafter to flesh out the remaining details of each PC. Given the characters' advanced levels, the GM may wish to provide them (the PC's) with magic weapons and items at his/her discretion. Players may customize as desired.

Karshem

Human, cleric, 11th level, **HP** 64, **STR** 10, **INT** 11, **WIS** 14, **DEX** 12, **CON** 13, **CHA** 9. **AC** 4. **Spells**; (1st) *bles*, *command*, *cure light wounds*, *detect magic*, *light*, *protection from evil*, *remove fear*; (2nd) *hold person*, *resist fire*, *silence* **15 ft radius**, *spiritual weapon*; (3rd) *continual light*, *cure disease*, *locate object*, *speak with dead*; (4th) *cure serious wounds*, *divination*, *protection from evil* **10 ft radius**; (5th) *flame strike*, *raise dead*; (6th) *aerial servant*. **Armor**; chain mail, small shield. **Weapon**; war hammer. **Wealth**; 1,150 g.p.



Darl'ean

Human, druid, 11th level, **HP**; 57, **STR** 12, **INT** 9, **WIS** 14, **DEX** 10, **CON** 9, **CHA** 15. **AC**; 8. **Spells**; (1st) *animal friendship*, *entangle*, *pass without trace*, *predict weather*, *speak with animals*; (2nd) *barkskin*, *cure light wounds*, *fire trap*, *obscurement*, *warp wood*; (3rd) *call lightning*, *protection from fire*, *water breathing*; (4th) *control temperature* **100 ft radius**, *hold plant*, *produce fire*; (5th) *anti-plant shell*, *transmute rock to mud*; (6th) *cure critical wounds*. **Special**; I.D. plant/animal type, I.D. pure water, wilderness movement, immunity to fey *charm*, shapeshift. **Armor**; leather. **Weapon**; club. **Wealth**; 875 g.p.



Stu'yr

Dwarf, fighter, 8th level, **HP** 58, **STR** 17, **INT** 9, **WIS** 10, **DEX** 11, **CON** 9, **CHA** 9. **AC** 4. **Special**; +1 TH/damage, attack 3x every 2 rounds, 7 attacks per round vs less than 1 HD opponent. **Spells**; nil. **Armor**; chain mail. **Weapon**; pair of hand-axes, throwing axe. **Wealth**; 2,045 g.p.



Richard

Human, paladin, 11th level, **HP**; 35, **STR** 16, **INT** 9, **WIS** 13, **DEX** 9, **CON** 9, **CHA** 17. **AC**; 3. **Special**; turn undead ability, may summon warhorse, attack 3x every 2 rounds. **Spells**; (1st) *cure light wounds*, *remove fear*, *sanctuary*; (2nd) *chant*, *find traps*; (3rd) *prayer*. **Armor**; plate mail. **Weapon**; bastard sword and light crossbow. **Wealth**; 265 g.p.



Notes:

Gondars

Human, **ranger**, 11th level, **HP**; 33, **STR** 13, **INT** 13, **WIS** 14, **DEX** 12, **CON** 14, **CHA** 10. **AC**; 7.

Special; +11 damage vs. evil humanoids and giantish opponents, attack 3x every 2 rounds, use of crystal balls. **Spells**; Dr (1st) *animal friendship*, *faerie fire*; (2nd) *cure light wounds*, *heat metal*. MU (1st) *enlarge*, *read magic*, *sleep*, *write*. **Armor**; leather (boiled) and shield.

Weapon; long sword and short bow. **Wealth**; 240 g.p.



Graeydon

Gnome, **illusionist**, 7th level, **HP**; 23, **STR** 8, **INT** 17, **WIS** 10, **DEX** 18, **CON** 8, **CHA** 9. **AC**; 6. **Spells**; (1st) *change self*, *colour spray*, *dancing lights*, *gaze reflection*, *read magic*, *write*; (2nd) *blur*, *improved phantasmal force*, *misdirection*; (3rd) *invisibility 10ft radius*, *spectral force*; (4th) *shadow monsters*. **Armor**; nil. **Weapon**; dagger and darts. **Wealth**; 1,670 g.p.



Aaonae

Elf, **magic-user**, 10th level, **HP**; 33, **STR** 9, **INT** 17, **WIS** 9, **DEX** 10, **CON** 9, **CHA** 11.

AC; 10. **Special**; Eldritch craft. **Spells**; (1st) *magic missile*, *magic aura*, *push*, *read magic*, *shocking grasp*, *spider climb*, *write*; (2nd) *ESP*, *knock*, *ray of enfeeblement*, *web*; (3th) *fly*, *fireball*, *suggestion*; (4th) *charm monster*, *ice storm*, *wizard eye*; (5th) *cloudkill*, *wall of force*.

Armor; nil. **Weapon**; quarter staff and dagger. **Wealth**; 1,855 g.p.



Gordo

Halfling, **fighter/thief**, 4th/8th level, **HP**; 54, **STR** 9, **INT** 10, **WIS** 12, **DEX** 14, **CON** 9, **CHA** 10. **AC**; 8. **Spells**; nil. **Armor**; padded. **Weapon**; short sword and sling. **Wealth**; 1,430 g.p.



Zan (Zan'ars árneley)

Human, **thief**, 11th level, **HP**; 20, **STR** 12, **INT** 10, **WIS** 10, **DEX** 16, **CON** 12, **CHA** 9. **AC**; 8. **Special**; read arcane and phantasmal spells. **Spells**; nil. **Armor**; padded. **Weapon**; short sword and dagger. **Wealth**; 2,030 g.p.



Notes:

Snargu

Half-orc (orgre), **assassin**, 11th level, **HP**; 51, **STR** 14, **INT** 11, **WIS** 8, **DEX** 14, **CON** 14, **CHA** 8. **AC**; 4. **Spells**; nil.

Armor; none. **Weapon**; broad sword and dagger.

Wealth; 985 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the orgre half-orc PC race.



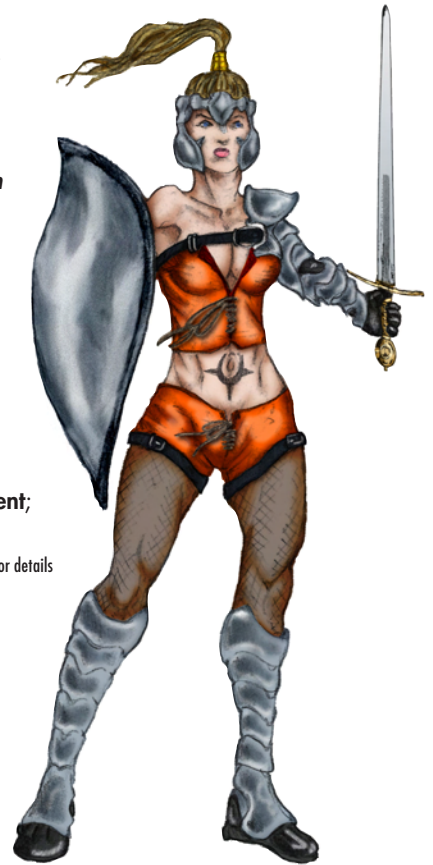
Junee

Human, **lorist priest**, 11th level, **HP**; 74, **STR** 9, **INT** 12, **WIS** 15, **DEX** 9, **CON** 9, **CHA** 13. **AC**;

7. **Spells**; (1st) *bless*, *cure light wounds*, *light*, *protection from evil*, *sanctuary*; (2nd) *find traps*, *know alignment*, *resist fire*; (3rd) *animate dead*, *cure disease*, *remove curse*; (4th) *exorcise*, *tongues*. **Abilities**; charm 33%, friendship 38%, decipher legend 48%, know item 33%, decipher writings 18%. **Armor**; studded leather.

Weapon; long sword. **Instrument**; harp. **Wealth**; 55 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the lorist priest PC class.



Joahan

Half-hordling (blue), **monk**, 11th level, **HP**; 39, **STR** 15, **INT** 9, **WIS** 15, **DEX** 15, **CON** 11, **CHA** 9. **AC**; 2.

Special; movement rate 250 ft/90 ft (3 turns only), open-hand attacks per round 5/2, open-hand damage 3d4+1, **monk** abilities acquired A-I. **Spells**; nil. **Armor**; none. **Weapon**; bo sticks and quarter staff. **Wealth**; 235 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the half-hordling PC race. Monk PC class detailed in First Edition PHB.



Whilem

Human, **racaraid bard**, 11th level, **HP**; 42, **STR** 12, **INT** 12, **WIS** 12, **DEX** 13, **CON** 12, **CHA** 15. **AC**; 7. **Spells**; nil.

Abilities; charm 53%, friendship 58%, decipher legend 48%, know item 33%, decipher writings 38%. **Armor**; studded leather. **Weapon**; long sword. **Instrument**; lyre. **Wealth**; 1,750 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the racaraid bard PC class.



Notes:

Greenleaf

Human, **lorist ovate**, 11th level, **HP**; 62, **STR** 9, **INT** 12, **WIS** 15, **DEX** 9, **CON** 9, **CHA** 15. **AC**; 7. **Spells**; (1st) *locate animals*, *faerie fire*, *invisibility to animals*; (2nd) *create water*, *cure light wounds*, *heat metal*; (3rd) *hold animal*, *snare*, *stone shape*; (4th) *call woodland beings*, *dispel magic*. **Abilities**; charm 33%, friendship 38%, decipher legend 48%, know item 33%, decipher writings 18%. **Armor**; nil. **Weapon**; club. **Instrument**; mandolin. **Wealth**; 845 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the lorist ovate PC class.



Smithee

Human, **sonneteer magician**, 11th level, **HP**; 64, **STR** 9, **INT** 15, **WIS** 12, **DEX** 9, **CON** 9, **CHA** 12. **AC**; 8. **Spells**; (1st) *affect normal fires*, *magic missile*, *unseen servant*; (2nd) *detect invisibility*, *ray of enfeeblement*, *shatter*; (3rd) *fireball*, *fly*, *phantasmal force*; (4th) *dimension door*, *massmorph*. **Abilities**; charm 53%, friendship 58%, decipher legend 28%, know item 13%, decipher writings 53%. **Armor**; leather. **Weapon**; scimitar and quarter staff. **Instrument**; harp. **Wealth**; 1,365 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the sonneteer magician PC class.



Edelbrock

Human, **lyrist veteran**, 11th level, **HP**; 82, **STR** 15, **INT** 12, **WIS** 12, **DEX** 10, **CON** 9, **CHA** 12. **AC**; 7. **Spells**; nil. **Abilities**; charm 33%, friendship 38%, decipher legend 28%, know item 13%, decipher writings 18%. **Armor**; studded leather. **Weapon**; mace and short sword. **Instrument**; lute. **Wealth**; 1,065 g.p.

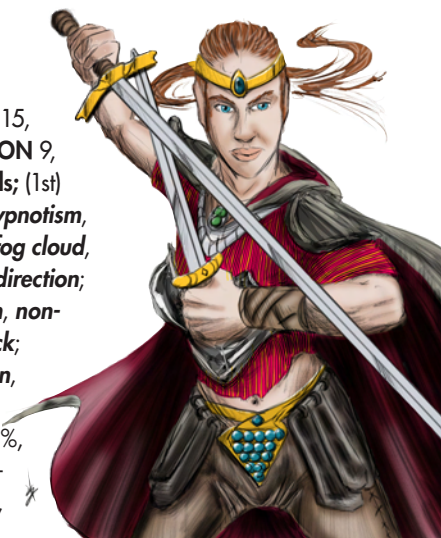
*refer to the Usherwood Adventures Sourceweb for details on the lyrist veteran PC class.



Vinzini

Human, **sonneteer trickster**, 11th level, **HP**; 52, **STR** 9, **INT** 15, **WIS** 15, **DEX** 15, **CON** 9, **CHA** 9. **AC**; 7. **Spells**; (1st) *audible glamer*, *hypnotism*, *wall of fog*; (2nd) *fog cloud*, *mirror image*, *misdirection*; (3rd) *dispel illusion*, *non-detection*, *rope trick*; (4th) *minor creation*, *phantasmal killer*. **Abilities**; charm 53%, friendship 58%, decipher legend 28%, know item 13%, decipher writings 53%. **Armor**; padded. **Weapon**; short sword and dagger. **Instrument**; lute. **Wealth**; 55 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the sonneteer trickster PC class.

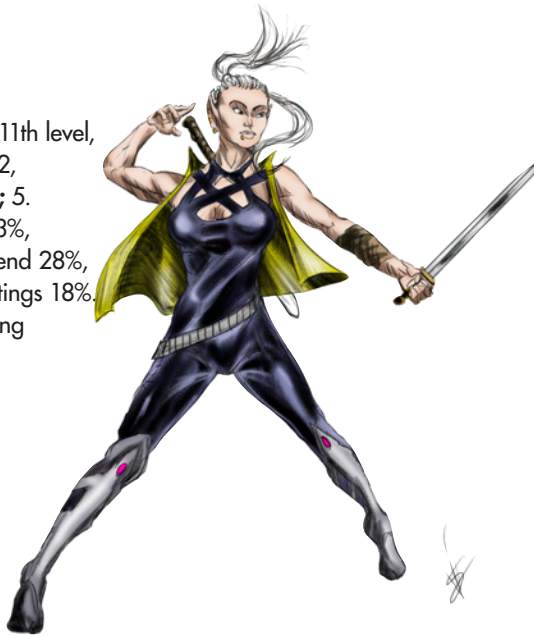


Notes:

Buckley

Half-elf, **jongleur magsman**, 11th level, **HP**; 58, **STR** 9, **INT** 12, **WIS** 12, **DEX** 15, **CON** 9, **CHA** 12. **AC**; 5. **Spells**; nil. **Abilities**; charm 53%, friendship 58%, decipher legend 28%, know item 13%, decipher writings 18%. **Armor**; padded. **Weapon**; long sword. **Instrument**; violin. **Wealth**; 980 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the jongleur magsman PC class.

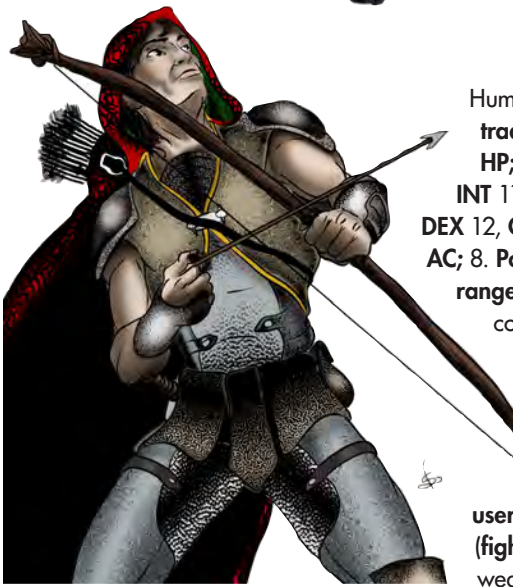


Clint

Human, **jack-of-all-trades**, 10th level, **HP**; 62, **STR** 10, **INT** 11, **WIS** 14, **DEX** 12, **CON** 13, **CHA** 9. **AC**; 8. **Portfolio**; **fighter**, **ranger**, **thief**. **Feats**; **combat-fighter**; **weapon-thief**; **armor-fighter**, **magic item-thief**; **saving throw-magic-user**. **Class feats**; **(fighter)** master of weapons, greater multiple-weapon

specialist, greater multiple-attack specialist; **(ranger)** giant-class combat specialist, surprise opponents; **(thief)** backstab multiplier (1x), climb walls (3x), move silently (4x), hide in shadows (4x), find/remove traps (3x). **Armor**; chain mail. **Weapon**; bo-stick, long sword, short bow. **Wealth**; 590 g.p.

*refer to the Usherwood Adventures Sourceweb for details on the jack-of-all-trades PC class.



Notes:

Summary Matrix

ID	Character	Class	Race/Sex	Lvl	EXP	Attributes		H.P.	A.C.
						S/I/W/D/Co/Ch			
01									
02									
03									
04									
05									
06									
07									
08									
09									
10									
11									
12									
13									
14									
15									

Weapons Matrix

ID	Str Mods.		Dex Mods.		Race/Class Mods.		Weapon in Hand	Weapon Mods.		Damage	
	"To Hit"	Dam.	Attack	A.C.	"To Hit"	Dam.		"to Hit"	Dam.	S-M	L
01											
02											
03											
04											
05											
06											
07											
08											
09											
10											
11											
12											
13											
14											
15											

Combat Matrix

ID	Enemy				ID	Enemy				ID	Enemy			
	Creature	A.C.	vs. A.C.	Dam.		Creature	A.C.	vs. A.C.	Dam.		Creature	A.C.	vs. A.C.	Dam.
01					04					07				
02					05					08				
03					06					09				

Name:	Exp*:	Age:	Weapon in Hand:
Class(es):	HP:	Height:	Secondary Weapon:
Alignment:	AC:	Weight:	Missile Weapon:
Race:	Lvl*:	Sex:	Additional:
*Multi-classes:			

ATTRIBUTES	MODIFIERS				
STR:	To Hit:	Damage:	Weight Allow.:	Open Doors:	Bend Bars:
INT:	Add'l Lang.:	Know Spell:	Min. Spells/Lvl.:	Max. Spells/Lvl.:	
WIS:	Magical Attack:	Spell Bonus:	Spell Failure:		
DEX:	Attack:	Defence:			
CON:	HP:	System Shock:	Resurrection:		
CHA:	Max. Henchmen:	Loyalty:	Reaction:		
Notes:					

SAVING THROWS																					
Paralyzation:	Polymorph:	Death Magic:	Staff:	Breath Weapon:	Notes:																
Poison:	Rod:	Petrification:	Wand:	Spell:																	
TO HIT vs. AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Unadjusted d20 roll:																					
Notes:																					

WEAPONS & ARMOR																	AC
Armor:		Shield:					Other:										
Notes:		Damage					Range					Weight (in g.p.)	Firerate/Length	Speed	Space Required		
																S	M
Weapon in Hand:																	
To Hit adjustment vs. armor-wearing	Opponent AC:	10	9	8	7	6	5	4	3	2	Notes:						
	Adjustment:																
Secondary Weapon:																	
To Hit adjustment vs. armor-wearing	Opponent AC:	10	9	8	7	6	5	4	3	2	Notes:						
	Adjustment:																
Missile Weapon:																	
To Hit adjustment vs. armor-wearing	Opponent AC:	10	9	8	7	6	5	4	3	2	Notes:						
	Adjustment:																
Other:																	
To Hit adjustment vs. armor-wearing	Opponent AC:	10	9	8	7	6	5	4	3	2	Notes:						
	Adjustment:																
Misc. proficiencies:																	
Notes:																	

CAMPAIGN SETTING NOTES

Deity:

Region of origin:

Racial notes:

CLASS ABILITIES NOTES

OTHER

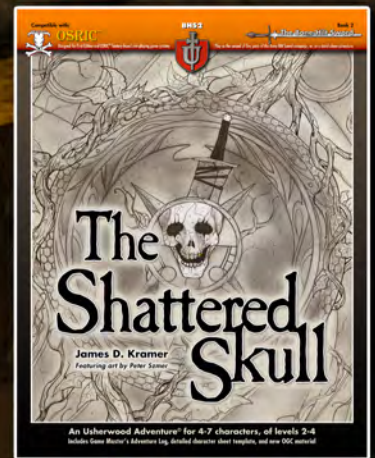


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