



The Treasure Vaults of Tiamat
An AD&D 1st Edition Adventure for High Level Characters
By Joseph A. Mohr

The TREASURE VAULTS OF TIAMAT

AN ADVANCED DUNGEONS AND DRAGONS ADVENTURE

FOR HIGH LEVEL ADVENTURERS

Written by Joseph A. Mohr

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BACKGROUND

A strange castle has appeared on a mountain not far from, Barrowmar, the capital city of Zanzia. How this castle came to be there is unknown. No one noticed it being built. The army of Zanzia has no knowledge of it's inhabitants. The castle seemed to spring up overnight. And the king sees it as a threat to his authority. Who does this castle belong to? What is it that they want? Is it an invasion of some sort?

The king sent patrols out recently to find out who has moved into this fortress and why. None of those patrols have returned.

A strange moat of lava protects the entrance to the castle. The castle is heavily fortified and has enormous towers looking down the mountain trail leading up to it. Strange beasts have been seen in the vicinity of this castle. A number of dragons have been seen flying over it as if protecting it from attack.

The king is very concerned about these developments.. He has put a call out for the most powerful adventurers in the land. He wants these adventurers to visit this castle and find out exactly what this is all about. Who does the castle belong to? Why are they occupying a castle in Zanzian territory? Why are these dragons flying all over the place? He is willing to offer the adventurers land in Zanzia commensurate with their efforts.

DUNGEON MASTER NOTES

The castle clearly required powerful

magic to build it nearly overnight. Powerful magic is needed to create the various levels of the dungeon complex. A level that is hot and a level that is cold and levels of poison acid and lightning all require powerful magic. The mere presence of all of these in one dungeon should cause the players to ask questions about how this could be possible. Obviously you should reveal nothing. The players may figure it out on their own when they see all five levels and realize that they correspond to various dragon types.

No dragons will be met in the dungeon itself until Norax is met on the green level. It is possible that the players may see dragons flying over the castle itself.

Nothing about Tiamat should be mentioned or hinted at to the players. Until they meet her on the final level they should not know that this is her lair on the material world. They might suspect it after a while. But they should not be sure. When they meet her she will be in human form and her mates will be in the form of birds flying around her. If the players realize who she is and still choose to fight her....well that is their choice. There will be ample clues available to them prior to that encounter that should give them the idea that she is very dangerous.

This is a high level adventure. I recommend that players use characters of at least 20th level. But this is a gray area. By the time players reach these levels it is difficult to find things that are truly challenging to players of that power. By the time most players are that high in level the magic items they possess exponentially increase their ability to destroy everything before them. In this adventure I am placing some encounters that I think will challenge characters of that level and perhaps much higher. Read the

adventure and use caution. Decide for yourself after reading this whether your players are strong enough to face the encounters within. Obviously fighting Tiamat and her mates is challenging enough for any characters of any level but that is not necessarily a requirement in this adventure. The players do not have to fight her....unless they choose to do so....

The JOURNEY TO The CASTLE

It may seem strange to the adventurers but after a few miles from the capital city of Zanzia the players will notice that they have seen few travelers along the way. After about ten miles from the city no travelers will be seen at all. After twenty five miles they will begin to notice that there is no wildlife at all to be seen. Not even birds. And there are no random encounters at all along the way.

When the players get within twenty five miles of the castle they will see a dragon flying high in the sky above them. It appears to be watching the party as they approach. Once in a while the dragon makes a loud screeching noise but it continues circling above them. It does not attack or dive close to them. It is flying so high that it is impossible for the players below to determine the age or color of it.

If the dragon is left alone it will merely keep reporting the movements of the party to it's other friends in the sky. If it is attacked, however, it will defend itself. It will screech loudly when any attack is made upon it. Suddenly out of the clouds reinforcements will arrive and they will dive as a group towards the adventurers.

Dragon Watcher: Old Blue Dragon (1): MV 9/24; AC 2; HD 10; HP 60; # At 3; Dmg 1-6/1-6/3-24; SA Breath Weapon (lightning); SA speech in dragon tongue calls forth reinforcements; AL LE.

Reinforcements: Wyverns (6): MV 6/24; AC 3; HD7+7; HP 35 each; # At 2; Dmg 2-16/1-6; SA poison tails; AL NE.

Once these creatures are defeated the party will see no other watchers along the way. Once the players reach the castle the dragon watcher will resume patrolling and no longer watch the adventurers. When the players begin assaulting the castle the dragon will be out patrolling again and will not be there to assist the guards on the bridge unless the players make the mistake of attacking while the dragon is still in view. If that happens the dragon will screech and call for his reinforcements and then swoop down to aid the fire giants on the bridge.

A CASTLE ON A MOUNTAIN

The castle is made of dark stone. A river of lava serves as a moat protecting the entrance to the castle. Two very large doors are the means of entry into what appears to be a very tall entry area. A large drawbridge crosses the moat of lava which seems to run from somewhere deep inside the mountain and back into the mountain again. Two very large towers overlook the drawbridge. No one can be seen atop them but the players can feel the eyes upon them if they approach the drawbridge directly.

The reason for the large doors is immediately apparent. Two fire giants patrol the bridge fully armed and armored. Each is

armed with an enormous black sword. Both appear to be quite vigilant.



KEY TO THE CASTLE

All doors within the castle are made of wood except for secret doors which are made of stone so that they more closely resemble the walls and are more difficult to find. All doors within the castle and dungeons are unlocked unless otherwise stated. No rooms in the castle are lit unless otherwise stated in the text.

Each level of the castle represents the breath weapon of one of the five chromatic dragons that are the mates of Tiamat. The final level is the queens level and is made of normal stone. That level is mysteriously lit in all areas by permanent continual light spells and the magical chandelier in the Queen's Chamber.

THE CULT OF TIAMAT

Tiamat is not just the queen of the evil dragons. She is certainly that of course. But she is much more to many in the land of Zanzia. To some she is a goddess. And they worship her as one. They have come to this castle to protect it and her from her enemies. These cultists come in many forms. Most are human. But many are drow. Some undead creatures have also been converted to her cause. They are dangerous enemies for those who enter this castle. And should Tiamat be defeated her they will also be dangerous enemies after the adventure is over.

RANDOM ENCOUNTERS WITHIN THE CASTLE

Random encounters within the castle will be rolled twice daily. The probability for such an encounter is one in eight.

All random encounters in this dungeon will be with a dragon cultist patrol. The patrol will consist of the following members:

Two Skeletal Guardians in black plate armor carrying black halberds. Two Skeletal Guardians wearing green armor and carrying long bows and poison tipped arrows. One dragon cultist witch wearing a red robe. One dragon cultist priest wearing a white robe. And a dragon cultist monk wearing a blue robe.

In life the skeletal guardians had all been 13th level fighters and will still fight as one. The dragon cultists may be of any race but the ones in this patrol are human and skeletal guardians. All are chaotic evil.



Two Skeletal Guardians in Black Armor:
F13: AC 0; HP 60 each; # At 2; **Plate Mail +1, Shield +1; Halberd +1;** AL CE.

Two Skeletal Guardians in Green Armor:
F13: AC 0; HP 50 each; # At 2; **Plate Mail +1; Shield +1; Long Bow +1;** 12 poison tipped arrows; **Long Sword +1;** AL CE;. SA The poison arrows are tipped with a paralyzing agent (save versus paralysis or be paralyzed for 3-12 rounds); AL CE.

One Red Witch: MU 13: AC 2; HP 30;
robe of scintillating colors; wand of fire with 13 charges; bracers of defense AC 2;
Spells Memorized: **magic missile, burning hands, charm person, sleep, spider climb, pyrotechnics, scare, mirror image, detect**

invisibility, darkness 15' radius, fireball, haste, hold person, flame arrow, dispel magic, fire charm, fire shield, confusion, wall of fire, conjure elemental (will only conjure fire elementals), feeblemind, teleport, hold monster, disintegrate, death spell; AL CE.

One White Priest: C13: AC 0; HP 50;
Plate Mail +1; Shield +1; Mace of Frost +2 wears a white robe. Spells known: **bles, curse, command, resist cold, sanctuary, cure light wounds, chant, silence 15' radius, hold person, resist fire, know alignment, augury, cure blindness, cure disease, dispel magic, prayer, bestow curse, animate dead, cure serious wounds, detect lie, protection from good 10' radius, divination, slay living, flame strike, harm, heal;** AL CE..

One Blue Monk: MO 13: AC 0; HP 35; # At 5/2; Dmg 5-17; SA Quivering Palm; SD ESP has only a 12% chance of success against him,;SA feign death ability; SD Can heal self for 2-5 +6 hit points once per day; SD Charm, hypnosis, suggestion have only a 30% chance of success against him; SD telepathic and mind blast attacks are treated as if the monk has a 18 int;;AL LE. He carries a **Spear +3** but will generally initiate open handed combat if possible.

If this patrol is met and destroyed the players will not encounter it again. If the patrol is merely driven off the players have a double chance of random encounters in the future and the patrol will be accompanied by another four black armored skeletal guardians.

Red Level

The inner walls of the castle on this level are painted red. The floor and the ceiling are made of white stone. The areas beyond the secret door in are 7 and beyond are made of lava. Between these chambers is molten lava. Some of the walls here still glow from the heat. They are still partially molten.

1. Lava Moat

A deep river of molten lava crosses in front of the castle. A drawbridge crosses over the moat guarded by two large fire giants.

2. Drawbridge

This large wooden drawbridge is down. It crosses over the lava moat protecting the castle. Two large fire giant guards patrol the bridge. They are alert and are watching the approaches to the castle. Two large black chains are connected to the drawbridge and can be used to raise the bridge when necessary.

Fire Giant Guards (2): MV 12; AC 3; HD 11+5; HP 60 each; # At 1; Dmg 5-30; SA hurl rocks for 2-20 dmg; SD Immune to fire; AL LE.

What is not immediately apparent but should be fairly obvious is that there are many fire giants nearby. Two giants are in each of the overlooking towers. At any given time there is a 75% chance that one of the two guards in each tower is vigilant and watching the drawbridge. Should they see a battle happening on the bridge they will respond by throwing rocks from the top of the tower. Each of the towers has ample

boulder ammunition just for this purpose.

If a battle occurs on the bridge there is a 50% chance that the guards inside the doors will also be alerted and rush out onto the bridge to defend their own. They will bring their hell hounds for support.



3. Guard Towers

These towers rise high above the drawbridge. These towers appear to be way too large for normal humans. And they are. For these towers are used by fire giants guarding the approaches to the castle. Each tower is two levels high plus a roof top level. A spiral staircase leads to each level and the only access to these towers is from secret doors in area 4.

Each tower has two fire giants. Usually one is looking out the arrow slits watching the area below. The roof top is

filled with boulders for throwing as ammunition. Every few days these guards change places with the guards in area 4 so that the tower guards stay more alert.

The lower level of each tower is for eating and sleeping. A large table with chairs and two cots are there for furniture. The roof top level is kept clear except for the boulders. And the mid level typically has one or both guards looking out the windows or sharpening their swords.

Fire Giant Guards (2): MV 12; AC 3; HD 11+5; HP 55 each; # At 1; Dmg 5-30; SA hurl rocks for 2-20 dmg; SD Immune to fire; AL LE.

4. Main Hall

This enormous room is the main hall of the castle. The hall has a very high ceiling. This is because it is inhabited by very tall beings. Several fire giant guards may be found here at all times. At any given time there will be eight fire giant guards here. Some may be eating at a very large table with chains which sits on the west side of the room.

On the right side of the room are four large bunk beds. Each of the beds has a large chest at the end of it. Inside of one of the mattresses is a hidden dagger made of silver and with a large ruby in the pommel worth 1500 gold pieces.

Two large double doors lead north from this room.

The room is decorated by five large tapestries hanging from the ceiling. Each of the tapestries has a pattern sewn into it depicting a dragon. The tapestries are all red in color. Each of the tapestries is finely

made and worth at least 500 gold pieces.

A fine set of crystal chandeliers hangs from the ceiling and lights the room. How this light is being created is unknown. There are no candles in the chandeliers. They are lit by a permanent continual light spell. The chandeliers are actually made out of fine quartz and are worth 1000 gold pieces if removed and carried out of the castle.

Four fine manticore skin rugs cover the floor here. Sitting on each of these rugs is a large hell hound sniffing the air for invisible enemies trying to sneak into the castle. Each of the hell hounds wears a jeweled collar. Each collar has small diamonds in it. Each is worth 1000 gold pieces.

Fire Giant Guards (8): MV 12; AC 3; HD 11+5; HP 50 each; # At 1; Dmg 5-30; SA hurl rocks for 2-20 dmg; SD Immune to fire; AL LE.

Hell Hounds (4): MV 12; AC 4; HD 7; HP 30 each; # At 1; Dmg 1-10; SA Fire Breath; SA Surprise on a 1-4 out of 6; SD Keen hearing; SD Surprised only on a 1; SD Can spot invisible creatures 50% of the time' AL LE.

The four chests are all locked but none are trapped. Inside these chests are:

- #1 2500 gold pieces, an emerald necklace worth 2750 gold pieces and a platinum ring worth 1500 gold pieces.
- #2 A **ring of warmth** and a **potion of acid resistance**. Twenty five large tourmaline gems worth 100 gold pieces each.

#3 A **potion of extra healing**, a **potion of speed** and a **potion of flying**. Five hundred platinum pieces and 1000 silver pieces.

#4 A fine sable cape worth 1500 gold pieces, a mink hat worth 500 gold pieces and a black opal worth 2500 gold pieces.

Two secret doors in the south wall lead to the two towers.

5. Staircase/Den

This large chamber has a very large stone spiral stair case which leads down from it. Waiting in this chamber are more fire giant guards. Some of these guards, however, are wearing strange armor. Each of them has a breastplate with a strange symbol etched upon it in the language of fire giants. The symbol is the letter "T" which should only be revealed to the players if one of them speaks the language of fire giants or can read it by virtue of thief skills or magical means.

Despite the sounds of the battle in the previous room these guards will stand their post and wait for anyone entering this chamber.

Fire Giant Elite Guards (5): MV 12; AC 1; HD 12+6; HP 65 each; # At 1; Dmg 5-30; SA hurl rocks for 2-20 dmg; SD Immune to fire; AL LE.

Fire Giant Shaman (1): MV 12; AC 3; HD 11+5; HP 55 ; # At 1; Dmg 5-30; SA hurl rocks for 2-20 dmg; SD Immune to fire; AL LE. She is a fifth level cleric and has the following spells prepared: **command**, **curse**, **protection from good**, **silence 15' radius**, **hold person**, **chant**, **prayer**. She wears a

large emerald necklace with many stones worth 3750 gold pieces. She also wears a **ring of free action**.

There is a secret door in the west wall and a secret door in the east wall.

6. Secret Room

Two large treasure chests are hidden in this room. Both are made of wood and reinforced with iron bands.

#1 Locked. Trapped. If the lid of this chest is opened one will find a glyph of warding (fire) on the inside lid facing towards the person opening the chest and exploding for 30 points of fire damage (save for half). Inside of the chest are 2000 gold pieces and 500 platinum pieces. There is also a metal scroll tube here with cleric spells written upon it: **flame strike**, **resist cold**.

#2 Locked. Trapped. If the lid of this chest is opened without first disarming the trap a hidden vent in the ceiling will dump molten lava on the player doing so for 2-20 points of damage (save for half). Inside the chest are 25 pearls worth 100 gold pieces each and five very large pearls worth 500 gold pieces each. There is also a wooden scroll tube with a magic user scroll inside of it with the following spells: **delayed blast fireball**, **incendiary cloud**, **fire charm**, **fire shield**.

7. Fire Caverns Entrance

The secret door leads to caverns which seem to be made from lava. Some of the walls here still glow with the heat from

lava. Small trails of lava can be seen in each room from cracks in the chamber walls. It would appear that beyond these walls pure molten lava fills much of the mountain on which this castle sits.

The heat here in this chamber is nearly unbearable. Quickly anyone who is wearing armor will feel the heat becoming unbearable. After three rounds a person wearing armor will begin to take damage from the heat at a rate of one hit point per round. Removing the armor will prevent this from continuing. Keeping it on will result in continually taking damage.

The guards waiting here, however, prefer heat. It is their natural environment.

Salamanders (8): MV: 9; AC 5/3; HD 7+7; HP 40 each; # At 2; Dmg 1-6 plus 1-6 from heat (metal spears)/ 2-12 tail constriction plus 1-6 damage from heat; SD +1 weapons or better to hit; SD immune to fire based damage; SD immune to sleep, charm, hold; SD cold damage does +1 damage per die to these creatures as they are susceptible to cold; AL CE.

Salamander Witch Doctor (1) : MV 9; AC 5/3; HD 7+7; HP 45 ; # At 2; Dmg 1-6 plus 1-6 from heat (metal spears)/ 2-12 tail constriction plus 1-6 damage from heat; SD +1 weapons or better to hit; SD immune to fire based damage; SD immune to sleep, charm, hold; SD cold damage does +1 damage per die to these creatures as they are susceptible to cold; AL CE. She is the equivalent of a 5th level magic user and knows the following spells: **magic missile, shocking grasp, charm person, spider climb, scare, mirror image, lightning bolt.** She wears a **necklace of adaption** and a golden ring with a fire opal in the center worth 3250 gold pieces. The ring is

incredibly hot as it has been so close to the skin of this creature of the plane of fire. Anyone putting it on or even touching it will take 2 points of damage from the heat. They may save for one half damage.

Several passages lead from this room further into the caves. The heat will continue in all of those rooms requiring those who wear armor to continue taking damage at a rate of one hit point per round.

8. **Manscorpions**

In this fiery chamber are horrors beyond compare. Strange creatures which appear to be half human and half scorpion fill the room. Each has a dark skinned upper torso which appears human in appearance. The lower torso is that of a bony scorpion with many legs and ending in a tail with a stinger at the end. The tail alone is nearly ten feet in length. Eight of these creatures are present in the chamber.

Manscorpion Soldiers (6): MV 12; AC 5; HD 9; HP 40 each; # At 3; Dmg 2-5/2-5/14- (claw/claw/tail); SA poison tail (death in 2-8 rounds unless save versus poison); SA tail sweeps behind the creature constantly preventing back stab attacks or surprise from behind; SA anyone struck by the tail who does not save versus poison will suffer weakness for one round (-2 to hit/damage) and the next round will begin shaking (-3 to attack/damage and no dexterity bonus) and on the next round will go into convulsions (AC 10 and no attacks possible) until they die; SA if the squad leader is killed the manscorpion will lose morale. At this point they will no longer use their claws but will begin a stinging frenzy and will strike twice with their tails per round until dead; Magic Resistance 20%; AL NE.

Female Manscorpion Squad Leader (1): MV 12; AC 5; HD 11; HP 60; # At 3; Dmg 2-5/2-5/14- (claw/claw/tail); SA poison tail (death in 2-8 rounds unless save versus poison); SA tail sweeps behind the creature constantly preventing back stab attacks or surprise from behind; SA anyone struck by the tail who does not save versus poison will suffer weakness for one round (-2 to hit/damage) and the next round will begin shaking (-3 to attack/damage and no dexterity bonus) and on the next round will go into convulsions (AC 10 and no attacks possible) until they die; Magic Resistance 20%; AL NE. She wears a necklace with a medallion made of platinum and worth 2500 gold pieces. The medallion has the letter "T" etched upon it in the language of the manscorpion. Only one who can read this language will be able to distinguish this.

Manscorpion Sorcerer (1): MV 12; AC 5; HD 9; HP 35; # At 3; Dmg 2-5/2-5/14- (claw/claw/tail); SA Magic Use; SA poison tail (death in 2-8 rounds unless save versus poison); SA tail sweeps behind the creature constantly preventing back stab attacks or surprise from behind; SA anyone struck by the tail who does not save versus poison will suffer weakness for one round (-2 to hit/damage) and the next round will begin shaking (-3 to attack/damage and no dexterity bonus) and on the next round will go into convulsions (AC 10 and no attacks possible) until they die; SA if the squad leader is killed the manscorpion will lose morale. At this point they will no longer use their claws but will begin a stinging frenzy and will strike twice with their tails per round until dead; Magic Resistance 20%; AL NE. Unlike the others this one wears a strange red robe which covers his upper torso below the neck. He is equal to a 7th level magic user and knows the following spells: **magic missile, ventriloquism,**

burning hands, protection from good, detect invisibility, darkness 15' radius, shatter, lightning bolt, haste, confusion. He carries a **wand of illusion** with 11 charges on it. His robe is fashionable for scorpion men but has no magical properties at all.

These creatures are from the 2nd edition monstrous manual but below is a statistic block that should be used with this creature:

Armor Class:	5
Movement:	12
Hit Dice:	8-12
No. Attacks:	3
Damage per attack	2-5/2-5/1-4 (claw/claw/tail)
Special Attacks:	Poison, possible spell use
Special Defenses:	None
Alignment:	NE
Magic Resistance:	20%
Size:	L (6' tall, 4' long and 10' tail)

9. Guest Room

Waiting in this molten chamber are guests of the queen. The room is filled with unholy symbols which glow in the heat of the room. A paladin or cleric of good alignment will feel very uncomfortable in this room and not just from the heat. A paladin or cleric of good alignment seeing these unholy symbols will fight at -1 to hit until or unless these symbols are removed or destroyed in some manner. Each symbol is made of solid gold and there are six of them in the room. Each is worth 250 gold pieces.

The guests of the queen are devils. The leader of this pack is a pit fiend named Ul'goril. He stands twelve feet tall and towers over his guardians. He is flanked by four barbed devils and two horned devils.

Pit Fiend (1): MV 6/ 15; AC -3; HD 13; HP 60; # At 2; Dmg 5-8/7-12; SA At will can perform the following feats of magic: pyrotechnics, produce flame, wall of fire, detect magic, detect invisible, polymorph self, hold person, or gate in 1-3 barb devils (60% chance) or another pit fiend (70% chance); SD +2 or better weapons to hit; SD regenerate 2 hit points per round; SA can also strike with tail and grab and constrict an opponent for 2-8 points of damage per round; Magic Resistance 65%; AL LE. Around his neck is a golden necklace with red rubies the size of a fist worth 5450 gold pieces. He wears a **ring of acid resistance** on one hand and carries a **wand of secret door and trap detection** with 12 charges on it.

Horned Devils (2): MV 9/18; AC -5; HD 5+5; HP 25 each; # At 4; Dmg 1-4/1-4/2-5/1-3; SA one carries a two tined fork which does 2-12 damage the other carries a whip which does 1-4 damage and stuns for the same number of rounds as the damage produced; SA fear radius of 5'; SA at will can use following abilities: pyrotechnics, produce flame, esp, detect magic, illusion, summon another horned devil (50% chance) ; SA once per day can create a triple strength wall of fire (causes 3-24 damage); Magic Resistance 50%; AL LE.

Barbed Devils (4): MV 12; AC 0; HD 8; HP 30 each; # At 3; Dmg 2-8/2-8/3-12; SA generate fear upon striking an opponent; SD never surprised; SA at will can use following abilities: pyrotechnics, produce flame, hold person, summon another barbed



devil (30% chance); AL LE.

10. Pyrohydra

In this chamber is a large multi headed beast. It is reptilian in nature and is tinged with red. It is a pyrohydra and is the largest anyone has ever seen before. It has ten heads. It's eyes seem to glow red in each of it's ten heads.

Behind the hydra is a strange statue. It has looks to be a statue of an eye on a pedestal. Etched on the pedestal are strange runes in the language of dwarves. It reads "The Queen sees all." The statue radiates neither magic nor evil.

Pyrohydra (1): MV 9; AC 5; HD 10; HP 80; # At 10; Dmg 1-10 each bite; SA breath fire twice per day per head for 10 hit points

of damage (save for half); SD each head has 8 hit points; AL N.



blue level

The walls on this level are painted blue. The floor and ceiling are made of white stone. This level seems to be at a comfortable temperature.

1. Staircase/Circular Room

The stairs lead downward about thirty feet into a large circular room with a high domed ceiling above. The walls here are painted blue as is the domed roof. Strange patterns in the dome roof suggest storm clouds overhead.

This large room is filled with strange spherical creatures that seem to float around the room. Each appears like a bristly bundle of hair with two large bulb like eyes and a three foot long tail. Twenty of these creatures float around the room as if by levitation.

Volts (20) - MV 6; AC 3; HD 2+1; HP 10 each; # At 1 and 1; Dmg 1-4 and 2-12 (electrical); SD immune to electricity; SA if it succeeds in biting a victim it will then shock with it's tail for 2-12 and will require

no to hit roll in future rounds until dead; AL N.

2. Circle of Magic

The door to this room is locked and the door is **wizard locked** shut. Some means must be found to break the spell in order to proceed into the room.

This large chamber has a red circle painted in blood on the floor of the room. After a few moments to search or explore the room the circle will begin glowing and a magic mouth will appear on the wall of the south east corner of the room. It will ask a riddle.

“My tines be long, my tines be short
my tines end ere, my first report what am i?”

Should the answer: lightning be given then the circle of magic will stop glowing and the door to area 3 will reveal itself and open. Should the answer not be given then the circle will glow even brighter and the door to area 3 will stay hidden. The secret door to that area might be found by the adventurers but the means of opening it will elude them. The door is made of thick stone and passing through the door will be difficult. One could passwall through the wall but breaking through the wall will prove to be impossible.

The glowing circle will eventually stop glowing and a creature will enter the room from it. It is a ball of lightning and begins moving around the room on it's own. It is a lightning elemental.

Lightning Elemental (1): MV 12; AC 2; HD 16; HP 90; # At 1; Dmg 3-30; SA electrical shocks when it attacks those wearing armor for 10 hp unless save made

for half; SD electrical shocks to those striking it with metal weapons unless save made for half; AL N.

3. Secret Chamber

This secret room contains a metal chest which has a large metal lock upon it. The rest of the room appears empty. The room is clean and well swept. Not even a spider web can be seen here.

The metal chest is, of course, trapped. Anyone touching the chest will be shocked for 2-20 points of damage upon touching it. Should anyone try to pick the lock they will also suffer this fate. Should water be thrown upon it, however, a number of sparks will fly up in the air from the chest but the electrical current will have been broken. Close inspection of the chest by means of moving it (without metal implements) may reveal small wires connected to the chest from a small hole in the floor under it. Should these wires be cut then the current will also be removed.

Inside the chest are: **Boots of Grounding**, a large star sapphire worth 3000 gold pieces, and a **javelin of lightning**. A strange inscription on the inside lid of the chest has runes written in the language of cloud giants. It states:

“The Queen never sleeps.”

4. Idol

The passage leads to a large room with a strange statue in the center of it. The statue appears to be a shrine to a Zanzian deity named Ivnia. She is well known among Zanzians to be the goddess of storms. She is known for her evil tantrums which lead to devastating storms across the land. The

statue represents her as an older woman in robes with a crown of leaves around her head waving a staff at the sky.

The statue radiates both evil and magic if detected for.

Should anyone approach the statue they will notice strange runes at the base of the statue. The runes appear to be written in the language of storm giants which are known to respect and fear this deity.

“Pay tribute to the goddess and she shall be merciful”

Should anyone insult the statue in any way it will grow white hot very quickly and explode into a furious storm in the chamber. Four air elementals will be summoned into the room to defend her honor.

Air Elemental (4): MV 36; AC 2; HD 16; HP 60 each; # At 1; Dmg 2-20; SA whirlwind; SD +2 weapons or better to hit; AL N.

Should anyone approach the idol and kneel before it the statue will smile. Should anyone lay an offering at the feet of the statue of any value the statue will lower it's staff and the person touched by it will receive the following:

A bless spell lasting for one turn

An infusion of electricity which will make the person immune to the effects of it for one turn and will shock anyone who touches the person or strikes them with a metal weapon doing 10 hit points of shock damage (save for half) unless they are immune to electricity.

5. Dome of Electricity

This room has a peculiar metal dome in the center of the room which is about twenty feet in diameter and about five feet tall at it's highest point. The dome is shiny and seems to be made of iron. A strange buzzing sound can be heard coming from the dome. The moment anyone enters the room they can feel a tingling sensation.

Every round a strange bolt of lightning shoots out in a random direction from the dome and strikes whatever is in it's path. The direction of the lightning bolt can be determined on the following table:

1. North
2. South
3. West
4. East
5. North East
6. North West
7. South East
8. South West

Anyone standing in the direction that the bolt is moving will be struck by it and take 8D6 damage from the bolt unless they make a saving throw versus magic to take half damage. A saving throw indicates that the player managed to dive and avoid taking the brunt of the electrical discharge.

There does not appear to be any obvious means of turning off the electrical dome. The purpose of the dome, of course, is to keep thieves or adventurers from having the time to search for secret doors in the room. The dome is not magical so a dispel magic spell will have no effect upon it. Close inspection of the dome will reveal that it does not rest completely upon the ground. There is a small gap between the dome and the floor. Should the dome be

lifted by some means the persons doing so will find that it weighs as much as nearly 500 pounds The dome is clearly big enough to allow several people to lift it and flip it over. Doing so will break the dome from contact with a cable which is providing the electricity to it. Doing so, however, will also shock those who pick up the dome for 2-20 damage while doing this.

There is a secret door in the south wall which leads to area 6.

6. Secret Room

Awaiting the adventurers in this room are two vases filled with 1000 platinum pieces each. Both vases are made of the finest materials and are finely engraved. Each is a work of art in itself. Both vases appear to be of fine Juralian workmanship. Jural is an empire located to the west of Zanzia and is known to be a dangerous and evil place.

Also in the room is a blue pedestal about four feet high. Sitting upon that pedestal is a red pillow. Sitting on that pillow is a ring. The ring is a ring of electrical resistance. The pedestal is trapped. Removing the ring will not harm anyone. But should the pillow be removed a glyph of warding (electricity) will be discharged and do 30 points of damage to the person viewing it.

7. Electric Eels/Pool of Water

A large pool of water fills a good portion of this room. The pool seeps from under the floor and walls on both sides of the room. From what spring it comes from is unknown. There is dry land on the north side of the room from the pool and dry land on the south side of the room as well. In the

south side of the room is a pedestal made of blue stone. Atop that pedestal sits a crown of gold circled by rubies and emeralds. It appears quite valuable. It is protected by a wall of force around it. A keyhole can be seen in the blue pedestal that holds it. At the bottom of the pool is a shiny key. The pool is about twenty feet deep at its deepest point where the key is.

Swimming in the pool are three gigantic electric eels. Each is difficult to see in the darkness of the room but will become immediately visible the moment they give off their electric shocks.

Gigantic Electric Eels (3): MV 12; AC 5; HD 10; HP 40 each; SA Electric shock to anyone within a certain radius of the eel; SD Immune to electricity; AL N.

Anyone attempting to fight the eels in the water will do so at a disadvantage unless they wear magical items that allow them complete freedom of movement under water. Attempting to attack the eels from outside of the water will likely have no effect upon them. Arrows will only penetrate a few feet before slowing down and doing little damage. Weapons striking into the water will likely suffer the same problems. And spells may or may not penetrate far into the water.

Once the key is put into the blue pedestal and turned then the force field will lower. It cannot be lowered by any other means. A dispel magic will have no effect upon it. A disintegrate might destroy the field but would have an equal chance of destroying the crown as well. Should a detect magic be cast upon the pedestal the pedestal will glow magically but the crown will not.

The crown is one of the many lost crowns of the Jural Empire and is worth 20,000 gold pieces.

8. **Lightning Mephits**

This room is filled with strange creatures which are made up primarily of electricity. Each is a winged creature and flies around the room. They are mephits of some kind and are guarding a chest which is locked by a large iron padlock. The chest is made of wood but is reinforced by steel bands. There are ten of these lightning mephits flying around the room.

Lightning Mephits (10): MV 24; AC 4; HD 2; HP 10 each; #At 1; Dmg 1-3 + shock damage of 1-6 (save for half); SA Lightning bolt breath weapon; AL N.

These mephits are on guard duty for the queen and will not discuss their duties with strangers. They will not immediately attack unless the chest is approached. Should anyone attempt to approach the chest they will defend it to the death.

Should they be questioned about other things they may respond to their best knowledge. They will not discuss the queen or who she is. They might reveal the nature of some of the other creatures on this level. They have visited no other levels here.

The Chest: It is locked and trapped. Should anyone attempt to open the chest before disarming the trap an electrical jolt will shock the person touching the lock and doing 2-20 damage to them. A saving throw versus magic will reduce the damage by one half. Inside the chest are: A **wand of lightning with 15 charges, six crossbow bolts of lightning** and a figurine made of

platinum depicting a storm giant and worth 2500 gold pieces.

9. Lighting Bolts

The walls of this peculiar room are made of some kind of shiny metal. A single bolt of lightning bounces off of the walls of this room in a random direction each time. It is a very large bolt of lightning. Anyone stepping into the room may or may not be struck by the bolt. Should they be struck by it they will likely take a great deal of damage from it.

The bolt bounces in random directions and cannot be predicted. The direction should be determined randomly on the following table. Should the direction prove to be the direction that a player is standing then that player will be struck by it and need to make a saving throw versus breath weapon or take 8D6 damage from the bolt. A saving throw indicates one half damage. Anyone wearing metal armor will take an additional two points of damage per die.

1. North
2. South
3. West
4. East
5. North East
6. North West
7. South East
8. South West

A secret door in the west wall of the room leads to area 10.

10. Secret room

This room contains a weapons rack. Hanging on the wall here is a metal shield with a lightning bolt painted on it. On the

weapons rack are **vorpall sword (two handed)** and a **war hammer +4** .

The shield is a **shield of shocks**.

11. Tumble Sparks

Five strange tumbleweeds blow around this room from some unseen source of wind. The wind picks up as the door to the room is opened. The tumble weeds gives off sparks as it travels the room. And it is drawn by some magnetic force towards anyone wearing metal armor. In the center of this room is a sword which is imbedded in a large boulder. The sword has a magical aura if this is detected for.

This tumbleweeds are actually creatures called a tumble spark.

Tumble Spark (5): MV 12; AC 5; HD 8; HP 35 each; # At 1; Dmg Lighting damage of 4D6 per round thereafter; SA Electricity; SD Immune to electricity; AL N.

The sword is actually not magical at all. It merely has a **Nystal's Magic Aura** cast upon it to give it the appearance of value. In fact, it is not even made of metal but is merely a wooden fabrication.

12. Magnetic Hallway

This hallway has metal walls which give off a strong magnetic force. Should anyone walk down this hallway wearing armor they will find that the armor is either ripped from their bodies and stuck to the wall or they will find themselves flung to the wall and stuck to it. Those with a strength of 18 or better will find that the armor is pulled from them. Those with less than a 18 strength will themselves be pulled to the wall. They will strike the wall hard and take

1D8 damage from the impact with the wall.

Walking down this hallway wearing armor or carrying metal objects is not possible. A dispel magic will have no effect upon the wall. Closely listening in the hallway will reveal a low buzzing sound beyond the wall. What is causing this is unknown.

Should anyone walk down the hallway without such weapons or armor they can open up the door to area 13 and find a lever in that room which will lower the magnetic field and free up metal armor and weapons to be brought into that room.

13. Behir

Four strange lizard like creatures stand guard in this room. Each of the creatures has a dozen legs. These creatures are Behirs and they will fight to the death to protect the stair case in the south wall which leads to the next level of the complex.

Behir (4): MV15; AC 4; HD 12; HP 50 each; # At 1 or 6; SA The creature will bite a victim for 2-5 damage. It will then wrap it's snake like body around the victim. On the second round it will claw with six legs for 1-6 per leg to that victim; SA can discharge a lightning bolt for 24 damage once per ten rounds (save versus breath weapon for half damage); SA swallow hole on a natural 20; AL NE.

Should the creatures fare badly in combat some creatures hiding in area 14 may join the combat after two rounds.

Should the Behir be cut open one of them will be found with a 5000 gold piece diamond inside of it's stomach. Another will be found to have a **ring of free action** inside

of it.

The lever that will lower the magnetic field in area 12 can be found here on the south side of this room. There is also a stair case leading downward and a secret door in the south wall.

14. Voltars

Five strange warriors from the plane of lightning are hiding in this room. They are here summoned by the queen to defend this level from those who might wish to pass to the next. Should the battle in area 13 go on for two rounds or more these creatures will hear the sounds of it and will join the behir to defend the stairs.

These humanoids are about the same size as a normal human. They wear armor and carry weapons which are covered in arcing and crackling electricity. Their eyes are white and empty except for small sparks of energy which can be seen within them.

Voltar (5): MV 12; AC 6; HD 5; HP 25 each; # At 1; Dmg 1-8 (sword) + 1D6 electrical damage; SA lightning bolt for 24 damage (save for half) once every three rounds; SD burst with electrical flash for 5D6 upon being reduced to zero HP (save for half); AL N.

The leader of this band wears a necklace of strange jewels never seen before in this land. Each has strange coloration that glows in the dark. This necklace would be worth as much as 10000 gold pieces if sold anywhere in Zanzia.

black level

The walls of this level are painted

black. Darkness on this level is a severe problem as the darkness of the walls makes it difficult to for light to penetrate anywhere. This level is at a comfortable temperature.

1. Stairs/Ambush Point

The stairs lead downward about twenty five feet into a dark room with walls painted black. The room has passages leading south, east and west from it. But waiting in this room are skeletal archers and hell hounds. The skeletal archers stand behind small barricades which give them cover. The hell hounds charge directly in upon anyone descending the stairs to engage in melee. There are four archers here standing behind a single barricade each which gives them 50% cover. This cover gives them a +4 adjustment to their armor class against missile fire. It also gives them protection against some spells. The skeletal archers are actually skeletal guardians as described at the end of this module but are wielding bows. This group is wearing black armor.

Skeletal Guardians in Black Armor: F13; AC 0; HP 50 each; # At 2; **Plate Mail +1; Shield +1, Long Bow +1, 12 arrows of acid, Long Sword +1, AL CE..**

Hell Hounds (8) : MV 12; AC 4; HD 7; HP 30 each; # At 1; Dmg 1-10; SA Breath Weapon (fire); SA Surprise; SA keen hearing surprised only on a 1; SD exceptional sight allows them to see or detect invisible 50% of time; AL LE. Each of the hell hounds wears a platinum symbol at the end of a black studded collar around their necks. These platinum symbols have some strange runes which are only readable should the players be able to read the language of black dragons. The symbols are worth 500 gold pieces each. The runes state

only that these hounds belong to the queen.

2. Puzzle of Darkness Part One

In this room stands a large statue of a multi armed goddess of darkness named Xuhana. She has six arms and a long snake like tail. She stands before the players in front of the west wall of the room with all of her hands cupped together as if holding something important and protecting it from others. The statue appears to be made of some kind of unknown metal. It is impenetrable and cannot be bent regardless of the amount of strength employed to do so. The arms cannot be moved apart. Whatever is hidden inside of the hands is unknown. But it must be of great value. But how can it be obtained?

Hidden inside of the hands of the statue is a **Bishops Ring (C)**. This particular ring doubles fourth and fifth level spells. The key to getting through the hands of the statue to obtain the ring is to use the acid from room three to eat through the hands of the statue.

Should magical means be employed to attempt to reach the ring the goddess Xuhana will be displeased. She will animate the statue which will put the ring in her mouth to guard it and weapons will appear in each hand of the statue. She will become an incredibly powerful marilith and will immediately attack those attempting to seek her prize by magical means. She has a long snake like tail which she will immediately attempt to wrap around someone to squeeze the life from them.

Demon, Marilith (enhanced): MV 15; AC -9; HD 12; HP 70; # At 7; Dmg 4-24 (tail) + weapons in six hands; SA she holds six magical weapons as follows: **+2 bastard**

sword (2-8), **+1 flail of wounding** (1-8 + 1 point of bleeding each round after), **+2 scimitar, nine lives stealer** (1-8), **battle axe +3 frost brand** (1-8), **spear +4** (1-6), **military fork +3** (1-8); SD +2 or better weapons required to hit; SA constriction if her tail wraps around someone crushing them for 4D6 damage per round thereafter; SA each around someone is wrapped up by the tail they must make a constitution check (4D6 vs constitution score) each round thereafter or fall unconscious; SA breaking free of the marilith tail requires a minimum strength of 15. Each point over 14 gives the player a 10% chance to break free. This can be attempted once per round; SA powers that can be used at will by the creature: animate dead, cause serious wounds, cloud kill, comprehend languages, curse, detect good/evil, detect magic, detect invisibility, polymorph self (7 times daily), project image, pyrotechnics and telekinesis; SA can gate in other demons as follows: type I (30% chance), type II (25% chance), type III (15% chance), type IV (15% chance), type VI (10% chance) or one of the lords or princes (5% chance). The chance of opening the gate itself is only 75%; Magic Resistance: 80%; AL CE. Should she be defeated then the ring may be taken from her mouth. The body will then disappear leaving behind the ring and her jewels.

Around her neck is a beautiful necklace of diamonds with a large ruby centerpiece. The necklace is worth 10,500 gold pieces. On each of her six hands are rings. None of the rings are magical but all are of great value: an emerald ring with a gold band worth 2500 gold pieces, A diamond ring with small rubies around the center and a platinum band worth 4500 gold pieces, A platinum ring with strange runes engraved in it worth 4000 gold pieces, a gold ring with three sapphires worth 2250 gold pieces, a

silver ring with a large black pearl worth 1750 gold pieces and a jade ring with a platinum band worth 2750 gold pieces.

The statue will not be animated if the players use the acid from area two to open the hands. Only magic will cause the statue to animate. Xuhana is impressed with ingenuity. She is not impressed with magic.



3. Puzzle of Darkness Part Two

In this room is a black pedestal which stands about three foot tall. Sitting upon that pedestal is a vial of black liquid. The liquid boils in the vial. Bubbles can be seen moving in the vial. Wisps of clouds rise from the top of the vial which is open. The vial is kept upright to avoid spillage by a severed skeletal hand which appears to be holding it on the pedestal. Around the pedestal is a prismatic sphere protecting the

vial from being taken. The vial can still be seen through the colors of the prism.

light

The sphere can be lowered by casting the appropriate spells required to drop each layer of the field. Penetrating the field any other way causes the results of the different color to affect the player doing so adversely. The layers are as follows:

Violet Force field. Save versus magic or sent to another plane Dispel Magic

<u>Color</u>	<u>Effect</u>	<u>Negated by</u>
Red	Prevents non magical missiles. Inflicts 10 hp damage.	Cone of Cold
Orange	Prevents magical missiles. Inflicts 20 hp damage.	Gust of Wind
Yellow	Prevents poisons, gasses, petrification. Inflicts 40 hp	Disintegrate
Green	Prevents breath weapons. Save vs poison or die.	Passwall
Blue	Prevents location/detection. Save vs petrification	Magic Missile
Indigo	Prevents spells. Save vs wand or insane.	Continual

If the field is penetrated successfully the vial on the pedestal can be taken. The vial contains an incredibly concentrated form of acid. This acid could be brought to room 2 and used to penetrate the hands of the statue and gain the object held by the statue. Should the acid be used elsewhere the effects will need to be adjudicated appropriately. This acid is incredibly powerful. There is only one dose of it. But if it is dropped or thrown it will do some powerful damage to structures or living creatures. To undead it may do no harm at all depending upon the form of it. The acid will eat directly through the floor and will continue eating directly through layers of the floor until it gets many levels down through the dungeon. In this particular dungeon it will penetrate even through the lower level if dropped on this level.

To a living creature it will do 2-16 damage in the first round and continue eating each round until the creature is disintegrated. Armor and weapons will need to make saving throws as well at -10.

Etched upon the base of the pedestal are strange runes. Close inspection reveals that the words written in the language of elves.

“When I looked upon the flames of his passion,
And the coolness of her touch,
I knew tragedy could only come from their union.

And indeed, when they came together,
Darkness reigned upon the land.
And although they were soon separated,
Learning as they did that they
were not for each other,
Still, their passing regards for each other,
Left it's impression upon
all who had witnessed it.
And would be talked about
for ages still to come.”

Answer to the riddle: A solar eclipse. If this answer is spoken aloud then the colors of the sphere will drop one by one and allow access to the vial. The skeletal hand will even rise to hand the vial to the player answering. If the riddle is answered incorrectly the runes will disappear and no more answers of any kind will be accepted or will have any effect at all upon the sphere.

4. Four Dark Columns

In this large room are four large black columns, They appear to hold up the massive roof. The rest of the room appears to be empty. Strange murals on the walls here depict scenes of murder and depravity. The entire room radiates powerful evil. The columns radiate magic if detected for. The four columns are four large black puddings which have been polymorphed into the pillars holding up the roof.

Should anyone touch one of the columns they will all polymorph simultaneously back into black puddings and attack.

Black Puddings (4): MV 6; AC 6; HD 10; HP 40 each; # At 1; Dmg 3-24; SA dissolve wood and metal; SD immune to cold; SD blows from weapons split the creature as does lightning; SD fire does normal damage; AL N.

There is nothing special about the murals on the walls. They are just art. One of the scenes depicts a village being sacked and pillaged by orcs. Another shows a city being burned by an invading army of undead. A third shows human sacrifices atop the Temple of Domi. And a fourth shows the Arch Lich Malcon atop his mountain of fire directing a pack of gargoyles towards an approaching army of Zanzian soldiers.

There is a secret door in the south wall leading to area 5.

5. Secret Room

Two large vases stand here. Each is made of the finest porcelain. The designs on the vases suggest that they may be from the Juralian Empire just west of Zanzia. They look quite valuable. Each is filled with coins. One has 1000 gold pieces in it. The other has 1000 platinum pieces inside of it. The vases themselves are worth 1000 gold pieces each for their artistic and historical value.

6. Statue of Xuhana

Standing tall in this room is another statue of the Zanzian Goddess of Darkness Xuhana. In this portrayal she stands holding a single spear with all of her six hands. Her long snake like tail trails behind her on the ground. The statue radiates both magic and evil. Xuhana is known to be one of the evil deities worshiped in Zanzia and in other parts of the continent.

When the players approach the statue a magic mouth will appear on the wall just south of the statue and speak a riddle.

“What is it you have to answer?
But to answer you have to ask?”

And to ask you have to speak?
And to speak you have to know,
The answer.”

The answer to the riddle is: A riddle. Should this be spoken aloud then the statue will begin to shimmer and will suddenly begin, one by one, removing hands from the spear. The spear will shimmer and then become a metal, rather than stone, object. It is a **spear +5, defender**.

Should any other answer be given then the magic mouth will disappear and the statue will glow white hot. Then it will turn into a Demon (Marilith) and attack. Should any means other than answering the riddle be employed to attempt to gain possession of the spear she will animate and defend it. New weapons will appear in each hand.

Demon, Marilith (enhanced): MV 15; AC -9; HD 12; HP 70; # At 7; Dmg 4-24 (tail) + weapons in six hands; SA she holds six magical weapons as follows: **+2 bastard sword** (2-8), **+1 flail of wounding** (1-8 + 1 point of bleeding each round after), **+2 scimitar, nine lives stealer** (1-8), **battle axe +3 frost brand** (1-8), **spear +5, defender** (1-6), **military fork +3** (1-8); SD +2 or better weapons required to hit; SA constriction if her tail wraps around someone crushing them for 4D6 damage per round thereafter; SA each around someone is wrapped up by the tail they must make a constitution check each round thereafter or fall unconscious; SA breaking free of the marilith tail requires a minimum strength of 15. Each point over 14 gives the player a 10% chance to break free. This can be attempted once per round; SA powers that can be used at will by the creature: animate dead, cause serious wounds, cloud kill, comprehend languages, curse, detect good/evil, detect magic, detect invisibility,

polymorph self (7 times daily), project image, pyrotechnics and telekinesis; SA can gate in other demons as follows: type I (30% chance), type II (25% chance), type III (15% chance), type IV (15% chance), type VI (10% chance) or one of the lords or princes (5% chance). The chance of opening the gate itself is only 75%; Magic Resistance: 80%; AL CE.

Around her neck is a beautiful necklace of diamonds with a large ruby centerpiece. The necklace is worth 10,500 gold pieces. On each of her six hands are rings. None of the rings are magical but all are of great value: an emerald ring with a gold band worth 2500 gold pieces, A diamond ring with small rubies around the center and a platinum band worth 4500 gold pieces, A platinum ring with strange runes engraved in it worth 4000 gold pieces, a gold ring with three sapphires worth 2250 gold pieces, a silver ring with a large black pearl worth 1750 gold pieces and a jade ring with a platinum band worth 2750 gold pieces.

7. Pit of Acid/Acid Weird

The hallway is blocked by an open pit of acid which stretches beyond the walls and is ten feet by ten feet wide. The walls widen out to allow the pit to extend outwards. The acid in the pit bubbles up with smoky wisps every few seconds. It is clear and visible and will be easily found should anyone be even remotely careful while traveling the hallway.

But the pit alone is not the real danger here. For inside the pit are two very nasty creatures. They are Acid Weirds. They are a distant cousin to the water weird but have similar inclinations. They will attempt to drag others into the pit of acid with them when the pit is approached. This may have

an unfortunate effect on armor, weapons, shields or other valuables in possession of anyone dragged under. It also has an unfortunate effect upon skin.

Acid Weirds (2): MV 12; AC 4; HD 8; HP 32 each; # At 0; Dmg 0; SA acid, drowning; SD immune to most forms of damage; SD sharp weapons do only one point of damage SD cold slows it; SA creatures dunked in acid suffer acid damage of 2D4 per round; SA those under the acid must save versus paralyzation or be drowned each round; AL CE.

8. Acid Elemental

On the floor of this large chamber is a pool of liquid. The pool is not clear. It is a dark bubbling liquid. It is acid. Should anyone place an object into the pool they can confirm this opinion as it will eat quickly through metal or wood.

The pool, however, is actually a creature lying in wait. It will do nothing until the room is searched. When the secret door to area 9 is found in the north wall of the room the creature will strike. It is an **Acid Elemental**. When it begins moving a pool of acid will remain behind in the floor.

Acid Elemental (1): MV 6/18; AC 2; HD 16; HP 90; # At 1; Dmg 5-30 (plus acid damage of 2D4 unless save versus breath weapon); SA acid damage; AL N.

9. Secret Room

This room has five wooden dummies which are about man sized. Each of the dummies has a suit of armor resting upon it.

#1 **Plate Mail of Darkness**

#2 **Leather Armor +4**

#3 **Chain Mail of Flames**

#4 **Plate Mail of Vulnerability**

#5 **Plate Mail of Etherealness**

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11. Assassin Bugs

The door to this room is locked. The

reason for this will become immediately apparent once the door to the room is opened.

The room is virtually filled with huge insects which are nearly five feet tall. Their bodies are segmented and is brown and black. Their legs are curved and each has folded wings. Two segmented antennae sprout from their heads. Five of these creatures fly or walk around the room.

Assassin Bugs (5): MV 12/36; AC 4; HD 7; HP 30 each; # At 2; Dmg 2-8/2-8; SA inject corrosive acid; SA Pin Victim; AL N.

A secret door in the south wall leads to area 12.

12. Secret Room

This room is filled with coins. The coins are loose and scattered ankle deep in the room. Various metals and denominations and countries are represented in the coins. There are coins of all types here. Some of the coins are coated with some kind of rust. The room seems a bit damp. Liquid drops from cracks in the ceiling here and onto the coins.

The rust is actually a form of mold.

Russet Mold (1) : MV 0; AC 9; HD 15 hit points; # At 0; Dmg 0; SA spores (save vs poison or take 5-20 damage from the mold and be paralyzed with mold sickness); SD immune to attacks, fire and cold; SD alcohol, acid and salt can damage the mold or kill it; SD cure disease or continual light will kill the mold; AL N.

The coins are as follows: 2122 gold pieces, 342 platinum pieces, 2344 electrum pieces, 34344 copper pieces, 23341 silver

pieces. The coins are in a variety of nationalities including: Zanzian, Ancient Zanzian, Juralian and various kingdoms in the Horde or in the Barbarian lands. A few of the coins are even from unknown lands far beyond the boundaries of this continent.

13. Silent Room

This room seems mysteriously quiet when entered. No sounds penetrate this room. It makes an excellent meditation chamber and seems like a decent place to rest. However, what the adventurers may not realize at first is that they hear no noise coming from outside of the room either which makes anyone resting in this room easy to surprise. A random encounter here will surprise the party on a 1-5 out of 6. Random encounter chances will be triple while in this room as the patrols visit here often because they know of it and it's nature and realize that others may attempt to rest here.

The door here is not a reinforced door and may easily be kicked in from the outside.

14. Scenes of Battle

This room appears to have been the scene of a recent clash between two forces unknown to the adventurers. Human remains are present which would indicate that another group of adventurers may have come before them. At least some members of that group were apparently slain here quite recently. Fresh blood covers parts of the floor. Three decomposing bodies lie on the ground in the eastern part of the room. One body is that of a human fighter. Another is that of an elven wizard. And a third is a halfling rogue. The bodies have already been looted and have no valuables left on them.

Who or what they were fighting is unknown. Strange black plate mail lies on the floor near the bodies but only skeletal remains of whoever wore it can be seen. There is nothing special about the armor other than it's color. A long bow lies cracked on the ground near the body. No arrows or other weapons can be found.

Peculiar splotches on the walls on the east side of the room are mystifying. The walls where these splotches are look as if they have been eaten away by something.

Close inspection of the suit of black plate mail and the skeletal remains will reveal a golden medallion with the words "The Queen's Guard" written upon it in the language of cloud giants. The medallion is worth 200 gold pieces.

15. Acid Rain

In the center of this room is a strange sight to behold. A domed wall of force covers a low pedestal made of obsidian. Resting upon this pedestal is a black pillow. And on that pillow is a horn which radiates magical energy if detected for.

Floating in this room is a strange cloud of brown wispy vapor which seems to cover the upper half of the room. What this might be is unknown. The room seems misty to the touch and seems to make one's skin tingle.

The cloud is a noxious bank of misty acid. Anyone stepping completely into the room may not notice much at first. But after a few steps into the room they will begin to itch. And then they will begin to burn. And then they and their armor, weapons and valuables will need to make saving throws. The person will save versus breath weapon

or take 1D4 damage the first round. Save again or take 2D4 the second. And so on. The armor, weapons and valuables will need to make one save versus corrosion.

Dome of Force/Pedestal

The wall of force can be removed by the usual means. A disintegrate will destroy the wall. Other means for destroying a wall of force will also apply.

The horn is a **horn of bubbles**.

16. Ankhegs

This area is a burrowing tunnel or cave not a dungeon chamber. The walls here have been carved out by someone or something. That something becomes immediately apparent when the adventurers get further into the room and find the inhabitants. Four large Ankhegs are nested here and take immediate offense to the intrusion by others.

Ankegs (4): MV 12/6; AC 2/4; HD 8; HP 35 each; # At 1; Dmg 3-18; SA squirt acid for 8-32 once per hour up to thirty feet distance; AL N.

On the floor here is a large orange Jacinth gem worth 5000 gold pieces.

17. Thessalhydra

The cavern is L shaped and proceeds east from here. The cavern seems moist and damp. No visible signs of water dripping into the room can be observed but it is clear that water runs near here somewhere.

A strange and hideous creature resides here. It has many snake like heads and one large snake like head in the center.

It has a long snake like tail with pincers at the end of it. And this creature appears quite hungry. It is a **Thessalhydra**.

Thessalhydra (1): MV 12; AC 0; HD 12; HP 80; # At 10; Dmg 1-6 per head (7 smaller snake heads) + poison (save or take 1D6 more damage), 1-20 (large head) + 1D20 acid damage from main head bite (save versus poison), 1-12 (tail pincer) + grapple and pull towards main mouth; SA acid saliva and spitting; SD each smaller head has 12 hit points and will regenerate in 12 days; SD damage to smaller heads does no damage to the body; SA once per day the main head can spit a glob of acid in a 12 diameter up to 3" distance for 12-72 points of damage (save versus poison for half damage); SD immune to acid; AL N.

Hidden in a crack in the floor here is a fine necklace made of pearls. It has a black pearl as the center piece and is worth 7250 gold pieces.

18. Signs of Struggle

Two bodies lie on the floor here. Both are partially eaten and both have suffered a great deal of acid damage. One looks as though he might once have been a dwarven cleric. He has a partially eaten and totally ruined suit of plate mail and a broken mace nearby. The other was once a fighter and also a dwarf. His armor and shield are also nearly obliterated. His battle axe sits broken at his side. Any usable valuables have been looted previously.

Close inspection of the body will reveal that the cleric has a scroll tube made of bone which is undamaged and was hidden beneath his body and thus was not found when the bodies were looted. Inside the tube is a piece of parchment with the following

words upon it:

“We came to investigate the castle for the king. But I fear that we are all to be lost. Laeroth, Ethan and Theobald all fell yesterday to a patrol. Some strange and powerful skeletal warriors ambushed us in our safe camp and Forgaeth and I barely made it out alive. We fled here and ran into some ankhegs. I fear that we shall not make it out of this place.....”

The parchment is coated in blood.

19. Xorns

This area has been recently excavated. Dwarves or gnomes in the group will immediately recognize the signs of fresh digging here. The walls here seem quite unstable. It would appear that someone or something has dug through them recently. Piles of rubble are all over the floor here which might lead one to believe that something or someone will return soon.

Suddenly the walls themselves become creatures of some kind of insane world. They are xorn and they have been eating the rocks in this cavern complex and have returned to this place. Four of the creatures arrive rather suddenly into the room at once. They have smelled the gold and platinum on the players and they are hungry for it.

Xorns (4): MV 9; AC -2; HD 7+7; HP 35 each; # At 4; Dmg 1-3 (x3), 6-24; SA surprise on 1-5 out of 6; SD immune to fire and cold; SA smell valuable metals; SD lightning does one half or no damage to a xorn; SD move earth spells will move them and stun them for one melee round; SD stone to flesh or rock to mud will lower their AC to 8 for one melee round and keep them

from attacking that round; SD passwall does 11-20 hit points of damage to them; SD if combat is going against them they can pass through walls to escape; AL N.

Hidden beneath the pile of rubble are: five ambers worth 100 gold pieces each, five topaz worth 500 gold pieces each, four emeralds worth 1000 gold pieces each and one fire opal worth 5000 gold pieces.

20. Umber Hulks

This large chamber is filled with boulders and crumbled segments of the ceiling where cave ins have taken place. In the eastern most corner of the room a group of boulders hides the creatures who live here and are waiting in ambush. They are umber hulks and there are four of them hiding waiting to pounce.

Umber Hulks (4): MV 6; AC 2; HD 8+8; HP 40 each; # At 3; Dmg 3-12/3-12/2-10; SA confusion; AL CE.

Around the neck of one of the umber hulks is a **necklace of missiles** (1 x 9HD, 2 x 7HD, 2 x 5HD, 2 x 3HD). Another wears a tourmaline ring worth 1200 gold pieces. A third has a platinum armband worth 900 gold pieces.

21. Stairs Down/Dracolisk

This large chamber has a spiral stair case leading downward from it. The room is dark and damp. A small stream of water can be seen coming into the room from the northeast wall and leading towards the south central portion of the room. Sitting at that point of the room are a pair of **dracolisks**.

Dracolisks (2): MV 9/15; AC 3; HD 7+3; HP 40 each; # At 3; Dmg 1-6/1-6/3-12; SA

breath weapon, gaze weapon; SA can spit acid for 4D6 damage (save vs breath weapon for one half damage) three times daily; SA gaze weapon petrifies unless save vs petrification; SD opponents attempting to fight and avoid the gaze of the creature strike at -4 to hit; SD can never be subdued; SA gaze weapon extends into ethereal and astral planes; AL CE.

Hidden in a small pile of rubble in the eastern most portion of the room are: 3 small jars of fine Juralian incense worth 250 gold pieces each, four small bottles of fine Juralian perfume worth 500 gold pieces each, a **potion of ultra healing**, a **potion of restoration**, a **potion of storm giant strength** and a **potion of invulnerability**.

White Level

The walls on this level are painted white. But this fact is easy to miss as the level is cold. Very cold. Far colder than on any previous level of the dungeon. The walls are frosted white. Snow and ice are all over the ground. In most places the snow is at least one foot deep and often much higher. Anyone wearing armor on this level will feel far colder than the others. The cold is debilitating. The temperature is far under freezing. After one turn those wearing armor will begin to feel sluggish from the cold. All attacks will be done at -1 to hit and to damage. After two turns this will lower to -2. And it will stay that way.

Finding secret doors on this level will be difficult as well. The buildup of frost and ice over everything on this level makes it difficult to discern where cracks in the wall might reveal a doorway that is hidden. Finding secret doors will take twice as long as normal. The chance of finding such secret

doors is half the normal chance for doing so.

1. Stairs/Entry to Level

The stairs lead downward twenty five feet into a chamber that is miserably cold. The walls here are coated in ice. The ground is frosty and slippery. The walls here are white. Until one gets up close it is difficult to ascertain that the walls themselves are painted white. This portion of the castle appears to be natural stone which has been painted over. Passages lead off in several directions from here.

This chamber is dark when the adventurers arrive here but they soon realize that they are not alone here. Four creatures await them here. These creatures appear to be humanoid but insect like. All carry spears which are black and barbed. Each has large bug eyes and mandibles and a long spikey tail. They are **ice devils**.

Ice Devils (4): MV 6; AC -4; HD 11; HP 45 each; # At 4; Dmg 104/1-4/2-8/2-12; SD +2 or better weapons to hit; SA when one is hit by their spear they will take 2-12 damage from it and must save vs paralyzation or be slowed by 50%; SA at will they can use the following abilities once per melee round or turn as applicable: fly, wall of ice, detect magic, detect invisible, polymorph self, gate in two bone devils (70%) or another ice devil (30%) with a 60% chance of success; SA once daily can cast an ice storm spell; SA ultravision; SD regenerate 1 hp per round; SA radiate fear in a 10' radius; SA 18/76 strength for grasping; Magic Resistance 55%; AL LE.

2. Riddle of Ice

When the adventurers arrive in this room they will find two pedestals made of

ice standing before them in the center of the cavern. On the first pedestal is a block of ice about one foot wide by one foot tall. Imbedded in the center of the ice is a scroll tube made of thin wood. A piece of parchment can be seen inside of the scroll tube. From outside of the ice it is impossible to tell if it is a scroll or merely some message or note.

On the second pedestal is a potion bottle encased in a block of ice also one foot by one foot. Should the ice be melted then the bottle will fall and shatter on the floor ruining the potion. This block of ice is resistant to fire. It cannot be melted by normal means. Only magical means or correctly answering the riddle will succeed. Virtually any attempt to chip the ice or cast spells on the block will cause the bottle to crack and the liquid to drain away.

Before the players can read the scroll or note they will need to find a means to thaw out the ice without destroying the scroll tube and what is inside of it. This is not so easy a task in this ice cold cave. Fire is likely to thaw it out but also likely to destroy the tube. Any reasonable means of accomplishing the task which is explained by the players will suffice. Some possible means:

Thaw the ice with heat but not direct flame. A fire ball clearly will not keep the scroll tube intact. A produce flame might under the right circumstances.

Chipping the ice away with weapons or tools might clear away a great deal of ice but care will need to be maintained to avoid damaging the tube.

Many other possibilities exist. I will leave that up to the imagination of you and your players.

Once the scroll tube is reached the note inside will turn out to be written in the language of elves. It is a riddle:

“Ah! My breath doth shake,
My limbs are thin,
My belly aches.
Whiteness doth crown my head,
And the tracks I leave,
Are unsteady where I've led.
I look out through rheumy eyes,
And seem to say my last goodbyes.
The darkness doth draw me near,
I lean towards it - the better to hear.”

The Answer: Death. Should this word be spoken aloud after reading the riddle then the ice in the second block will melt away. The potion in the ice will slowly lower to the ice pedestal and still be standing intact for the players to retrieve. It is a **potion of bottled fireball**.

3. Remorhaz

The snow banks in this cavern are thick with packed snow. Two colorful looking eggs are sitting in a nest of snow and twigs in a particularly large snow bank in the western portion of the room. Sitting next to these eggs is a large lizard like creature with a bony spine and large bug like eyes. It has fangs and it has several sets of legs. The creature is bluish in color and has white eyes. The back of the creature is a streak of white. It also has a tiny set of wings which beat quickly now that newcomers have arrived. These are polar worms also known as Remorhaz. It's mate stands about fifteen feet away. Both creatures are very large. Each is nearly forty feet long.

Remorhaz (2): MV 12; AC 0 (overall)/2 (head)/4 (underside); HD 14; HP 90 and 75; # At 1; Dmg 6-36; SA swallow whole instantly kills due to intense heat inside of the creature; SA prey is swallowed whole on a natural 20; SA any non magical weapon that strikes the back of the creature is destroyed by heat (magical weapons that strike the back of the creature may save vs fire damage at +1 per bonus point of the weapon); SA any person touching the rear of the creature takes 10-100 damage from the intense heat; Magic Resistance: 75%; AL N.

The two eggs are each very valuable. Each is worth 5000 gold pieces. In the nest with the eggs are: two bolts of the finest Juralian silk worth 500 gold pieces each, a fine porcelain vase from the barbarian lands north of Zanzia worth 1000 gold pieces due to it's fine artistic value, and a **rug of welcome** which has been rolled up and tied with rope.

4. Ice Worms

This cavern has thick banks of snow on all sides of it. Burrowing out of one of these banks of snow when the adventurers arrive in the room is an enormous white worm. Another arrives one round later. These are an arctic variant of the giant purple worm. They are similar in statistics other than they prefer cold regions to live in.

Giant Ice Worms (2): MV 9; AC 6; HD 15; HP 80 each; # At 1 and 1 (bite and tail if needed for rear defense); Dmg 2-24/2-8; SA swallow whole; SA poison tail stinger (save or die); AL N.

Should the worms be cut open the bellies of the beasts will be found to have the following treasures hidden inside: one star ruby worth 7500 gold pieces, one golden tiara with emeralds and rubies circling it

worth 5000 gold pieces, a **scarab of insanity**.

5. End of the Caverns/Piercers

The caverns come to an abrupt end. A set of double doors lead from the caverns into a room which appears to have been constructed from stone and painted white. Like the caverns, however, the room is miserably cold. Snow banks line the walls. Ice lines the floor. And icicles descend from the ceiling.

The icicles are actually not icicles at all. They are large piercers and are waiting to drop on prey that walk beneath them.

Piercers (12): MV 1"; AC 3; HD 4; HP 16 each; # At 1; Dmg 4-24; SA 95% chance of surprise; AL N.

There is a secret door in the west wall here. It is extremely difficult to find due to the snow and ice build up here. Searching will take twice as long as a result.

6. Secret Room

Like the previous room this one has snow banks which are a foot deep or more in places. Resting on a snow bank is a large chest with a lock upon it. The chest is locked. It is also trapped. Anyone opening the chest without first disarming the trap will find that two darts will fire from under the lid at the person opening the chest as if thrown by a 16HD creature. Each will do 1-3 damage upon a hit but the real problem is that these are no ordinary darts. They are imbued with magic and upon a hit the victim must save versus magic or be frozen solid. Such a person cannot be thawed out by normal means. It is possible to reverse this process only by wish or limited wish. Inside

of the chest are: a **staff of ice** with 16 charges on it, five large diamonds worth 2500 gold pieces each, 1000 gold pieces and 1000 platinum pieces. There are also two large golden candlesticks worth 200 gold pieces each, a golden decanter worth 300 gold pieces and a platinum serving fork worth 250 gold pieces.

7. Ice Golem

In this chamber several passages converge. In the center of the room is a large humanoid sculpture made of ice. The sculpture stands twelve feet tall. It radiates powerful magic should magic be detected for. The sculpture is actually an ice golem which is waiting to activate. After a couple of rounds the ice golem will begin moving and will defend the junction of hallways.

Ice Golem (1): MV 6; AC 4; HD 14; HP 70; # At 1; Dmg 3-30; SA ice storm every other round; SD immune to most spells; SD weakness to fire damage; SD +2 or better weapons to hit; AL N.

8. Ice Trap

The door to this room is frozen shut. It can be forced open by normal or magical means. When it is rumbling and cracking sounds will be heard from above. But nothing will happen. At first. In two rounds, however, there will be a cave in as built up ice will break away from the ceiling and come crashing down into the room.

This room actually has a very high ceiling. But the top twenty feet of it is packed in heavy ice. When the adventurers arrive they will only see a room with a ten foot high roof covered in ice. It will not be apparent that the roof is such a danger.

In the center of the room is a small idol covered in frost. It is only about four feet tall and two feet wide. Because it is so covered it is difficult to ascertain what the idol depicts. Until the frost is removed it will be a mystery. And during the time that the adventurers are attempting to uncover this mystery the ice above will begin cracking for one final time. The loud sound of the crack will alert the players of the immediate danger. This will allow them to make a saving throw versus their dexterity (4D6 vs Dex Score) to see if they can make it out of the room before it caves in. Anyone caught in the ice will be allowed to make a saving throw vs. breath weapon to take one half damage from falling packed ice. The damage taken will be equal to a double strength ice storm (6D10).

The idol packed in frost depicts Raneas, the Zanzian Goddess of Ice. She stands four feet high wearing a bear skin and holding a spear. The idol radiates magic but not evil should these be detected for. If the statue is touched a random effect will change the person doing so:

1. Aged by 10 years
2. Frozen solid
3. Primary weapon of the person is changed. It is now imbued with the same powers as the Sword, Frost Brand.
4. Person becomes permanently resistant to cold damage (as per the ring but without needing to wear)
5. Take 2D10 damage from frost
6. Geas to take a small ice scraper and scrape out all of the ice from the rooms on this floor. This process should take three or four years (once

all monsters have been removed, of course).

7. Teleport player to a place in the barbarian lands deep in the glacier regions far north of where any people live about 50 miles from the nearest town.
8. Polymorphs player into a block of ice
9. Idol blows a cone of cold at the player and those nearby for 10D4 damage
10. A powerful wind storm kicks up in the room picking up shards of ice and whipping them into the adventurers causing 6D6 damage during the one round duration.

All of the negative affects may be saved against vs magic.

9. **Frost Giant Check Point**

Eight Frost Giants stand guard here. Two stand in each of the four sections of the room. All of the Frost Giants carry large battle axes and each stands alert watching for enemies of the queen who might be exploring these halls. Each wears a suit of black leather armor and wears a spiked helm. Each has a long white beard which appears to be specked with snow. With them are four winter wolves. One wolf is with each pair of Frost giants laying at their feet.

Frost Giants (8): MV 12; AC 4; HD 10+4; HP 50 each; # At 1; Dmg 4-24; SA hurling rocks (but there are none here in this chamber); SD impervious to cold; AL CE.

Winter Wolves (4): MV18; AC 5; HD 6; HP 25 each; # At 1; Dmg 2-8; SA frost breath once every 10 rounds for 6D4 damage



(save vs breath weapon for half); SD immune to cold damage; SD weak to fire damage (+1 per die of damage); AL NE.

The giants have no treasure on them but the pelts of the wolves are very valuable. Each of the pelts is worth 5000 gold pieces.

10. Ice Painting

This room seems to be empty except for a large framed painting hanging on the northwest wall of the room. The painting is eight foot tall by five feet wide. It depicts Raneas, the Zanzian Goddess of Ice, hunting with her winter wolves in the deep snows of the Barbarian lands north of Zanzia. She is seen thrusting her spear into a mastodon which is much greater in size than she is. Raneas is a popular deity among Frost Giants in Zanzia and is often depicted as a Frost Giant herself as she is in this painting. She is large but this mastodon is far larger than she is.

The painting has a golden frame and looks quite valuable. It radiates both magic and evil should these be detected for.

Should anyone touch the painting it will begin to glow bright. Suddenly all those present must save versus magic or be teleported into the scene in the painting. Those who make their saving throw will remain present in the room watching what happens in the painting but unable to help those who were unfortunate enough to be teleported in.

Those who get teleported will find themselves alone to fight a wounded and angry mastodon. Raneas, will be present when the adventurers teleport to the scene as will her wolves. She will say the following words to them before disappearing:

“Prove yourselves worthy mortals!”

Mastodon (Wooly Mammoth) (1): MV 15; AC 6; HD 12; HP 65; # At 5; Dmg 2-16/2-16/2-12/2-12/2-12; SA this creature attacks five times (2 tusks, trunk and 2 forefeet); AL N.

If the mastodon is destroyed the players will teleport immediately back to the room with the painting. Should the worm prevail then the bodies of the dead will teleport back to the room with the painting.

When the players arrive back in the room those who were part of the combat will be given a boon from Raneas on the following table determined randomly:

1. Random Statistic is enhanced by one
2. Two extra permanent hit points
3. Know the answer to your

- next dilemma (as per the deck of many things)
4. Avoid any situation of your choosing, once (as per the deck of many things)
 5. Gain 50,000 experience points
 6. One wish

11. Ice Salamanders

This bitter cold room is about two feet deep in snow and ice with high banks near the walls. Nesting in this chamber are strange lizard like creatures. They have bluish white scales and a white mottled underbelly. Their eyes are ice blue. These creatures are Ice Salamanders and they stand guard around a human female wearing a white robe. These salamanders stand upright on four legs and each carries a blue spear.

Ice Salamanders (10): MV 12 (walking/9 (burrowing in ice or snow); AC 1; HD 7; HP 30 each; # At 1; Dmg 1-8 + 1D6 cold damage (save vs magic); SA Cold Aura of 1D6 each melee round (save vs breath weapon to avoid); SD immune to cold; SD weakness to fire (+1 per damage of fire dmg dice); AL CE.

Ice Witch (1): MU 16; AC 2, HP 31, **Bracers of Defense AC 2, Robe of Ice, Staff of Snow**, Spells Memorized: **magic missile, charm person, spider climb, shocking grasp, shield, web, strength, scare, shatter, mirror image, lightning bolt, haste, hold person, dispel magic, slow, dimension door, charm monster, ice storm, fear, wall of ice, cone of cold, cloud kill, teleport, hold monster, feblemind, disintegrate, death spell, flesh to stone, power word stun, mordenkainen's sword, bigby's clenched fist.** She has a travel spell book on her with these spells in it. Around

her neck is a diamond necklace with several large stones and one blue diamond worth 8,500 gold pieces.

A secret door in the frosty snowbank in the north eastern corner of the room leads to area 12. Stairs in the south wall lead from this room to the Green Level. The stairs are not hidden but are in plain sight. The stairs are coated in thick layers of ice and are quite dangerous. Should no precautions be taken ahead of time anyone attempting to walk down them will quickly slide down them and suffer 3D6 damage from the fall to the bottom. They are not trapped, per se, but are quite hazardous on their own.

12. Secret Chamber

In this hidden chamber is a large frosted over treasure chest. It once had a poison gas trap in it but this has long since frozen over and will no longer work even if the trap is not removed. The chest is locked and is frozen shut. It will have to be forced open by some means. Doing so will not harm the contents within.

Inside the chest are: A sable cape worth 4,500 gold pieces, a mink coat worth 5,400 gold pieces, an ermine jacket worth 3,600 gold pieces, a jar of rare spices from the Jural empire worth 500 gold pieces, three ivory tusks from the wooly mammoths that live in the frozen wastelands of the Barbarian lands worth 500 gold pieces each, and a rolled up tapestry from a Barbarian king long dead which is worth 1000 gold pieces. Tucked under all of the furs is a **ring of ice** with 15 charges on it..

13. Puzzle of the Ice Goddess

In this icy cold room is a puzzling scene. A sculpture of the Ice Goddess

Raneas stands in the center of this room. The sculpture is made out of ice. But someone or something has cut the sculpture into two pieces. The upper torso of the sculpture lies in the snow at the base of the sculpture. The rest stands upright. The face of the Goddess appears to be in agony. Should magic be detected for the players will see a faint glimmer of magical aura around the two pieces of ice sculpture. The slice in the statue appears to have been done at a 45 degree angle by some sharp instrument like a powerful arm wielding a vorpal sword.

About ten feet away there is a small vial of white powder which appears to have been dropped in the snow. It is slightly buried in the snow and will only be found by careful searching of the room. Like all of the rooms on this level this one is about a foot deep in snow. This vial is filled with salt. Should a player attempt to taste the powder they will immediately recognize it for what it is. The vial, of course, does not have any magical properties to be detected.

The key to this mystery is to put the two pieces of sculpture back together so that they will stick together long enough for the Goddess to animate and reward those who served her well. Just putting the two pieces will not work as the slice through her body was diagonal and the two pieces will merely slide off of each other quickly.

Ways to solve this problem are numerous but some possibilities that come to mind are:

1. Use the salt in the vial. Apply it to both sides and wet that area slightly and the two pieces of ice should stick together. The salt will melt the ice briefly and the water

will soon re-freeze after the two parts are placed next to each other. The cold of the room will quickly fuse the two parts.

2. Put the two parts together and cast some sort of cold magic to fuse them such as a cone of cold

The Dungeon Master should adjudicate this judiciously and allow any reasonable or plausible method to make the two parts stay together for more than a few moments. Once the sculpture has been reformed it will begin glowing brightly. Those individuals that participated in any way in putting her back together shall be rewarded. Those who took no active part (or gave no ideas or suggestions) shall be ignored by her.

The reward for service is a temporary boon called the Boon of Frost. Those imbued with this temporary boon will for one turn only:

1. Have the strength of the ice - this lowers their armor class temporarily (one turn) by two and will temporarily (one turn) give the person an additional ten hit points which will disappear at the end of the effect
2. Make the person so affected immune to the effects of cold

14. The Wolf Pack

This blistering cold room has several high snow banks. It at first appears as an empty room but when the room search begins the adventurers will quickly realize

that they are not alone here. Eight Winter Wolves wait in ambush here. They blend easily with the snow with their white fur and they are silent and cunning. They attempt to strike by surprise and will succeed on a 1-4 out of 6.

Winter Wolves (8): MV18; AC 5; HD 6;



HP 25 each; # At 1; Dmg 2-8; SA frost breath once every 10 rounds for 6D4 damage (save vs breath weapon for half); SD immune to cold damage; SD weak to fire damage (+1 per die of damage); AL NE.

These wolves have no treasure but their furs are quite valuable. Should the furs be taken each is worth 5,000 gold pieces.

Should this room be thoroughly searched the adventurers will find two bundles of fire wood buried in the ice and snow. What these are for or how they came to be here is unknown.

15. Icy Pit Trap

This pit trap has a well oiled trap door. The snow and ice that have accumulated in the hallway and over the trap door is not enough weight to trigger the trap. But should more than 100 lbs of weight step onto the door the person doing so will fall into the trap.

The pit is only twenty feet deep but at the bottom of the pit are sharp spikes of packed ice. The person will take 2D6 falling damage and another 2D6 damage from the icy spikes. The trap door will snap shut again and will have to be pried open again by those above. But the person who falls into this pit will soon find out that they are not alone. For in the pit with them is a white pudding which will immediately attack them. The white pudding is on the walls of the pit but will soon land on the player falling into the pit.

White Pudding (1): MV 9; AC 8; HD 9; HP 45; # At 1; Dmg 7-28; SA eat through flesh and vegetable in one round; SD blows from weapons or lightning bolts split creature into two; SD fire and magic missiles do normal damage; SD immune to cold, poison, acid; AL N.

16. Camp Fire Puzzle

This room seems a bit warmer than other places on this level. In the center of the floor here are charred remains of a camp fire. Charred flesh from some creature cooked over the fire also remain. This place might be a good place to camp and rest should wood be found somewhere with which to make a camp fire here.

Should such a fire be made it will burn well in this room unlike in other places

on this level. Such a fire will make the adventurers comfortable for one evening's rest to recuperate and relearn spells. Random encounters here will be one half the normal rate for such in this complex.

17. **Snow Elemental** (AKA Bad Frosty)

In the center of this room is a peculiar sight. A snow man has been created out of the snow which rises to two feet deep in this room. The snow man stands lifeless with two large boulder size balls of snow as the upper and lower torso. A smaller ball of snow serves as the head. A hat sits upon its head. Two twigs serve as its arms and a carrot serves as its nose. Black rocks serve as eyes and mouth for the snow man. It radiates magic but not evil.

This creature is actually a Snow Elemental and will animate once the players begin closely examining it.

Snow Elemental (Snow Man) (1): MV 6; AC 2; HD 16; HP 100, # At 2; Dmg 2-20/2-20; SA frost breath once per round for 2D6 damage; SD immune to cold damage; AL N.

18. **Riddle of Ice II**

In the center of this high domed circular room is a statue of the Ice Goddess Raneas. She stands with her shield and spear in hand in a hunting pose. She is sometimes known as the huntress. The statue radiates powerful magic. It does not radiate evil. The statue is covered in frost.

At the base of the statue are runes carved in the language of the barbarians who live north of Zanzia. Should these words be deciphered by some means (thief reading them, comprehend languages spell, etc..) the following words will be read:

“o unravel me
You need a simple key,
No key that was made
By locksmith's hand,
But a key that only I
Will understand.”

The Answer is: Cipher or Code. Should either of these words be spoken aloud then the statue will glow white hot and the frost around it will melt away. The statue will lower its spear and point it towards the one answering the riddle successfully. That person will suddenly feel a tingling sensation. They will then realize that they have been awarded 25,000 experience points and are healed of all damage.

19. **The Abominable Snow Men**

This enormous room is as cold as it is long. It has many high snow banks and is extremely cold. It is easily minus ten degrees Fahrenheit at all times. Hiding among the snow are eight creatures who live for the cold. They are greater yeti and they are a fierce pack of hunters looking for fresh meat.

Greater Yeti (8): MV 10; AC 4; HD 8+8; HP 40 each; # At 2; Dmg 2-12/2-12; SA chill hug for 4D6 on a natural 20; SA if they achieve surprise they cause fear unless victim saves vs paralyzation; SA opponents struck with fear are paralyzed for three rounds in which all hits from the creature will hit including the hug; SD immune to cold; SD susceptible to fire (50% more damage); AL N.

A secret door in the west wall leads to area 20. The secret door is obscured by the thick frost and snow in this room. Searching for the door will be a very slow process.



20. Secret Room

This chamber is filled with snow about three feet high. Resting atop this snow is a white vase filled with diamonds. There are one hundred small diamonds in the vase worth 1,000 gold pieces each. The vase itself is made from the finest porcelain and is worth 5,000 gold piece itself due to it's artistic content. Sitting atop this pile of diamonds is a **Horn of Valhalla**. It is made of iron.

Green Level

This level of the complex is much warmer than the previous one. It is actually a very comfortable temperature. It is even a bit warm but not overly so. This level is alive and things seem to grow here. The cavern areas here are quite green and the walls of this entire level are painted green.

1. Stairs/Entry to Level/Statue

A statue of the Juralian God Eborh stands before the adventurers as they descend the stairs into this room. Eborh is the god of poison and disease. He is often depicted as a snake man and is so in this statue. His upper torso is that of a snake. His lower torso is that of a man. The snake like head of the statue seems to smile with it's fanged teeth.

As the players descend the stairs they quickly realize that the statue is not alone in the large room. A large creature that seems to be a cross between a wolf spider and a moray eel sits behind the statues. The creature has tan fur. It has eight legs or arms and a serpentine head. The mouth of the creature is filled with needle like teeth. Parts of the hide are actually quite colorful. This creature appears quite old but dangerous. The creature is very large. In fact, it looks fat and slovenly. It is highly doubtful that the creature can even stand on it's own. The creature clicks two of it's legs together in some kind of communication. Suddenly two umber hulks come out of hiding to defend the creature.

This creature is a Grand Old Master. This is a very old member of the Neogi race and they are quite dangerous and evil. They are known for their enslavement of umber hulks and other races.

Grand Old Master (Neogi) (1): MV 3; AC 5, HD 20; HP 115; # At 0; Dmg 0; SA Digestion; SD releases young neogi if struck by sharp weapons or by magic that pierces skin or burns; SA controls umber hulk slaves; AL LE.

Umbur Hulks (2): MV 6"; AC 2; HD 8+8; HP 35 each; # At 3; Dmg 3-12/3-12/2-10;

SA confusion; AL CE.

If the Grand Old Master's skin is pierced by sharp weapons or if fire or piercing type magic strikes the creature then eight Neogi will be released by the Grand Old Master to defend it from the intruders.

Neogi (8): MV 6; AC 3; HD 5; HP 20 each; # At 3; Dmg 1-3/1-3/1-6; SA slowing poison; SD possible magic use; AL LE. One of the Neogi is a magic user and does so at 7th level of spell use. He knows the following spells: **magic missile, charm person, shield, hold portal, mirror image, scare, pyrotechnics, lightning bolt, fire ball, confusion.**

The statue radiates magic and evil if detected for. Close inspection of the statue will reveal that liquid is dripping from the fang teeth of the statue. Should this liquid be bottled it will prove to be type E ingested poison. This poison is taken internally. Coating on a blade will have no effect at all. There will be enough for two doses of this fine poison should someone wish to bottle it for later use.

Close inspection reveals that one of the reptilian scales of the upper torso of the statue is loose. Should anyone pry that scale from the statue they will find a button underneath that scale. If the button be pushed the statue's upper torso will swivel towards the one who pushed the button. It will tell this person in common tongue:

“The Queen welcomes you to her castle!”

And then the statue will spit poison on the player who pushed the button. That person must save versus poison or take 10 Hit points of poison damage per round until dead or until the poison is slowed or

neutralized by some method.

2. Green Caverns

These caverns are naturally formed. This one (and all of the others) have some kind of greenish color to them. The color is the result of some kind of fungus which grows on the cavern walls. In some places the green fungus glows.

The fungus itself is not harmful but in this room it hides a large green slime which coats the ceiling and will attempt to drop upon one of the adventurers below. This particular slime is no ordinary one. This one is huge and very dangerous. It is a 12HD variety and when it drops it will land on 2-5 people in the room at the same time.

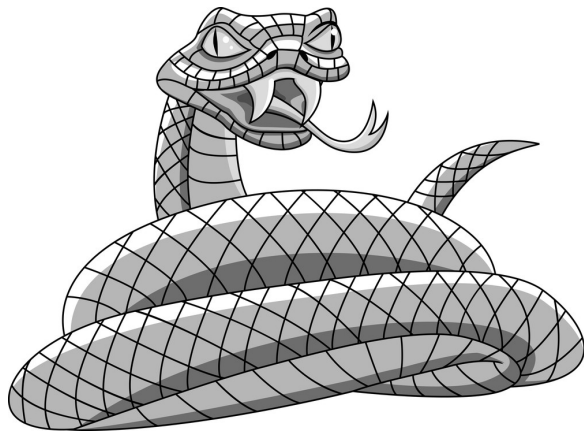
Green Slime, Huge: MV 0; AC 9; HD 12; HP 50; # At 0; Dmg 0; SA one who is unfortunate enough to have a slime land on them may be turned into a green slime in 1D4 rounds after the slime attaches itself to their skin; SD can be scraped off if the scraping weapon or tool is discarded quickly; SD cure disease kills the slime; SD most spells do no harm to it; AL N.

3. Enormous Constrictor Snake

This room is also covered in the green fungus that was seen in the other rooms of these caverns. The fungus glows occasionally and then dims again. Coiled up in this chamber is an enormous snake which is coiled. It begins moving quickly. This snake is a modified version of the giant constrictor snake in the monster manual. It just has more hit dice.

Constrictor Snake, Enormous (1): MV 12; HD 16+2; HP 80; # At 2; 1-12 (bite) /4-24 (squeeze); SA if the creature scores a hit on

it's squeeze attack this means it has wrapped around a person and begun squeezing them; SA after the creature has begun squeezing an individual that person can no longer attack and will be hit by the bite and squeeze attack automatically each round thereafter unless the hold is broken in some manner; SA this creature is incredibly strong. A combined strength of 30 will be needed to break it's hold on a single individual; SA it will swallow whole any creature that it squeezes to death on the next round; AL N.



The skeletal remains of creatures and humanoids that have been eaten and digested by this beast lie in a pile in this room. Close inspection of this skeletal pile will reveal that a large emerald worth 7,500 gold pieces is sitting in this pile as well.

4. **Purple Worms**

This chamber is the home of two giant purple worms which are currently feeding upon the carcass of some large reptilian creature as the adventurers arrive in the chamber. They quickly turn their attentions to the source of the vibrations that has come near them.

Purple Worm, Giant (2): MV 9; AC 6; HD 15; HP 100 each; # At 1 and 1 (bite and tail if needed for rear defense); Dmg 2-24/2-8; SA swallow whole; SA poison tail stinger (save or die); AL N.

No treasure can be found within the room but if the two worms are cut into and the adventurers look inside them they will find the following items:

Worm #1 - a giant fire opal worth 8,000 gold pieces and a **ring of disease resistance**.

Worm #2 - A giant sized emerald necklace worth 7,500 gold pieces and a **periapt of proof against poison**.

5. **The Dark Chamber**

This dark cave is unusually dark. No light penetrates at all into this void of blackness. This is because the room has a continual darkness cast upon it. Should this continual darkness be dispelled or should a continual light be cast into the room the players doing so will see a terrifying sight. A giant symbol of discord has been drawn upon the ground of this chamber and was hidden by the darkness. Now it is no longer hidden and will be seen by all present.

6. **Puzzle of Poison**

When the adventurers enter this chamber they will see a large table in the center of the room with several vials of liquid resting on them. Each of the vials has a cork stopper in it to prevent the liquids from escaping.

A magic mouth appears on the west wall of the room and states:

“One of you may prove your

worthiness to Eborh. Drink from all of the vials on this table but one. That one is deadly poison. Should you drink all of the others you will be immune to the poison. If you should drink the poison first...you will die. Will you accept my challenge?"

Eborh is the Zanzian god of poison and disease. He is often represented as a humanoid with the upper torso of a large snake. This deity is popular with evil thieves and assassins all over Zanzia. Should the players decline to accept the challenge then the vials and the magic mouth will disappear. Should a player accept and choose incorrectly that player will take 100 hit points of damage even if they save versus poison. If they fail the saving throw they will die instantly.

There are six vials of liquid on the table. Even a sip of the poison is fatal. The player must determine what vial is the poison and choose it last. The other five liquids form the antidote to that poison and it must be drunk before the poison for the player to suffer no harm. Those liquids may be drunk in any order. The key to this problem is to determine which vial contains the poison and avoid drinking it until last.

The liquids are as follows:

- #1 Red - Drinking this liquid makes the adventurer feel a warm sensation
- #2 Black - This liquid is bitter and acidic tasting
- #3 Blue - This liquid gives the drinker a tingling sensation after imbibing
- #4 Green - This one is the

poison. The tip should be, of course, that this entire level is painted green and things on this level are poisonous or toxic. This should be obvious to the players by now but if it is not....it soon will be.

#5 White - this liquid is cool and refreshing

#6 A swirling potion of many colors - This liquid makes the person taking it feel a variety of sensations all at once.

As long as potion four is taken last the person will have no adverse affects at all. And the magic mouth will reappear. Should the person drink the poison too early and die as a result the magic mouth will also appear.

If the correct order is selected then the mouth will say:

"You have chosen wisely. And you shall be rewarded!"

That person who took the risks will be granted one point of attribute of their choosing.

If the incorrect order is selected and a person dies the mouth will say:

"You have chosen poorly and Eborh has rendered his judgment."

7. Riddle of Disease

A bust of Eborh sits upon a green pedestal in the center of this room. The bust radiates powerful magical energy. Only the snake like portions of the Zanzian god of poison and disease is represented in the bust.

His snake like teeth has a long wicked looking tongue poking out from them. The sound of hissing can be heard whenever anyone gets within five feet of the bust. The bust is made of jade and might be quite valuable.

Etched upon the pedestal below the bust are the following words written in the common tongue of Zanzia.

“Making mortal privation once firmly in place.
An enduring summation etched in my face.”

The Answer to this riddle:
Tombstone. Should this answer be spoken aloud the statue will smile and the person answering will see a shiny object appear inside of the mouth of the statue. The object is a **ring of the leper** with 13 charges. Should anyone speak an incorrect answer aloud to the riddle the head of the snake will swivel towards the person answering and breath out a cloud of green gas which will envelop that person answering. That person will need to make a saving throw at -5 to avoid the effect of this toxic cloud. Should he or she fail they will begin withering away quickly before the others and die within seconds.

8. Gorgons

In this chamber are four bull like creatures covered with thick metal scales. These bulls are monstrous and black. Strange vapor comes out of their nostrils. They give off a roar of anger as they see intruders in their room. They begin stomping their hooves as they get ready to charge.

Gorgons (4): MV 12; AC 2; HD 8; HP 40 each; # At 1; Dmg 2-12; SA noxious gas cloud can be used four times daily in a cone

causes petrification unless saving throw is made versus this; SA creature will use the petrification gas first in combat; AL N.

Around the necks of these four bulls are bells made of platinum. Each of these bells is worth 500 gold pieces. Each is stamped with the words “The Queen’s Herd.”

9. Yuan Ti

This room seems abnormally warm. Tropical in fact. Plants and grass seem to grow in this chamber. Strange snake like humanoids are scattered in the room. Some of them seem more snake than human. Others seem more human than snake.

Yuan Ti Pure Bloods (2): MV 12; AC 4; HD 6; HP 25 each; # At 2; Dmg 1-6 + poison (bows and poison arrows); SA these are holding long bows and using poison tipped arrows (save or paralyzed for 2-5 rounds); SA have quiver with 12 poison arrows; SD look mostly human and can pass as one; SA spell use: cause fear, darkness 15' radius, snake charm, stick to snakes, neutralize poison, suggestion, polymorph other once per day; AL CE

Yuan Ti Half Breeds (2): MV 9; AC 0; HD 8; HP 35 each; # At 2; Dmg 1-10 (bite)/1-6 (snake hands); AL CE.

Yuan Ti Abominations (4): MV 9"; AC 0; HD 9; HP 40 each; # At 2; Dmg 1-10 (bite)/1-4 (constriction with snake like tail); AL CE.

Each of the Yuan Ti wear a medallion made of platinum stamped with the words “The Queen’s Snake Guard” in the language of the Yuan Ti. The poison arrows of the yuan ti must be refreshed with

poison daily or it dries up and becomes a normal arrow.

A secret door in the south wall leads to area 10.

10. Secret Chamber

This room contains three large barrels of the finest Zanzian wine. Each of these barrels is worth 500 gold pieces but weighs nearly 100 pounds. Two bolts of the finest Juralian green silk rest against the barrels. Each is worth 300 gold pieces.

A small box sits atop one of the barrels of wine. The box is locked but not trapped. Inside the box is a strange set of teeth with large fangs. These are **Fangs of the Snake God**.

11. Dragon Head Room

This peculiar room is shaped like a dragon head. It has a very high ceiling. A single pillar in the northern end of the room supports the ceiling. This room is very large and this is necessary because it's inhabitant is quite large as well. A single dragon lies on the ground here basking in it's pile of treasures which fill each nook and cranny of the room. This is no ordinary dragon, however. It is a green dragon but has two heads. The dragon rises as it senses newcomers.

Norax Two Headed Dragon, Ancient: MV 9/24; AC 0; HD 14; HP 112; # At 4; Dmg 1-10/1-10/3-30/3-30; SA two different breath weapons; SA one head breathes a cloud of poison gas like normal green dragons do; SA second head breathes a cone of disease (save or contract a fast acting flesh eating bacteria which is defined at the end of the module in the new monster section); SD with two

heads one is always awake and aware thus the dragon is never surprised; SD immune to poison and disease; SA can speak with either head the language of green dragons as well as common tongue, elvish, orc, goblin and dwarf; SA high intelligence; SA magic use with either head; SA spells known: **magic missile, charm person, protection from good, friends, mirror image, web, hold person, dispel magic**; SA attacks are claw/claw/bite/bite or the bites can be replaced with breath weapon; SA both heads of the dragon can use breath weapon in same round; AL LE.



How this dragon came to be in this room is a complete mystery. The door is not nearly big enough to allow him access or exit from this room. There appear to be no exits other than the one that leads into this room.

The dragon will speak if approached but will immediately distrust the motives of anyone present. He will promise to allow the players to live should they offer him adequate compensation. And should the players agree he will stick to any deal that he

makes. But should the players reappear or should they refuse his demands then he will let go with both breath weapons.

Should he be questioned he will only say that he is one of the Queen's guard. He will not answer further questions regarding her and should questions persist he will get angry quickly. For the price of one valuable magic item each, he will promise to allow the players to exit alive. Should they return, he promises, they will not live to regret it. He certainly knows that the queen is Tiamat but he will not reveal this under any circumstance. By this time the players should, of course, suspect this anyway given the colors of each level and the types of damage being employed in each. Norax cannot be subdued.

The hoard of this two headed dragon is extensive. The players will need to figure out the logistics of removing the bulk of it at some point and other denizens of the complex may interfere with the extraction:

16 Platinum bars worth 500 gold pieces each
74655 copper pieces
45631 silver pieces
24323 electrum pieces
25694 gold pieces
14233 platinum pieces
32 gold ingots worth 200 gold pieces each
3 marble sculptures of ancient Zanzian kings worth 500 gold pieces each (weighing 500 lbs each)
Three fine portraits of Zanzian and Juralian kings worth 500 gold pieces each
One fine painting of the Lich Malcon the Firebringer sacking the city of Onm with his undead army worth 750 gold pieces

Five finely made Juralian Rugs worth 200 gold pieces each (weighing 50 lb each)
A golden statue (bust) of the Grandmaster of Assassins worth 1000 gold pieces
A silver urn worth 10 gold pieces
A golden serving tray worth 25 gold pieces
A silver decanter worth 10 gold pieces
A jeweled dagger with emeralds and rubies in the pommel worth 1750 gold pieces
A jeweled tiara with pearls around it worth 600 gold pieces
A diamond necklace worth 1250 gold pieces
A scabbard made of gold with sapphires worth 2450 gold pieces
A silver ladle worth 5 gold pieces
A jeweled (fake jewels) music box worth 10 gold pieces
A silver comb worth 5 gold pieces
Five barrels of dwarven mead worth 100 gold pieces each (weighing 100 lb each)
Sixteen casks of fine elven wine worth 100 gold pieces each (weighing 50 lb each)
Four suits of fine plate mail with the insignias of the Zanzian army
A suit of fine chain mail, gnome sized but not magical
Four bottles of fine perfume from the Jural Empire worth 25 gold pieces each
Five bottles of fine spices from the Jural Empire worth 50 gold pieces each
Three tapestries from the palace in the old city of Onm with the royal seal of Zanzia worth 250 gold pieces each
A portrait of some ancient and long

forgotten king from the Barbarian lands to the north of Zanzia worth 100 gold pieces
 Two suits of plate barding with the insignias of the Zanzian army
 35 bags of various grains that appear to be mostly worm ridden and rotted
 Two wagons which were once loaded with platinum bars and gold ingots but were snatched by Norax in his younger days
 A bone scroll tube with magic user spells: **phase door, trap the soul, mind blank, charm plants**
 A wooden scroll tube with cleric spells: **resurrection, restoration, word of recall, find the path**
 A footman's military pick +5, defender
 A spear, cursed backbiter
 A shield, large, +3, +6 vs missiles
 A suit of chain mail, dwarf sized, +4
 A helm of underwater action
 A rug of smothering
 A trident of warning

Many of the other denizens of this castle complex are aware of the great hoard here and should they learn of the death of Norax they will not hesitate to try to take it away from whoever is in control of it now.

12. Gas Trap

A trigger stone in the floor of this hallway will cause gas to spray out towards the person who steps on the stone. This gas cloud is a poison gas and all those in the area of effect will need to make a saving throw versus poison or die within 1 one round. This might be sufficient time to save one person with a neutralize poison spell but should more than one person be affected.....there will not be time to cast two

such spells.

13. Ghost Puzzle

This room seems empty except for a strange feature in the west wall of the room. The image of a ghost seems to be painted in a mural on the wall. The ghost appears to be bright white against the green back ground of the wall. The mural radiates magical energy should it be detected for.

Should anyone touch the ghost they will find that it is incorporeal like a real ghost. Should someone reach through the ghost they will find a hidden scroll deep inside the west wall. It is a magic user scroll: **meteor swarm.**

14. The Green Puzzle

A statue of a shambling mound dominates this room. It stands upon a square base made of stone about two feet high. The statue itself stands about eight feet tall. It is made of jade and looks as if it might be valuable if it could be removed from the base. The statue radiates magical energy should this be detected for. The hands of the statue appear to be grasping for something in the air which it cannot quite reach. A ring hangs from a rope just above the shambling mound statue.

Murals on the walls of the room show scenes of shambling mounds roaming through swampy areas and eating shriekers and other favorite delicacies. One scene shows a shambling mound in combat with adventurers and hugging a knight with it's mighty arms.

The key to this puzzle is lightning. Should the statue be struck with lightning the shambling mound statue will grow just

like a normal shambling mound would do. Once this is done the statue can grasp the ring. Should anyone else grasp the ring they will find that it cannot be pulled. Should the statue grasp the ring it will pull down the ceiling over it. Falling out from a hidden cavity in the ceiling is a **hammer of thunderbolts**.



Once the statue is struck by lightning the jade in the statue is ruined. It is no longer of any monetary value. If the statue is merely taken and never struck by lightning the jade value is 4500 gold pieces. The hidden cavity with the hammer can be found by no other means than described above.

15. **Phase Spiders**

When the adventurers open the door to this chamber they will immediately notice that it is filled with webs. A humanoid man with skeletal arms in shiny armor can be seen stuck in the webs about thirty feet from the east wall of the room.

This room is the home of a pack of phase spiders. These spiders are fully aware of fire and its effects. Should the webs be burnt they will merely phase out until the fire is extinguished or they will phase in behind the adventurers and strike from behind.

Phase Spiders (8): MV 6/15; AC 7; HD 5+5; HP 30 each; # At 1; Dmg 1-6; SA phasing; SA poison (type D and save at -2); SD when out of phase they are impervious to most attacks unless attacker is ethereal at the time; SA when they phase out and in the same round they get a -3 modifier to initiative roll; SA if phase spider wins initiative by more than 4 it will phase in and attack and phase out before victim can respond; SA if spider phases in behind someone it will attack with a +4 to hit modifier; SD can avoid unfavorable encounters or flee by phasing out into the ethereal plane; AL CE.

The man in the armor appears to once have been an adventurer. His sword is rusted out but his suit of armor appears to shine brightly with magical aura should this be detected for. The armor is a suit of **plate mail +3**.

There is a secret door in the south wall of the room which leads to area 16.

16. **Secret Room**

This secret room has large iron chest. The chest is locked. It is also trapped. Anyone who attempts to open the chest will release a hail of darts which fire from the inside of the chest as if fired by a 16HD monster. From 2-8 of these darts will be fired in the direction of the person opening the chest. Each of these darts is poisoned with type C insinuating poison.

Inside of the chest are: A wooden scroll tube with druid spells: **reincarnation, fire storm, conjure fire elemental, cure critical wounds**. A metal scroll tube with illusionist spells: **prismatic spray, astral spell, shades, veil**. Also in the chest are 4322 gold pieces, 344 platinum pieces and 5423 silver pieces. There are two golden candlesticks worth 100 gold pieces each and a crystal chandelier worth 500 gold pieces wrapped in a sable cape worth 4500 gold pieces. **Six arrows +5** are wrapped up in a piece of fine green silk.

17. Staircase Leading Down/Naga Guardians

This dark room has spiral stairs made of stone which lead downward from the room. Guarding these stairs are snake like beings with humanoid faces. These are spirit nagas and each wears a medallion around their neck which has strange runes on them. Close inspection of these medallions will reveal that they are made of platinum and that the runes are actually inscriptions in the language of the spirit naga. The inscriptions say "the Queen's Snake Guardians." Each of these medallions is worth 500 gold pieces.

Spirit Nagas (3): MV 12"; AC 4; HD 10; HP 55 each; # At 1; Dmg 1-3; SA permanent charm of anyone who meets their gaze and fails saving throw vs paralyzation; SA poison bite; SA magic user spell use and cleric spell use; SA memorized magic user spells: **magic missile, shield, hold portal, affect normal fires, mirror image, shatter, lightning bolt**; SA cleric spells: **command, protection from good, silence 15' radius**. AL CE.

Queen Level

Unlike the levels before it this one is devoid of color. The walls are gray. The floors are gray. And the rooms are unlit unless otherwise specified. The doors on this level are double doors made of ornately carved wood. Each has the design of a dragon's head carved into it facing towards each other.

1. Stairs/Entry/Dragon Cultists

The stairs lead downward one hundred feet into a large domed circular chamber. The walls here are gray and the floor is gray as well. The domed roof, however, has murals and paintings of various colored dragons flying in the sky. Black, blue, red, green and white dragons can be seen flying overhead.

Waiting at the bottom of the stairs is a strange collection of humans and demi-humans as well as a few dangerous and vile creatures. Each appears to be waiting for the adventurers to arrive. These are cultists of the Queen and will identify themselves as such if questioned. They will not identify who their queen is, however.

Drow Magic User: MU8; AC 10; HP 30; # At 1; Dmg 1-4 (dagger); SA wears a drow cloak that gives him +6 to saving throws versus fire; SD 66% magic resistance; SD +2 to all saving throws; SA magic use at 8th level; SA infravision; SD cloak gives him 75% ability to remain undetected in shadows; AL CE. Spells memorized: **magic missile, shocking grasp, charm person, protection from good, mirror image, web, scare, lightning bolt, fireball, haste, dimension door, fear**. He carries a +1 drow dagger. He wears a royal signet ring from

one of the various drow families that vie for control of the underdark. The ring is made of platinum and has a ruby as the centerpiece. It is worth 7,500 gold pieces.



Drow Priestess: C8; AC 0; HP 40; SA wears +1 **drow plate mail** and carries a +1 **drow shield**; SA carries a +3 **drow mace**; SA infravision; SA wears a drow cloak which gives her +6 resistance to fire and 75% ability to hide in shadows; SD 66% resistant to magic; SD +2 to all saving throws; AL CE. Spells memorized: **command, curse, detect good, silence 15' radius, hold person, chant, dispel magic, prayer, feign death, cure serious wounds, detect lie**. She wears a necklace made of black pearls which is worth 9,500 gold pieces.

Driders (4): MV 12; AC 3; HD 6+6; HP 35 each; # At 1; Dmg 1-8+2; SA each carries a +2 **drow long sword**; SA attack as a 7HD

monster; SA spell use (two are former 6th level magic users and two are former 6th level priests); SA can bite for 1-4 damage and bite is poisonous (save vs paralyzation or be paralyzed for 1-2 turns); AL CE. The magic user pair have the following spells memorized: message, **magic missile, enlarge, shield, detect invisibility, ray of enfeeblement, slow, dispel magic**. The priest pair have the following spells prepared: **cure light wounds, resist cold, cause fear, know alignment, hold person, silence 15' radius, prayer, dispel magic**. These driders are personal slaves of the two drow in the room. Should those two drow fall in combat the driders have a 50% chance of fleeing the combat up the stairs. They are always seeking a way to leave the service of the drow.



Mind Flayers (2): MV 12; AC 5; HD 8+4; HP 35 each; # At 4; Dmg 2 each tentacle; SA mind blast; Magic Resistance 90%; AL LE. These foul creatures have strange colored robes. Each robe has a golden clasp with a blue diamond worth 4,500 gold pieces. One of the two mind flayers wears an **amulet of the planes**.



Human Warriors (2): F13; AC 0; HP 96 and 84; Both wear **plate mail +1** and carry a **shield +1**. The first has a strength of 18/77 and the other has a strength of 18/34. Each carries a **battle axe +3**. Both strike twice per round.

2. Short Hallway

This short hallway leads to a second set of double doors. The doors open on their own as the adventurers approach them as if

by magic. This short hallway has strange and disturbing murals on the walls. Each shows scenes of dragons sacking cities, destroying armies and burning villages. Black dragons, blue dragons, red dragons, white dragons and green dragons are all shown terrorizing human kind and demi-humankind alike. These scenes seem to showcase the dominance of dragonkind over the rest of the world.

3. The Hall of the Queen of Dragons

This hall is enormous. Two gigantic crystal chandelier hang above the hall and illuminate every corner of it. What powers these chandeliers is unknown. The hall has a ceiling that is one hundred feet above. The hall is more than two hundred feet wide and deep at it's widest point. At the northernmost point of the room there is a leather throne. Upon this throne sits a little old lady. She looks ancient. She is possibly the oldest living human that any of the adventurers has ever seen or heard of. Around her fly birds. They seem to fly around her in particular. One is black. Another is blue. A third bird is green. A fourth bird is red and the last bird is white.

“Well done. To have come this far you clearly are the heroes you were reputed to be. My congratulations. You have bested many of my guards and allies. It would be a shame for you to die here and now. What do you say? Shall we make a deal? Or shall I destroy you all?”

The little old lady, of course, is Tiamat herself in human form. She is on the material plane so she is not at her strongest but she is more than powerful enough to destroy everyone. This is especially true when you consider the fact that the five birds flying around her are her mates polymorphed

into birds of the color they represent. Should she be attacked or should she choose to attack then all will polymorph back into dragon form. Five normal adult dragons and the queen of dragons herself should be more than enough to destroy any party of any level. This encounter is not about destroying the adventurers. It is merely a role playing encounter. The party can make the foolish choice should they choose to do so. Or they can play along and talk to her and make a deal. To do otherwise would be a stupid decision. By now the party should be well aware of who she is and what she represents in terms of danger to themselves. They were sent here to investigate the castle and now they have completed that task. They have already satisfied all of the conditions set by the King in sending them here. Should they choose discretion over valor they will not have failed their task.



Should the players choose to “make a deal” Tiamat will offer to let them leave alive. Should the players negotiate a little harder they can convince her to offer a little more. She realizes that the players are dangerous enemies. And she is willing to offer them something to take with them. She snaps her fingers and the two secret doors to her immediate right will light up and become visible. These lead to area 5 and 6. She allows them to make a choice. “Both of the rooms contain valuable treasures,” she says. “And you may have the contents of one of these rooms. You may not look inside them first. Make your choice now and live with it,” she says.

“But wait. There is more. If you are willing to do a minor task for me, she says.....you may have the contents of both rooms. But you will have to return here to me to collect the second one after the deed is done,” she says. “There is an old man I would like disposed of. He is often found tending his garden just east of the city of Barrowmar. Kill him for me and bring me his head and you shall have your reward.”

This quest, of course, is to kill Bahamut. He often comes to the material plane and tends a small garden at an estate just east of Barrowmar. Should the players be of evil alignment they could accept that quest and the dungeon master would need to develop an adventure based upon that quest. Tiamat is thoroughly evil but she will reward those who do her bidding.

Should the players choose combat she and her five birds will turn into dragons again and will not hesitate to use their breath weapons and other abilities to their best ability. Remember that if she is slain she is not permanently dead. She is not from this plane. Should she die her minions will be

sent to this plane in future adventures to seek revenge on behalf of her. Demons, devils and assassins may pay visits to the adventurers at opportune times.



Tiamat, Queen of Dragons: MV 6/18; AC 0; HD 16; HP 128; # At 6; Dmg 2-16/3-18/2-20/3-24/3-30/1-6; SA breath weapons; SA poison; SA magic use; SA can move ethereally and astrally; SA tail has a poison stinger; SA can use all five breath weapons at same time if she chooses or cast spells or do any combination of these; SA breath weapons are cold (56 hit points damage) / acid (64 hit points damage) / chlorine gas (72 hit points damage) / lightning (80 hit points damage) / fire (88 hit points damage); SD each head can take 16 hit points damage and will regenerate the next day if destroyed; SD body can take 48 hit points of damage before she is dispelled from this plane; Spells known: white head: **magic missile and hold portal**, black head: **mirror image, web**, green head: **lightning bolt and hold person**, blue head: **confusion, ice storm**, red head: **cone of cold, conjure elemental**, AL LE.

Ytyd, The Dark, Adult Black Dragon:

MV 12/24; AC 3; HD 8; HP 40; # At 3; Dmg 1-4/1-4/3-18; SA breath weapon acid (40 hit points damage); SA speech and spell use; Spells known: **magic missile, charm person, friends, shield, protection from good**; AL CE.

Jeivecryss, Destroyer Of Life, Adult Blue Dragon: MV 9/24; AC 2; HD 10; HP 50; # At 3; Dmg 1-6/1-6/3-24; SA breath weapon lightning (50 hit points damage); SA speech and spell use; Spells known: **magic missile, ventriloquism, push, forget, detect invisibility**; AL LE.

Godrass, Champion Of The Skies, Adult Green Dragon: MV 9/24; AC 2; HD 9; HP 45; # At 3; Dmg 1-6/1-6/2-20; SA breath weapon chlorine gas (45 hit points damage); SA speech and spell use; SA Spells known: **unseen servant, darkness, dancing lights, magic missile, stinking cloud**; AL LE.

Xundod, Lord Of The Red, Adult Red Dragon: MV 9/24; AC -1; HD 11; HP 55; # At 3; Dmg 1-8/1-8/3-30; SA breath weapon fire (55 hit points damage); SA speech and spell use; Spells known: **magic missile, protection from good; levitate, detect good, hold person**; AL CE.

Deimyl, Bringer Of Death, Adult White Dragon: MV 12/30; AC 3; HD 7; HP 35; # At 3; Dmg 1-4/1-4/2-16; SA breath weapon frost (35 hit points of damage); SA speech and spell use; Spells known: **magic missile, enlarge**; AL CE.

There are secret doors in three places in the room. One is in the west wall. The other two are on the southwest wall.

4. Treasure Vault (Main Vault)

This room is filled with coins of

every type, metal, size and shape. The entire room is thigh deep in coins. Atop the pile are three enormous treasure chests spilling over with coins and jewels. One has a sword sticking into it through a skeletal torso resting atop the chest. A skull sits with its hollow eyes and mouth open next to the torso. The pile of treasure here is mind boggling. It is enormous and will take weeks, or perhaps months, just to catalog all of it. Clearly only the choicest of Tiamat's loot is kept in this chamber.

This hoard consists of:

54344 gold pieces

15433 platinum pieces

2 sable coats worth 9000 gold pieces each

1 mink cape worth 2700 gold pieces

5 black opals worth 1000 gold pieces each

3 fire opals worth 2500 gold pieces each

1 star sapphire worth 5000 gold pieces

1 blue diamond worth 10000 gold pieces

5 rubies worth 5000 gold pieces

12 emeralds worth 1000 gold pieces

1 black sapphire worth 5000 gold pieces

11 sapphires worth 1000 gold pieces

1 star ruby worth 12500 gold pieces

3 diamonds worth 5000 gold pieces

A jeweled coronet with sapphires worth 2750 gold pieces

A diamond brooch worth 1750 gold pieces

A jeweled goblet with emeralds worth 3500 gold pieces

A golden orb with diamonds worth 2500 gold pieces

A platinum arm band with jade worth 1250 gold pieces

Two diamond earrings with gold worth 750 gold pieces each

A golden bracelet with black pearls worth 2000 gold pieces

Two fine paintings. One depicts Tiamat herself and the other depicts Bahamut. The Tiamat one is worth 2500 gold pieces. The Bahamut painting is heavily damaged. It appears that some dragon has raked it with its claws. It is recognizable but heavily damaged. It would bring at most 500 gold pieces from a buyer of historical art.

A portrait of the legendary paladin Antovinius who once drove the arch lich Malcon into hiding in his volcanic lair. This painting has a gold frame and is worth 3000 gold pieces.

A marble statue of Malcon the firebringer as he looked before turning into a lich more than a century ago. This statue is worth 1000 gold pieces but is very heavy. It weighs nearly 2000 pounds.

Two vials of the finest type D insinuating poison in vials packed into a small box and padded with soft material to keep them from breaking. Each is worth 1500 gold pieces.

Rare spices packed in jars. These are the finest spices known and come from deep within the Jural Empire. Ten jars of these spices are here and

each is worth 500 gold pieces.

Ten bolts of fine silk from the Jural Empire worth 100 gold pieces each.

Six large decorated carpets from the various kingdoms of the barbarian lands north of Zanzia worth 500 gold pieces each.

Eight ivory tusks taken from the largest mastadons known to roam the arctic regions in the barbarian lands north of Zanzia. Each is worth 500 gold pieces. Each weighs 250 pounds.

Ten bottles of the finest Juralian perfume worth 250 gold pieces each.

Three ancient tapestries which appear to be from the era of the Dunars which precedes the era in which Zanzia currently exists by nearly a thousand years. These tapestries are worth 2500 gold pieces each but are very fragile and have a significant chance of turning to dust if handled or moved (75% chance).

A small chest buried deep in the pile contains the following potions in padding to protect them from breaking:

Two potions of extra healing

One potion of speed

One potion of frost giant strength

One potion of fire giant strength

One potion of super-heroism

One potion of climbing

One potion of poison

One potion of gaseous form

One potion of restoration

One potion of water breathing

One bone scroll tube is buried in the pile of coins that contains magic user spells: **wish, temporal stasis, prismatic sphere.**

One metal scroll tube is buried in one of the treasure chests containing cleric spells: **restoration, resurrection, holy word, earthquake.**

One metal scroll tube is buried in another chest with illusionist spells: **vision, shades, veil, alter reality, permanent illusion.**

One wooden scroll tube sits deep under the huge pile of coins. It contains druid spells: **chariot of sustarre, creeping doom, fire storm, finger of death.**

One jeweled scroll tube made of fine oak and studded with rubies and emeralds (and worth 1500 gold pieces alone) has a **cursed scroll** inside of it. Anyone who reads from this scroll is polymorphed into a stone golem and will immediately attack those present around them.

One metal scroll tube with a **protection from magic** scroll inside of it.

A **staff of the magi** with 20 charges on it

A **rod of rulership** with 41 charges on it

A **ring of spell storing** with the following spells in it: **lower water, repulsion, duo dimension, phase**

door, reverse gravity.

A battle axe of sharpness

A suit of splint mail +4

A tome of clear thought

a vacuous grimoire

a maul of the titans

a helm of teleportation

a girdle of giant strength (fire)

A pearl of wisdom

5. Treasure Vault (Minor Vault)

This room is filled with coins of every type, metal, size and shape. The entire room is knee deep in coins. Two large treasure chests rest atop this pile with the lids wide open and more coins spilling out of each. Atop this pile there are also two vases which appear to be valuable in themselves. Each is filled with gems and jewels of all colors and types.

The hoard consists of:

Two vases which appear to have come from the barbarian lands north of Zanzia. Each has strange patterns which have only been seen from those lands in the past. These vases are worth 1000 gold pieces each.

32344 copper pieces
34323 silver pieces
23423 gold pieces
13432 electrum pieces
2341 platinum pieces

32 hematite gems worth 10 gold piece each

10 tiger eye gems worth 10 gold pieces each

25 turquoise worth 10 gold pieces each

34 azurite worth 10 gold piece each

26 malachite worth 10 gold piece each

12 star rose quartz worth 50 gold pieces each

22 jasper worth 50 gold pieces each

13 moonstones worth 50 gold pieces each

A fine jeweled scepter with pearls and peridot gems circling it worth 1750 gold pieces

A jeweled dagger sized scabbard made of gold with jaspers and pieces of fine coral worth 1450 gold pieces

A golden statue of Tiamat herself with rubies for eyes worth 2750 gold pieces

A crystal hypnosis ball

A jewel of attacks

Three javelins of lightning

A cloak of the manta ray

A set of pipes of the sewers

6. Treasure Vault (Minor Vault)

This room is filled with coins of every type, metal, size and shape. The entire room is knee deep in coins. Three large treasure chests rest atop this pile with the lids wide open and more coins spilling out of each. A large marble statue of the Emperor of Jural sits atop the pile. Two large golden statues of ancient kings from the lands to the east of Zanzia known as the horde also are visible atop the pile.

The hoard consists of:

A large marble statue of the Emperor of Jural worth 1750 gold pieces. It is very heavy and weighs nearly 1000 pounds.

Two golden statues of kings from the land known as the Horde. These are worth 2500 gold pieces each and weigh nearly 500 pounds each.

42342 copper pieces

43211 silver pieces

21004 gold pieces

15321 electrum pieces

2143 platinum pieces

43 lapis lazuli gems worth 10 gold pieces each

34 pieces of rhodochrosite worth 10 gold pieces each

45 blue quartz worth 10 gold pieces each

24 eye agate gems worth 10 gold pieces each

41 bloodstones worth 50 gold pieces each

26 zircons worth 50 gold pieces each

15 pieces of amber worth 100 gold pieces each

14 amethysts worth 100 gold pieces each

One fine shield etched in gold and with emeralds circling it and the royal seal of the Jural Empire on the front worth 3750 gold pieces

A clasp made of silver with a black pearl in the center of it worth 1250 gold pieces

A jeweled signet ring with the royal stamp of a long dead kingdom in the land known as the horde worth 750 gold pieces

A fine suit of dwarf sized plate mail

A gnome sized suit of **leather armor +3**

A suit of **elven chain mail +2**

A **sword, cursed, berserking** (long sword)

A **shield -1, missile attractor**

A **wand of wonders** with 34 charges

This is the end of the adventure.

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NEW MAGICAL ITEMS

Arrows of Acid - These finely made arrows have a small bottle at the tip rather than an arrow head. The bottle is filled with concentrated acid. When the arrow strikes it does 1D6 damage from the arrow itself and another 1D6 damage from acid unless the victim makes a saving throw against breath weapon. The armor and shield of the victim will also need to make saving throws upon a hit.

Bishops Ring (C) - The bishops ring is a powerful and wildly sought after item in Zanzia among priests of all alignments. The wearer of this ring gains the power to channel the energy of his or her god to achieve the goals of that deity. This ring is much like a ring of wizardry. It multiplies the number of spells available to know on any single day. These rings come in various forms as per the following table:

01-50	Doubles first level spells
51-75	Doubles second level spells
76- 82	Doubles third level spells
83-88	Doubles first and second level spells
89-92	Doubles fourth level spells
93-95	Doubles fifth level spells
96-99	Doubles first, second and third level spells
00	Doubles fourth and fifth level spells

Bolts of Lightning - These finely made crossbow bolts have a strange bolt of lightning instead of a normal arrowhead. The bolts are plus one to hit but gain no bonus to damage. They do normal damage as a crossbow bolt but also discharge a jolt

of electricity upon impact. This damage will be 1-6 electrical damage. A saving throw will reduce this damage by one half.

Boots of Grounding - These boots are made of some strange material which appears to be black and quite resilient. When one touches the material it seems to bounce back into place. When one wears these boots they have some resistance to the effects of electricity. Such resistance gives the wearer +2 to all saving throws versus electricity and all damage taken from electricity will be reduced by one hit point per die of damage.

Chain Mail of Flames - This fine suit of chain mail has an armor class bonus of plus two. But that is not it's only benefit. Once per day the wearer may invoke the magic word that controls the mail and causes it to burst into flames. The flames will not harm the wearer of the mail but any creature striking the person wearing the armor with a fist, claw, bite, etc. during the duration of this effect will take fire damage as a result. This damage will be 1D6 fire damage per attack. The duration of the effect is for one turn.

Fangs of the Snake God- If these fangs are placed in one's mouth they will fuse with the teeth forever. This will reduce the charisma of the person wearing them by three points. But from then on the person wearing these fangs may have an additional melee attack each round. It is a bite attack and will do 1D4 damage on a successful hit. Each time a bite is successful there is a 10% chance that the victim will be injected by poison from the fangs and must save versus poison or die in 3-12 rounds. These fangs are extremely rare and are generally found in the possession of priests of the snake god Eborh.

Mace of Frost - These maces are rare. Generally they are found in possession of priests that worship the ice. Frost giants also tend to have a preference for these. They look like normal maces but when contact is made with them the victim must save versus magic or suffer an additional 1D6 of frost damage from the impact. A saving throw indicates one half damage is taken. The mace is a plus two weapon to hit.

Potion of Bottled Fireball - Some clever or talented wizard managed to cast an eight dice fireball into this potion bottle and get the stopper on to it before consuming himself in his ball of fire. Or perhaps he was just insane. Who can say? In any event should this bottle be thrown as a missile weapon it will do 8D6 of fire damage to anyone within a twenty foot radius of where it lands unless they make a saving throw versus magic to avoid one half of the damage. This is a potentially deadly weapon and can be wielded by anyone of any class. Few of these potions are known to exist. Not many wizards succeed in creating one. It is possible that other denominations of hit dice fireballs might be bottled in the same manner by a daring wizard.

Potion of Ultra Healing - This potion has the same effect as a cure critical wounds spell.

Ring of Disease Resistance - the wearer of this ring gains a plus four to all saving throws against disease or disease related attacks or effects. Should that saving throw fail then the person wearing this ring will suffer damage reduced by one hit point per die of damage inflicted.

Ring of Ice - This ring appears just to be a frozen icicle in the shape of a ring. But it is actually much more than this. The wearer of

this ring may breathe a cloud of frost in a 3 foot cone which will do 6D4 ice damage to anyone within that area of effect (save vs breath weapon for one half damage). This power is at a cost of one charge per use. Limited charges on the ring and it cannot be recharged. Any class may use this ring.

Ring of the Leper - A person wearing this ring has the power to give this horrible disease to others at will by touch. This disease, of course, does not instantly kill. But should one wish to kill another with a slow painful and miserable death this ring might be quite useful. The ring itself is not inherently evil but most of the individuals who would choose to use it probably will be. In a combat situation a player would need to make a to hit roll to "touch" an opponent. This ring has limited charges on it. In a non combat setting one could merely casually touch another person like putting an arm around their neck or even shaking hands and give them the disease.

Robe of Ice (MU/I) - The ice wizards of the Barbarian Lands north of Zanzia are known to often wear white robes that make them impervious to the cold temperatures there. These warm robes give the wearer complete resistance to the effects of cold based damage. They provide no other benefit and can only be worn by a magic user or illusionist.

Plate Mail of Darkness - This fine suit of plate mail is all black. It seems to be incredibly strong and made from some kind of metal not known in this world. It gives the wearer of the armor a bonus of plus five to armor class while wearing it. But the armor has a life force of it's own. And it will soon assert it's power over the wearer. Every day that the armor is worn the wearer must

roll a saving throw versus death magic or be overcome by the will of the armor. The alignment of the wearer will turn to chaotic evil and the wearer will soon feel no affinity for friends or companions that they once had. The armor is now their only friend and it is a jealous friend at that. It will coerce the wearer to attack or betray those previous friends and companions at the best opportunity. The wearer will find that with the help of this armor few can resist them in combat. This cursed armor cannot be removed without the help of a remove curse, wish or limited wish spell.

Shield of Shocks - This shield is made of metal and has the image of a lightning bolt painted on it. Anyone wielding this shield is resistant to electrical damage (as per a ring of fire resistance). But that is not the only ability given by this shield. Any creature that strikes the person holding the shield has a 25% chance of striking the shield if they miss the person holding it with a melee attack. Striking the shield gives the creature or person striking it with a weapon a nasty shock for 1-8 damage. A saving throw applies and results in half damage.

Staff of Ice (MU) - The ice wizards of the barbarian lands to the north of Zanzia are known to carry these staves for their defense. The staves look as if they are made from one large icicle. They may be wielded in combat and as a weapon they are plus three to hit and to damage. Upon a successful hit the victim must save versus magic or take an additional 1D6 frost damage (save indicates one half damage). Although the staff looks as if it is just made of ice it is not nearly so brittle. It will not shatter even if struck by the mightiest blow. The wizard wielding this staff may also cast certain spells from the staff at a cost of charges: Ice storm (1 charge), wall of ice (1

charge), cone of cold (2 charges) (6D6). When the wand is out of charges (and the user will never know how many charges that remain) the wand will shatter and cannot be recharged. Like a staff of power this staff may be used for a retributive strike of sorts. If shattered intentionally by the wielder the staff will burst into a major ice storm. All those within a twenty five feet radius of the staff broken will suffer 3D10 damage as a result of the storm which will last only one round.

Staff of Snow (MU/I) - The ice wizards of the barbarian lands north of Zanzia are known to sometimes carry staves that look like a wooden staff with a snowball at the top of it. These staves may be used as a melee weapon and as such they are plus five to hit. Any target that is struck by the staff takes 1D6 damage from the staff and must save versus magic or take 1D6 frost damage as well. A saving throw indicates one half damage.

NEW MONSTERS

Acid Elemental

Armor Class:	2
Movement:	6"/18"
Hit Dice:	8, 12 or 16
No. Attacks:	1
Damage per attack	5-30
Special Attacks:	Acid
Special Defenses:	+2 weapons or better to hit
Alignment:	N
Magic Resistance:	Nil
Size:	L

These are distant cousins of the Water Elemental but are from a quasi elemental plane of existence. They can only stray a short way from a pool of acid. Like a water elemental they are weaker when they are away from their natural habitat.

Anyone struck by one of these creatures takes damage from the blunt force of the creature but also must save versus breath weapon or take another 2D4 of acid damage. Weapons, armor and other valuables exposed to this damage will also need to make saving throws.

Acid Weird

Armor Class:	4
Movement:	12
Hit Dice:	8
No. Attacks:	0
Damage per attack	Nil
Special Attacks:	Surprise, Acid, Drowning
Special Defenses:	Regeneration in acid
Alignment:	CE
Magic Resistance:	Nil
Size:	L (10' + long)

Like it's cousin, the water weird, this creature is nearly invisible while in it's natural habitat. This habitat is acid. While within acid the creature will regenerate 5 hit points per round. When reduced to zero the creature will act like a water weird. It will be disrupted and then will reform in two melee rounds.

The creature takes only one hit point of damage from sharp weapons. Cold spells can slow the creature. Fire does nothing at all to it. A dispel evil spell will kill the creature. All other attacks do no harm to it or may cause it to disrupt temporarily.

Like a water weird this creature strikes as a creature much more powerful than it. It strikes as a 16HD monster.

Any person being dragged into the acid where the creature lives gains a saving throw versus paralyzation to avoid being dragged in. Should they fail then they will drown. Each round a person is held in the acid they must make a saving throw versus paralyzation to see if they have avoided drowning. The moment they fail this saving throw they will die from drowning. Each round that a person is held under the acid they will suffer damage from the acid on their skin as well. Such damage will be 2D4 per round. All armor and weapons and other valuable items that are subjected to the acid during this time will also need to make saving throws or be destroyed.

This fine creature is from the Tome of Horrors, Volume Two from Necromancer Games.

Assassin Bugs, Giant

Armor Class:	4
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Movement: 12/36
 Hit Dice: 7
 No. Attacks: 1
 Damage per attack: 2-8/2-8
 Special Attacks: Pin, Victims
 Liquify
 Organs
 Special Defenses: Infravision
 Alignment: N
 Magic Resistance: Nil
 Size: M

These strange bugs are a dangerous foe. Should the creature strike successfully with both claws on the same victim they will pin that victim to the ground and inject them with a corrosive poison that will liquify their organs. The creature so pinned and injected will lose 1D6 points of constitution as a result of the poison being injected. Each round that the victim is pinned the creature will keep injecting such poison and the victim will keep losing points of constitution until dead at zero. These losses to constitution are permanent which makes these creatures a greatly feared creature to encounter. A victim pinned is also struck automatically, with no to hit roll needed, by two claws each round until the pinning is broken. A person with a strength of 15 or higher may break the grapple on a roll of 10% or lower on percentile dice. An additional 10% chance is given per point of strength above 15.

These fiends are found in the Tome of Horrors, Volume Three from Necromancer Games.

Giant Ice Worm

Armor Class: 6
 Movement: 9
 Hit Dice: 15
 No. Attacks: 1 and 1
 Damage per attack: 2-24/2-8

Special Attacks: Poison stinger,
 Swallow
 Whole
 Special Defenses: Nil
 Alignment: N
 Magic Resistance: Nil
 Size: L (50' long)

These are an arctic variant of the giant purple worm. These distant cousins of the purple worm have similar statistics and habits. However, this variety prefers the colder regions and are often found in the barbarian wastelands of the northern part of the continent. Like their cousins they can sense vibrations and are drawn to them. Any to hit roll of over 20% the required number to hit will result in the victim being swallowed whole. Also like it's cousin this creature has a poisonous tail which it will use for rear defense only.

Gigantic Electric Eels

Armor Class: 5
 Movement: 12
 Hit Dice: 10
 No. Attacks: 1
 Damage per attack: 1-12
 Special Attacks: Jolt of
 Electricity
 Special Defenses: Immune to
 electricity
 Alignment: N
 Magic Resistance: Nil
 Size: G

These are a modified version of the one in the Monster Manual. These are much larger and far more dangerous. Any creature who is within 15' of the eel when it discharges its electricity will receive 6-36 damage from the jolt. Anyone within 15' to 25' of the eel when it discharges will take 4-24 damage from the jolt. Anyone 25' to 40' from the eel when it discharges will take 2-12 damage

from the jolt. It can discharge electricity only one time per hour in this manner.

Grand Old Master (Neogi)

Armor Class:	5
Movement:	3
Hit Dice:	20
No. Attacks:	0
Damage per attack	0
Special Attacks:	Digestion
Special Defenses:	When it is attacked it spawns young Neogi to defend it
Alignment:	LE
Magic Resistance:	10%
Size:	H (20' high)

These are ancient versions of the Neogi race. These versions of the creature are fat and old and can no longer walk or fight well. But if their skin is pierced 2D4 young Neogi will be released to defend the Grand Old Master. Blunt weapons will not pierce the skin but sharp weapons will. Burning or piercing spells will do the same. This creature lives to eat. This creature is from the Monstrous Manual (AD&D 2nd edition).

Greater Yeti

Armor Class:	4
Movement:	10
Hit Dice:	8+8
No. Attacks:	2
Damage per attack	2-12/2-12
Special Attacks:	Hug on natural 20 does chill damage of 4D6
Special Defenses:	Immune to cold
Alignment:	N
Magic Resistance:	Nil
Size:	L

Yeti are fairly well known creatures in the lands of the Barbarians north of Zanzia. But in the deepest parts of the glaciers a different breed exists. These are much bigger, much sturdier and far meaner than the normal variety found elsewhere.

Like their cousins (normal yeti) these creatures are fearsome. Should they strike an opponent on a natural 20 they will grab them and hug them for 4D6 of additional damage from cold from their bodies. If the creatures gain surprise those who see them must roll a saving throw vs paralyzation or look into the eyes of the yeti and go rigid with fear for 3 rounds. All attacks by the yeti during that time will automatically hit as will the squeeze effect.

These creatures blend well with the snow which gives them natural camouflage. Surprise will be on a 1-4 out of 6. Like their cousins they are susceptible to fire and take an additional 50% damage from fire.

Green Dragon, Two Headed, Ancient

Armor Class:	0
Movement:	9/24
Hit Dice:	14
No. Attacks:	4
Damage per attack	1-10/1-10/3-30/3-30
Special Attacks:	Two breath weapons, spell use, speaks
Special Defenses:	Immune to poison and disease
Alignment:	LE
Magic Resistance:	Nil
Size:	L (60' long)

These dragons appear to be an accident of birth. They are extremely rare. Possibly even unique. The only one known to exist is

Norax. He is an ancient and evil green dragon with two heads. He breathes poison gas with one head like a normal green dragon and a plague of disease with his other head. Both heads can speak and cast spells. He is capable of using his breath weapon twice in the same round since both heads act separately.

He is immune to both disease and to poison. He is never surprised as one head is always awake and alert. He is an exceptionally greedy and evil specimen of dragon kind. Few have lived to see him and tell the tale.

The flesh eating bacteria plague that is his second breath weapon is emitted in a black cloud which is a cone much like that of the poison gas breath weapon of green dragons. The victim is allowed a saving throw versus breath weapon to avoid the affect of this breath weapon completely. A successful save will indicate that either the person had some built in immunity or manage to dodge out of the way in time to avoid the brunt of it. A failed saving throw, however, will indicate that the person is affected and will begin suffering fast acting flesh eating disease. The first round the victim will lose 25% of their current hit points. The second round the person will lose 50% of those hit points that still remain. In the third round that person will lose all remaining hit points and be rendered unconscious. In the fourth round that person will die. This disease can be cured by a cure disease spell. But of course, should more than one person fail the saving throws then it is likely that such spells might no longer be available. Healing spells will, of course, slow the process of dying. They will not, however, cure the disease.

Ice Golem

Armor Class:	4
Movement:	6
Hit Dice:	70 Hit Points (14 HD)
No. Attacks:	1
Damage per attack	3-30
Special Attacks:	Every other melee round casts a ice storm
Special Defenses:	Immune to most spells, Weakness to fire based spells
Alignment:	N
Magic Resistance:	Nil
Size:	L

These golems are rarely encountered south of the barbarian lands north of Zanzia. The wizards there are known to create these golems to protect their frozen castles and tombs from intruders. These powerful golems are very strong and can also take a hit. Every second round an ice storm will appear around it while it is activated. While it is dormant no ice storms will appear.

The golem is immune to most spells. Fire based spells, however, do a minimum of 2 hit points per die of damage. The golem saves at -2 versus fire damage. Only +2 or better weapons will hit this golem.

Ice Salamander

Armor Class:	1
Movement:	12 (walking)/9 (burrowing through ice or snow)
Hit Dice:	7
No. Attacks:	1 or 2
Damage per attack	1-8 + cold

Special Attacks: damage (1D6)
 from spear or
 1-6/1-6
 (claws)
 Special Defenses: Aura of cold
 Immune to
 cold,
 weakness to
 fire
 Alignment: CE
 Magic Resistance: Nil
 Size: M

The ice salamander is a creature of the plane of ice. Occasionally, however, they are summoned to the material plane by powerful wizards or other entities to serve them. These creatures give off an aura of cold around them in a 10 foot radius. Anyone within that radius must make a saving throw versus breath weapon each round or take 1D6 cold damage.

These creatures do 2 claw attacks or sometimes are encountered carrying a frosty spear that does 1D8 plus 1D6 cold damage upon a hit. These creatures are often found in the service of clerics and wizards that worship frost gods like Raneas, the Goddess of Ice.

This frosty creature is found in the Tome of Horrors, Volume Four from Necromancer Games.

Lightning Elemental

Armor Class: 2
 Movement: 12
 Hit Dice: 16 (can be 8 or
 12 like a
 normal
 elemental)
 No. Attacks: 1
 Damage per attack 3-30
 Special Attacks: Electrical

Special Defenses: damage
 Immune to
 electricity
 Alignment: N
 Magic Resistance: Nil
 Size: L

These strange creatures are from the negative material plane. They are aggressive and will move towards creatures wearing metal armor first. Anyone that they strike who wears metal armor must make a saving throw or take an additional 10 points of electrical damage upon contact. A saving throw means one half damage is taken.

Anyone striking a lightning elemental with a metal weapon will also need to make a saving throw or take 10 points of electrical damage. A save means one half damage is taken.

Once per day the creature may conduct an electrical discharge which will affect anyone within a twenty foot radius. This sudden burst of electricity will result in shock damage to all in that radius of 10 points of damage. A saving throw will result in one half damage. Those wearing armor will make this saving throw at -4.

These creatures are not summoned via the normal spells for summoning elementals. Only wizards who are well versed in the ways of the negative material plane may summon these via special magics known only to them.

Lightning Mephits

Armor Class: 4
 Movement: 24'
 Hit Dice: 2
 No. Attacks: 1
 Damage per attack 1-3 (claw) +
 electricity

Special Attacks:	damage of 1-6 Shocking Grasp or Breath Weapon
Special Defenses:	Immune to electricity
Alignment:	N
Magic Resistance:	Nil
Size:	S

These creatures are from the negative material plane. They are rarely encountered on the prime material plane. Generally if found on the material plane it will be during a lightning storm.

The mephit is only about four feet tall. They speak the common tongue as well as their own.

They initiate combat with their breath weapon. They will swoop down and fire off a bolt of lightning from their mouth which will do 1-8 damage to anyone in the area of effect which is a five foot cone extending from the mouth of the creature and at a maximum range of twenty five feet. Anyone wearing metal armor will take an additional two points of damage from the jolt. One may make a saving throw for one half damage. The creature may employ this breath weapon every round and may do so while engaging in melee.

These creatures are not evil but are occasionally summoned and employed by wizards with evil intentions or for guard duty.

These creatures are from the Tome of Horrors Volume Three from Necromancer Games.

Neogi	
Armor Class:	3
Movement:	6
Hit Dice:	5
No. Attacks:	3
Damage per attack	1-3/1-3/1-6
Special Attacks:	Slowing Poison
Special Defenses:	Possible magic use
Alignment:	LE
Magic Resistance:	Nil
Size:	S (3' high)

These creatures are younger versions of the Grand Old Master. These, however, can move and fight. They are thoroughly evil. Their fur is dark tan. Younger Neogi have little color in their fur or body. The bite of this creature is poisonous. Anyone failing a saving throw from poison will be slowed for 1D8 rounds. One in ten Neogi have magical ability. This ability equals magic user spell use of levels 1-8. These creatures are from the Monstrous Manual (2nd Edition AD&D).

Skeletal Guardians

Armor Class:	Variable
Movement:	12
Hit Dice:	Variable
No. Attacks:	Variable
Damage per attack	By Weapon
Special Attacks:	Fight as a high level fighter at level prior to death
Special Defenses:	Cannot be turned, Half damage from sharp weapons
Alignment:	CE
Magic Resistance:	Nil
Size:	M

Skeletal guardians were powerful fighters in

life. In death they are even more powerful. They have the same abilities as they had in life but now they serve an evil master and cannot be turned. They suffer only half damage from sharp weapons. They are immune to the same things that other undead creatures are immune to: cold, hold, sleep, poison, death magic.

They always fight to the death to protect the interests of their master. Only a very high level wizard, deity, priest or undead entity can control these creatures.

Snow Elemental (Snow Man)

Armor Class:	2
Movement:	6
Hit Dice:	8, 12, or 16
No. Attacks:	2
Damage per attack	2-20/2-20
Special Attacks:	Frost Breath every round
Special Defenses:	Immune to cold damage
Alignment:	NE
Magic Resistance:	Nil
Size:	M

These creatures are from the elemental plane of ice. These creatures are rarely found on the prime material plane but are abundant on their home plane. They look like an ordinary snow man and often act like one unless approached and closely inspected. They often are summoned by powerful ice wizards to protect treasures or important or sacred areas.

Once per round the creature breathes frost and those closest to the creature must save vs breath weapon or take 2D6 frost damage.

The creature fights only with the two twigs it uses for arms. But these arms are quite powerful despite their appearance. Each

strikes for 2D10 damage upon a hit and both are used each round.

When such creatures are dispatched one will find that in the center of the smallest ball of snow is a blue diamond worth a minimum of 5,000 gold pieces. This is used to create or summon the creature.

Tumblespark

Armor Class:	5
Movement:	12
Hit Dice:	8
No. Attacks:	1
Damage per attack	1-6 (slam) + electricity damage of 1-6
Special Attacks:	Shocking Grasp or Breath Weapon
Special Defenses:	Immune to electricity
Alignment:	N
Magic Resistance:	Nil
Size:	M

These creatures are from the negative material plane. They are often encountered there in thick brambles of these creatures. They constantly unleash built up electrical charges upon those unfortunate enough to encounter them.

Magnetism draws them to creatures wearing metal armor. The metal in the armor gives them a bonus of +5 to hit creatures wearing such armor.

Sometimes these creatures are drawn to the material plane by spell casters of very high level. On this plane they are often encountered during electrical storms. These creatures sometimes get as big as 10 feet in

diameter.

In combat the creature rolls to someone wearing armor and attaches itself to them. Once this is accomplished it will discharge energy constantly. The creature so attached will suffer 4D6 damage from the electricity each round thereafter until they or the creature is dead. A saving throw for one half damage may be made each round.

This shocking creature is from the Tome of Horrors, Volume Three from Necromancer Games.

Voltar

Armor Class:	6
Movement:	12
Hit Dice:	5
No. Attacks:	1
Damage per attack	1-8 (sword) + electricity damage of 1-6
Special Attacks:	Explode with electricity when destroyed/Ligh tning bolts
Special Defenses:	Immune to electricity
Alignment:	N
Magic Resistance:	Nil
Size:	M

These strange humanoids are from the plane of lightning. They are roughly man sized but appear to be wearing armor and carrying weapons that are arcing and crackling with electrical energy. When these creatures are destroyed they will burst into a blinding flash of electrical energy that will do 5D6 electrical damage to anyone within a 30' radius unless a saving throw versus magic is made. Once every three rounds the creature can throw a lightning bolt for 4D6 damage

(save for half). This bolt can go as far as one hundred feet. They are immune to cold, electricity and poison. Water does 2-16 damage to them.

These creatures are from the Tome of Horrors, Volume Four, from Necromancer Games.

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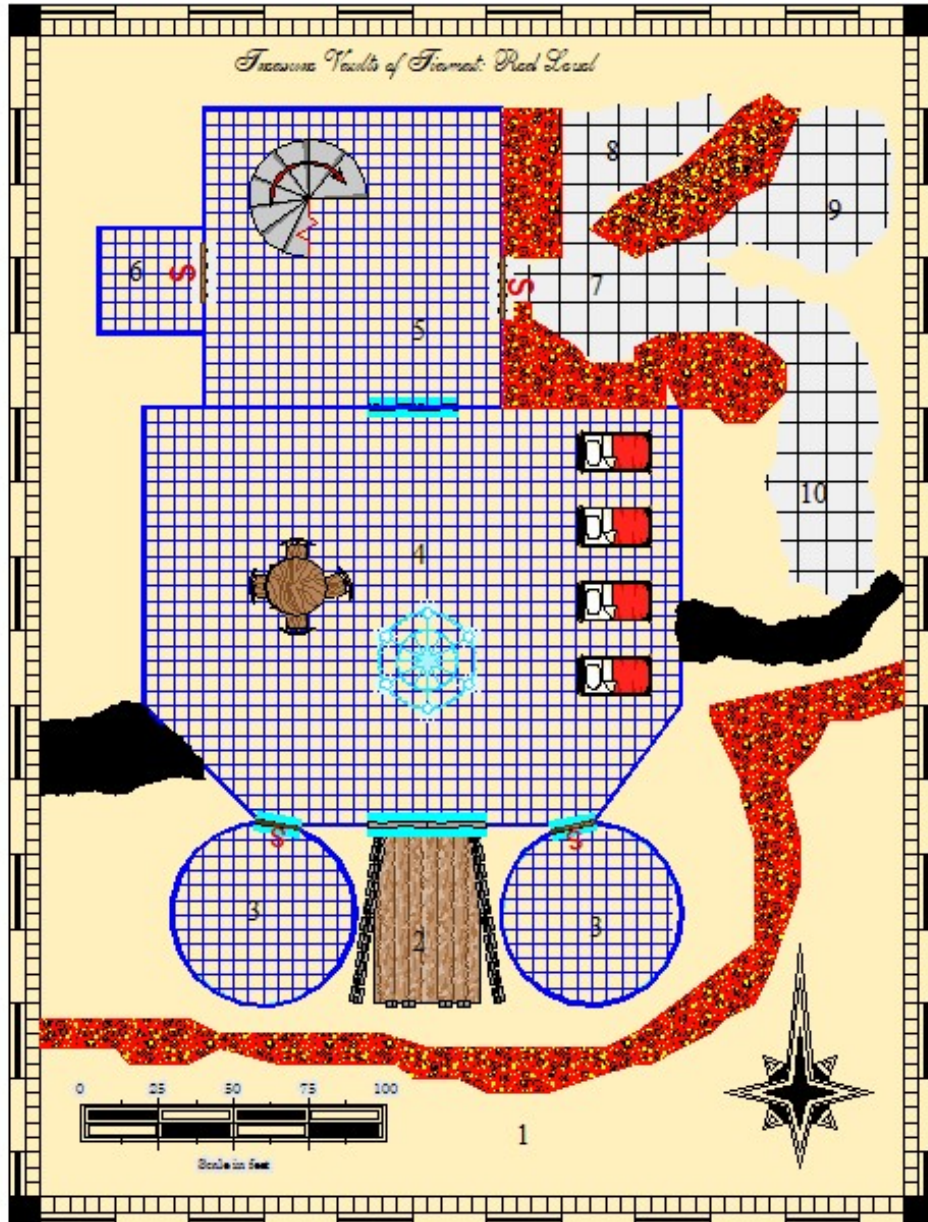
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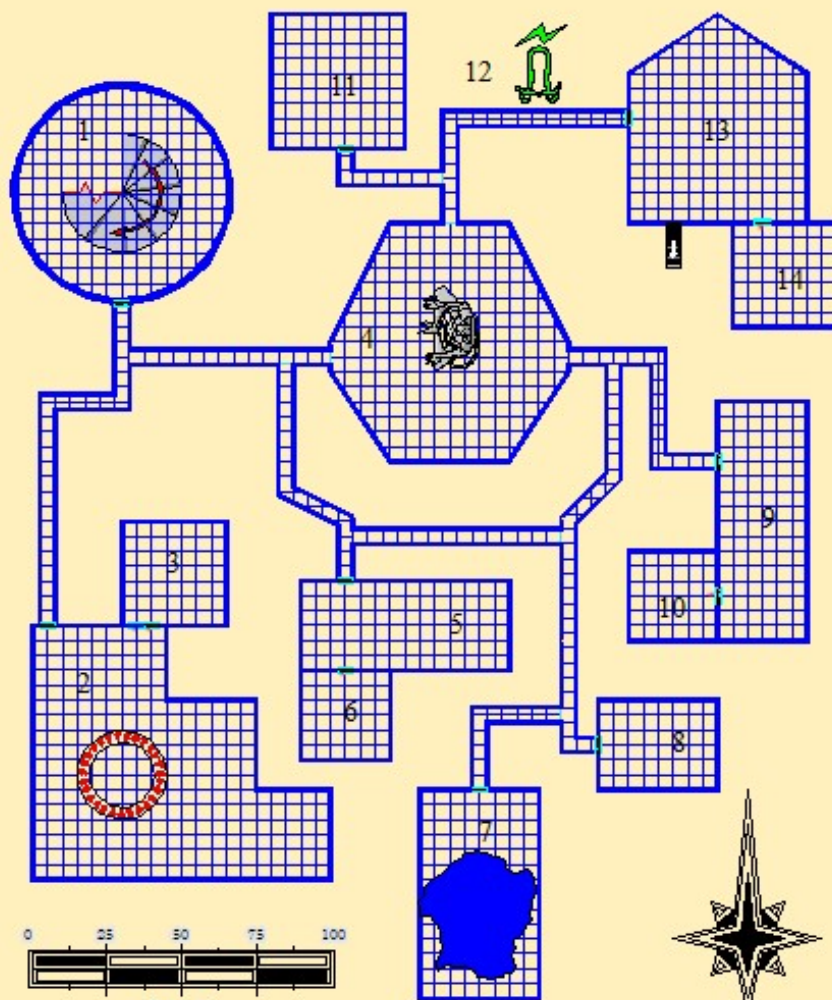
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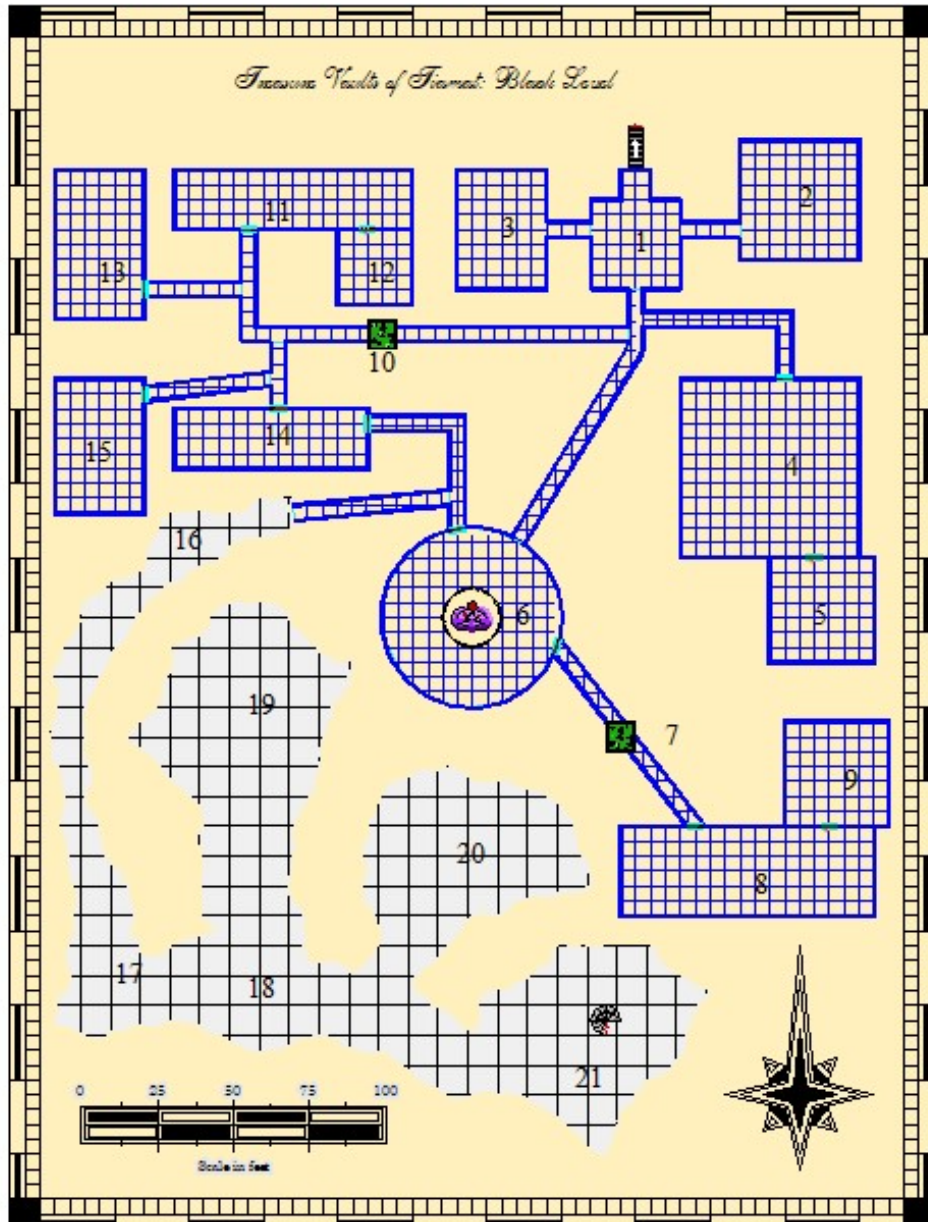
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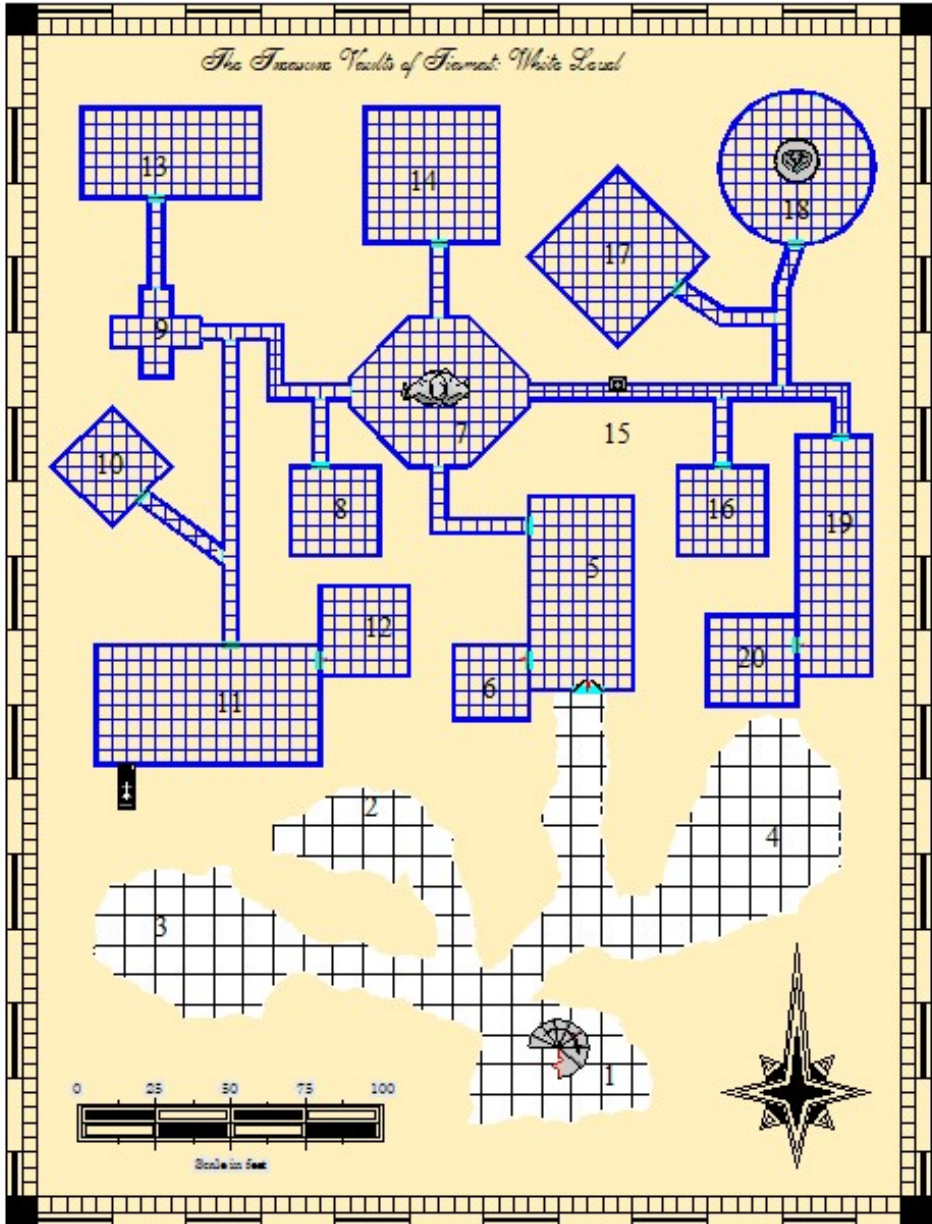
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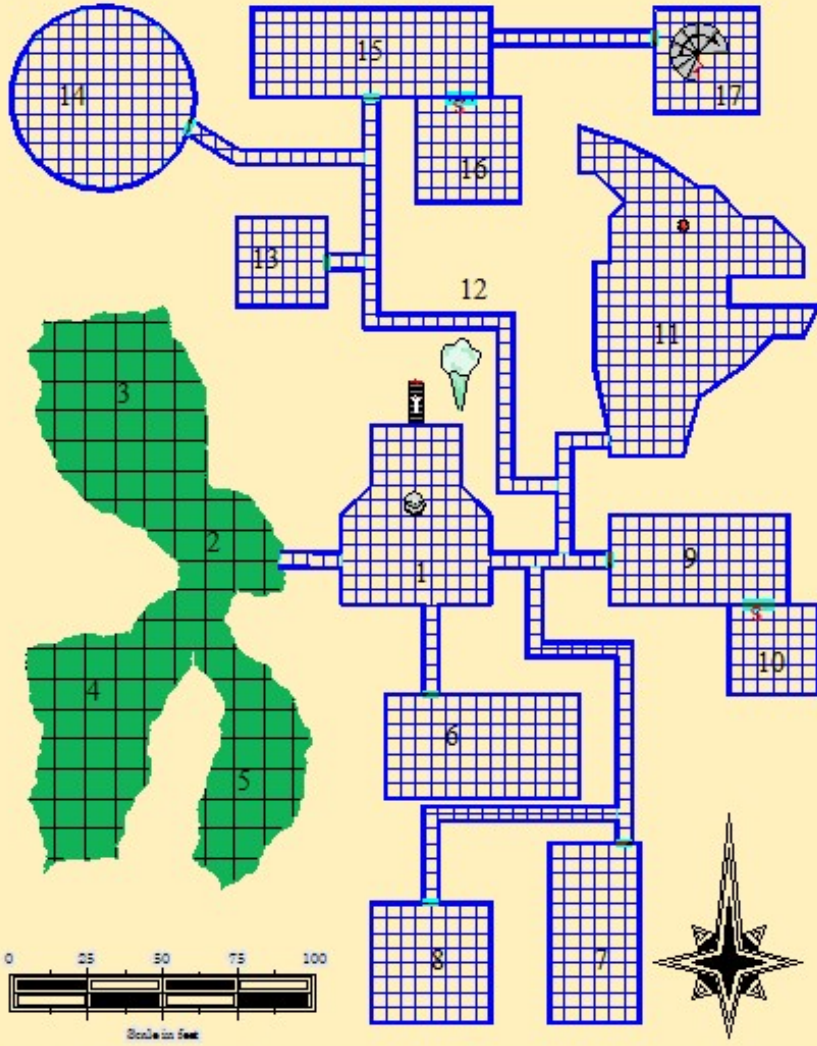
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