

PLAYERS OF THE MIND

AN AD&D 1ST EDITION PSIONICS ADVENTURE



by Joseph A. Mohr

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CREDITS

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GAME MASTER NOTES

Over the years I have read many of the 1st Edition published adventures by TSR, Judges Guild and many other publishers but one thing always stood out in my mind. None of them really involved the use of Psionics. Appendix I of the Players Handbook offers Psionics as an optional set of rules to be used with the game. Most dungeon masters have chosen the option of not including them in their campaigns. Whether this is a good thing or not is probably up for debate. I personally chose never to include them in my own. But I was always a bit intrigued by them.

The powers of the mind bring the possibilities of new things in an old game. I am writing this particular adventure with the idea of providing those dungeon masters that do choose to use them in their campaigns with an adventure where these powers would be an important or integral part in it's conclusion. Psionic abilities would not be an absolute requirement for success in this adventure but clearly they could play very important parts.

After reading a number of articles, including many from the Dragon, I have decided that this adventure should be set for experience levels to exceed level 7. This would allow those players who explore the caves in this adventure to have achieved their major psionic discipline(s) before beginning this module. As dungeon master, however, you are free to allow your adventurers to explore them at earlier levels if you choose to do so. My suggested range for characters and levels is a party of four to six characters of 8th to 10th level of experience.

As the dungeon master one thing that you should keep in mind at all times at the caves of the mind is that use of psionic abilities within the caves may result in drawing the attention of others with similar abilities that are nearby. But what also might bring unwanted attention is the use of spells that resemble psionic powers as defined in the DMG on page 182. This list includes: **Astral spell, augury, charm, clairaudience, clairvoyance, cure (any), detect (any), dimension door, enlarge, esp, feather fall, heal, heat metal, hypnotism, invisibility, know alignment, levitation, plane shift, polymorph, remove curse, shape change, stone tell, tele (any), temporal stasis.**

In this adventure certain naming conventions will be used for consistency. Minor disciplines will be referred to here as devotions which is what the PHB table of minor psionic disciplines on PHB P. 111 refers to them as. Major psionic disciplines will be referred to as sciences as that table also refers to them as.

One other point that I would like to make that might help the dungeon master navigate through this adventure. There is an excellent article that I found about 1st Edition Psionics. It would be wise for one to read it before proceeding with this adventure. It can be found at <http://home.earthlink.net/~duanevp/dnd/psionics.htm> . There is also a fine companion article by the same author on how to improve 1st Edition psionics but that is kind of beyond the scope of my adventure. I will leave you to decide if you want to play a house ruled version instead of by the book.

BACKGROUND

The adventurers (those with psionic abilities) find themselves suddenly and mysteriously drawn towards a previously unknown and unmarked cave in the Dragon Teeth Mountains. This cave is found deep in these dangerous and wild mountains far beyond the reaches of civilization. The mountains border several lands on this continent and all of these sovereign entities claim ownership over them. Zanzia is the civilized nation to which they truly belong. But the barbarian lands to the north of Zanzia often have raiding parties within the mountain range. The Empire of Jural to the west of Zanzia also claims ownership and often has army patrols in them to assert their claim. And of course the Zanzian army itself often patrols near the range.

It is an area filled with the most dangerous sorts of creatures. Giants, dragons, rocs, griffins and other such beasts are often to be found there. It is not a place for the weak or the helpless to visit.

Who or what might be drawing the adventurers towards these caves is uncertain. Each will have a feeling that they must visit these caves. The psionic will feel that his mind is drawn to them by some unknown force. They could, of course, choose to ignore these feelings. But the feelings will become more powerful over time. At some point it will become a compulsion almost to the point of a Geas spell. Even if these players decide that they are not going to visit the caves they will mysteriously find that they are in front of the cave entrance one day and will not know why or how they got there.

What the adventurers will not know,

but may suspect if they are smart, is that others with similar abilities will also have been drawn to these caves for the same or similar reasons. And this can make this quite a dangerous place.

THE DRAGON TEETH MOUNTAINS

This mountain range is in the northwest corner of the land of Zanzia. The mountain range is at high elevation and can be quite a cold and lonely place. The peaks are extremely tall and many of the mountains are so steep as to be nearly impassable. Trails exist in these mountains and it is wise to stay on them. For dangerous things live in these mountains and many of them will be encountered off of these paths.

RANDOM ENCOUNTERS IN THE DRAGON TEETH MOUNTAINS

Rolls for random encounters within the mountain range should be done twice per day. A roll of 1 out of 6 would indicate an encounter takes place. All such encounters will then be selected randomly from the following table:

1. Frost Giants
2. Dragon
3. Dwarves
4. Juralian Army Patrol

5. Zanzian Army Patrol
6. Barbarian Raiders
7. Roc
8. Griffins
9. Manticores
10. Rockslide

Barbarian Raiders

These raiding parties from the Barbarian Lands often raid into neighboring countries looking for easy spoils. They rape and pillage as they go and bring loot back to their home lands. These men are wild and as such act as berserkers. Each of these men wield two weapons, are afoot and wear animal skins rather than armor. All of the men have long shaggy hair and unkempt beards. A few of the men wear helmets with horns sticking out of the sides.

Leader (1): F3; AC 7; MV 12; HP 23; # AT 2; Dmg 1-8 +1/1-8+1; carries a **long sword +1** and a **battle axe +1**; AL N.

Berzerkers (15): AC 7; MV 12; HD 2-7 hp; HP 5 each; # AT 2; Dmg by weapon; AL N. These men are carrying battle axes and long swords.

Dragon

Several dragons live in the mountain range but one in particular has been hunting in the vicinity of the Caves of the Mind. An very old white dragon named Narrym has taken up residence in a high cave atop one of the peaks of the Dragon Teeth range. He is exceptionally evil. He hunts for food but also is not above taking opportunities to grab treasure from weak victims when they present themselves. He has recently snatched wagons from caravans of merchants traveling the roads to Jural which are just south of the mountain range.

When encountered it will be at first with him flying overhead at a distance. The adventurers may see the dragon but will not be able to determine the size, age or even the color at such a distance. But when Narrym feels the time is right he will swoop down and attack. He will go after any target first that appears to be carrying valuables. A pack mule filled with supplies is an obvious target for his interest.

Should the encounter appear too difficult he will merely fly away and go back to his cave to recuperate. Finding the cave will not be an easy task for the adventurers who will almost certainly decide that they want his treasure horde. He will not fly immediately in the direction of his home. While dragon's intelligence is not high he is not without cunning and guile. He certainly knows better than to lead others to his lair.

White Dragon (1): AC 3; MV 12/30; HD 7; HP 49; # AT 3; Dmg 1-4/1-4/2-16; SA breath weapon frost for 49 points of damage (half damage for save vs dragon breath); SD saves as a 12 HD creature; AL CE.

Dwarves

Dwarves have a large presence in the Dragon Teeth range. They have several mines here. There are more than one clan of Dwarves operating mines in the Dragon Teeth. There is reputed to be a Dwarven city deep in these mountains but no human has ever visited it. The rumor cannot be confirmed. These dwarves are not immediately hostile to humans but they may be distrustful. It is always possible that interlopers in these mountains might be looking for their precious mines and this is not at all acceptable to them.

Encounters may be with either a patrol from

one of these communities of dwarves or it may be with a group of miners from one of the various mines. This should be determined randomly on the following table:

01-75 Dwarven Patrol
76-00 Dwarven Miners

Patrol

This patrol will not be mounted. They will inquire as to why the adventurers are present in the mountains but will only become hostile if they suspect that the players are seeking their mines.

Dwarves (25): AC 4; MV 6; HD 1; HP 5 each; # At 1; Dmg by weapon (10 armed with battle axe and warhammer, 10 armed with short sword and light crossbow and 5 armed with spears; AL LG.

Lieutenant: F3; AC 2; MV 6; HP 25; # At 1; Dmg 1-8 +1; **battle axe +1**; plate mail; shield; AL LG.

Miners

This will consist of a group of dwarves from a nearby mine. They will only become hostile if they determine that the adventurers want to find the location of their mines. They will report the location of the adventurers to their nearby patrols which will be on the lookout for strangers. These dwarves will not be mounted.

Dwarves (5): AC 4; MV 6; HD 1; HP 3 each; # AT 1; Dmg 1-8; AL LG.

Frost Giants

This encounter will involve a group of frost giants that are out hunting or foraging for food. They will be accompanied by two

winter wolves. These giants, although evil, will not necessarily attack anyone that they encounter. But they very well may if they sense weakness or see profit in this.



Frost Giants (3): AC 4; MV 12; HD 10+2; HP 52, 46, 41; # AT 1; Dmg 4-24; SA hurling rocks for 2-20 dmg; SD impervious to cold; AL CE.

Winter Wolves (2): AC 5; MV 18; HD 6; HP 25 each; # AT 1; Dmg 2-8; SA frost breath weapon does 4-24 dmg (half damage with save from dragon breath); SD immune to cold but weak to fire damage; AL NE.

Griffins

A flight of these creatures have set up nests on ledges on some of the high peaks in this range. This group hunts together while the mates and the young wait back in the nests. At first only one of these creatures will be

seen. It's screeching will be heard by the others that will swoop down together to join the hunt.

Griffins (6): AC 3; MV 12/30; HD 7; HP 30 each; # AT 3; Dmg 1-4/1-4/2-16; AL N.

Juralian Army Patrol

The Jural Empire considers these mountains to be their sovereign territory. They often clash with troops from the Zanzian army who think likewise. These troops will not attack everyone that they encounter on sight. A band of adventurers is not that uncommon a sight even within their own borders. They may attack, they may inquire about what the party is doing or they may shadow them for a few miles and then move on. There is a 1/3 chance of any of these events.

A patrol will consist of:

Lieutenant (1): F3; AC 2; HP 23; # AT 1; Dmg 1-8+1; carries a **scimitar +1**, wears black plate mail and a black shield, rides a heavy war horse with black barding; AL NE.

Men At Arms (20): F0; AC 7; HP 4 each; # AT 1; Dmg 1-8 or 1-6; carry scimitars, wear black leather armor and carry black shields, carry short bows and 12 arrows in a leather quiver; AL NE. These soldiers ride light war horses.

Manticores

This is a mated pair that are hunting together. They have no young as of yet but have a nest on a low ledge on one of the mountainsides.

Manticores (2): AC 4; MV 12/18; HD 6+3; HP 45 and 34; # AT 3; Dmg 1-3/1-3/1-8; SA tail spike volley of six spikes (each does 1-6

damage) (up to four volleys); AL LE.



Roc

This roc is flying over the mountain range looking for food to bring home to it's mate and young to eat. It would prefer to find a nice juicy purple worm but it will settle for someone riding along the mountain trails if it has to. It may settle for the horse that the person is riding but is more likely just to pluck the rider off of the horse and fly away with it. The nest is on a far away peak but it is still a short flight for this enormous beast.

Roc (1): AC 4; MV 3/30; HD 18; HP 119; # AT 2 or 1; Dmg 3-18/3-18 or 4-24; AL N.

Rock Slide

Rock Slides along these mountain trails are not uncommon. And they can be deadly at times. Some rock slides are not accidents of nature but are planned ambushes from the various giants that live in these mountains.

Rock Slides can be determined on the following table:

01-50	Does 2-12 damage and frightens the animals (50% chance of them bolting and running off)
51-75	Does 3-18 damage and terrifies the animals (75% chance of them bolting and running off)
76-00	Ambush slide 4-24 damage and an encounter with the Frost Giants listed earlier.

Zanzian Army Patrol

The Zanzian army also considers the mountain range to be their sovereign territory. Geographically the range borders three countries but the Zanzian kingdom has patrolled these mountains and claimed ownership of them for far longer than the others.

The soldiers will not immediately attack anyone that they come across. They may question travelers about barbarian raiders, bandits, or any thing else that the players may have come across in their travels. They might question the players if they have reason to suspect some criminal activity. Otherwise they will wish the adventurers luck in their adventures and move on.

Lieutenant (1): P3; AC 2; HP 25; # AT 1; Dmg 1-8 +1; carries a **long sword +1**, shiny plate mail etched with the Zanzian royal coat of arms, shield; AL LG. He rides a white heavy war horse with silver colored barding.

Wizard (1): MU 3; AC 10; HP 9; # AT 1; Dmg 1-6; carries a wooden staff, wears blue robes with a blue pointed hat, rides a light war horse; AL NG. Spells known: **magic missile, sleep, mirror image.**

Men At Arms (20): F0; AC 4; HP 3 each; # AT 1; Dmg 1-8 or 1-6; wear chain mail and carry shields, long swords and long bows with 12 arrows in a cloth quiver; AL NG. Each rides a light war horse.

The CAVES of The MINTO

The Dragon Teeth mountains are about ten days ride from the city of Barrowmar which is where most adventurers would likely be resting between adventures while in Zanzia. It is the capital city and is a thriving metropolis by comparison to most cities, towns and villages in this land. Should the adventurers not be mounted the trip will take twice as long. The caves are another two days ride (or four days on foot) for a party traveling through the Dragon Teeth. Therefore random encounters should be rolled for two days (or four days) worth of riding. There will be no random encounters in the other parts of Zanzia along the way as they are well patrolled by the Zanzian army.

The caves entrance is in the side of a tall mountain. No visible signs of ownership can be seen from outside of the cave entrance. There are no torches lighting the way. There are no signs of anyone else having visited the caves recently. The caves appear to be naturally made rather than having been excavated by human or humanoid labor.

But there have been visitors here. Many others have been drawn here by the same psychic forces that have drawn the attention of the player characters with psionic abilities. None of those creatures know exactly why they are here either except for the few who are actually in league with the true owner of this cave and the artifact within it.

RANDOM ENCOUNTERS WITHIN THE CAVES OF THE MIND

Random encounters will occur often within the Caves of the Mind. Several factors will affect random encounters in the caves: the use of psionic abilities, the use of spells that mimic psionic abilities, making noise, sounds of battle and other factors. Random encounters should be rolled twice daily regardless of those extra factors. And every single time a psionic ability is used, a spell that mimics such an ability is used or the party does something (like fighting) that creates noise one extra random encounter roll should be made. In addition to these rolls there are certain points in the map key that will specifically state that a roll should be made in that location. A roll of 1 out of a D6 will indicate that an encounter has occurred. If no psionic or spell activity was involved in drawing the encounter then use the table labeled "normal random encounters" for determining what encounter takes place. If psionics or spells that mimic psionics cause the encounter then use the table labeled "psionic random encounter table" for determining what the encounter is.

Within these caves the random encounters are likely to be more dangerous than the set encounters. In effect, these random encounters are actually the meat of the combat within these caves. Many creatures have been drawn here as if it were a watering hole or an oasis in the desert. With so many creatures within the caves such encounters could be frequent.

Normal Random Encounter Table

1. Drow
2. Bugbears
3. Adventurers
4. Owlbears
5. Xorn
6. Displacer Beasts

Psionic Random Encounter Table

1. Drow
2. Brain Mole
3. Intellect Devourers
4. Mind Flayers
5. Gray Ooze
6. Kirin
7. Couatl
6. Roll Twice

Adventurers

Another group of adventurers containing two members with psionic abilities has been drawn to these caves. This group is neutral and may or may not initiate combat immediately upon encountering another group adventuring within these caves.

Dorabrouc Mountainfall, Male Dwarf Fighter: F8; AC -1; HP 67; SA 3 attacks every 2 rounds; he carries a war hammer +2/+3 vs magic using or enchanted creatures; wears plate mail +1 (dwarf sized); carries a +2 shield; AL N. He also

carries a lantern, 50 feet of rope, a ten foot pole and a large sack with the party's treasure acquired on this adventure. This treasure includes: 345 gold pieces, 142 platinum pieces, a golden candlestick worth 150 gold pieces and a **wand of magic missiles** (not yet identified) with 15 charges on it. He also has psionic abilities. He has 186 total psionic strength. He has attack modes: B, C, D. He has defense modes: F, G, H. He has three devotions: **object reading, animal telepathy, levitation**. He has one science: **aura alteration**.

Nicurat, Male Gnome Illusionist: I7; AC 5; HP 20; wears gray robes and carries a wooden staff; wears **bracers of defense AC 5**; carries a **wand of illusion** with 12 charges on it; AL CN; he has the following spells memorized which are also in his travel spell book which he carries on him: **color spray, phantasmal force, hypnotism, gaze reflection, mirror image, misdirection, improved phantasmal force, fear, spectral force**.

Yafreare Grimbender, Female Dwarf Cleric: C8; AC 0; HP 35; wears **plate mail +1 (dwarf sized)**; carries a **+1 shield**; carries a **+3 mace/+4 vs orcs and bugbears**; AL CN; has the following spells memorized: **command, bless, remove fear, silence 15' radius, hold person, find traps, dispel magic, feign death, animate dead, cure serious wounds, tongues**. He carries a silver holy symbol worth 50 gold pieces.

Wakgut, Male Half-Orc Fighter: F10; AC 0; HP 77; SA 3 attacks every two rounds; wears **plate mail +2**; wields a **+2 two handed sword/+3 vs psionic using creatures**; AL NE. He has exceptional strength of 18/44 and receives bonuses of +1 to hit and +3 to damage as a result of this.

He also carries a bulls eye lantern, a coil of 50' of rope and a large sack.

Markus Blake, Male Human Bard: B6 (was a 7th level fighter and a 7th level thief before making the journey to Bard); AC 2; HP 71; wears **chain mail +3**; carries a **bastard sword +2/+3 vs fire using or dwelling creatures**; AL N. He has the following (druid) spells memorized: **entangle, pass without trace, detect magic, cure light wounds, heat metal, produce flame**. He carries a mandolin (not magical) and has a charm percentage of 32% and a legend lore ability of 16%.

Iago Longbottom, Male Halfling Thief: T10; AC 2; HP 43; he wears **leather armor +2**; he has a dexterity of 18; he carries a **+3 short sword/+4 vs giant class creatures**; thief skills: PP 95, OL 87, FRT 75 MS 98 HS 88 HN 35 CW 84 RL 45; AL CN. He also has psionic abilities. His total Psionic Strength is 122. He has attack modes: A and B. He has defense modes F, I, J. He has three devotions: **cell adjustment, hypnosis, molecular agitation**. He has two sciences: **probability travel, energy control**. He also carries thieves tools, a coil of 50' of rope and ten iron spikes.

Brain Mole

This creature was drawn to the caves by the psychic energies it sensed within them. It has traveled a long way to get here and now resides within cracks in the cavern walls. When it senses the use of psionics it will investigate and then it will attempt to burrow into the mind of the person using these abilities so that it may feed upon their energies.

Brain Mole (1): AC 9; MV 1; HD 1 hit point; HP 1; # AT 0; SA psionic attack; AL

N; psionic ability: 121 point attack strength; Attack Mode: B.

Bugbears

These bugbears have been dominated by the artifact and serve it by guarding these caves. There are several groups of these creatures and more than one could be encountered.

Bugbears (20): AC 5; MV 9; HD 3+1; HP 15 each; # AT 1; Dmg 2-8; SA surprise on a 1-3 out of 6; AL CE.

Coutl

This winged creature has been drawn to the caves by its sense of the psychic activities here. It senses the powerful psionic powers here and it is investigating the source of them. It is not an evil or hostile creature and will not attack unless it has to defend itself. Should the adventurers have need of help he might be persuaded to accompany them through the caves until the artifact is found. He will seek to destroy it.

Coutl (1): AC 5; MV 6/18; HD 9; HP 41; # AT 2; Dmg 1-3/2-8; SA poison, magic use, psionics; SD can become ethereal; SA polymorph; SA 7th level cleric/5th level mu; AL LG; psionic strength: 100; psionic attack modes: A, D; psionic defense modes: F, H, I. Cleric spells memorized: **command, protection from evil, detect evil, hold person, silence 15' radius, augury, dispel magic, continual light, cure serious wounds**; Magic User spells memorized: **magic missile, sleep, charm person, dancing lights, pyrotechnics, knock, lightning bolt.**



Displacer Beasts

These beasts are under the mind control of the artifact and are roaming the caves attacking any living thing that they encounter.

Displacer Beasts (3): AC 4; MV 15; HD 6; HP 25; # AT 2; Dmg 2-8/2-8; SD displacement causes opponents to strike at -2 to hit; SD save as 12th level fighter with +2 on the dice; AL N.



Drow

Drow encounters will be with a small party of drow that are drawn to these caves by the same psychic energies that have drawn the adventurers to the caves. One of these drow is a psionic but she will not let loose with a psionic attack unless she has been made aware that the party also contains a psionic. There is only one group of drow in the caves and if it is encountered a second time then roll again. Once this party of drow has been destroyed it cannot be encountered again. The party of drow consists of the following:

Kunzath Mezalvai, Drow Priestess: C10; AC -3; HP 55; wears **drow +2 plate mail** and carries a **drow +2 shield**; carries a **drow +3 mace**; AL CE. She is a psionic with the following abilities: Total psionic strength: 176; Attack Modes: B, D, E; Defense Modes: F, G; Devotions: **levitation** and **body equilibrium**; Sciences: **Mind Bar**. She has the following spells memorized: **curse, command, cure light wounds, sanctuary, silence 15' radius, hold person, know alignment, find traps, prayer, dispel magic, prayer, cure serious wounds,**

protection from good 10' radius, tongues, slay living, flame strike. She is the leader of this band and she will psionically attack a player only if she knows that they also have these abilities. Otherwise she will cast spells and try to neutralize the spell casters of the enemy party.

Dheramna Crerles, Drow Female Fighter: F9; AC -1 ; HP 68; wears **drow plate mail +1** and carries a **drow shield +2**; carries a **drow long sword +3**; SA strikes 3 times every two rounds; AL CE. She will wade in and melee immediately.

Timzu Bamad, Drow Female Fighter: F9; AC 0; HP 63; wears **drow plate mail +1** and carries a **drow shield +1**; carries a **drow long sword +2** and a **drow long bow +2**; has a quiver with 12 **drow arrows +2**; SA strikes 3 times every two rounds; AL CE. She will use her bow and fire at spell casters and/or psionicists.

Selvek Zuzorzees, Drow Male Wizard: MU 9; AC 4; HP 30; wears black robes and carries a wooden staff which is also black; wears **bracers of defense AC 4**; has a **wand of lightning** with 14 charges on it; AL CE. Spells memorized: **magic missile, comprehend languages, burning hands, charm person, scare, mirror image, ray of enfeeblement, lightning bolt, haste, hold person, confusion, fear, cone of cold.** He carries a travel spell book with these spells written into it.

Gray Ooze

This ooze has been drawn to the caves by it's sense of psionic activity here. It wanders the caves looking for the source of it.

Gray Ooze (1): AC 8; MV 1; HD 3+3; HP 15; # AT 1; Dmg 2-16; SA psionic abilities;

SA eats through metal like a black pudding does; SD most spells do not harm this creature; SD immune to heat and cold; SD lightning does full damage to it; SD weapons do full damage to it SD weapons that strike it may corrode and break; AL N; psionic attack strength 100; psionic attack mode: E; psionic defense mode: nil.

Intellect Devourer

This creature was brought to the caves by the psychic energies of the artifact that has drawn the interest of most of the visitors. It does not know exactly why it felt the need to come here but now that it is here it is investigating any psionic activity that it feels the presence of.

Intellect Devourer (1): AC 4; MV 15; HD 6+6; HP 30; # AT 4; Dmg 1-4 (x4); SA psionic attacks; SA hide in shadows as a 10th level thief; SD weapons of less than +3 strength do no damage to it; SD weapons of +3 or greater strength do only 1 point of damage to it; SD bright light drives it away; SD protection from evil will keep them at a distance; SD fireballs do no damage but will act as a bright light and drive it away; SD lightning bolts will cause it 1 point of damage per dice of damage; SD death spell has 25% chance of success; SD power word kill will slay it; SD all other spells will be ignored; AL CE.



Kirin

This creature is seeking the source of the psionic power that he senses within these caves. He is not an evil creature and will not immediately attack those that he encounters. He will not, under any circumstances, accompany the adventurers. But he may give them aid should he arrive at a time of need.

Kirin (1): AC -5; MV 24/48; HD 12; HP 68; # AT 3; Dmg 2-8/2-8/3-18; SA magic use, SA horn acts as a +3 weapon; SA once per day it can do the following: **can create food for 2-24 people, create drinkable beverages for 2-24 people, create soft goods and wooden items, create metal items of short life span, create an illusion, wind walk, assume gaseous form, call lightning or summon weather**; SA psionic devotions: **precognition, body weaponry, body equilibrium, levitation, empathy,**

molecular agitation; psionic sciences: **telepathic projection, molecular manipulation, energy control, body control**; AL LG; psionic strength: 200; psionic attack modes: all; psionic defense modes: all; MU spells memorized: **magic missile, sleep, push, shield, hold portal, friends, enlarge, affect normal fires, protection from evil, mirror image, forget, invisibility, knock, esp, detect evil, shatter, scare, lightning bolt, fireball, hold person, dispel magic, slow, haste, phantasmal force, confusion, charm monster, fear, ice storm, charm monster, wall of ice, cloud kill, cone of cold, teleport, wall of force, hold monster, disintegrate, death spell, move earth, project image, limited wish, power word stun, delayed blast fire ball, bigby's clenched fist, incendiary cloud, time stop.**

Mind Flayer

This mind flayer was drawn from the underdark to these caves. He was sent by his Illithid masters to investigate these caves and find the source of the psychic energies here. If he does not return to the underdark within a week a much bigger party of mind flayers will be sent out to investigate. He is not the only mind flayer in these caves but they are not working together. This mind flayer seems to have a missing tentacle. It appears that one was severed from his face during previous combat.

Mind Flayer (1): AC 5; MV 12; HD 8+4; HP 35; # AT 3; Dmg 2 each; SA psionics; Magic Resistance: 90%; AL LE; psionic strength: 300; psionic abilities: **levitation, domination, esp, body equilibrium, astral projection, probability travel**, all performed at 7th level of mastery.



Owlbears

These owlbears are under the domination of the artifact and have gone insane. They are wildly thrashing out at any living thing that they come across within the caves. They are not evil and should the artifact be destroyed they will wander off back towards their homes and ignore anyone or anything that they come across unless it directly interferes with their travel.

Owlbears (3): AC 5; MV 12; HD 5+2; HD 30 each; # AT 3; Dmg 1-6/1-6/2-12; SA hug; AL N.

Xorn

These Xorn have been drawn to the caves not by the psychic energies but by the smell of gold in these caves. They are hungry for more gold and platinum and they know that there is some to be found here.

Xorn (2): AC -2; MV 9; HD 7+7; HP 35 each; # AT 4; Dmg 1-3 (x3)/6-24; SA surprise on 1-5; SD immune to fire and cold based spells; SD electrical attacks do one half or zero damage; SD move earth stuns them for one round; SD stone to flesh or rock to mud lowers their AC to 8 for one round; SD passwall does 11-20 points of damage to them; AL N.



KEY TO THE CAVES OF THE MIND

The caves are unlit. All of the caves are naturally formed. The caves are dry but cold due to the climate of the mountain range in general and the altitude here. Adventurers with psionic abilities will sense strong psychic activity from within the caves.

upper level of the CAVES

1. Entrance to the Caves

The entrance to the caves appears like any normal set of caverns. They are dark and cold. No sounds come from within the caves and one's own footsteps echo as one takes a step. There will be a random encounter check here.

2. Intersection

There are signs of combat here in this intersection. A strange small tentacle lies upon the ground here. Fresh blood trails lead from this point north into the caves. Close inspection of the tentacle could reveal that it came from a mind flayer assuming that the adventurers have encountered one before and know what it looks like. There will be a random encounter check here every time the adventurers move through this intersection.

3. Bugbear Guard Post

This cavern is the guard post and barracks for some bugbears that have been dominated by the artifact and now serve it. These creatures eat and sleep in this cave and occasionally patrol from here. There are several matted furs on the floor here that serve as beds for these creatures when they are not on duty. At any given time 50% of these bugbears will be asleep. 25% of them will be eating. And 25% of them will be alert and awake.

Bugbears (20): AC 5; MV 9; HD 3+1; HP 15 each; # AT 1; Dmg 2-8; SA surprise on a 1-3 out of 6; AL CE.

There is a weapons rack along the west wall of the room with 20 spears and ten large morningstars. There is also a **battle axe +3/+4 vs cold using and dwelling creatures**.

Hidden among the matted furs that serve as beds are 245 gold pieces and 72 platinum pieces. There is also a large pearl worth 500 gold pieces and a diamond necklace worth 2750 gold pieces. Also hidden within these matted furs is a **potion of psychic healing**.

4. Levitation Puzzle

This cavern has many tunnels leading away from it. There is a pedestal in the center of this cave. On that pedestal is a helm. A detect magic will reveal that the helm has magical properties. A wall of force surrounds the pedestal and the helm and extends all of the way from the floor to the ceiling above. Beside the pedestal is a lever that is set in a horizontal position.

Now this is not a difficult puzzle.

The adventurers will want to get to the magic helm and there are various ways that they could do so. One with the psionic ability to levitate could use their power to lift the lever into a vertical position and lower the wall of force. The lever is easily seen and anyone with direct vision to the lever and this psychic ability could use their power to do this. Or, they could attempt to remove the wall of force by other means such as a disintegrate spell. Other spells will not affect it including dispel magic.

The pedestal is not trapped. The object on the pedestal is a **helm of telepathy**.

Use of psionic abilities or similar spells here will possibly draw random encounters and this should be rolled for.

5. A Visitor to the Caves

As the adventurers arrive at this cave they discover that someone else is arriving at the same time. A demon has been sent by **Demagorgon** to investigate the psychic energies of these caves and it is arriving now. A fiery pentagram appears on the floor and a Type IV Demon (nalfaeshnee) appears in the room.

Type IV Demon (1): AC -1; MV 9/12; HD 11; HP 50; # AT 3; Dmg 1-4/1-4/2-8; SA gets a bonus of +2 to hit; SA psionic use; SA at will can cause darkness in a 10' radius; SA once per round can do the following: **create illusion, cause fear, levitate, read languages, dispel magic, polymorph self, telekinesis, project image, symbol of fear or discord or gate in a Type I-IV demon (60% chance)**; AL CE.

This demon is not here specifically to kill or attack the adventurers but to find

the source of the psionic power in the caves. It may offer to assist the adventurers in their own investigations but, of course, it will betray them at the first good opportunity to do so. The creature has no treasures with it. The rest of this cave is empty.



6. Telekinesis Puzzle

In the center of this room is a pedestal which has a medallion resting atop of it. A detect magic spell will reveal that the medallion has magical properties. Surrounding this pedestal is a prismatic wall which prevents anyone from reaching the pedestal without suffering the effects of the many colors of the wall.

Now this is also not a difficult puzzle. It could easily be defeated by casting all of the appropriate spells to lower the

various colored walls. But that would require seven different spells to achieve the desired result. And those spells might not all be available to the adventurers. But, one with the power of telekinesis could push the object off of the pedestal with their power of the mind and push the medallion out of the protection of the prismatic wall. There would be some risk of the medallion suffering some fate but that is minimal compared to having one of the player characters suffering the similar fate.

<u>Colors</u>	<u>Effects</u> <u>Negated By</u>
Red	inflict 10 hit points damage Cone of Cold
Orange	inflicts 20 hit points damage Gust of Wind
Yellow	inflicts 40 hit points damage Disintegrate
Green	save vs poison or die Passwall
Blue	save vs petrification or stone Magic Missile
Indigo	save vs wand or insane Continual Light
Violet	save vs magic or sent to other plane Dispel Magic

The risk to the medallion from going through the prismatic wall is that it could be sent to another plane unless it makes a saving throw vs magic. It cannot be turned to stone, poisoned, injured or driven insane. So these effects will not harm the medallion. The medallion will make its saving throw vs

magic at +5 due to its powerful magical properties.

There might be other ways to solve this problem which might need to be adjudicated by the dungeon master appropriately. One possible way to bypass this prismatic wall might be probability travel.

The object on the pedestal is a **medallion of thought projection (cursed item)**.

7. Rope Trick Puzzle

This cave has a ceiling nearly thirty feet high from the ground. Long and sharp stalagmites and stalactites jut up from the ground and down from the roof of this cavern. Suspended in the air in this cavern is a shimmering stone that is yellow and seems to throb with energy. The stone is shaped like a prism. It is floating twenty five feet in the air in the center of the room.

There are no walls nearby for which to climb up and grab this stone. Attempting to fly in this room would be exceedingly dangerous with the various stalagmites and stalactites sticking up from the ground and down from the ceiling. There would be a high probability of someone attempting to fly to strike one of these objects and do serious harm to themselves.

One possible way to reach this stone would be to cast a rope trick spell and climb up the rope part of the way to grab the stone. Another possible method might be to levitate a person vertically directly from under the stone and avoid flying into any nasty sharp objects hanging from the ceiling.

This object is a **bright yellow ioun**

stone.

There are, of course, other possible methods for reaching the stone and acquiring it that might need to be appropriately adjudicated by the dungeon master. Attempting to fly has a 80% chance of the person doing so striking an object hanging from the ceiling for 3D10 points of damage.

8. The Pool of Thoughts

This chamber has a large pool of water surrounded by rocks which dominates the center of the room. This pool does not appear to have any magical properties but it seems to have a calming effect on those close to it. Anyone resting in this room will regain psionic ability points at +5 points per hour of rest. Anyone resting and meditating while within the pool itself will regain those points at +10 points per hour of rest.

Anyone who gets in the pool may kick up enough of the dust at the bottom of the pool to uncover a shiny object that was buried at the bottom of the pool and was not visible. That shiny object is a **ring of telekinesis (1000 gp weight maximum)** with four charges on it.

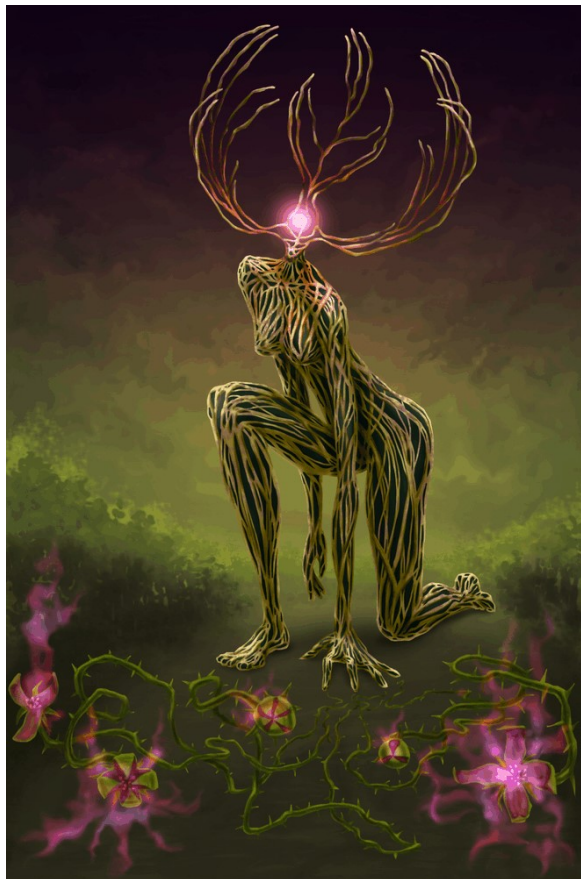
9. A Strange Beast Lurks

This tunnel appears to be sloped downward. Any Dwarf or Gnome will notice the change in slope or grade immediately. Others will notice it soon enough. In a bend in this tunnel the adventurers will come upon a strange creature kneeling in front of them. As it rises to its feet the adventurers will realize that it is like nothing that they have ever seen before.

It looks vaguely humanoid but has strange luminescent veins running up and

down it's body. The creature has no head, per se, but has four strange tentacles coming out of it's neck. This creature is an alien and is not of this world. It is one of many mutant creatures that were being collected as part of a zoological exhibit by an ancient and powerful alien race called the **Probotasians**. Their space ship, unfortunately, crashed on this world in the desolate frozen wastelands of the Barbarian Lands just north of Zanzia. This creature was drawn here by the psychic energies of this place and is seeking to find the source of it. This creature is called a Fanean and they are part of a race from a planet far from this world.

Fanean (1): AC 4; MV 12; HD 10; HP 45; # AT 4; Dmg 1 hit point each round from each tentacle; SA psionic abilities; SA drain psionic powers; ; AL N. Psionic Strength: 200. Attack Modes: D. Defense Modes: F, I



10. The Long Tunnel

This long tunnel leads downward to the lower level of the Caves of the Mind.

LOWER LEVELS OF THE CAVES

1. The Long Tunnel

These tunnels travel a great distance before reaching the lower levels of the caves. During this travel a random encounter check should be rolled.

2. Entrance to the Lower Level

A single mind flayer has taken up residence in this room. He is here seeking the source of the psychic power of this place. He is one of several mind flayers that are here investigating these caverns. Should he not return to the underdark within a week his fellow Illithids will send out others in his place.

Mind Flayer (1): AC 5; MV 12; HD 8+4; HP 42; # AT 4; Dmg 2 each; SA psionics; Magic Resistance: 90%; AL LE; psionic strength: 266; psionic abilities: **levitation, domination, esp, body equilibrium, astral projection, probability travel**, all performed at 7th level of mastery.



3. Intersection/Rock Fall

This intersection appears to be a dangerous place. Rocks and small boulders lie on the ground here in several places. A humanoid body lies on the floor here in an advanced stage of decomposition. It appeared to once have been an adventurer and still wears some badly crushed armor. Should the body be moved, however, a skeletal hand will be revealed wearing a ring with a black opal at its center worth 3250 gold pieces.

There is a chance of a rock fall here any time the adventurers travel through this

intersection. The chance is 25% and the damage from such a fall is 2D6 to anyone in the area of effect which is twenty feet from the center of the intersection. There is also a random encounter chance any time the adventurers are in this intersection. That chance is doubled if a rock fall has taken place as this will make a great deal of noise in these caves.

The small rocks and boulders that lie on the ground here might make excellent weapons for one using telekinesis to throw at enemies.

4. Body Equilibrium Puzzle

This cave has a strange open pit of quicksand which blocks most of the eastern portion of the room. The ceiling in that portion of the room is only about three feet high which makes flying to that portion of the room or jumping to it impossible. On a small ledge on the easternmost part of the cave just past the quicksand is a bottle filled with liquid. Detect magic will reveal that the bottle does have some magical properties.

The quicksand is almost twenty feet across and virtually all of this area has the low ceiling of only three feet. The bottle is just past the quicksand and far out of reach of anyone on the safe side of the quicksand. The quicksand is a dangerous pit. Anyone stepping on this quicksand will sink immediately and begin drowning within a round. Each round that anyone is in the quicksand they must save vs death magic or drown from the quicksand. Anyone wearing armor at the time that they fall into the pit must make this save at -1.

There are many possible ways to get to this bottle. One possible way would be to use the body equilibrium ability and reduce

one's body weight so that they can walk upon the quicksand without sinking into it. Feather fall only works upon free falling objects according to PHB P. 66 so that spell should not be effective here. It might be possible also to use telekinesis but the bottle is fragile. There would be a significant chance of breakage should this method be used (75%) and there would also be a significant chance of the bottle falling into the quicksand as well (50%).

The bottle contains a potion called **the powers of the mind**.

5. Mind Shriekers

This room is filled with tall colorful mushrooms. When movement is detected by these creatures they begin a telepathic shrieking that all of the adventurers can hear within their own minds. All spell activity will be disrupted during this mind shriek. Clearly these telepathic mind waves are likely to attract random encounters. Silencing them quickly will be essential for survival. A passage leading east leads from this chamber.

Mind Shriekers (5): AC 7; MV 1; HD 3; HP 15 each; # AT 0; SA mind shrieking telepathically may draw random encounters (50% chance per round); SA shrieking starts when creature senses movement and lasts 1 to 3 rounds; AL N.



6. Fountain of Psi

A large double fountain is in the center of this cavern. The fountain sprays water up and into the fountain basin from two sculptures shaped like brains. Each faces towards the other. Should magic be detected for the fountain will prove to have magical properties. The water is clear and pure looking.

Anyone drinking from the pool will feel deeply refreshed in body and mind. Every drink from the pool replenishes 1D20 points of psionic strength. The water may not be bottled as it will lose the magical ability the moment it is taken from the fountain basin. If it is bottled it will turn to normal water within seconds of leaving the fountain. There is a limited supply of this

magical water in the fountain. There is enough here for twenty “drinks” of the water.

7. **Chamber of the Eternal and the Altar of Psychic Power**

This large chamber is dominated by a large stone altar with a large stone circle resting atop of it. This altar appears to be the source of the psionic energies coming from this place. As the adventurers enter this chamber they feel the incredible psychic energy emanating from this stone object atop the altar. What it is or who created it is unknown. But there is a horrifying looking creature standing before it.

The creature appears to be a brain encased in a clear bubble. Many sets of metallic tentacles come from this container and appear to give it legs and arms. The creature appears quite malevolent. It has an evil grin upon its face as it begins to move towards the adventurers.

The Chosen One: AC 0; MV 18; HD 18; HP 125; # AT 6; Dmg 1-10 (x6); SA psionic abilities; SA tentacles have incredible strength and may grab a person and crush them for 4D4 damage per round until broken free; SA tentacles are made of metal and each have an AC of -5 and 30 hit points; AL CE. It has a total psionic strength of 300 and has all attack and defense modes available to it. It has the following devotions: **hypnosis, levitation, empathy, esp, domination.** It has the following sciences: **telekinesis, telepathy and molecular rearrangement.**

The Altar of Psychic Power

The altar itself is made of black stone but it is the circular stone object that rests atop the altar that is the source of the

psychic energy in the caves. It is made of some kind of stone which is clearly not of this world. The stone itself appears to be a living being. Occasionally the stone seems to expand and then contract as if it is a living and breathing thing. The stone seems to sweat despite the cold air in these caves. Strange red veins seem to run through the stone. But clearly it is stone. It is hard to the touch. And a bit slimy.

This alien device was brought to these caves by the chosen one from the crashed space ship which brought it to this planet. The space ship is located somewhere in the arctic wastelands of the Barbarian Lands to the north of these mountains and Zanzia.

The chosen one brought it here thinking that it could control the device but was quickly dominated by it instead. The device gives off powerful bursts of psychic energy each moment that one is nearby it. The longer one spends within twenty feet of the device the more likely they are to become its servant. A round or two after the chosen one is destroyed the alien device will attempt to dominate one of the player characters with psionic skill level 18. It will then proceed to attempt domination of the others in the room one by one until it controls all. It cannot make the individuals attack each other or do anything self destructive but it can make them defend the altar against all others. And this domination will be permanent as the device will never run out of psionic power.

Should the players merely decide to leave the caves they will soon mysteriously find themselves back here again. They will not know how or why they returned but they will continue to do so until the device has been

dealt with. It must be destroyed. It is far too big to carry off and would be a menace should they choose to do this anyway. For destruction purposes the device statistics are as follows:

Alien Artifact (the device on the Altar)		
Armor Class:	0	
Movement:	0	
Hit Dice:	25	(250 hit points)
No. Of Attacks:	0	
Dmg/Attack:	none	
Special Attack:	Psionic abilities	
Special Defense:	none	
Magic Resistance:	none	
Alignment:	N	
Size:	L	
Psionic Ability:	300 strength	
Attack/Defense Modes:	All/All	
Psionic Devotion:	Domination (at 25 th level of mastery)	

The device will attempt domination rather than psionic attacks until it has attempted domination of each person. Then it will attempt psionic attacks on those that would not be dominated. Should the artifact use up all of it's psionic strength points in combat the artifact will appear to have died. But it will not. It will merely be regenerating it's strength points at a rate of 20 strength points a round. Once it reaches 100 strength points it will resume psionic combat. This will keep occurring until the object has been physically destroyed. All forms of physical attack will do damage to the object normally. This regeneration of psionic strength will only occur while the device is not attacking or defending. Should the creature be depleted psionically from attacks it will still continue the process of

regeneration. The object must be destroyed physically.

Scattered in front of the stone altar are offerings made by many of the creatures that have come to these caves. The list of these treasures is as follows:

A fine porcelain vase made in the Jural Empire worth 2500 gold pieces

The vase is filled with 500 platinum coins minted in Zanzia

Four large ivory tusks worth 500 gold pieces each

A golden tiara circled by diamonds and rubies worth 7450 gold pieces

A platinum ring with a ruby gem stone worth 1750 gold pieces

A golden statuette depicting the queen of dragons Tiamat worth 2500 gold pieces

Four vials of **powers of the mind**

Two **potions of psychic healing**

A sable coat worth 9000 gold pieces

Four vials of the finest Juralian perfume worth 250 gold pieces each

Five casks of the finest Juralian spices worth 300 gold pieces each

Twenty sticks of fine Juralian incense worth 30 gold pieces each

Two rolled up paintings of barbarian kings worth 500 gold pieces each

A finely adorned and illustrated book called the History of Malcon the Fire Bringer worth 12500 gold pieces.

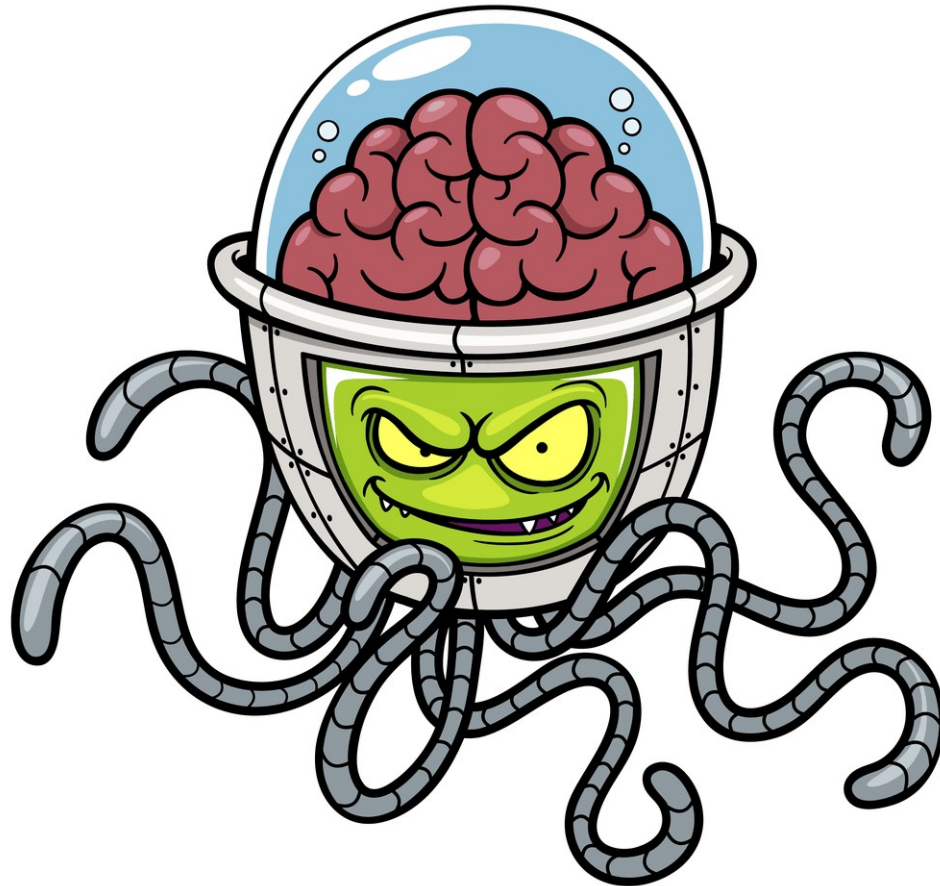
A suit of **elven chain mail +3**

A **ring of protection +3**

A **staff of striking** with 25 charges.

8. **Tunnel to the Surface**

This tunnel leads to another exit on the far side of the mountain. It ends in a hidden cave entrance which is covered with loose rocks and branches to keep it from being easily found by others.



NEW MAGIC ITEMS

Bright Yellow Ioun Stone - This object is a new form of Ioun Stone which has never been seen before until now. This stone adds 10% to the total psionic strength of the person that acquires the stone and follows the proper procedure for such stones. It must be held briefly and then released. It will then float about 3' behind it's new owner and it will aid the owner by improving their psionic strength. This stone will burn out after it's owner has taken more than 300 points of psychic damage.

Potion of Psychic Healing - This potion is a blue liquid which shimmers with energy swirling within it. When it is imbibed it causes a person to replenish psionic ability points at a rate of 10 points per round for ten rounds.

The Powers of the Mind - The liquid in this bottle is reddish in color and shimmers with energy swirling within it. This potion gives the imbiber temporary psionic abilities. These abilities will last for one turn only and then the person will return to normal. The abilities granted by this potion are determined randomly as follows:

Total Psionic Strength will be determined on the following table:

01-50	150
51-75	200
76-99	250
00	300

Attack Modes will be determined on the following table:

01-50	2 attack modes
51-75	3 attack modes
76-90	4 attack modes
91-00	5 attack modes

Defense Modes will be determined on the following table:

01-50	2 defense modes
51-75	3 defense modes
76-90	4 defense modes
91-00	5 defense modes

One defense mode must be type F. Other Attack and defense modes may be selected by the person imbibing the potion.

The Number of Psionic Disciplines and those types of disciplines will be determined randomly by the tables on PHB P. 111. All devotions and sciences will be at the level of experience of the character imbibing the potion.

NEW MONSTERS

Chosen One	
Armor Class:	0
Movement:	18
Hit Dice:	18
No. Of Attacks:	6
Dmg/Attack:	1-10 (x6)
Special Attack:	Psionic abilities/tentacles
Special Defense:	none
Magic Resistance:	none
Alignment:	CE
Size:	M
Psionic Ability:	300
Attack/Defense Modes:	All/All

The chosen one is the member of a an alien race known as the Gastirians. This creature

is the sole remaining one of it's kind. It's home planet was destroyed by another alien race in a galactic war in a far away galaxy. This specimen was being taken to a zoo by an ancient and powerful alien race but their space ship crashed in the frozen wasteland known as the Barbarian Lands just north of Zanzia.

This creature has gone insane due to the destruction of his planet, his forced captivity and due to the domination of this artifact known as the Altar of Psychic Power. All of these things combined have taken this normally neutral creature and made it into an unspeakable monster.

The creature is half living and half machine. It consists of a brain encased in a metal canister with a plexiglass cover protecting the brain. Six metal tentacles protrude out of the metal body of the creature and give it the ability to walk, fight, grab things and manipulate objects.

In addition to the psionic attack and defense modes and the psionic strength of 300 the creature also has the following devotions: **hypnosis, levitation, empathy, esp, domination.** It has the following sciences: **telekinesis, telepathy and molecular rearrangement.**

The tentacles of the creature are dangerously strong. Each is the equivalent of 20 strength. They will attempt to grab an enemy and crush them. A successful to hit roll indicates a normal hit and 1D10 damage. A roll of 18 or higher will indicate a hit and a grapple. Once grappled by a tentacle a person can only break away from it with the combined strength of over 20. Each round that one is being held by the tentacle they will be crushed by the metal tentacle for 4D4 per round thereafter until broken free. Once a

tentacle has grabbed a person there is a substantial chance (50% chance) that the person will be unable to use a weapon to attack.

These tentacles are made of some kind of super strong alien metal. Each has the armor class of -5 and 30 hit points. Destroying one of these tentacles does not take hit points away from the total hit points of the creature itself.

Faneans	
Armor Class:	4
Movement:	12
Hit Dice:	10
No. Of Attacks:	4
Dmg/Attack:	1 each per round
Special Attack:	Psionic abilities
Special Defense:	none
Magic Resistance:	none
Alignment:	N
Size:	M
Psionic Ability:	250 strength
Attack/Defense Modes:	A, E / F, G

These creatures are from the planet Fanea which is far from this world. These creatures dominate that planet and psi powers are an integral part of their life and existence. These creatures look vaguely humanoid but have strange luminescent veins which can be seen externally along their bodies. Instead of heads they have four tentacles which rise from the place where their neck should be.

These creatures are not evil. But they very well may become hostile. This is especially true if psionic powers are used against them or in their presence. They will immediately seek to suck the psychic energy from the creature that displays these powers near them as they have an insatiable hunger for

such energy to live on. When they encounter anyone using psionic abilities they will reach out with their tentacles and attempt to touch the head of the person displaying these abilities. Unlike a mind flayer these tentacles will not attempt to reach through and get to the brain but instead they will attempt to suck out the power of the mind. Each round the victim will take 1 point of damage from each tentacle after it has touched them and they will lose 5 points of psionic strength each round as well. When psionic strength is drained to zero the victim will fall unconscious and into a coma lasting a week or more. When they wake they will have no psionic powers. This effect only takes place if a person gets completely drained by the creature.

chance of drawing random encounters for each round that they do so. The shrieking will last 1 to 3 rounds like a normal shrieker but further movement might set them off a second time.

These creatures have no interest in treasure of any kind either magical or monetary.

Mind Shiekers

Armor Class:	7
Movement:	1
Hit Dice:	3
No. Of Attacks:	0
Dmg/Attack:	none
Special Attack:	telepathic mind shriek
Special Defense:	random encounters of the psionic kind
Magic Resistance:	none
Alignment:	N
Size:	S to L
Psionic Ability:	250 strength
Attack/Defense Modes:	None

These creatures are a variation of the normal shriekers that are occasionally encountered by dungeon delvers everywhere. Movement near them gets a similar result. They will shriek telepathically and this has a 50%

PRE-GENERATED CHARACTERS

While designing this adventure I consulted with many of the folks on Dragonsfoot.org for advice about this adventure. A number of people suggested that I should include pre-generated characters. The general consensus seemed to be that:

1. Most Dungeon Masters do not currently have psionics in play in their campaigns
2. Most groups would have perhaps one character with psionic abilities. At most they might have two with incredibly lucky rolls.
3. An adventure with many psionic creatures involved might turn easily into a total party kill. Losing one's treasured characters so easily might not be so easily absorbed for some players but losing a pre-generated one might be an easier pill to swallow.

With these things in mind I am offering the following pre-generated characters for use in this adventure. As dungeon master if you feel that your own campaign characters will do fine in these caves then by all means use them instead of these.

Whutdral flintmane

CLASS:	Fighter
RACE:	Dwarf
LEVEL:	9
ARMOR CLASS:	2
MOVEMENT:	6
HIT POINTS:	58
NO. OF ATTACKS:	3 attacks every 2 rounds
DAMAGE/ATTACK:	2-8 +2 (bardiche)
ALIGNMENT:	Neutral Good
STRENGTH:	17 (+1 to hit and +1 to damage)
INTELLIGENCE:	12
WISDOM:	13
DEXTERITY:	10
CONSTITUTION:	15 (+1 to hit points)
CHARISMA:	14
TOTAL PSIONIC STRENGTH:	200
ATTACK STRENGTH:	100
ATTACK MODES:	A, B, C, D, E
DEFENSE STRENGTH:	100
DEFENSE MODES:	F, G
DEVOTIONS:	Mind over body Clairaudience Expansion
SCIENCES:	None

Whutdral is a dwarf of the Goldgrog clan. His preferred weapon is a two handed battle axe (a bardiche) and he will always choose to use this first in combat. He carries a **bardiche +2/+3 vs magic using or enchanted creatures**. He carries no shield while wielding this weapon but has one strapped across his back in case he has a need for it. He wears a suit of dwarf sized **chain mail +3**. He also has a heavy crossbow and five **+2 crossbow bolts**.

He carries a large sack, a lantern, a ten foot pole, 50' of rope, 10 iron spikes, one week of iron rations, two flasks of oil, a quiver with 20 crossbow bolts. He also carries a **potion of extra healing** and a **potion of speed**.

As a dwarf he has the following abilities: detect grade or slope (75% chance), detect new construction (75% chance), detect sliding or shifting walls or rooms (66 2/3 % chance), detect traps involving pits, falling blocks, and other stone work (50% chance) and determine approximate depth underground (50% chance). He has infravision up to 60'. He has a resistance to poison and magic spells, wands, rods or staves and saves against these at +4.

Languages Known: common, dwarven, gnome, goblin, kobold, orc, nixie, medusian, ettin.

Mgrrh Presris

CLASS:	Magic User
RACE:	Gray Elf
LEVEL:	10
ARMOR CLASS:	4
MOVEMENT:	12
HIT POINTS:	27
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4 +3 (dagger)
ALIGNMENT:	Chaotic Good
STRENGTH:	9
INTELLIGENCE:	18
WISDOM:	13
DEXTERITY:	12
CONSTITUTION:	9
CHARISMA:	12
TOTAL PSIONIC STRENGTH:	200
ATTACK STRENGTH:	100
ATTACK MODES:	A, B, C, D, E
DEFENSE STRENGTH:	100
DEFENSE MODES:	F, H, I
DEVOTIONS:	Hypnosis Precognition Levitation
SCIENCES:	Telekinesis

She is a grey elf from the dark woods that border Zanzia and the land known as The Horde. She does not especially like dwarves but tolerates her two companions as they have been respectful enough and have performed their duties well during their adventures together.

She wears bracers of **defense armor class 6** and a **cloak of protection +2**. She carries a **dagger +3** and a **wand of magic missiles with 12 charges**. She also carries a **potion of diminution** and a **potion of climbing**.

As an elf he has the following abilities: 90% resistance to charm or sleep, infravision up to 60', has a 1 in 6 chance of detecting concealed door just by walking within 10' of it, has a 2 in 6 chance of detecting a secret door if actively looking for it and a 3 in 6 chance of detecting a concealed door if actively looking for it.

Languages known: common, elf, gnome, halfling, goblin, hobgoblin, orc, gnoll, bugbear, brownie, frost giant, centaur, xorn, troll.

MEMORIZED SPELLS LIST:

1st level

- 1.
- 2.
- 3.
- 4.

2nd level

- 1.
- 2.
- 3.
- 4.

3rd level

- 1.
- 2.
- 3.

4th level

- 1.
- 2.

5th level

- 1.
- 2.

SPELL BOOK (available spells to choose from): **magic missile, sleep, hold portal, comprehend languages, detect magic, read magic, write, identify, shield, shocking grasp, burning hands, web, scare, shatter, rope trick, levitate, detect evil, continual light, knock, mirror image, lightning bolt, dispel magic, fireball, hold person, haste, fly, confusion, fear, fire trap, polymorph other, ice storm, cloud kill, cone of cold, telekinesis, hold monster.**

Krolgreack Hammerdelver

CLASS:	Cleric
RACE:	Dwarf
LEVEL:	8
ARMOR CLASS:	-1
MOVEMENT:	6
HIT POINTS:	46
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8 +3 (hammer-lucern)
ALIGNMENT:	Neutral Good
STRENGTH:	9
INTELLIGENCE:	14
WISDOM:	18
DEXTERITY:	10
CONSTITUTION:	11
CHARISMA:	14
TOTAL PSIONIC STRENGTH:	250
ATTACK STRENGTH:	125
ATTACK MODES:	B, D
DEFENSE STRENGTH:	125
DEFENSE MODES:	F, G, J
DEVOTIONS:	Body Equilibrium Detection of Good or Evil
SCIENCES:	None

Krolgreack is a dwarf from the Goldgrog clan. He prefers to use a war hammer in combat when melee is a necessity. He carries a **hammer-lucern +3** and wears dwarf sized **plate mail +1**. He carries a **+2 shield**. Krolgreack also carries a **potion of extra healing** and a **potion of fire resistance**. He has a silver holy symbol, a large mirror, a large sack, one week of iron rations, and three torches.

As a dwarf he has the following abilities: detect grade or slope (75% chance), detect new construction (75% chance), detect sliding or shifting walls or rooms (66 2/3 % chance), detect traps involving pits, falling blocks, and other stone work (50% chance) and determine approximate depth underground (50% chance). He has infravision up to 60'. He has resistance to poison and magic spells, wands, staves or rods and saves at +2 against these.

Languages Known: common, dwarven, gnome, goblin, kobold, orc, cloud giant, blue dragon, titan, white dragon.

MEMORIZED CLERIC SPELLS

1ST level

- 1.
- 2.
- 3.
- 4.
- 5.

2nd level

- 1.
- 2.
- 3.
- 4.
- 5.

3rd level

- 1.
- 2.
- 3.
- 4.

4th level

- 1.
- 2.
- 3.

Rudibert Wanderfoot

CLASS:	Thief
RACE:	Halfling
LEVEL:	10
ARMOR CLASS:	3 (base 6 without dex adjustment)
MOVEMENT:	9
HIT POINTS:	38
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 +3 (short sword)
ALIGNMENT:	Neutral Good
STRENGTH:	11
INTELLIGENCE:	14
WISDOM:	13
DEXTERITY:	17
CONSTITUTION:	10
CHARISMA:	12
TOTAL PSIONIC STRENGTH:	250
ATTACK STRENGTH:	125
ATTACK MODES:	B, E
DEFENSE STRENGTH:	125
DEFENSE MODES:	F, G, H, J
DEVOTIONS:	Clairaudience
SCIENCES:	None

Rudibert is a halfling from the bigtoes clan that lives in the hills near barrowmar city. He wears a suit of **leather armor +2** and carries a short **sword +3/+4 vs cold using or dwelling creatures**. He also has a set of thieves tools, two flasks of oil, a 50' coil of rope, one week of iron rations, and a small sack. He carries with him at all times a long pipe and a pouch of fine Zanzian stubbleweed for smoking. He also has a **potion of invisibility** and a **potion of gaseous form**.

Rudibert does not mind traveling with non halflings as long as he has the opportunity for profit and the chance to smoke his stubbleweed pipe once in a while.

As a halfling he has the following abilities: +2 to all saving throws vs wands, staves, rods and spells and to poison. He has infravision up to 60'.

Languages known: common, dwarf, elf, gnome, goblin, halfling, orc, gargoyle, dryad, nymph, minotaur, thieves cant.

SEBASTIAN SARDNER

CLASS:	Paladin
RACE:	Human
LEVEL:	9
ARMOR CLASS:	0
MOVEMENT:	12
HIT POINTS:	64
NO. OF ATTACKS:	3 attacks every 2 rounds
DAMAGE/ATTACK:	1-8 +3 (long sword)
ALIGNMENT:	Lawful Good
STRENGTH:	14
INTELLIGENCE:	13
WISDOM:	15
DEXTERITY:	9
CONSTITUTION:	10
CHARISMA:	18
TOTAL PSIONIC STRENGTH:	250
ATTACK STRENGTH:	125
ATTACK MODES:	B, C
DEFENSE STRENGTH:	125
DEFENSE MODES:	F, G
DEVOTIONS:	Detection of Magic Molecular Agitation Animal Telepathy

Sebastian is a pure and noble member of the Zanzian royal family. He is a minor noble from an extremely minor family in the land but he has brought much honor to his family name during his adventures. He seeks to do only honorable acts when on his adventures. He gives most of his money and treasure to churches across Zanzia while on his travels.

He has a fine warhorse which he acquired at 5th level. Like all paladins he can detect evil at 60' but only if concentrating on this. He makes all saving throws at +2 on the dice. He is immune to all forms of disease. He can lay hands for 18 hit points once per day. Twice per week he can cure disease. He has a continuous emanation of protection from evil that extends 1" around him at all times. He has the ability to turn dead as a 7th level cleric. And he has the ability to cast one 1st level cleric spell at this time.

He wears a shiny suit of **+1 plate mail** that bears the coat of arms of his family. He also carries a **+1 large tower shield** that also bears that coat of arms. He carries a **long sword +2/+3 vs water breathing or dwelling creatures**. He has a heavy crossbow and carries 20 normal crossbow bolts and four **+1 crossbow bolts**. He has a **potion of extra healing**.

Languages known: common, ogre, ogre magi, fire giant.

Kamron Gillespie

CLASS:	Monk
RACE:	Human
LEVEL:	10
ARMOR CLASS:	2 (3 from being a monk)
MOVEMENT:	24
HIT POINTS:	30
NO. OF ATTACKS:	2 (with open hands) or 1 (with weapon) (1-6+2 with spear)
DAMAGE/ATTACK:	3-13 (open hands)
ALIGNMENT:	Lawful Good
STRENGTH:	15
INTELLIGENCE:	11
WISDOM:	15
DEXTERITY:	15
CONSTITUTION:	12
CHARISMA:	9

Unlike the others in the adventuring party Kamron has no innate psionic abilities. But as a monk of the 10th level he has achieved a level of mind control that allows him some defense against mind blast and other telepathic attacks. Such attacks are made upon him as if he had an 18 intelligence due to his mental discipline as a monk.

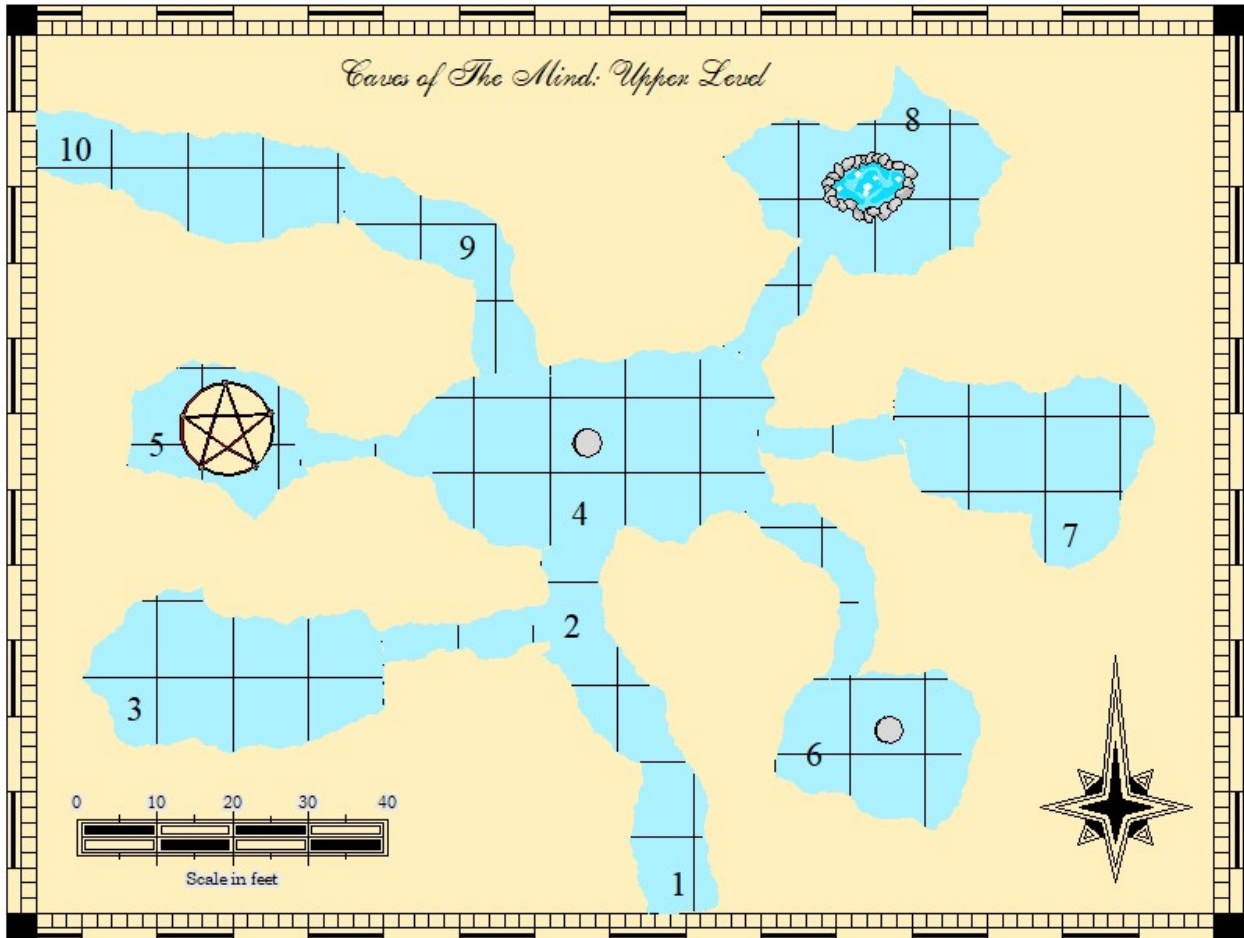
Kamron is a master of the west wind of the order of white. The order of white is a monastery deep in the Dragon Teeth Mountains kept secluded and away from the impurities of the heathens that live in other parts of the continent.

He has the ability to speak with animals as a druid. He can mask his mind so that ESP has only a 16% chance of success against him. He is not subject to disease of any sort nor is he affected by either haste or slow spells. He has the ability to self induce catalepsy to appear dead. He has achieved the ability to heal himself once per day up to 1D4 +10 hit points. He has the ability to speak with plants as a druid does. Beguiling, charm, hypnosis and suggestion spells have only a 45% chance of success against him.

Kamron wears a **+1 ring of protection**. He carries a **+2 spear/+3 vs giant class creatures**. He carries a small sack, three torches, a flint box for starting fires, one week of iron rations and 50' of rope. He also has a **potion of hill giant strength**.

Languages known: common, sprite, shedu.

Caves of The Mind: Upper Level



Caves of the Mind: Lower Level

