

The people of the pit

by
Alphonso
Warden

art by John
Bingham

Adventure Module AW2
for Character Levels 5 – 7

Brave Halfling Publishing

People of the Pit

BY ALPHONSO WARDEN

AN ADVENTURE FOR CHARACTER LEVELS 5-7



Credits

Project Manager: John Adams
Cover Design: John Adams
Writer: Alphonso Warden
Artwork: John Bingham
Cartography: Andreas Claren
Interior Layout: Cameron DuBeers
Proofreaders:

- Bill Ellis
- David Macauley

Table of Contents

Adventure Background.....	3
Beginning Play	5
City of the Pit	8
High Temple of the Pit	17
Conclusion.....	27
Appendix A: New Monsters	28
Appendix B: Tables A-O	32

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at : <http://www.knights-n-knaves.com/osric>. The OSRIC™ text is copyright of Stuart Marshall. "OSRIC™" and "Oldschool System Reference and Index Compilation™" are trademarks of Stuart Marshall and Matthew Finch and may be used only in accordance with the OSRIC™ license.

PEOPLE OF THE PIT

Adventure background: Several millennia back, the vast lands surrounding the small village of Shugot were all part of the Kingdom of Merritt. The peoples of Merritt were a race of fair-skinned, mostly flaxen-haired humans averaging seven feet in height and exhibiting great muscular development in both sexes. Before being organized into a kingdom, the Merrittians were a largely nomadic, tribal people similar to the Vikings of medieval Europe. The various tribes were eventually united under an absolute bear of a man called Abraham, standing nearly eight feet tall. Under the leadership of Abraham, the Merrittians became great conquerors, often raiding the lands for miles around for plunder, concubines, and laborers. However, in their wisdom, the Merrittians offered those they conquered the option of becoming full citizens with all of the rights afforded thereto if they so chose.

A wickedly-barbed thorn had been in the side of the Merrittian people almost from the very beginning, a foe that even they could never wholly subjugate. The People of the Pit were what the Merrittians named their great nemesis. They made their home in a vast subterranean city just beyond the great Forest of the Hand, which lied on the northern border of the Kingdom of Merritt.

The Merrittians eventually tired of being taken from their very homes when the People of the Pit emerged from their city to hunt at night, and opted to enter into all out war with their hated enemies. Though the battle was hard fought, with both sides initially incurring heavy losses, the Merrittians in due course gained the upper hand, almost wholly exterminating the People of the Pit. It should be noted that even the very god of the People of the Pit was banished to the lower planes by a cabal of Merrittian magic-users and clerics, or so they thought.

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

Cut to the present: At the northern edge of the Forest of the Hand looms the Mountain of the Hand, so named by the Merrittians in ages past because it consists of five lofty peaks arranged in an almost perfect horizontal line. Leading up to the southern face of the mountain is a wide, rocky plain stretching for several miles. A smooth stone road, flanked on either hand by crumbling piles of masonry, runs the entire length of the plain, terminating in a wide pit lying at the foot

of the middle-most peak of the Mountain of the Hand. At the very edge of this almost two hundred-foot-diameter opening into the depths of the earth stands a pair of triangular pillars - a gateway - atop a broad platform of closely-fitted, cyclopean blocks of granite. Carved onto both of the pillars is the image of a man with his back turned, arms outstretched as if to keep at bay whatever horrors lurk in the abyss below. The man is easily recognizable as royalty for his flowing mane of hair is topped by a peaked headdress, or crown. Nebulous shapes can be made out behind the regal figures. "They make the impression of enormous slugs, their swollen bodies faintly cut – all except the heads, which are well marked globes. They are – utterly loathsome."

Extending down the granitic porphyry sides of the pit for several miles at a 45 degree pitch are steps that have been carved directly into the living rock. The steps stop at three landings before reaching the bottom of the pit, one every half-mile. At each such landing, the steps make a V-shaped turn and continue downward, clinging to the side of the pit at the same angle as the first flight. A man-sized opening in the pit face can be seen every 2,000 steps. Each of these cave mouths are flanked by a pair of carved figures similar to those found on the great pillared gateway above. Now, however, the figures "are standing face forward, the arms outstretched as though to hold something back from the outer depths. Their faces are covered with veils ... with no hideous shapes behind them."

Special Note: Knowing they were only able to partially rid the world of their hated enemy, the Merrittians decided to do their best to try to keep the People of the Pit in their ruined city and keep their own people out. This they did by engraving powerful magical glyphs onto the surface entrance, or gateway, and then onto the mouths of the caves along the stairway spiraling down into the city of the Pit People. To this very day, the glyphs on the gateway effectively prevent the People of the Pit from leaving their city. The glyphs on the entrances to the caves, which were constructed by the Merrittians to serve as sanctuaries for any curious surface dwellers caught in the city at night, bar any of the Pit People from entering.

At the bottom of the stairway juts "a Titanic arch, unearthly as the span that bridges Hell and leads to Asgard." It curves out and leads straight down to ... a city of "mile after mile of closely packed cylinders ... which lay upon their sides in pyramids of three, of five piled upon each other ... topped by towers, by minarets, by flares, by fans, and twisted monstrosities.

They gleam as though coated with a pale rose flame." Interspersed throughout the city, which extends for almost a mile in every direction, stand groves of "unpleasant, snaky kinds of trees." Several large pools, lakes even, of a sickly yellow fluid can also be seen.

Within this strange city lairs an even stranger people with "great transparent snail-like bodies – dozens of waving tentacles stretching from them – round gaping mouths under the luminous seeing globes" serving as their heads. They are "like the ghosts of inconceivably monstrous slugs." The People of the Pit that presently haunt their crumbling city are not as strong as they once were. They now lead a twilight existence, living halfway in this world and halfway in the Ethereal Plane, only being able to manifest in the former at night. At night's end, they retreat to their homes, mostly out of habit, and simply vanish, their essences whisked away to the Plane of Ether for the day.

What makes the People of the Pit formidable to this very day is their inherent ability to control the minds of their victims with their haunting song. Those unable to resist the clarion call of the People of the Pit are drawn towards their foul city to become their life-long slaves or worse. Those victims reserved for sacrifice are drained of strength in a horrible ceremony via the enervating tentacles possessed by the Pit People. Such ceremonies are performed because the People of the Pit wish to regain their original corporeal forms, which were taken from them in their war with the hated Merrittians centuries before. If they are able to drain another ninety or so victims, they *will* become fully material again, with dire consequences for those living in the surrounding lands.

Even though the alluring song of the People of the Pit ordinarily only affects those within the normal range of human hearing, they can extend the song's radius of effect by chanting in unison, which they do every night for hours on end. When twenty or more People of the Pit chant together nonstop for two or more hours, the song can be heard and is effective up to a mile away. The song, in either case, manifests as a sorrowful, whispering hum. While this chanting is going on, motes of bluish light begin to manifest in the air all around the People of the Pit, eventually coalescing into a solid beam of radiance 200 feet in diameter that shoots straight out of the pit and can then be seen for miles around. Fortunately for the onlooker, the light alone does not possess the power to charm, and functions largely as a beacon to draw in the curious.

As any student of pulp fantasy should have recog-

nized by now, this adventure was inspired by A. (Abraham) Merritt's masterwork of a short story, "People of the Pit," which was written in 1918, originally appearing in the legendary Frank A. Munsey pulp magazine *All-Story*. (For those unfamiliar with this distinguished magazine, it also ran the serialized Tarzan and Mars novels of the Master of Adventure himself, Edgar Rice Burroughs, who has been a household name for most of the twentieth century and beyond). In this designer's humble opinion, any lover of fantasy, let alone gaming, owes it to him-or herself to read not only "People of the Pit" but all of the other short stories and novels that Mr. Merritt wrote during his short life. For those not in the know, I recommend that you pick up the following at your nearest available bookstore and get reading post-haste:

- *The Moon Pool* (lost race novel)
- *Dwellers in the Mirage* (lost race novel)
- *Face in the Abyss* (lost race novel)
- *The Metal Monster* (lost race novel)
- *The Ship of Ishtar* (lost race novel)
- *Seven Footprints to Satan* (horror novel)
- *Burn, Witch, Burn!* (horror novel)
- *Creep, Shadow, Creep!* (horror novel)
- *The Fox Woman & Other Stories* (short story collection, includes "People of the Pit" et al)

People of the Pit is an adventure designed for four to six characters of levels 5 through 7. The party should include at least one thief or assassin (PC or NPC) due to the high number of traps encountered. At least one +1 weapon should be available to the group.

Special Note: Throughout the adventure, any sentences or phrases appearing in double quotes (" ") have been taken directly from A. Merritt's "People of the Pit" short story. These quotes function herein to not only add atmosphere to the adventure but to goad both the game master and players alike into reading the source material. Any original dialogue present in the module will always be set off with single quotes (' ').

Adventure synopsis: After the PCs are drawn into the adventure via one of the hooks detailed below, they must make their way to the City of the Pit. Before leaving their temporary base of operations, the local village of Shugot, the PCs most likely stock up not only on any supplies they may need but also on the rumors that can be heard at the local tavern, the Fox Woman. Along the road leading into the Cit of the Pit, the PCs experience two Timed Events that effectively foreshadow the horrors that will be visited

upon them when they finally come face-to-face with their adversary below.

Once inside the City of the Pit, the PCs must not only eliminate most, if not all, of the remaining People of the Pit but must also free the human and demi-human thralls of the darksome creatures. The former can be effectively accomplished, over time, if the PCs are able to disable the planar gate in the High Temple of the Pit (see hereafter). This nexus connects the Prime Material Plane with the home world of the God of the Pit, and provides the only means by which the God of the Pit is able to directly enter our world. Should the People of the Pit be denied communion with their god for longer than three months, they lose their already tenuous hold on the Prime Material Plane, and are banished forevermore to the Ethereal Plane. Whilst exploring the city, the PCs will be horrified to discover that many humans over the centuries willingly entered into full communion with the People of the Pit, and even physically merged their bodies with the loathsome spectral slugs. As such, these wicked men have become horrid human/pit people hybrids, with most of the powers of both races now at their disposal. These wicked crossbreeds now conduct most of the day-to-day affairs of the strange religion of the People of the Pit, serving as priests. The climax of the adventure occurs when the PCs infiltrate the subterranean, multi-roomed High Temple of the Pit situated on an inland in the Mare Interium, a smallish sea lying at the southern end of the City of the Pit. There they do battle not only with any remaining hybrid priests but also with the very god of the People of the Pit, or what is left of it.

BEGINNING PLAY

The People of the Pit was designed to be easily adapted to the GM's own campaign world. The actual City of the Pit should be placed, though, within a mountainous, forested setting on the outskirts of a small, isolated village.

The GM must now determine why his or her group of player characters has sought out the City of the Pit. The GM may select one of the two options below, or simply invent an explanation of his own. (It is recommended that the GM opt for the *Negotium Reptans* angle, as it draws the PCs into the adventure immediately and dramatically.

Negotium Reptans: The PCs have come to the sleepy village of Shugot after having campaigned for several months in the lands to the south. They are relaxing with a heady cup of mead or a glass of *vino tinto* at the local tavern, the Fox Woman, when a grotesque

thing comes through the door on all fours – “like a baby crawling upstairs. The forepaws lift themselves in grotesquely infantile fashion.” It is soon realized that the thing that crawls is a middle-aged man, who initiates conversation with the following: “Safe. Quite safe here. They can’t get out of the blue, you know. They can’t get you – unless you go to them.” The man then crumples into a heap, unconscious.

If the PCs approach the man, they can see that his “wrists are covered with torn rags of a heavy shirt. The hands themselves are stumps! The fingers ... bent into the palms and the flesh ... worn to the bone. They look like the feet of a little black elephant. Around the waist is a heavy band of yellow metal. From it falls a ring and a dozen links of shining white chain.” Most horrid of all, even in sleep, his “arms and legs keep rising in a deliberate, dreadful motion. It is as though they have a life of their own – they keep their movement independently of the motionless body.”

If the PCs offer the man any magical healing, he instantly wakes up and relates a wild tale, claiming that he escaped from the City of the Pit after having become the temporary thrall of the horrid creatures lairing therein. The man, who says he sought the City of the Pit for the vast deposits of gold thought to reside there, goes into great detail as to how he fell victim to the mesmeric powers of the People of the Pit within seconds of his grand entrance. The most horrid part of his ordeal was when he fell unconscious after one of the tentacles of the Pit People brushed against his face. He awoke to find himself chained to the altar at the foot of the stairs leading into the city. He was forced to endure hour upon hour of the horrid chanting of the People of the Pit while chained to the altar dedicated to their dark god. Thankfully, however, he discovered that they always retreated to their queerly-shaped homes at night’s end. During the day, he discovered that by vigorously rubbing the links of the chain together, he could wear them thin. Eventually, two of the links wore clean through, allowing him to escape after having been prisoner of the People of the Pit for almost two whole days and nights. He further relates that his trip back to the clean lands of men was hard fought, for the siren song of the People of the Pit worked its weird upon his mind for the first mile of his arduous journey, incessantly beckoning him to return to the their city and become their slave once again.

If the PCs question the man for specific details as to the layout of the City of the Pit, read to them the relevant portions of the *Adventure Background* section of the module. Alternatively, if A. Merritt’s “People of

the Pit" short story is at hand, read or paraphrase the author's description of the alien city directly to the PCs. After the PCs finish with their interrogation, the man falls to floor, stone dead.

Rumors Heard at the Fox Woman Tavern: A less direct approach the GM can employ to goad the PCs into investigating the City of the Pit is for them to hear rumors concerning its inhabitants at the local Shugot tavern, the Fox Woman. Each of the following rumors can be learned by making a successful Intelligence check at a -2 penalty or by role-playing:

- The Mountain of the Hand to the north is said to contain vast deposits of un-mined gold ore. (Partially true, but the vein containing such gold-like ore was played out centuries back).

- A race of elder, otherworldly beings live in a great hollow carved into the base of the Mountain of the Hand. (True).
- Over the years many adventurers exploring the environs surrounding the Mountain of the Hand have gone missing. (True).
- Several villagers have gone missing over the past few months. Many suspect they were kidnapped by the weird denizens of a vast city rumored to exist beneath the Mountain of the Hand. (False, as the villagers have always given the Mountain of the Hand a wide berth. The false rumors are their way of making their small, boring town seem a little more exciting to outsiders).
- The inhabitants of the city beneath the Mountain of the Hand are in possession of strange alien technology and elder magicks. (True).



TIMED EVENTS

As the PCs are making their way down the broad, rocky plain that terminates at the foot of the Mountain of the Hand, they experience the following timed events. On foot, it will take the PCs 12 hours to reach the City of the Pit from the neighboring village of Shugot. (It will take half that time on horseback). Consult the *Ruined Kingdom of Merritt* wilderness map should you wish to stage additional encounters

of your own devising.

EVENT #1: SUSURRUS PROFUNDI

After wandering through a dense forest of soaring pines for several hours, you finally emerge onto a wide, level plain stretching for miles. Strangely enough, a road runs straight on to the mountain ahead. The road appears "worn as though millions and millions of feet had passed over it for thousands

of years." Vast heaps of stones and sand flank the road at regular intervals. The stones are "cut, and the shape of the heaps somehow give you the idea that a hundred thousand years ago they might have been houses." You sense "man about them and at the same time they smell of immemorial antiquity.

"The surrounding peaks grow closer. The heaps of ruins thicker. Something inexpressively desolate hovers over them; something reaches from them and strikes your heart like the touch of ghosts so old that they could only be the ghosts of ghosts."

The coming of twilight on the plain is heralded by a strange phenomenon: A column of scintillating blue light, several hundred feet in thickness, can be seen issuing from the foot of the middlemost peak of the Mountain of the Hand. The column of light extends all the way to the barely discernible cloud overhead. At the same time, you hear an eager whispering that seems to call you towards the blue light. It touches your "heart with a thousand tiny fear-tipped fingers and it fills you with a vast longing to race on and merge yourself with the light. It must have been so that Ulysses felt when he strained at the mast and strove to obey the crystal sweet singing of the Sirens."

At this point have all the PCs make saves vs. spells at a -3 penalty. Those failing their saves come under the influence of the charming song of the People of the Pit. Those in question find themselves unable to head in any direction other than toward the abyssal chasm lying at the foot of the middle peak of the Mountain of the Hand. Any verbal attempt made by the companions of the charmed PC to force him or her to head in another direction is met by a curt refusal. Attempts at physically restraining affected PCs result

in them violently attacking their former companions. Of course, a **dispel magic** spell cast on the charmed PC instantly breaks the song's mesmeric hold. Regardless, the charmed PC is allowed another save every hour to try to break the hold of the spell on his or her own.

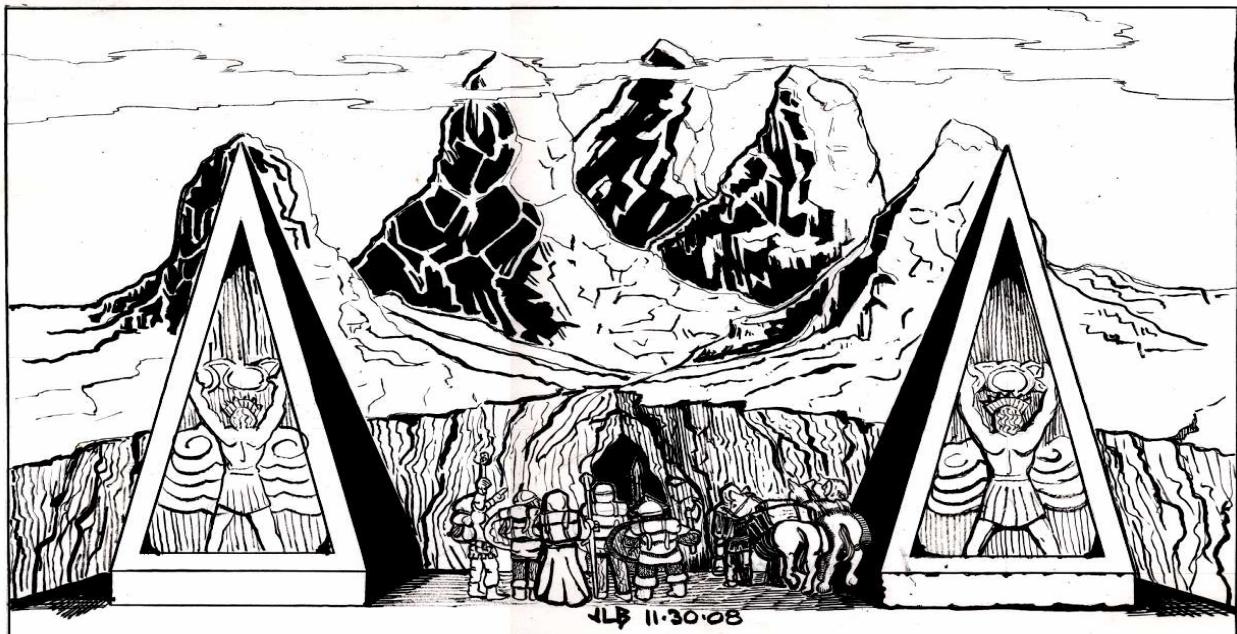
EVENT #2: ULULATIS DE NOCTE

As soon as the PCs reach the opening into the City of the Pit, read to them the following:

You find yourselves on a broad stone platform. Before you is "sheer space. It is like peeping over the edge of a cleft world down into the infinity where the planets roll." On the far side stand the five peaks of the Mountain of the Hand. They look "like a gigantic warning hand stretched up to the sky."

You can see down perhaps a thousand feet through the thick blue haze. The pit seems to "sink between the living and the dead and that only the freshly released soul has strength to leap – but never to cross again."

A gateway composed of two lofty pillars opens onto the gulf. You can discern a sharp engraving thereon of "a heroic figure of a man" wearing "an odd peaked headdress." His back is turned and his arms are outstretched. "The pillars are triangular and the carvings are on the side away from the pit. The figures seem to be holding something back." In the background of the carvings weird shapes can be made out of "enormous upright slugs. Their swollen bodies are faintly cut – all except the heads which are well marked globes."



Should the PCs proceed down the steps to the City of the Pit below, read to them the paragraph from the *Adventure Background* section of the module beginning with the words: *Extending down the granitic porphyry sides....* As soon as they near the first of the caves carved into the side of the pit, read the following aloud:

You hear a tortured, gibbering wail coming from a cave opening along the wall. As you peer inside, you can just make out a man lying prone on the rocky floor some twenty feet into the cave. He notices you as men, and croaks: 'Please take me from this foul place. Protect me from the horrors below.'



Should the PCs approach the man in peace and offer to accompany him back to the surface, he tells them his story. The man, who goes by the name of Caledon, explains that he and his dwarf companion Rufus are prospectors who were drawn to the pit on account of tales they heard of vast quantities of gold thought to reside in the city below. Because they made their descent early the previous morning, they did not initially encounter any of the People of the Pit, being as said creatures are only able to manifest in our dimension at night. Unfortunately for Caledon and his companion, they wasted the better part of the

day exploring the alien architecture of the city below, and were caught unawares when night fell and the loathsome People of the Pit started issuing from their homes *en masse* to begin their nightly chanting ritual. The man's companion instantly fell prey to the charming song of the Pit People, but he was able to cover his ears in time to make his escape up the stairs. (The PCs have to speak up when dealing with Caledon, as he refuses to remove the bits of cloth from his ears). However, as he was escaping his flesh came in contact with the tentacles of one of the People of the Pit, inflicting upon him a great lassitude. He managed to make it to this very cave before he collapsed from exhaustion. Being as his Strength score has been cut by three quarters, he will have to be supported by two or more PCs if he is to make it back up the surface.

Once safely up the steps, Caledon asks the PCs, if they are able, to rescue his dwarf companion. As an added inducement, he immediately hands over to them 3,000 gp, half of his worldly wealth. He promises to give them the other half should they return to the surface with his companion alive and well. Regardless, he indicates that he will wait for the PCs at the mouth of the pit for two days. Unfortunately, Caledon's dwarf cohort was deemed unfit for thrall-dom by the People of the Pit, and was killed shortly after his capture. His remains currently reside in one of the many larders found in the vile City of the Pit.

Caledon, Human Fighter (AC 2; MV 120 ft.; F 8; hp 55; #AT 3/2; D 2-9; SD +2 to saves vs. mind-influencing spells; S 18 (6), I 14, W 16, D 13, C 15, Ch 17; AL NG). Possessions: **chain mail +1, shield +1, longsword +2, potion of fire resistance, 6,000 gp.**

CITY OF THE PIT

The vertical shaft and the city below it together take the form of a globular bottle; the wide opening before the middle peak of the Mountain of the Hand is the neck. The vast cavern containing the city has an average diameter of 3,000 feet. "The walls of the cavern slope down and out in a series of widening crescents." Day or night, the entire city is "filled with a curious mottled red light" that provides illumination similar to that of twilight in the upper world. The light can also be likened to that "inside a green and gold flecked fire opal." In general, the cavern floor is slightly rough but not so much that it poses any walking hazard to the PCs.

Once the PCs make it to the bottom of the steps, read to them the following:

"Straight beneath you is – the city. You look down upon what seems like mile after mile of closely packed cylinders. They lay upon their sides in pyramids of three, of five piled upon each other. They are topped by towers, by minarets, by flares, by fans, and twisted monstrosities. They gleam as though coated with pale rose flames."

You begin to "catch little glints of light far down in the blue. Then you see the tops of – trees, you suppose they are. But not our kind of trees – unpleasant, snaky kind of trees. They rear themselves on high thin trunks and their tops are nests of thick tendrils

with ugly little leaves like arrow heads. The trees are red, a vivid angry red. Here and there are glimpsed spots of shining yellow. You know these are water because you see things breaking through their surface – or at least you see the splash and ripple, but what it is that disturbs them you never see."

A few feet beneath you "the stairway juts out into a Titanic arch, unearthly as the span that bridges Hell and leads to Asgard. It curves out and down straight through the top of a towering minaret and then vanishes through it. It is appalling – it is demonic..."



As the PCs make their way about the city, they come upon many of the queer pyramidal buildings described in the *Adventure Background* section of the module. There are three distinct types of buildings in the city, each of which is always topped by an ornamental construction of some kind such as a minaret or fan shape:

- B. PERSONAL RESIDENCES: They consist of two bottom cylinders of granite stacked side-by-side, with an additional cylinder stacked on top of them, forming a general triangular shape.
- C. ARMORIES: They consist of three bottom cylinders of granite stacked side-by-side, two second-tier cylinders, and one third-tier cylinder.
- D. WAREHOUSES: They consist of four bottom cylinders of granite stacked side-by-side, three second-tier cylinders, two third-tier cylinders, and one fourth-tier cylinder.
- E. LIBRARIES: As the armories.

All of the buildings are entered from the exact middle of the long side of the northern-most ground cylinder. Said doorways are holes 8 feet in diameter. (See *City Buildings* map for general schematics of the three types of buildings in the city).

In addition to the three general types of buildings scattered throughout the city, there are five other points of interest:

- A. THE HIGH ALTAR OF THE PIT
- F. RANDOM LAKE
- G. GROVE
- H. MARE INTERIUM
- I. THE HIGH TEMPLE OF THE PIT

While the PCs are exploring the City of the Pit, the GM should check for wandering monsters once every three turns. There is a 4 in 10 chance per check that a random encounter occurs. When an encounter is called for, the GM should roll 1d10 and then consult Table A in *Appendix B*.

Key to the City of the Pit

A. THE HIGH ALTAR OF THE PIT: Once the PCs proceed through the Titanic arch at the bottom of the zigzagging steps leading into the City of the Pit, read to them the following:

You breach the Titanic arch and find yourself descending a narrow span of stone supported by thin pillars that connect to the floor of the city a good 100

feet beneath your feet. The lofty stone bridge ends after 50 feet or so at a 6-foot-wide circular doorway opening onto the top of a tall, slender minaret perhaps fifteen feet in diameter.

Should the PCs proceed through the circular doorway, they find that it opens onto a short landing, the terminus of a spiral stairway that winds itself down the hollow shell of the minaret. The twisting stairs end at another landing with a circular doorway on the opposite wall. It opens directly onto the rocky floor of the city. As they are exiting the minaret, read to them the following:

“Far in front of you rises a high, columned altar. Its pillars are carved in monstrous scrolls – like mad octopuses with a thousand drunken tentacles; they rest on the backs of shapeless monstrosities carved in crimson stone. The altar front is a gigantic slab of purple covered with carvings.”

If the PCs move in closer to examine the carvings on the altar, read the following:

“You can’t describe these carvings. No human being could – the human eye cannot grasp them any more than it can grasp the shapes that haunt the fourth dimension. Only a subtle sense in the back of the brain senses them vaguely. They are formless things that give no conscious image, yet press into the mind like hot seals – ideas of hate – of combats between unthinkable monstrous things – victories in a nebulous hell of steaming, obscene jungles – aspirations and ideals immeasurable loathsome.”

Should it be nighttime when the PCs arrive, then there are 20-30 People of Pit exiting their homes and making their way towards the vast stone platform in front of the columned altar. (Dice for individuals on Tables E and F in *Appendix B*; however, at least two 7th level clerics will be present). They are coming to pay homage to their god, which stands directly behind and *above* the thirty-foot-tall altar. In this instance, read to them the following:

The blue haze that has surrounded you since you started your descent begins to thicken and glow. “There begins to grow around you a murmur. It is everywhere – and it grows and grows into a great whispering.” On the vast flat platform in front of the soaring altar you see “lights passing and repassing. More and more lights – they swim out of the circular doorways of the surrounding buildings and throng the street. The highest are eight feet above the pave; the lowest perhaps two. They hurry, they saunter, they bow, they stop and whisper – and there is nothing under them. Yet certainly the lights are living

things. They have consciousness, volition, thought – what else you do not know. They are nearly two feet across – the largest. Their center is a bright nucleus – red, blue, green. This nucleus fades off, gradually, into a misty glow that does not end abruptly. It too seems to fade off into nothingness – but a nothingness that has under it a somethingness. You strain your eyes trying to grasp this body into which the lights merge and which one can only feel is there, but cannot see."

If the PCs are quiet, the People of the Pit streaming out of their homes probably (70% chance) don't immediately notice them. They are not paying close attention to their surroundings, as they are eager to make it to the altar on time to commune with their god. Unfortunately, even if the PCs are not spotted by the attendees of the ritual, they are still subject to the charming effect of the weird song of the People of the Pit, which, as indicated in the read-aloud passage above, has already begun. Those affected immediately race towards the altar, where their hands are bound by the People of the Pit in shackles attached to one of the many lengths of chain depending therefrom. Regardless of what transpires, read them the following at this time:

The weird bobbing lights finally "range themselves in ranks until they fill the raised area before the high altar. Their whispering grows into a chant, a cadenced whispering chant that rises and falls, rises and falls, while to its rhythm the globes lift and sink, lift and sink." As you are taking in the strange tableau on the dais, you start to "grow aware of something that lies behind the lip of the altar fifty feet above you. You know it is there – you feel it with every hair and every tiny bit of your skin. Something infinitely malignant, infinitely horrible, infinitely ancient. It lurks, it broods, it threatens and it is invisible."

Should the PCs decide, for some foolish reason, to engage the massed worshippers in combat, or if the loathsome People of the Pit detect them as they are sneaking into the city, then read to them the following:

Up close, you see "the Things under lights – great transparent snail-like bodies – dozens of waving tentacles stretching from them – round gaping mouths under the luminous seeing globes. They are like the ghosts of inconceivably monstrous slugs! You can see through them."

The People of the Pit, once aware of the PCs, rush forward *en masse* and try to incapacitate them with their cephalic tentacle attacks. All the while, the

largely invisible God of the Pit, who looms above the massive altar, looks on as his followers attempt to secure him further sacrifices. The God of the Pit, as indicated in the *Adventure Background* section of the module, was banished back to his native plane of existence when a cabal of Merrittian magic-users and clerics pooled their magical abilities. They were able to open a massive one-way planar gate that effectively destroyed the Prime Material Plane avatar of the god and then sucked its remnants back to the lower planes. However, to this very day he is still able to project a ghostly reflection of himself at night, as the spell **project image**, to bolster the combat prowess of his followers. He enters our world on a nightly basis via the planar gate that his followers constructed shortly after this banishment. (See *Adventure Synopsis*). His projected image, in game terms, functions as the spell **chant** for any Person of the Pit standing within 100 feet of it. All attacks, damage, and saving throws made by the People of the Pit are at +1, while those of their enemies, the PCs, are at –1. Worse yet, to non-followers the mere sight of the God of the Pit **causes fear**, as the spell.

PCs whose Strength has been reduced to 1 or 2 via the cephalic tentacle attacks of the People of the Pit immediately fall into a coma, and can only be revived when their scores are raised to at least 3. Those whose Strength has been reduced to zero have their souls sucked away by the People of the Pit and can never be resurrected. Be that as it may, the People of the Pit prefer to keep their victims alive, albeit barely, for at least three days before fully draining them of Strength. They are of a rather sadistic bent, and greatly enjoy seeing the will of their victims slowly wither away over the three-day-span. They never allow a sacrifice to live past the third day, for the number three has a special, religious significance for the People of the Pit.

Should all of the PCs be laid low by the People of the Pit, then they wake up a day later chained to the high altar of the pit. The bonds holding them in place are composed of a yellowish metal not unlike gold. However, the strange alloy is native to the City of the Pit, and is of a hardness midway between that of gold and iron. As such, if the PCs rub the links together continuously for six or more hours, they break apart. Of course, they can also be sundered with a successful bend bars percentile roll. However, being as the PCs, when they awaken, will be at 1 or 2 Strength, such is unlikely. Read the following to the PCs when they awaken:

When you finally wake up, you find yourself feeling as weak as a kitten and "lying at the foot of the altar."

All is silent. There are no lights – only the mottled red glow." As you try to rise, you are jerked back to your knees. You see that "around your waist has been fastened a yellow ring of metal. From it hangs a chain and this chain passes up over the lip of the high ledge of the altar." Worse yet, you have been stripped of everything save your water flasks. Beside you is "a yellow bowl filled with a thick white liquid."

Should the PCs drink from the bowls, they find the liquid contained within to be most delicious and satisfying. Each PC sampling therefrom is cured of 1-8 hp of damage and recovers all of his or her Strength! Being as it is daytime now, their oppressors, the People of the Pit, are nowhere to be seen, having been whisked away to the Ethereal Plane for the nonce. Once the PCs sunder their bonds, they are free to either make their way out of the city or to explore it further. Should the PCs fail to break their bonds by the third night, then they find themselves surrounded by over fifty chanting People of the Pit. After enduring a good twenty minutes of the horrid singing, the PCs are lacerated by a veritable hurricane of cephalic tentacles, which instantly terminates their adventuring careers.

Should it be daytime when the PCs make their way into the city, then none of the abovementioned events occur, and the PCs find the High Altar of the Pit to be deserted. As they make their way about the city, however, they still run the risk of coming across an itinerant pit thrall (see *Appendix A*) or one of the sundry other horrors that wander about the strange home of the People of the Pit day and night.

Special Note: Any PCs fleeing the People of the Pit during one of their nightly rituals are pursued relentlessly throughout the city. As the PCs are making good their escape, make sure to roll for wandering monsters every three turns of the chase. Should the die roll indicate a group of pit thralls or People of the Pit, they join in the pursuit. It should be noted that even if the PCs arrive at the City of the Pit during the day, they still run the risk of becoming caught up in one of the horrific rituals of the People of the Pit should they happen by the High Altar of the Pit later at night. In such cases, all of the abovementioned events occur exactly as stated above. The nightly rituals at the High Altar follow the schedule below:

- 8-10 P.M.
- 11-1 A.M.
- 2-4 A.M.
- 5-6 A.M. (or whenever the sun comes up in the GM's campaign world)

B. Personal Residence: When the PCs enter one of these hexes on the map, read to them the following:

Ahead lies a building composed of closely packed granite cylinders. "They lay upon their sides in pyramids, and are piled upon each other." There are two cylinders on the lower tier and one on the upper. The alien edifice is topped by a slender minaret (or fan, flare, or some other twisted monstrosity). A circular opening 8 feet in diameter can be seen in the exact center of the northernmost of the bottom cylinders.

The first tier is divided into two 10 ft. by 30 ft. cylindrical chambers, with a slightly vaulted ceiling ten feet overhead. A ceiling-high, man-sized archway divides the two chambers along the wall they share in common. In the ceiling above this archway can be seen a four-foot-diameter opening, which is the only means of accessing the 10 ft. by 20 ft. cylindrical chamber above.

Each residence belongs either to a family of 1-3 People of the Pit (70% chance) or to a troupe of 2-5 pit thralls (30% chance). In either case, the individuals living therein all belong to the same character class, as the People of the Pit, owing to their extremely lawful/orderly nature, demand such. Of course, should the PCs happen upon a residence belonging to the People of the Pit during the day, they find it to be empty of all inhabitants. (The People of the Pit, it should be remembered, can only manifest on the Prime Material Plane at night).

Pit thrall residences are always found in a state of squalor, with discarded foodstuffs, clothes, eating accoutrements, etc. lying haphazardly about. In such homes, the entry chamber serves as the living room, the one behind it as a communal bedroom, and the upper chamber as a larder/storage room for valuable items. A rickety wooden ladder in such residences gives access to the upper chamber. (People of the Pit residences contain no such ladders, as they are able to easily access the upper chamber via their inherent powers of levitation). There is a 20% chance that the ladder breaks just before the first PC to employ it gains the upper chamber. A failed Dexterity check at a -1 penalty indicates that the PC in question fails to grab onto the lip of the opening in the ceiling, and plummets to the floor 10 feet below suffering 1-6 points of damage.

Should the residence belong to a pit thrall, during the nighttime there is an 80% chance that 2-5 thralls of the magic-user, cleric, or fighter classes are present when the PCs arrive. (Dice for specific individuals on Tables B-D in *Appendix B*). In such cases, there is a further 80% chance that all but 1 or 2, serving as out-

side guards, are sleeping when first encountered. Those standing guard outside will blow on their whistles to alert those still asleep at the first sign of trouble. (The latter will rouse themselves and be fully prepared for combat one round later). During the daytime, there is only a 50% chance that 2-5 pit thralls are in their residence. With respect to empty residences, the inhabitants thereof are assumed to be out performing various tasks for their masters. In general, the PCs are immediately attacked by the pit thralls, for they will not be showing the tell-tale signs of those under the permanent hegemony of the People of the Pit: a dead expression in the eyes and a slow, lumbering gait.

Should the residence belong to a family of People of the Pit, the PCs find it to be bare of any furnishings whatsoever save for the chest housed in the upper chamber (see below). The Pit People attack the PCs on sight should they be home, neither showing nor giving quarter under any circumstances. (Dice for specific individuals on Tables E-F in *Appendix B*). They will immediately begin **singing**. Those falling under their hegemony are ordered to attack any and all unaffected PCs. The People of the Pit will join in the fray, mercilessly lashing out with their cephalic tentacles in an attempt to reduce a PC to 1 or 2 Strength. Should all of the PCs be incapacitated thus, they are carried or led off to the High Altar of the Pit for use in the weird ritual conducted there. (See area A for details as to the fate of the subdued PCs).

Regardless of to whom the residence belongs, there is a 30% chance that the always trapped chest in the upper chamber contains 1-3 random items from Table J1 or J2 (People of the Pit) or 1-2 random items from Tables G-I (pit thralls). The tables can be found in *Appendix B*.

Trap: Chests belonging to those of the magic-user profession are **wizard locked** and warded with a **fire-ball** spell. If triggered, the victim is engulfed in a ball of flame, suffering 3-18 points of damage in the process. (Save vs. spells halves damage).

Chests belonging to those of the cleric and fighter professions are both mechanically locked and trapped with a **glyph of warding**. If one of the chests is opened by anyone not first stating the password, the area directly in front of it is shot through with intense heat that deals 36 points of fire damage. (Save vs. spells for half damage).

C. Armories: When the PCs enter one of these hexes on the map, read to them the following:

Ahead lies a building composed of closely packed granite cylinders. "They lay upon their sides in pyra-

mids, and are piled upon each other." Three cylinders make up the first tier, two the second, and one the third. The alien edifice is topped by a slender minaret (or fan, flare, or some other twisted monstrosity). A steel door 8 feet in diameter can be seen in the exact center of the northernmost of the bottom cylinders.

Each of the 10 ft. by 30 ft. cylindrical chambers in these buildings contain a wide assortment of either armor or weapons neatly arranged on stone shelves and racks. The rooms on the first and third tiers contain only weapons and the rooms on the second tier contain only suits of armor. (10-30 copies of almost any type of normal weapon or armor listed in the rulebooks can be found in any given room). There is a 30% chance per room that it contains 1-3 magical items from Table K1 or K2 in *Appendix B*, as appropriate. Unlike the residences in the city, all of the chambers in the armories are secured by 8-foot-diameter circular doors of hardened steel that are mechanically locked and further protected with **glyphs of warding**. If the door is opened by anyone not first stating the password, then the area directly in front of it is shot through with intense heat that deals 36 points of fire damage. (Save vs. spells for half damage). Sturdy steel ladders lead up to trapdoors (protected as above) opening onto the second and third tier chambers.

Of course, the armories are never left unattended. During the day, 2-3 pit thrall fighters stand guard outside the closed doors leading into the armories. (Dice for specific individuals on Table B in *Appendix B*). If the PCs fail to show the tell-tale signs of pit thrall-dom, the guards attack them on sight. Even if the PCs disguise themselves to appear as pit thralls, they will never be allowed entry into the armories, as only the People of the Pit themselves are afforded this privilege.

During the night, 2 pit thrall fighters and 1-2 People of the Pit clerics or magic-users (equal chance for either) stand guard outside. (Dice for such on Tables B and E-F in *Appendix B*).

D. Warehouses: When the PCs enter one of these hexes on the map, read to them the following:

Ahead lies a building composed of closely packed granite cylinders. "They lay upon their sides in pyramids, and are piled upon each other." Four cylinders make up the first tier, three the second, two the third, and one the fourth. The alien edifice is topped by a slender minaret (or fan, flare, or some other twisted monstrosity). A circular opening 8 feet in diameter can be seen in the exact center of the northernmost of the bottom cylinders.

Each of the 10 ft. by 30 ft. cylindrical chambers on the first three tiers of these buildings are filled wall to wall with tall steel barrels of grain, cured meats, water, liquor, or wine, with an equal chance for either being present. (Each individual chamber is devoted to one such foodstuff). Being as the warehouses are rather poorly maintained, providing the provender for the slovenly pit thralls, about 70% of the barrels of grain and meat have become spoiled and an equal percentage of water barrels have become infested with parasites. PCs sampling from spoiled/infected grain, meat, or water run the risk (40% chance) of contracting a severe, chronic gastro-intestinal disorder. Every week, afflicted PCs lose one point each of Strength and Constitution. About 70% of the roughly 30 casks of liquor and 60 bottles of wine stored in any given warehouse have gone bad, tasting awful, but being otherwise harmless. Another 10% are of average quality, with the casks of spirits fetching perhaps 30 gp a barrel and the bottles of wine fetching perhaps a sp or two. The remaining 20% are of excellent quality, each of the 12 bottles of wine valued at 200-1000 gp and each of the 6 casks of fine brandy fetching between 5,000-8000 gp on the open market. The sole chamber on the upper tier of each warehouse is dedicated to the grim provender of the People of the Pit, which consists of an assortment of 10-20 upright-standing naked humans and demi-humans. They are kept fresh via a **permanent cone of cold** spell whose area of effect covers the entire chamber. PCs entering one of these frigid rooms suffer 9d4+9 points of damage. (Save vs. spells for half damage).

There is a 40% chance during the day that 1-3 pit thralls are either on the way or just leaving the warehouse when the PCs arrive, either reporting for or being relieved from guard duty. (Dice for such on Tables B-D in *Appendix B*). If the PCs are not disguised as pit thralls, then they are attacked on sight. During the night, there is a 40% chance that 1-2 pit thralls or 1-3 People of the Pit (equal chance for either) are coming from or going to the warehouse when the PCs arrive, and also attack undisguised PCs on sight.

Of course, the warehouses are never left unattended. During the day, 2-3 pit thrall fighters stand guard outside the closed doors leading into the warehouses. (Dice for specific individuals on Table B in *Appendix B*). If the PCs fail to show the tell-tale signs of pit thralldom, the guards attack them on sight. Even if the PCs disguise themselves to appear as pit thralls, they will never be allowed entry into the warehouses, as only the People of the Pit themselves are afforded this privilege.

During the night, 2 pit thrall fighters and 1-2 People

of the Pit clerics or magic-users stand guard outside. (Dice for such on Tables B and E-F in *Appendix B*).

E. Libraries: When the PCs enter one of these hexes on the map, read to them the following:

Ahead lies a building composed of closely packed granite cylinders. "They lay upon their sides in pyramids, and are piled upon each other." Three cylinders make up the first tier, two the second, and one the third. The alien edifice is topped by a slender minaret (or fan, flare, or some other twisted monstrosity). A circular opening 8 feet in diameter can be seen in the exact center of the northernmost of the bottom cylinders.

The 10 ft. by 30 ft. entry chamber in the library functions as a reading room, with a small reading table designed for humans and demi-humans located along its east and west walls. During the day, the librarian will be a 7th level pit thrall cleric, who can be found seated at a small desk immediately before the entrance into the building. In addition, there is a 40% chance that 1-4 pit thralls are seated at the tables reading or browsing the book stacks in the adjoining chambers. (Dice for patrons on Tables B-D in *Appendix B*. Roll a d3 to determine which table to roll on for each patron). If the PCs have disguised themselves to appear as pit thralls, the librarian will ask them if they need any help in locating a particular book. If the PCs answer in the negative, then the librarian will tell them that they are free to browse the book stacks in the adjoining rooms, which are of the same dimensions as the reading room. (The upper chambers are reached by a sturdy steel ladder opening onto the circular doorway in the ceiling indicated on the map). However, should the PCs not be masquerading as pit thralls, then they are attacked on sight. In this case, any pit thrall patrons will immediately come to the librarian's aid.

During the night, the librarian is a 7th level Person of the Pit cleric. As is the case with its pit thrall counterpart, this librarian is more than happy to aid disguised PCs in their search for a particular book. However, it too attacks any undisguised PCs on sight. Any patrons milling about come to the librarian's assistance immediately. There is a 30% chance that 1-2 People of the Pit and 1-2 pit thrall patrons are present during the night. (Dice for the former on tables E-F and the latter on Tables B-D in *Appendix B*).

These libraries house many books on the history of the People of the Pit and their war with the hated Merrittians. These vast collections of largely non-magical books took the People of the Pit centuries to

assemble. The leaves of all of the books herein are bound between covers of tanned human skin stretched over thick boards of an unknown alloy. The individual leaves are paper-thin sheets of this same unfamiliar alloy, with the text of the book stamped directly thereon. All of the books are penned in the alien tongue of the People of the Pit. Either a **comprehend languages** spell or a thief's read languages ability is required to read any of the books. It would take the PCs decades to read all of the books in these libraries, assuming they can even decipher the strange script of the People of Pit, but for every 3 turns they spend reading in a library, they learn one paragraph worth of information from the *Adventure Background* section of the module with each successful Intelligence check at a -2 penalty. Once all nine paragraphs of such information has been learned by the PCs, another 3 turns of searching and an Intelligence check at a -3 penalty reveals the information contained in the write-up of the People of the Pit in *Appendix A*. (Two more successful searches at the same -3 penalty reveals the information contained in the write-ups of the pit thralls and the pit hybrids).

In addition to the abovementioned treatises, the libraries contain the occasional scroll tucked into this and that tome of esoterica. For every hour the PCs spend searching the stacks, there is a 20% chance that they discover 1-2 scrolls of spell levels 1-4. (Dice for such on Table L in *Appendix B*). Any given library contains a total of 2-4 random scrolls.

Pit Thrall, Human Cleric Librarian (AC 2; MV 90 ft.; C 7; hp 48; #AT 1; D 5-10; SA +2 "to hit" with **footman's mace +2**, 10% chance of possessing **singing** ability, spells; SD +3 to saves vs. mind-influencing magic; S 17, I 13, W 17, D 14, C 16, Ch 13; AL LE). Possessions: **bracers of AC 2**, **footman's mace +2**, **potion of heroism**, **scroll of protection from magic**, holy symbol. He or she has been granted the following spells:

First Level (5): **cure light wounds**, **detect good**, **detect magic**, **protection from good**, **sanctuary**

Second Level (5): **augury**, **chant**, **know alignment**, **hold person**, **silence 15' radius**

Third Level (3): **dispel magic**, **locate object**, **speak with dead**

Fourth Level (1): **divination**

People of the Pit, Cleric Librarian (AC 1; MV 60 ft./10 ft. (hover); HD 5; hp 36; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness**, **singing**; SD +1 or better weapon to hit; AL LE). Possessions: **ring of protection +1**, **bag of tricks**, **scrolls of detect lie** and **protection from good 10' radius**, holy symbol. It can cast the following spells as a 7th level cleric:

First Level (3): **cause fear**, **command**, **protection from good**

Second Level (3): **augury**, **hold person**, **silence 15' radius**

Third Level (2): **dispel magic**, **locate object**

Fourth Level (1): **divination**

F. RANDOM LAKE: When the PCs come near these areas, read to them the following:

You see a lake of glimmering liquid the color of bile, perhaps fifty feet wide at its furthest extent. The nearly overpowering smells wafting off the surface of the lake bring to mind those of a stinking fen. You see "things breaking through its surface – or at least you can see the splash and the ripple, but what it is that disturbs the lake you never see."

Despite its noisome appearance, the water of the many small lakes that dot the City of Pit is perfectly potable albeit horrible tasting. However, that does not mean that the lakes are safe to enter or even approach, for two classes of subterranean fauna make their lairs therein. 1-3 hungry giant crayfish lurk along the edges of each lake, and they immediately attack any intruders into their domain, surprising 3 times in 6. Worse yet, PCs coming within ten feet of a given lake provoke an attack by the true masters thereof, the water weirds. Each lake contains 1-2 such horrors, which will try to drag their victims underwater and drown them.

1-2 **water weirds** (AC 4; MV 120 ft.; HD 3+3; hp 20; #AT 0; D nil; SA attacks as 6 HD monster, drowning; SD sharp weapons cause 1 hp, reforms in 2 rounds after reaching 0 hp, **cold** slows, fire-based spells do half or no damage, **purify water** kills; AL CE).

1-3 **giant crayfish** (AC 4; MV 60 ft./120 ft.; HD 4+4; hp 22; #AT 2; D 2-12/2-12; SA surprises on 1-3; AL N (E)).

Treasure: Should the PCs search the bottom of any given lake (average depth of 30 feet), they find the following after 3 turns of searching. (This assumes, of course, that they have access to magic allowing them to breathe underwater).

- 300-1800 pp
- 2-10 100-gp gems
- 1-2 items from Table K1 in *Appendix B*
- 1-2 items from K2 in *Appendix B*

G. Grove: When the PCs enter one these areas, read to them the following:

Before you lies a grove of (2-3) "venomous red trees" standing some twenty feet in height. The numerous tendrils branching out from the tops of the trees' thin, wasted trunks are serpentine and capped with loathsome arrow-shaped leaves. The individual branches come within a foot of the cavern floor. All in all, the trees are like "the heads of hydras guarding nests of gigantic, jeweled, and sleeping worms."

Each grove contains 2-3 Pit Trees of HD 7-8 (see *Appendix A: New Monsters*). Whenever a PC comes within ten feet of a grove, the snaky tendrils branching from the tops of the trees lash out with wild abandon. Each tree contains eight active tendrils, and up to four can be directed at a single PC. The tree can then attack the PCs with its other four tendrils as above or it can rapidly rub them together, thereby invoking its **twittering** special ability. There is a 30% chance that 1-3 dead Pit Thralls are caught high up in one of the trees in the grove being slowly digested. There is a further 30% chance that each Pit Thrall, if present, has on his person 2-3 500-gp gems and 1-2 magic items. (Dice for the latter on Table G, H, or I in *Appendix B*, ignoring results of gold or platinum pieces).

Pit Tree (AC 2; MV 0 ft.; HD 7-8; hp 48 or 58; #AT 8; D 1-4 x 8 plus **weakness**; SA **weakness, twittering**; AL N (E)).

H. MARE INTERIUM:

You can hardly believe your eyes, for a vast sea of phosphorescent yellow water – a mare interium, if you will – takes up the entire southern half of this alien city. It extends for thousands of feet to the east and west. You can only guess as to how far it extends to the south, for its end cannot be seen from the shore. It is obvious that this subterranean sea is navigable, for two piers with twelve long rowboats anchored thereto jut out from the shore. You can barely discern a smallish island, an atoll, piercing the calm waters of the sea a mile or two offshore.

Your most immediate problem is the horizontal line of six heavily armored men positioned directly in front of the piers.

The pit thrall guards will remain perfectly still until the PCs come within striking distance. Should the PCs be disguised as pit thralls, then the guards will ask if they desire passage to the High Temple. Should the PCs answer in the affirmative, then the guards will demand payment of 20 gp apiece for the use of one of the rowboats. They will not, however, volunteer to row the PCs to the island whereunder is sited the High Temple of the Pit. The PCs must row them-

selves. Of course, if the PCs are not in disguise, then the guards attack them on sight. The pit thrall guards are composed of two 7th level fighters, two 5th level fighters, and two 4th level fighters. (Choose such individuals from Table B in *Appendix B*). Should there be any obvious magic-using PCs in the party, then one of the guards will use his first round action to ring the **chime of interruption** dangling from a pole directly in front of the leftmost pier.

After the guards have been dealt with, peaceably or otherwise, the PCs are free to take one of the twelve rowboats tied to the piers to explore the island in the middle of the Mare Interium. The boats have the following statistics:

(SZ 15' long and 4' wide (seats 10); MV 1 mph/2 mph for 10-20 rounds (maximum oar); AC 2; 3 hull points each; SD sinks in 1 turn).

The ghostly glow coming off of the sea makes the island appear to be further off shore than it really is. In actuality, it lies only about 700 feet due south of the piers. It will take the PCs about 1 turn to reach the island at minimum oar, and about half that time at maximum oar. Midway to the island, however, their peaceful journey is interrupted:

Your journey on this weird subterranean sea has been tranquil thus far, the only signs of life being the schools of small phosphorescent fish that occasionally break the surface of the water. Suddenly, the water all around you begins to boil, and mere moments later eight suckered tentacles violently erupt from the depths, completely surrounding your small vessel. Each is well over thirty feet in length.

The creature that has just surrounded the PCs is the dreaded devil fish, or the giant squid as it is more commonly known. It surprises the PCs 3 times in 6, and will strive to sink the PCs' boat. The rowboat is considered "rammed" after the devil fish anchors all eight of its tentacles thereto. For each round that the tentacles maintain their hold, the rowboat loses 1 hull point. On the fourth round of capture, the small vessel sinks.

If the GM is feeling merciful, then the giant squid can be replaced with something less deadly, perhaps a giant octopus.

Giant Squid (AC 7/3; MV 30 ft./180 ft.; HD 12; hp 70; #AT 9; D 1-6 (x8)/5-20; SA constriction, if all tentacles hit, ship is rammed and loses 1 hull point; SD squirts ink; AL N).

Giant Octopus (AC 7; MV 30 ft./120 ft.; HD 8; hp 40; #AT 7; D 1-4 (x6)/4-16; SA constriction; SD squirts ink; AL N).

I. THE HIGH TEMPLE OF THE PIT:

Read the following to the PCs when they first arrive on the small island whereunder lies the High Temple of the weird People of the Pit:

The island before you averages around 250 feet in diameter, and is composed of granitic porphyry colored a deep purple. The rough, rocky surface of the island is entirely free of any vegetation or other features save for the tall pavilion-like stone structure situated at its exact center.

LEVEL 1: THE UPPER TEMPLE (AREAS 1-17)

Level 1 of the High Temple of the People of the Pit functions primarily as the living quarters and training facility for the human priesthood of the God of the Pit. These priests have all undergone a ritual in which they willingly merged their bodies with the foul essences of their masters', becoming pit hybrids (see *Appendix A: New Monsters*). As such, the physical appearance of these former men has been horribly altered: their lower bodies have remain unchanged but their heads now resemble that of their overlords, being slug-like in appearance, complete with 1-3 fully functioning 4-foot-long cephalic tentacles that hit for 1-2 points of damage and cause **weakness** (10% from Strength in 1-3 melee rounds). Worse yet, roughly 30% of these pit hybrids have acquired the charming song of the People of the Pit. In addition to the high priests, the temple quarters a small cell of pit hybrid magic-users that serve as a second line of defense. Last but not least, a small group of People of the Pit clerics reside on this level, whose function is to attend to the needs of their god, who resides on Level 2: The High Temple.

Dungeon Features of Levels 1 and 2: Corridors and rooms are carved from the surrounding granitic porphyry that the island is composed of, and are colored a deep purple. Corridors are 10 feet high and 10 feet wide. Room ceilings are 15 feet high and vaulted. Unless noted otherwise, all rooms are accessed by double-doors constructed of the strange aureate alloy native to the City of the Pit, and are always locked. The doors are composed of pointed tentacle shapes that jut out from hinges drilled into the surrounding rock. The six tentacles making up one door interlock with those of the other door like the teeth of a shark. The door handles on each door resemble the stalked

eyes of a slug. Where the pupil would be on a true slug is found a 1/2-inch-diameter shallow depression. The doors are opened by a pit hybrid or Person of the Pit inserting a *living* cephalic tentacle into each door handle. (The severed, no longer living cephalic tentacles of a pit hybrid or Person of the Pit cannot be used to open the doors). However, a thief or assassin can still pick open the doors. Secret doors are hidden on both sides, perfectly blending into the surrounding rock matrix. Unless noted otherwise, secret doors pivot about their centers when the correct section of wall is depressed. They must be pushed outward to open. Wall sconces, spaced at regular 5 feet intervals, line all of the corridors and most of the rooms. The sconces are lit with **continual flames**. (They function as the spell **continual light**, manifesting as wavering mauve flames of cold fire).

1. PAVILLION: Read the following once the PCs reach the center of the island:

Before you stands a pavilion-like structure composed of the very rock making up the island. Its flat, unadorned roof is supported by four 15-foot-tall columns. Carved into each column is the figure of a slender, naked female with pendulous breasts. As you move in closer, you discern a slim sword held close to the sides of each figure. A raised area perhaps 15 feet per side is enclosed by the queer columns. A granite trapdoor with a raised metal pull-ring can be clearly delineated in the center of the elevated floor.

The moment any creature other than a pit hybrid or Person of the Pit either touches any of the stone columns or walks onto the raised area, the four naked females carved onto the columns animate and attack. These guardians, actually caryatid columns, take on a fleshy appearance when they animate, and come to resemble comely Grecian maidens bearing wickedly sharp steel swords.

Trap: The trapdoor is designed to open thusly: a pit hybrid or Person of the Pit must insert its tentacles into the two holes drilled deep into its middle then grab onto the metal pull-ring. (A thief, of course, can accomplish the same with a successful open locks roll). However, the PCs are faced with another problem, for the ward on the trapdoor is automatically armed when the caryatid columns animate. Should the armed trap then not be found and removed by the thief in the party, the four pillars and the attached roof drop down on their heads. Any PCs standing on the raised area are crushed to death unless a successful Dexterity check at a -2 penalty is made. The trap resets 1 turn later as the columns rise up from the cylindrical slots carved deep into the platform.

Beneath the trapdoor descends a steep flight of stone steps carved from the surrounding bedrock. A 10-foot-square landing with normal wooden doors on either hand lies at the foot of the steps 50 feet below.

Caryatid Columns (4) (AC 5; MV 60 ft ft.; HD 5; hp 22 each; #AT 1; D 2-8; SD half damage from normal weapons, magical weapons do full damage but without bonus, 25% chance that weapons hitting it snap, surprises on 1-3; MR all saving throws at +4; AL N).

2. THE DARKENED DOORWAY: Read the following to the PCs when they open this unlocked wooden door.

The door opens onto a well of darkness. You strain your eyes in vain to make out whatever if anything lies beyond the door.

Should any of the PCs be so foolish as to step into the hedge of blackness, then the **sphere of annihilation** that spans the entire width and length of the doorway irrevocably snuff them out. This room along with that directly opposite it was designed to discourage trespassers from exploring further.

3. UNTOLD WEALTH:

Beyond the door lies the stuff of dreams. In one corner of the room lies a pile of gold coins fit to be the treasure horde of a dragon, while in another corner of the room lies a similarly-sized mound of diadems, crowns, and scepters. You have surely happened upon the grand treasury of the wicked denizens of this fantastic city beneath the earth.

This small room serves as a cunning trap, luring would-be victims with treasure unimaginable. As the PCs soon discover, the treasure piles are all part of a high-level illusion (treat as a **permanent illusion**). The moment one or more of the PCs steps into the room, the door slams shut and locks. At the same time, all of the air in the room is magically sucked out. Divide the PCs' Constitution scores by 4 to determine how many rounds they can survive without oxygen. Remember, each attempt at opening a locked door takes a full round.

4. SHRINE OF THE PIT HYBRIDS:

This massive ovoid room of porphyry is bare save for the elaborate altar at its far end, some 80 feet away. Behind the altar you can just barely make out the 10-foot-diameter circlet of metal that is mounted on the wall, its bottom edge flush with the floor.

This room serves as a personal shrine to the god of the pit hybrid priests that reside in the temple. During the day, there is a 60% chance that 2-4 pit hybrid clerics or magic-users are present. At night, there is only a 20% chance for 1-2 such persons being present. (Dice for individuals on Tables M and N in *Appendix B*).

The circlet of yellowish metal on the far wall is a gate to the Ethereal Plane. It opens by simply depressing the red gemstone button located on its right side. Once this is done, the gate remains open until the button is depressed once again. The gate was designed to give the pit hybrid priests access to the People of the Pit during the day. Should the GM wish to conduct adventures in the Ethereal Plane, he is advised to consult the appropriate rulebook. The first time the PCs activate the gate, read the following:

After you depress the ruby button, the formerly blank space spanned by the aureate portal becomes filled with a weird mist. You occasionally catch ethereal, slightly luminous shapes flitting about in the haze.

The short altar herein has six metal tentacle-like levers jutting out from its top. After rising some 4 inches from the altar, each lever bends outward at a 90-degree angle. (Each lever is shaped like an upside-down letter "L"). The levers are oriented to the four cardinal directions, and each can be turned clockwise. The first letter of each of the four compass directions – N, S, W, E – is carved below the corresponding lever in the Common tongue. Carved onto the center of the altar top, also in the Common tongue, is the following message:

You must know these four things:

First: Where we lie in relation to our hated enemies

Second: Where Occidentals fear to tread

Third: Where Orientals fear to tread

Fourth: Where our hated enemies lie in relation to us

The (N) north, the (E) east, the (W) west, and then the (S) south lever must be turned in sequence to open the altar. Any deviation from this sequence sets off the trap. The correct order to turn the levers is, of course, contained in the riddle:

- The city of the People of the Pit lies to the north (N) of their hated enemies, the Merrittians.
- Being as Occidentals hail from the west, they "fear to tread" the land of the Orientals to the

east (E).

- Orientals “fear to tread” the lands to the west (W), where the Occidentals reside.
- Lastly, the hated enemies of the People of the Pit, the Merrittians, lie in the lands south (S) of their city.

Trap: For each lever that a PC turns out of sequence, he or she suffers the following ill effect (equal chance for any):

- A random attribute is lowered by 1. (Save vs. spells to avoid).
- An electro-static charge races up the lever, resulting in 10-20 hit points of damage.
- The PC is disintegrated, as the spell. (Save vs. spells negates).
- One randomly selected magic item carried by the PC is drained of all its magic, as a **rod of cancellation**.

Treasure: Turning the levers on the altar in the right order causes a small drawer to open along its front middle edge. Within this drawer lies the following: a block of **incense of mediation** and **incense of obsession**, an **loun Stone** (incandescent blue sphere), two **candles of invocation** (one good and one evil), and a **pearl of wisdom**.

5. PIT HYBRID CLERICS' RECTORY:

The hallway continues west for another 80 feet. Four strange doors made up of interlocking tentacle designs stand on either hand of the corridor. The floor is dotted with dozens of tiny holes.

The rooms branching off of this hallway serve as the sleeping quarters for the pit hybrid priests in the temple. The doors to each of the eight chambers are locked. The individual rooms contain nothing more than a simple cot, a small deal table, and a cabinet. Each cabinet is locked and further protected with a **glyph of warding**. If opened by anyone not first stating the deactivation password, the area directly in front of it is shot through with intense heat that deals 36 points of fire damage. (Save vs. spells for half damage). Each desk contains one randomly determined item from Table I in *Appendix B*.

During the day, there is a 40% chance that 1 pit hybrid cleric is relaxing in any given sleeping chamber. At night, the chances are increased to 80%. (Dice for individuals on Table M in *Appendix B*).

Trap: The hallway has been enchanted to allow safe passage only to pit hybrid priests. If the aura of any other living creature is detected herein, then stone

panels 2½ inches thick fall from the ceiling directly in front of the doors to each rectory cell and the entrance to the hallway, effectively closing off this area from the rest of the temple. (The stone panels can only be lifted with successful lift gates rolls). A veritable shower of slime-coated slugs then begins raining down on the PCs' heads from tiny holes drilled into the ceiling. The slugs completely fill the hallway in 2 rounds. PCs who haven't quit the hallway by this time begin to suffocate. Ideally, the PCs should make their escape from the room in the number of rounds equal to their Constitution scores divided by 3. Beyond this period, they must make further Constitution checks at a -2 penalty each subsequent round. Those failing their checks suffocate to death. (Each attempt requires a full round of effort). To add further insult to injury, once the rain of slugs begins, the floor becomes extremely slippery, which slows movement by 50% and makes it 50% likely that the PCs will slip and fall when trying to move. (It takes a full round for a prone PC to rise up from the slippery floor). After completely filling the chamber, the slugs start draining out of the tiny holes drilled into the floor at a rate of 1 foot/3 rounds. This means that the PCs must wait 30 rounds for all of the slugs to drain away, at which time the stone panels will rise into the ceiling.

5A. CELL OF THE HIGH PRIEST: On the wall opposite the door in this cell hangs a tapestry that is so unsettling and morbid that a mere glance at it **causes blindness**, as the spell. (Save vs. spells avoids).

6. PIT HYBRID MAGIC-USERS' CELLS: The rooms branching off this hallway are exactly like their clerical counterparts in area 5 except that the cabinets herein are **wizard locked** and warded with a **fireball** spell. If triggered, the victim is engulfed in a ball of flame, suffering 3-18 points of damage in the process. (Save vs. spells halves damage). Each cabinet contains a random item from Table H in *Appendix B*.

During the day, there is a 40% chance that 1 pit hybrid magic-user is relaxing in any given sleeping chamber. At night, the chances are increased to 80%. (Dice for individuals on Table N in *Appendix B*).

Trap: The hallway has been enchanted to allow safe passage only to pit hybrid magic-users. If the aura of any other living creature is detected, the entire floor becomes electrified. Any PCs standing thereon suffer 24 points of damage. (Save vs. spells for half damage).

6A. ARCH MAGUS' CELL: On the wall opposite the door in this cell hangs a tapestry featuring a group of humans and demi-humans engaging in fisticuffs. Interwoven into the tableau is a **symbol of discord**.

6B. CELL OF ARCH MAGUS' APPRENTICE: On the wall opposite the door in this cell hangs a tapestry with a chaotic, eye-straining pattern thereon. The tapestry affects the viewer as the spell **hypnotic pattern**. (Save vs. spells negates).

7. PRISON:

This long hallway is lined on either hand with several barred cells. Crumpled demi-human forms lie within the miserable little cubicles. Along the far wall to the west can be seen an archway, from which is emerging a horrid half-human/half-slug creature.

Those who have proven resistant to the charming song of the People of the Pit, mostly elves and dwarves, are first tortured by the bone devil in area 8 during the day and then brought here for the night. The prisoners in the cells are forced to make do with little more than a hole in the floor for waste management and a hard stone bench for sleeping. All of the prisoners in the cells are dead save those in 7a and 7b.

The gaoler is a powerful pit hybrid cleric specializing in spells that inflict pain. Being as he has noticed the PCs' arrival, he immediately rushes to attack with his **shock footman's mace +1**. Of course, should his mace attacks prove unsuccessful in subduing most of the PCs, he happily punishes them with his varied assortment of attack spells. In addition, he is not averse to weakening his victims with a few deft lashes of his two cephalic tentacles.

Pit Hybrid Cleric (AC 1; MV 120 ft.; C 7; hp 48; #AT 1 or 2; D 4-9 plus 7-14 electrical damage or 1-2 x 2 plus **weakness**; SA +2 "to hit" with **shock footman's mace +1**, **singing**, 2 cephalic tentacles, **weakness**, spells; SD +3 to saves vs. mind-influencing magic; S 17, I 13, W 17, D 14, C 16, Ch 13; AL LE). Possessions: **chain mail +2**, **shield +1**, **shock footman's mace +1***, **potion of heroism**, **scroll of protection from magic**, holy symbol. He has been granted the following spells:

First Level (5): **cause light wounds (x4)**, **cause fear**
Second Level (5): **hold person (x2)**, **silence 15' radius**, **spiritual hammer (x2)**

Third Level (3): **cause blindness**, **cause disease**, **curse**
Fourth Level (1): **cause serious wounds**

*This weapon deals 7-14 additional points of electrical damage with each hit. After three discharges, regardless of the time elapsed between them, the mace loses its shocking power for 1 turn.

7A. DWARF PRISONER: This dwarf and his eleven

companion in 7b were captured soon after having arrived at the City of the Pit by roving pit thrall guards who subdued them with physical force. After the gaoler has been dealt with, the dwarf will call out to the PCs and implore them to free him and his friend, offering to join up with them to defeat the hated People of the Pit. Of course, he will require both armor and weapons to be of any use to the PCs.

Dwarf Fighter (AC 10; MV 120 ft.; F 6; hp 70; #AT 1; D n/a; SD +4 to saves vs. wands, staves, rods, and spells, 60' infravision, surprises 4 in 6; S 17 (12), I 12, W 14, D 14, C 16, Ch 11; AL NG).

7B. ELF PRISONER: This elf reacts much the same as his dwarven companion in 7a, and will also offer to join the PCs in their fight against the rulers of this city.

Elf Fighter (AC 9; MV 120 ft.; F 6; hp 60; #AT 1; D n/a; SA ; SD 90% resistance to **sleep** and **charm**, 60' infravision, surprises 4 in 6; S 16, I 15, W 12, D 15, C 12, Ch 15; AL CG).

8. TORTURE CHAMBER:

Every instrument of torture conceivable can be seen in this ovoid room. Open iron maidens lie against the north and south walls, each flanked by a series of manacles and spiked chains hanging 5 feet above the floor. In the center of the room can be seen a large stretching rack, while behind it can be seen a table littered with all manner of saws, knives, prongs, needles, and bowls. The final feature of this room is perhaps its most unsettling: Situated a few feet from the entrance door is a 10-foot-square pit, from which can be heard sloshing sounds from deep below. A scaffold-like device stands directly over the pit; a steel winch protrudes from either side of it. Dangling from the winch is a pair of chains ending in manacles. It is obvious that prisoners are lowered into the pit via the strange mechanism.

This grisly chamber is where the People of the Pit bring potential thralls that are naturally resistant to their charming song, such as elves and dwarves. They also temporarily hold people here when area 7, the prison, fills up, binding them with the manacles hanging from the west wall. Regardless of who is brought to this chamber, a slow and agonizing death is sure to be had for those who don't submit.

Perhaps the most fearsome aspect of the torture chamber is the horrid creature assigned to mete out punishment on the recalcitrant slaves. Most of the ill-fated souls brought here fall in a faint at the mere sight of the torturer, knowing that the concept of



mercy is surely beyond the ken of such a creature. The torturer is a bone devil by the name of X'rish, a skeletal being from the fifth plane of Hell whose most horrid feature is the barbed tail that it coils over its back like a scorpion. X'rish was selected by none other than the God of the Pit to be his torturer both for his repugnant appearance and his pitiless nature.

Trap: One round after the PCs enter, the entrance door slams shut and locks. At the same time, the two 5'-long spiked chains along both the north and south walls animate and attack as 5 HD monsters for 2-8 hp of damage. For purposes of hit determination, each chain has AC 2, 20 hp, and ignores attacks dealing less than 4 hp of damage due to its hardness. To make matters worse, the two chains ending in manacles along the upper and lower halves of the room also animate and "attack," having the same statistics as the spiked chains with one important difference: a hit from one of them indicates that an arm or a leg has become trapped. (The enchanted manacles target the most powerful fighter type in the party. If none remain, then they select a random magic-using PC and focus their attacks on him). Once manacled, the PC in question can only break free with a successful bend bars percentile roll. Once all four manacles have attached themselves to a PC, they are drawn back into their housings in the wall with great force, effectively drawing and quartering the PC. To say that

instant death results from massive blood loss is hardly necessary.

After having allowed his chains to soften up the PCs a bit, X'rish emerges three rounds later from the secret door in the west wall.

On the first round, X'rish **commands** or **charms** one of the obvious spellcasters in the party to "Surrender." Should this attack prove successful, he immediately **teleports** into melee range and snares and wounds any remaining spellcasters in the party with his great bone hook. Any PC hit by the hook has a 50% chance of becoming stuck fast. X'rish will then lash out at the ensnared PC with his barbed tail, which deals 2-8 points of damage and drains 1-4 points of Strength unless a save vs. poison is made.

After X'rish has subdued all of the dweomercrafters in the party, magically or otherwise, he rends any remaining PCs with his tail and bone hook, **teleporting** all about the room as need be.

During their melee with the bone devil, the PCs run the risk of falling into the pit by accident. PCs fighting near the pit must make a successful Dexterity check each round to avoid plummeting inside, suffering 2d6 points of falling damage as well as having to contend with the very hungry black pudding awaiting them at the bottom.

Special Note: In the event that the bone devil succeeds with his intended course of action, he attaches the PCs under his **command** or those **charmed** by him, one at a time, to the scaffold/winch apparatus by the feet, and begins to slowly lower them into the 20-foot-deep pit. Awaiting each ensnared PC at the bottom of the pit is a huge black pudding that slowly digests him with a secreted digestive acid. Emphasize to the hapless PC that his death is a slow and painful one.

X'rish, Bone Devil (AC -1; MV 150 ft.; HD 9; hp 48; #AT 1; D 3-12; SA at will, 1/turn or melee round – generate **fear** in 5' radius, **create illusion**, **fly**, **become invisible**, **detect invisible**, **fear** (spell), **summon** bone devil (40% chance); 1/day **wall of ice**; SD ultravision 60'; MR 40%; AL LE).

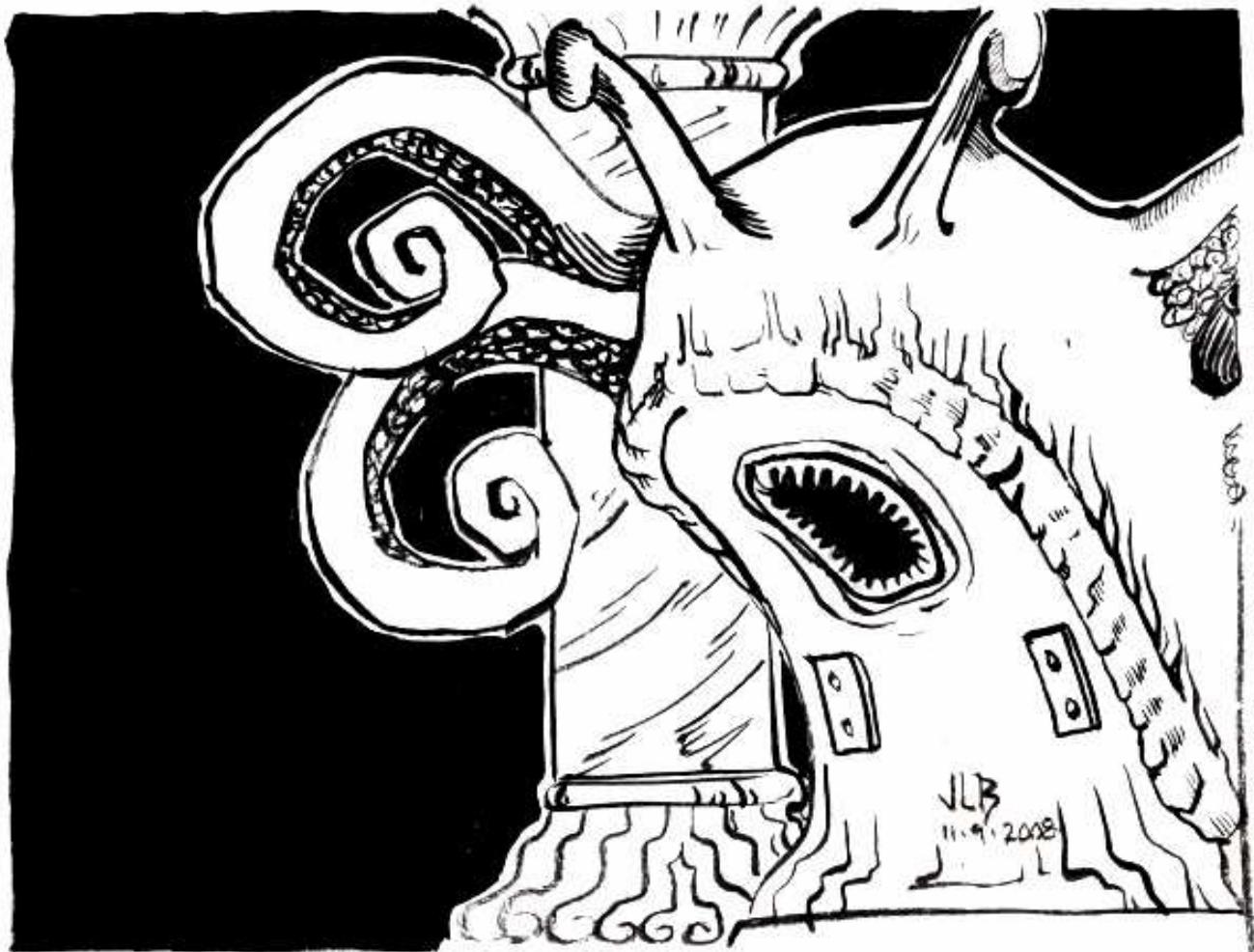
Black Pudding (AC 6; MV 60 ft.; HD 10; hp 60; #AT 1; D 3-24; SA Dissolve wood and metal; SD Blows, cold, and lightning do not harm; AL N).

9. STAIRS TO LEVEL 2: The head of this stairway is concealed behind a loathsome stone sculpture of a slug's head that extends from wall to wall and ceiling to floor. If examined closely, 1/2 inch-thick holes can

be made out in each of the stalked eyes of the sculpture, and a seam can be seen where the sculpture meets the floor. If a pit hybrid or Person of the Pit inserts its cephalic tentacles into the holes thereon, the entire sculpture retracts into the ceiling like the hood on a roll-top desk.

Trap: If the stair covering is forced open – can be accomplished with a successful lift gates roll -- or if a thief fails to find and remove traps, the four cephalic tentacles on the sculpture animate and attack as 9 HD monsters. The coiled tentacles are 10 feet long, have an armor class of 2, and have 40 hit point apiece. Each tentacle has a separate special ability:

- 1st tentacle causes 1-8 hp of damage and **weakness** (30% from Strength in 1 melee round) with a successful hit
- 2nd tentacle causes 1-8 hp of damage and injects poison into the victim's bloodstream with a successful hit. (Save vs. poison or die).
- 3rd tentacle hits for 1-8 hp of damage and drains 1 life energy level.
- 4th tentacle causes 1-8 hp of damage and turns **flesh to stone** as the spell with a successful hit. (Save vs. spells to avoid).



10. PEOPLE OF THE PIT SHRINE: The entrance to this area consists of a curtain of slimy, dangling tentacles four inches thick, which effectively conceals the contents of the room beyond. Four of the tentacles are semi-intelligent and have been instructed by their People of the Pit masters to bar entry to any persons but them. As such, the seven-foot-long tentacles instantly attack any PCs in range, unless they have polymorphed themselves into Persons of the Pit, of course. They attack as 5 HD monsters and a hit from them deals 2-12 points of damage and causes **weakness** (25% from Strength in 1-2 melee rounds). They each have 25 hit points, and are considered as having AC 2 for purposes of hit determination. After the tentacles have been dealt with, read the following:

On the far wall of this massive, otherwise empty ovoid room hangs a full length tapestry. The two-dimensional image thereon of a nest of writhing tentacles appears to be in rapid motion. Looking upon it is making you dizzy.

Any creature looking upon the horrific tapestry is affected as the magic-user spell **confusion**. This area functions as the personal shrine for the People of the Pit clerics residing in this temple. At night, there is a 50% chance that 2-5 such persons are present. (Dice for specific individuals on Table O in *Appendix B*). Naturally, there is no chance for any People of the Pit being present during the day.

11. PIT HYBRID TRANSFIGURATION CHAMBER:

Most of the available floor space in this 60 ft. by 40 ft. room is taken up by a massive oval pool. Instead of water, this shallow pool is filled with a viscous, mucous-like fluid. Surrounding the pool on all sides, their backs flush with the surrounding walls, are throne-like chairs of porphyry. Those along the eastern wall have a wide channel running through them, obviously designed to accommodate the alien anatomies of the spectral slugs that are the unquestioned rulers of this city. Those along the north and south walls are constructed along more conventional lines, as if to accommodate human and demi-human folk.

It is here that the foul People of the Pit allow their human followers to physically merge with them in a horrid ritual. After immersing themselves in the pool for upwards of a minute, the human aspirants to the temple priesthood emerge horribly transformed, their bodies as they always were but their heads now resembling that of their overlords, the People of Pit. These rites hold a special importance for the People of the Pit, as they represent their ultimate triumph over the will of their sometime enemies man and demi-humankind. Understandably, these grand

events are always attended by ranking members in the lower and upper priesthood. The former consists of the pit hybrid clerics in residence, and the latter consists of the People of the Pit clerics in residence.

Trap: Should one of the PCs so much as touch the fluid in the pool, then he or she soon becomes aware of how truly terrible this transfiguration ritual is. Said PCs are instantly sucked to the bottom of the pool, the result of the **reverse gravity** enchantment cast onto the gelatinous fluid therein. Victims can hold their breath for the number of rounds equal to their Constitution scores divided by 3. Beyond this period, they must make further Constitution checks at a -2 penalty for each subsequent round. At the point just before the victim is to die, which is indicated by a failed Constitution check, the **reverse gravity** spell is automatically dispelled, forcing the victim up to the surface. Unfortunately, the victim is now a fully functioning pit hybrid, with all of the terrible powers afforded thereto. The victim's alignment permanently changes to lawful evil, which may have serious repercussions for clerics of differing alignments. Then there is the case of paladin and druid victims, whose members must be of a particular alignment in order to function in their respective class. The enchantments on the pool are so strong that the victim cannot physically be removed therefrom before the ritual is complete. However, a **dispel magic** spell cast on the pool instantly cancels the reversal of gravity, freeing the victim.

12. ARMORY: Depending from the frame on both sides of the door leading into this room are 2 10-foot-long slender metallic strands. If the door is forced open or the attempt to pick the lock is unsuccessful, the strands animate and attack as 5 HD monsters. A hit from the strands, as is the case with the antennae on a rust monster, corrodes metal. They each have 20 hit points, and are considered as having AC 2 for purposes of hit determination. After the strands have been dealt with, read the following:

This vast room is lined with shelves stacked with a veritable cornucopia of weaponry. The antique weapons range from crossbows to swords to maces.

This room serves as the armory for the pit hybrid clerics in residence and, to a lesser extent, the pit thrall fighters tasked to guard the rowboats used to reach the island.

Treasure: Fifteen antique copies of normal swords, maces, flails, and crossbows are arranged on the shelves. (Dice for such using the appropriate rulebook if necessary). Interspersed on the shelves are the following magical weapons: a **mace of disruption**, a **mace of wounding** (as the sword of the same name),

a **sword +1, +2 vs. magic-using and enchanted creatures**, and a **sword of dancing**.

13. TREASURY: This small room is bare save for the four sturdy, banded oaken chests that sit along the far wall.

Trap: Anyone failing to remove the magical ward placed on each of the four chests is affected as follows: he or she is first **turned to stone** as the spell (save vs. spells to avoid) and then is **teleported** (no save) to a point fifteen feet above the water midway between the island on which the temple sits and the far shore of the Mare Interium (area H). PCs turned to stone sink to the 200 ft. bottom of the Mare Interium at a rate of 80 feet/round. PCs avoiding the **turn to stone** effect but wearing heavy armor sink at a rate of 40 feet/round. Such PCs can hold their breath for the number of rounds equal to their Constitution scores divided by 3. Beyond this period, they must make further Constitution checks at a -2 penalty for each subsequent round. Those failing any such check drown.

Treasure: The contents of the four chests are as follows:

- Chest #1: 15,000 gp in loose antique coinage.
- Chest #2: Ten 100-gp gems, three 1000-gp gems, gold crown valued at 1,200 gp, gold tiara valued at 900 gp, jeweled scepter valued at 850 gp, and a statuette of God of the Pit valued at 750 gp.
- Chest #3: **Staff of withering, staff of curing, incense of meditation, necklace of prayer beads** (beads of curing, wind walking, and blessing).
- Chest #4: **staff of the magi, wand of conjuration**, and a **ring of wizardry** (doubles 3rd-level magic-user spells).

14. ALCHEMICAL LABORATORY: A **symbol of fear** has been inscribed onto this room's door to keep out the curious.

It is rather obvious that this is an alchemist's laboratory of some sort, for alembics, crucibles, piles of varicolored powders, jars containing the desiccated remains of various small animals, vials of various liquids, etc. can be seen scattered throughout the room on several tables and shelves.

This vault serves as an alchemical laboratory for the pit hybrid magic-users in residence. None of the potions and powders is complete, and PCs sampling them suffer the following ill effects (equal chance for any):

- Poisonous. (Save vs. poison or die in 1 segment. PCs making a successful save still suffer 25 hit points of damage).
- Causes a random form of insanity listed in the

rulebook. (Save vs. death magic avoids).

- Inflicted with berserker rage. The victim will attack the nearest PC with uncontrolled ferocity for 4 rounds. (Save vs. rods to avoid).
- Bottle contains an experimental substance that the pit hybrid magic-users are working on to instantly reverse the resistance to mind-influencing magic that elves naturally possess. Though they have had some success, the results have been inconsistent thus far. As such, there is a 20% chance that any elf PC sampling this substance permanently loses his resistance to mind-influencing magic. The potion has absolutely no effect on non-elves.

15. TRAINING ROOM #1:

Mounted to the left and right walls of this 15 ft. by 40 ft. room are various morning stars of antique design. Along the far wall stands another door.

This room and the two similar rooms to the south were designed to test the mental acumen and combat prowess of the pit hybrid high priests of the temple.

Trap: One round after the party enters the room, the entrance door slams shut and as many morning stars as there are PCs (up to 6) fly from their mounts and attack. Each enchanted morning star functions as a **sword of dancing**, and has the following statistics for purposes of hit determination: AC 0; MV /30 ft.; attack as C 7; hp 25 each; #AT 1; D 2-8 + special; SA +1 "to hit" on 1st round, +2 "to hit" on 2nd round, +3 "to hit" on 3rd round, +4 "to hit" on 4th round (sequence then repeats); SD ignores attacks dealing less than 4 hp of damage). The dweomer in each of the six **swords of dancing** is instantly dispelled the moment they are removed from this room.

16. TRAINING ROOM #2:

This large room contains two rows of 5 columns each that march towards the door along the far wall 50 feet away. The columns bear a series of both horizontal and vertical seems.

Trap: One round after the party enters the room, granite sword-like armatures drop away from the columns, stopping when they are parallel with the floor. The columns then start spinning at a rapid rate of speed. Each column contains an armature located a little under 1 foot and little over 3 feet off the floor; they jut out from the pillar on opposite sides. Being as each armature is 5 feet long and the pillars are spaced 10 feet apart from each other, there is effectively no way to stay out of the spinning armatures' range. Moving along the walls is not safe either because the walls at any given point are no further than

5 feet away. To ensure that the PCs physically walk across the floor, a strong magic-suppressing ward, as the spell **anti-magic shell**, has been cast over the room. This prevents attempts by clever PCs to magically **fly** or **teleport** across the room. Each PC is subject to the attacks of two armatures per round, one upper and one lower. A successful Dexterity check at a -2 penalty is required to avoid being hit by each armature. The lower armature hits for 2-8 hp of damage and breaks an ankle unless a successful save vs. petrification is made. PCs with broken ankles have their movement rate reduced by 75% and lose their balance. Due to their injury and loss of equilibrium, the Dexterity check to avoid the upper armature is made at a -4 penalty. The upper armature hits for 4-12 hp of damage and knocks the PC unconscious unless a successful save vs. petrification is made. Unconscious PCs are automatically hit by the lower armature for full damage each round thereafter until rescued by another PC. The door along the far wall is not locked and opens easily.

17. TRAINING ROOM #3:

After having barely escaped with your life in the previous room, you find yourself in a 30-foot-square room with a black and white checkerboard design painted onto the floor. Each square is 5 ft. by 5 ft. The square directly in front of you is white and the one before the door along the far wall is black. A strange diagram is engraved onto the white square in front of you. Directly below it is inked a message in the Common tongue that says: *Lead us from the light of day into the dark of night.*

This room can be safely navigated by following the path depicted on the diagram, a copy of which should be handed out to the players to study from. The bent line on the left of the pictogram is the correct path to take, which the PCs should deduce based upon their understanding of the riddle. The leftmost line starts on a white circle (*lead us from the light of day*) and ends on a dark circle (*into the dark of night*). To ensure that the PCs physically walk across the floor, a strong magic-suppressing ward, as the spell **anti-magic shell**, has been placed on the room. This prevents attempts by clever PCs to magically **fly** or **teleport** across the room.

Trap: Of the unsafe squares on the floor, the black ones are triggered to open onto 30-foot-deep pits when 100 pounds or more is applied. Unless a successful Dexterity check is made at a -1 penalty, the PC falls to the bottom for 3-18 points of damage. (A successful Dexterity check indicates that the PC either jumped onto an adjacent square in time or managed to grasp onto the lip of the pit). The white

squares are activated in the same manner as the black squares, but instead trigger a **reverse gravity** spell. No save is possible and the PC in question "falls" toward the roof 30 feet overhead for 3-18 points of damage.

Treasure: The door along the far wall is unlocked and opens onto a 10-foot-square room with the following weapons mounted onto the walls: a **morning star +2**, a **footman's mace +2**, and a **staff of striking** (10 charges). Originally, those successfully running the gauntlet of training rooms were allowed to choose one of the weapons mounted on the walls. The PCs, of course, are free to take as many they like.

LEVEL 2: THE LOWER TEMPLE (AREAS 18-21)

This area of the temple houses the chambers dedicated directly to the God the Pit. In fact, the god himself has chambers herein where his loyal followers can come to pay homage to him in person.

18. SPAWNING CHAMBER: The door to this room is trapped with a **glyph of warding** placed thereon to keep out curious pit hybrids, which are never allowed to enter the sacred pool within. If the door is opened by anyone not first stating the password, the area directly in front of it is shot through with intense heat that deals 36 points of fire damage. (Save vs. spells for half damage).

A pool fills almost the entire area of this large elliptical chamber. A 5-foot-wide walkway spans the perimeter of the ovoid pool.

It is in this room that future generations of People of the Pit are born into this world. At night, the pool is positively swarming with People of the Pit infants. At such time, 20-30 of the little horrors can be seen swimming in the "waters" of the pool, which is an acidic slime filled with the nutrients necessary for their survival. The nutritive medium is a gelatin derived from the boiled down bones of human and demi-human sacrifices combined with the caustic bile from giant slugs. The slug component of the liquid in the pool has such a low pH that a mere splash of it causes 10-15 points of damage.

Should any People of the Pit infants be present, then all 20-30 of the 2-foot-long terrors in the pool immediately begin splashing the PCs with the viscous slime of the pool. The floor surrounding the pool becomes extremely slippery after the initial attack by the People of the Pit infants, thereby slowing movement by 50% and making it 50% likely that the PCs slip and fall when trying to move or attack. (Remember that a slip and fall spoils the attack made by the PC, and he or she is considered prone with regard to any attacks

directed at him or her during the round in question). The bellicose little slugs try to remain in the pool if possible, but will emerge therefrom to fight the PCs along the walkway should the need arise.

People of the Pit Spawn (20-30) (AC 5; MV 30 ft.; HD 1+1; hp 5 each; #AT 1; D 1-2 plus **weakness**; SA **weakness** (5% from Strength in 1-3 melee rounds), can splash acid up to 15 ft. for 10-15 hp of damage; AL LE).

19. LIBRARY OF THE ANCIENTS:

All of the walls of this humongous rectangular room are covered with ceiling-to-floor bookshelves buckling under the strain of literally hundreds of dusty old tomes.

This room houses the most sacred texts of the People of the Pit, which can only be read by those versed in the weird tongue of their creators. The leaves of all of the books herein are bound between covers of tanned human skin stretched over thick boards of an unknown alloy. The individual leaves are paper-thin sheets of this same unfamiliar alloy, with the text of the book stamped directly thereon. Furthermore, all of the books are locked with thick clasps of the strange metal. The information contained in the books is rather esoteric, and contains information on the cosmological view of the People of the Pit, their feelings toward the lesser races of the Prime Material Plane, meaning everyone but themselves, and the fall of their great city. In other words, the books are of interest only to sages interested in elder lore. However, there are a few books of use to the PCs, as detailed in the Treasure section below.

Trap: The door to the library can be opened by a pit hybrid or Person of the Pit cleric of at least 7th level inserting his or her cephalic tentacles into the orifices on the door, or by a thief or assassin making a successful open locks roll. If either of the above conditions is not met or if the PCs fail to pick the lock on any given book in the library, then two books per PC animate and attack. Each book has the following statistics: AC 1; MV /90 ft.; HD 5; hp 30 each; #AT 1; D 2-7; SA limb breakage*; SD +1 or better weapons to hit, immune to mind-influencing and death spells; AL N. The animated books continue to attack until all of the PCs have either left the room or have been slain.

*On a roll three greater than the “to hit” number required, the book has broken/bashed either the PC’s:

- 1) Right hand: If fighting hand, then no melee attacks can be made until healed.

- 2) Left hand: If fighting hand, then no melee attacks can be made until healed.
- 3) Right leg: No movement is possible unless the leg is set and the PC is provided a crutch or PC to lean on.
- 4) Left leg: No movement is possible unless the leg is set and the PC is provided a crutch or PC to lean on.
- 5) Head: Those not wearing helmets must save vs. death magic at -1 or fall unconscious for 2-4 turns. (Those wearing helmets avoid the -1 penalty). A **cure serious wounds** spell can be used to revive the PC before this time. However, in such an application the spell doesn’t restore any lost hit points.

Treasure: The following magical grimoires, which are interspersed amongst the various and sundry tomes in the library, can be found after 4 turns of searching: a **Libram of Ineffable Damnation**, a **Manual of Quickness of Action**, and a **Book of Infinite Spells**. The latter contains the following pages of spells: **true seeing**, **lightning bolt**, **dispel magic**, blank page, **cure serious wounds**, **death spell**, blank page, **mirror image**, **hold person**, **flame strike**, blank page, **cloud kill**, **fireball**, **flesh to stone**, **divination**.

20. HALLWAY OF THE ELDER GOD: The walls on either hand of this 30-foot-long hallway depict People of the Pit committing atrocities so horrible that anyone looking upon them (50% chance for either):

- Goes blind, as the spell **cause blindness**. (**Cure blindness** reverses).
- Goes permanently insane. The victim becomes catatonic, dropping to the floor and rocking back and forth, bearing a blank expression on his or her face. (**Remove curse** reverses).

21. THRONE ROOM OF THE GOD OF THE PIT: If the door to this room is not successfully picked open, then the Trap detailed below is activated as the party makes its way inside. It can safely be opened by a 7th level or higher Person of the Pit or pit hybrid inserting his cephalic tentacles into the two openings thereon.

This 70-foot-diameter chamber is lined on either hand by three pillars that follow the curve of the walls. A thick tentacle-like member is coiled around each of the six 50-foot-tall pillars like a snake. At the room’s end stands a massive block of red-veined black marble with a shallow indentation on its top – a throne perhaps? Last but not least, a thirty-foot-diameter ring of aureate metal studded with varicolored gemstones along its bottom is affixed to the wall directly behind the marble block.

This large room is where high ranking People of the Pit or pit hybrid clerics come to pay homage to the earthly manifestation of their god. The ring of gold-colored metal on the far wall is the gate used by the followers of the God of the Pit to summon him from his home plane. Along the bottom half of the gate is a blue, red, black, and yellow gemstone button, with a shallow depression below each. The gate is activated by first inserting a cephalic tentacle from a separate individual into each of the four depressions and then by pressing the buttons in the following order: black, blue, yellow, red. (The individuals in question must be 7th level or higher pit hybrid or Person of the Pit clerics). Any deviation from this procedure sets off the Trap. Should the PCs be so foolish as to step through the gate once it has been activated, then they emerge onto one of the lower planes of Hell. The GM is advised to consult the appropriate rulebook should he wish to stage any adventures thereon.

At night, there is 30% chance that the **projected image** of the God of the Pit is present. Any PCs viewing the god must immediately make saves vs. spells or flee in **fear** as the spell. The god, upon seeing the PCs, will activate the Trap and mentally call all People of the Pit or pit hybrids remaining in the temple to come to his aid. Remember that the mere presence of the God of the Pit acts as a **chant** spell for his followers. In this instance, all attacks, damage, and saving throws made by his followers are at +1, while those of his enemies, the PCs, are at -1.

Trap: Failing to pick open* the lock on the entrance door or pushing the buttons on the gate in the incorrect order causes the 70-foot-long tentacles on the six columns to unwind and attack the PCs. Due to their length, each can reach any point in the room. They attack as 8 HD monsters, have 30 hit points apiece, and have an armor class of 2. A hit from one of the tentacles causes 4-14 points of damage plus **weakness** (25% from Strength in 1-3 melee rounds).

*In this instance, the trap activates as soon as one or more of the PCs steps 15 feet into the room.

CONCLUSION

After the PCs have made good their escape from the City of the Pit, be they successful in defeating the dreaded denizens thereof or not, read to them the following:

"At last a consciousness of the clear sky close above you, the lip of the pit before you – memory of passing between the great portals of the pit and of the steady withdrawal from it – dreams of giant men with strange peaked crowns and veiled faces who pushed you onward and held back Roman Candle globules of light that sought to draw you back to a gulf wherein planets swim between the branches of red trees that have snakes for crowns." The memories are still burned into your mind "of bitter fights against sleep and always, always – a climb up along infinite distances of steps that lead from Abaddon to a Paradise of blue sky and open world!"

You can't help but wonder who were the people who had carved the figures before the caves along the Great Stairway leading into the city, and "why did they still have the power to guard them? Why was it that those who dwelt above the abyss had passed away ages gone, and the dwellers in the abyss still lived?" Will you ever truly know?

Here ends the descent into the City of the Pit. It is my hope that you and your players derived as much enjoyment in participating in this module as I did in designing it. This module is nothing less than the fulfillment of my lifelong dream to pay homage to the legendary pulp writers of the early twentieth century, A. Merritt in particular, whom I regard to be the greatest writer of fantastic fiction that ever lived. Requiescat in pace, civis magnus. I must also make mention of the recent passing of the man who was the primary architect of this beloved pastime of ours, whose unique vision ignited the imaginations of thousands of fantasy role-playing gamers worldwide. In Memorium Gary Gygax. In ludis, veritas est.

APPENDIX A: NEW MONSTERS

PEOPLE OF THE PIT

SIZE: Medium

MOVE: 60. ft. (hover up to 10')

ARMOR CLASS: 2

HIT DICE: 5

ATTACKS: 6

DAMAGE: 1-2/1-2/1-2/1-2/1-2 plus weakness

SPECIAL ATTACKS: spells, **weakness**, **singing**

SPECIAL DEFENSES: +1 or better weapon to hit

MAGIC RESISTANCE: Standard

RARITY: Very Rare

NO. ENCOUNTERED: 1-3

LAIR PROBABILITY: 40%

TREASURE: any 3 magic items plus 1 scroll (50%)

INTELLIGENCE: Exceptional

ALIGNMENT: Lawful Evil

LEVEL/X.P.: VI and up/Variable

The People of the Pit are an ancient race of sluglike creatures that were once wholly material beings but have since become half-ethereal following their defeat by the warlike Merrittian people many centuries back. They reside exclusively in their subterranean city deep below the Mountain of the Hand, which lies along the northern border of the former Kingdom of Merritt. They can manifest in the Prime Material Plane, albeit partially, only at night. At night's end, they retreat to their homes, mostly out of habit, and simply disappear, their essences whisked away to the Ethereal Plane for the day. They do not value material wealth in any way, shape, or form, and never possess it either in their homes or on their persons, but they greatly treasure magic items of all sorts. (In fact, the only use they find for precious metals is in fashioning the chain links they use to bind victims to the High Altar of the Pit). They carry all of their possessions in leathern bags that are strapped to their necks. When in need of the various items stored therein, they are extracted therefrom with their fully prehensile cephalic tentacles. These tentacles function much as hands do on a human being, and can be used to grasp such items as wands, rods, and staves. In addition, these tentacles are often adorned with an assortment of magical rings, phylacteries, bands, and such-like.

The People of the Pit always initially attack by singing, which functions like a harpy's song except that it can affect any living creature as the spell **charm monster**. Any creature hearing this song proceeds towards and follows the non-suicidal commands of the Person of the Pit in question unless a save versus magic at a -2 penalty is made. Should the victim remain under



the charm for a full 30 days, then it becomes a Pit Thrall (see hereafter), serving its master with unwavering loyalty forever more. The People of the Pit primarily attack with the 8' long tentacles that issue from the tops of their heads. They possess six such members, which hit for 1-2 points of damage and cause **weakness** (25% from Strength in 1-3 melee rounds).

All People of the Pit encountered have the spellcasting ability of either a 5th-8th level magic-user or cleric (50% chance for either). Originally, they could become up to 18th level magic-users, but their current semi-corporeal form prevents such. In their former existence, they could also rise to the 20th level of experience as clerics, but the loss of most of their god's power has restricted them to their current level limits. The People of the Pit, when not paying nightly

homage to their god at the High Altar of the Pit, reside in their queer homes of stacked granite cylinders in families of 1-3. All such family units are always members of one class or the other, either magic-users or clerics.

Owing to their semi-ethereal existence, **sleep**, **charm**, and **hold** spells do not affect the People of the Pit.

Description: From a distance, the People of the Pit appear as 2-foot-diameter globes of red, green, and blue lights. The globes bob up and down at a height of 2-8 feet as they move forward. The nucleus of a globe fades off, "gradually, into a misty glow." They move via a form of levitation, and can rise a full 10 feet straight into the air if need be. However, they normally hover a mere foot off the ground as they are moving forward. Should the intrepid investigator come within 10 feet of an assemblage of People of the Pit, their true forms are revealed. They have "great transparent snail-like bodies – dozens of waving tentacles stretching from them – round gaping mouths under the luminous seeing globes" serving as their heads. They are "like the ghosts of inconceivably monstrous slugs."

PIT THRALL

SIZE: Medium

MOVE: as character class less 25%

ARMOR CLASS: as character class

HIT DICE: as character class

ATTACKS: 1 or more

DAMAGE: by weapon

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: see below

MAGIC RESISTANCE: Standard

RARITY: Very Rare

NO. ENCOUNTERED: 2-4

LAIR PROBABILITY: 40%

TREASURE: 1-20k cp (10%), 1-12k ep (15%), 1-2k gp (40%), 100-300 pp (35%), 3-30 gems (20%), 1-10 jewelry (10%), any 1 (25%)

INTELLIGENCE: see below

ALIGNMENT: Lawful Evil

LEVEL/X.P.: IV and up/Variable

A pit thrall is a human or demi-human that has been charmed by a Person of the Pit for 30 days or more. After such time has passed, the charm becomes permanent and cannot be broken save by the application of a carefully word **wish** on the pit thrall. Pit thralls can never leave the City of the Pit and will fight fearlessly for their masters, even to the death. Unfortunately, an NPC or PC's transformation into a pit thrall

leaves him or her in a permanent drugged state, thereby depleting 1-3 points of Intelligence and slowing movement by 25%. Further, all attacks by the pit thrall are at -1 to hit. Last but not least, there is a 10% chance that the pit thrall has gained the charming song of his or her masters, the People of the Pit.

Apart from the limitations stated above, pit thralls function exactly as they did before coming under the hegemony of the People of the Pit, possessing their original level, class abilities, and spells, if any. Being as most of those venturing into the City of the Pit are from the adventuring profession, all NPC pit thralls encountered are between the 4th and 7th levels of ability.

Description: The primary physical difference between a pit thrall and a normal human or demi-human is the blank expression in its eyes, its slow, lumbering gait, and its generally slovenly appearance. In fact, pit thralls are mistaken for zombies by those unfamiliar with them 70% of the time.

Pit Hybrid

SIZE: Medium

MOVE: as character class

ARMOR CLASS: as character class

HIT DICE: as character class

ATTACKS: 1 or more

DAMAGE: by weapon

SPECIAL ATTACKS: see below

SPECIAL DEFENSES: see below

MAGIC RESISTANCE: Standard

RARITY: Very Rare

NO. ENCOUNTERED: 2-4

LAIR PROBABILITY: 40%

TREASURE: 1-20k cp (10%), 1-12k ep (15%), 1-2k gp (40%), 100-300 pp (35%), 3-30 gems (20%), 1-10 jewelry (10%), any 1 (25%)

INTELLIGENCE: variable

ALIGNMENT: Lawful Evil

LEVEL/X.P.: VI and up/Variable

Pit hybrids are humans or demi-humans that have willingly allowed themselves to literally become one with the People of the Pit in a terrible ritual. In this ritual, the aspirant is immersed in a pool containing the jellied remains of several sacrificed People of the Pit. Following immersion, the aspirant's head comes to resemble that of the People of the Pit, being slug-like in appearance. The newly born hybrid gains 1-3 fully functioning 4-foot-long cephalic tentacles that hit for 1-2 points of damage and cause **weakness** (10% from Strength in 1-3 melee rounds). Further, there is a 30% chance that the pit hybrid possesses the charming song of the People of the Pit.

Pit hybrids primarily make up the human and demi-human priesthood of their masters, the People of the Pit. As such, 80% of all pit hybrids will be 5th-8th level clerics. The remaining 20% are 5th-8th level magic-users.



PIT TREE

SIZE: Large (20' tall)
MOVE: 0 ft.
ARMOR CLASS: 2
HIT DICE: 7-8
ATTACKS: 8
DAMAGE: 1-4 x 8 plus **weakness**
SPECIAL ATTACKS: **Twittering, weakness**
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
RARITY: Very Rare
NO. ENCOUNTERED: 2-3
LAIR PROBABILITY: 100%
TREASURE: 3-30 gems (30%) any 1-2 magic item (25%)
INTELLIGENCE: Low
ALIGNMENT: Neutral (Evil)
LEVEL/X.P.: VII/1200 + 10 hp

These tall, sickly-looking trees are found in groves of 2-3. Whenever a victim comes within ten feet of them, the snaky tendrils branching from their tops lash out with wild abandon. Each tree contains eight active tendrils, and up to four can be directed at a single victim in a melee attack. Each tendril employed in this manner hits for 1-4 points of damage and causes **weakness** (25% from Strength in 1-3 melee rounds). Once a victim has been incapacitated, the tree will use its tendrils to grasp and then carry the tender morsel up to the mouth-like orifice on top of its trunk to be slowly dissolved. The corrosive acids in the tree's gullet are rather weak, and only cause 1-8 points of damage per turn. It should be stressed that as far as gripping strength and armor class are concerned, these tendrils are like those of the dreaded roper. They can also "attack" by rapidly rubbing together the remaining four tendrils. The sound of such is a combination of the noise made by a strong wind rustling the limbs of a traditional tree and the hiss of a snake. Any creature either looking upon or hearing this twittering is affected as the spell **confusion**.

Any treasure found on a pit tree is all that remains of its past victims. The corrosive acids used to dissolve said victims destroys any non-magical metal, wood, and paper items they might have had on their persons. Gems, however, are not affected, and there is a 30% chance that a pit tree contains 3-30 of such along with 1-2 magic items (25%).

Description: Pit trees are colored a venomous red, standing some twenty feet in height. The numerous tendrils branching out from the tops of the trees' thin, wasted trunks are serpentine and capped with loath-



some arrow-shaped leaves. The individual branches come within a foot of the cavern floor. All in all, the trees are like "the heads of hydras guarding nests of gigantic, jeweled, and sleeping worms."

APPENDIX B: TABLES A-O

Table A: Wandering Monsters

1. Pit Person (roll on Table E or F) leading cleaning detail of 2-3 **pit thralls** (roll on Tables B-D).

Pit thrall cleaning detail is encountered unattended during the day.

2. 2-4 unattended **pit thralls** (roll on Tables B-D) heading toward the High Temple of the Pit (Area I).

3. 1 giant slug (AC 8; MV 60 ft.; HD 12; hp 70; #AT 1; D 1-12; SA spit acid; SD unaffected by blunt weapons; AL N).

The People of the Pit breed these horrid creatures as pets, and allow them to roam their city as they please.

4. 1 otyugh (AC 3; MV 60 ft.; HD 8; hp 48; #AT 3; D 1-8/1-8/2-5; SA disease; never surprised; AL N).

The People of the Pit allow these noisome creatures to roam their city, as they are quite adept at ridding the streets of dung, carrion, offal, and, of course, the occasional adventurer, which they attack on sight.

5. 1 gelatinous cube (AC 8; MV 60 ft.; HD 4; hp 24; #AT 1; D 2-8; SA paralyzation, surprise on 1-3; SD cold slows 50% and cause 1-4 hp on failed save, unaffected by electricity, **fear**, hold, paralyzation, **polymorph**, and **sleep**; AL N).

The People of the Pit set these creatures loose to clean refuse from the streets.

6. Elf Magic-User (AC 2; MV 120 ft.; MU 8; hp 28; #AT 1; D 4-9, 7-12, or 10-15, dependent on # of charges expended; SA spells, +3 "to hit" with **staff of striking**, +1 "to hit" with **dagger +1**; SD 90% resistance to **sleep** and **charm**, 60' infravision, surprises 4 in 6; S 12, I 17, W 13, D 14, C 11, Ch 13; AL CG). Possessions: **bracers of defense AC 2**, **dagger +1**, **staff of striking** (8 charges), **scrolls of ice storm**, **lightning bolt**, and **blink**, 1,200 gp. He has memorized the following spells:

First (4): **charm person**, **shield**, **magic missile**, **sleep**
Second (3): **ray of enfeeblement**, **mirror image**, **web**
Third (3): **lightning bolt**, **fireball**, **dispel magic**
Fourth (2): **minor globe of invulnerability**, **invisibility 10' radius**

Elf Fighter (AC 0; MV 120 ft.; F 7; hp 60; #AT 3/2; D

3-10; SA +2 "to hit" with **longsword +1**; SD 90% resistance to **sleep** and **charm**, 60' infravision, surprises 4 in 6; S 16, I 15, W 12, D 15, C 12, Ch 15; AL CG). Possessions: **plate mail +1**, **shield**, **longsword +1**, **potion of heroism**, **potion of healing**, 800 gp.

Dwarf Fighter (AC 1; MV 120 ft.; F 8; hp 70; #AT 3/2; D 2-9; SA +0 "to hit" with **battle axe +2**; SD +4 to saves vs. wands, staves, rods, and spells, 60' infravision, surprises 4 in 6; S 17 (4), I 12, W 14, D 14, C 16, Ch 11; AL NG). Possessions: **plate mail +2**, **battle axe +2**, **potion of heroism**, 1,500 gp.

This is a party of demi-human adventurers who came to the City of the Pit to ascertain whether the rumors of its great wealth are true. Unfortunately, all of the human members of the adventuring troupe fell prey to the charming song of the People of the Pit at the High Altar of the Pit (area A) within seconds of their arrival. The elven fighter and the elven magic-user of the party, due to their inherent racial resistance to mind-influencing magic, were unaffected by the charming song of the People of the Pit. The dwarf in the party, owing to his natural resistance to all forms of magic, also proved immune to the weird call of the spectral slugs. Unfortunately, the dwarf was not immune to the tentacle attacks of two People of the Pit, which has reduced his Strength score to 4.

The three surviving adventurers have successfully evaded the People of the Pit and their thralls for the better part of three days, but have almost wholly exhausted their supply of food and water. They owe their survival to their having realized early on that by imitating the slow, clumsy gait of the pit thralls, they were left alone for the most apart. As such, there is an 80% chance that when encountered, the PCs confuse the three adventurers for pit thralls. If the PCs are not immediately hostile, however, the three adventurers will ask them for food and their assistance in escaping the city, for they will immediately recognize them as fellow explorers. Should friendly relations be established and the PCs are insistent on exploring the city further, then the three adventurers will wish them luck and go on their way. Of course, if attacked by the PCs at any time, the adventuring troupe will respond in kind, possibly calling on the assistance of any passing pit thralls by shouting 'help, intruders in the city!' During the day, there is a 70% chance that a fight between the two parties attracts the attention of 2-3 pits thralls in a nearby residence, who happily join their "fellow thralls" in eliminating the PCs. At night, there is a 70% chance for attracting 2-3 pit thralls or 1-2 People of the Pit, with an equal chance for either group. (Dice for the pit thralls on tables B-D and the People of the Pit on tables E-F).

7. 1-2 stag beetles (AC 3; MV 60 ft.; HD 7; hp 40; #AT 3; D 4-16/1-10/1-10; AL N).

Finding little to eat in the City of the Pit, they attack the PCs on sight, as they appear to be rather tender morsels.

8. ochre jelly (AC 8; MV 30 ft.; HD 6; hp 41; #AT 1; D 3-12; SD lightning divides; AL N).

These amorphous blobs spend the better part of their days oozing about the rocky floor of the City of the Pit, and will attack any PCs who happen to cross their path.

9. 1-3 giant scorpions (AC 3; MV 150 ft.; HD 5+5; hp; #AT 3; D 1-10/1-10/1-4; SA poison sting; AL N).

These creatures are quite ill-tempered, and are not averse to stinging the occasional PC.

10. 1 giant spider (AC 4; MV 30 ft/120 ft. in web; HD 4+4; hp 25; #AT 1; D 2-8; SA poisonous bite; AL CE).

These monstrously overgrown arachnids make their homes on the upper tiers of the many residences dotting the City of the Pit. A PC passing by may be caught unawares when one of these horrors leaps onto his shoulder and bites him.

Table B: Pit Thrall NPCs (Fighter)

Special Notes: The transformation into a pit thrall incurs a -1 penalty "to hit" for each of the NPCs detailed below. Such penalty has already been figured into the "to hit" number for the weapon(s) used by these NPCs.

The damage listing for each NPC is for his or her most favorable melee weapon. Such applies, in general, to all NPCs appearing in this adventure.

1. Pit Thrall, Human Fighter (AC -2; MV 90 ft.; F 7; hp 61; #AT 3/2; D 4-9; SA 10% chance of possessing **singing** ability, +1 "to hit" with **footman's mace +1**; S 17, I 10, W 12, D 16, C 16, Ch 10; AL LE). Possessions: **plate mail+1, shield +1, footman's mace +1**.

2. Pit Thrall, Dwarf Fighter (AC 0; MV 90 ft.; F 5; hp 40; #AT 1; D 5-8; SA 10% chance of possessing **singing** ability, +2 "to hit" with **hammer +2**; SD +4 bonus to saves vs. magic wands, staves, rods, spells, and poison, infravision 60'; S 17, I 12, W 10, D 15, C 15, Ch 13; AL LE). Possessions: **chain mail +1, shield +2, hammer +2, potion of superheroism**, 2,500 gp.

3. Pit Thrall, Human Fighter (AC 2; MV 90 ft.; F 6; hp 45; #AT 1; D 5-12; SA 10% chance of possessing **singing** ability, +2 "to hit" with **longsword +2**; SD +2 to saves vs. mind-influencing spells; S 18, I 14, W 16, D 13, C 15, Ch 17; AL LE). Possessions: **chain mail +1, shield +1, longsword +2, potions of superheroism** and **fire resistance**.

4. Pit Thrall, Human Fighter (AC 3; MV 45 ft.; F4; hp 24 each, #AT 1; D 3-9; SA +0 "to hit" with **bastard sword +1**, 10% chance of possessing **singing** ability; S 15, I 12, W 10, D 15, C 15, Ch 13; AL LE). Possessions: plate mail, **bastard sword +1**, 500 gp.

5. Pit Thrall, Human Fighter (AC 0; MV 90 ft.; F 7; hp 58; #AT 3/2; D 3-8; SA +0 "to hit" with **hand axe +1**, 10% chance of possessing **singing** ability; S 16, I 11, W 14, D 17, C 18, Ch 11; AL LE). Possessions: **ring mail +2, shield +1, hand axe +1**.

6. Pit Thrall, Human Fighter (AC 1; MV 45 ft.; F4; hp 24 each, #AT 1; D 3-10; SA 10% chance of possessing **singing** ability, +1 "to hit" with **longsword +1**; S 17, I 12, W 10, D 15, C 15, Ch 13; AL LE). Possessions: plate mail, shield, **longsword +1**, 500 gp.

7. Pit Thrall, Half-Orc Fighter (AC -2; MV 90 ft.; F5; hp 38; #AT 1; D 5-10; SA 10% chance of possessing **singing** ability, +2 "to hit" with **footman's mace +2**, +1 "to hit" with thrown **javelin +2**; SD Infravision 60'; S 17, I 10, W 13, D 15, C 16, Ch 9; AL LE). Possessions: **splint mail +4, shield, javelin +2, footman's mace +2, potion of giant strength**, 1,200 gp.

8. Pit Thrall, Human Fighter (AC -1; MV 90 ft.; F 6; hp 48; #AT 1; D 6-13; SA 10% chance of possessing **singing** ability, +2 "to hit" with **long sword +2**; S 18/50, I 13, W 12, D 14, C 14, Ch 16; AL LE). Possessions: **plate mail+2, shield +1, long sword +2**.

Table C: Pit Thrall NPCs (Magic-User)

Special Notes: The transformation into a pit thrall incurs a -1 penalty "to hit" for each of the NPCs detailed below. Such penalty has already been figured into the "to hit" number for the weapon(s) used by these NPCs.

The damage listing for each NPC is for his or her most favorable melee weapon. Such applies, in general, for all NPCs appearing in this adventure.

1. Pit Thrall, Human Magic-User (AC 2; MV 90 ft.; MU 7; hp 20; #AT 1; D 4-9, 7-12, or 10-15, dependent on # of charges expended; SA 10% chance of possessing **singing** ability, +2 "to hit" with **staff of striking**; SD +2 to all saves; S 10, I 17, W 12, D 10, C

11, Ch 16; AL LE). Possessions: **bracers of defense AC 4, ring of protection +2, staff of striking** (10 charges). He has the following spells memorized:

First Level (4): **feather fall, light, shocking grasp, sleep**

Second Level (3): **darkness 15' radius, levitate, ray of enfeeblement**

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

Fourth Level (1): **minor globe of invulnerability**

2. Pit Thrall, Human Magic-User (AC 2; MV 90 ft.; MU 5; hp 17; #AT 1; D 4-9, 7-12, or 10-15, dependent on # of charges expended; SA 10% chance of possessing **singing** ability, spells, +2 "to hit" with **staff of striking**, +0 "to hit" with **dagger +1**; S 10, I 16, W 12, D 11, C 11, Ch 16; AL LE). Possessions: **bracers of defense AC 2, necklace of missiles** (one 5-dice, two 3-dice), **dagger +1, staff of striking** (9 charges). She has memorized the following spells:

First (4): **detect magic, magic missile, shield, shocking grasp**

Second (2): **acid arrow, web**

Third (2): **dispel magic, haste**

3. Pit Thrall, Human Magic-User (AC 7; MV 90 ft.; MU 7; hp 20; #AT 1; D 4-9, 7-12, or 10-15, dependent on # of charges expended; SA 10% chance of possessing **singing** ability, +2 "to hit" with **staff of striking**, +0 "to hit" with **dagger +1**, spells; SD +1 to saves vs. mind-influencing spells; S 13, I 17, W 15, D 12, C 13, Ch 15; AL LE). Possessions: **ring of protection +3, staff of striking** (8 charges), **dagger +1, scrolls of levitate, lightning bolt, gust of wind**. He has the following spells memorized:

First Level (4): **detect magic, light, magic missile** (x2)

Second Level (3): **detect good, invisibility, stinking cloud**

Third Level (2): **fireball, hold person**

Fourth Level (1): **minor globe of invulnerability**

4. Pit Thrall, Human Magic-User (AC 10; MV 90 ft.; MU 4; hp 13; #AT 1; D 2-5; SA 10% chance of possessing **singing** ability, +0 "to hit" with **dagger +1**; S 13, I 13, W 14, D 14, C 12, Ch 13; AL LE). Possessions: **dagger +1, illusion wand, ring of invisibility, scrolls of audible glamer, mirror image**. She has the following spells memorized:

First Level (3): **friends, jump, magic missile**

Second Level (2): **detect invisibility, scare**

5. Pit Thrall, Human Magic-User (AC 6; MV 90 ft.; MU 5; hp 16; #AT 1; D 4-7; SA +2 "to hit" with **dag-**

ger +3, 10% chance of possessing singing ability, spells; S 10, I 16, W 12, D 15, C 11, Ch 16; AL LE). Possessions: **ring of protection +3, ring of free action, dagger +3, wand of absorption**. He has memorized the following spells:

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

Second (2): **acid arrow, mirror image**

Third (2): **flame arrow, suggestion**

6. Pit Thrall, Human Magic-User (AC 2; MV 90 ft.; MU 6; hp 20; #AT 1; D 2-5; SA +0 "to hit" with **dagger +1, 10% chance of possessing singing ability, spells; S 10, I 16, W 12, D 11, C 11, Ch 16; AL LE**). Possessions: **bracers of defense AC 2, necklace of missiles** (one 5-dice, two 3-dice), **dagger +1, wand of lightning**. She has memorized the following spells:

First (4): **detect magic, magic missile, shield, shocking grasp**

Second (2): **acid arrow, web**

Third (2): **dispel magic, haste**

7. Pit Thrall, Human Magic-User (AC 8; MV 90 ft.; MU 4; hp 13; #AT 1; D 2-5; SA +0 "to hit" with **dagger +1, 10% chance of possessing singing ability, spells; S 12, I 15, W 14, D 14, C 16, Ch 13; AL LE**). Equipment: **ring of protection +2, dagger +1, potion of gaseous form**. He has the following spells memorized:

First (3): **magic missile, shield, sleep**

Second (2): **detect invisibility, ray of enfeeblement**

8. Pit Thrall, Human Magic-User (AC 4; MV 90 ft.; MU 6; hp 19; #AT 1; D 3-6; SA +1 "to hit" with **dagger +2, 10% chance of possessing singing ability, spells; S 13, I 15, W 12, D 11, C 11, Ch 16; AL LE**). Possessions: **bracers of defense AC 4, wand of magic missiles, scroll of confusion, dagger +2**. He has memorized the following spells:

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

Second (2): **acid arrow, ray of enfeeblement**

Third (2): **dispel magic, fireball**

Table D: Pit Thrall NPCs (Cleric)

Special Notes: The transformation into a pit thrall incurs a -1 penalty "to hit" for each of the NPCs detailed below. Such penalty has already been figured into the "to hit" number for the weapon(s) used by these NPCs.

The damage listing for each NPC is for his or her most favorable melee weapon. Such applies, in general, for all NPCs appearing in this adventure.

1. Pit Thrall, Human Cleric (AC 2; MV 45 ft.; C4; hp 28; #AT 1; D 3-9; SA +0 "to hit" with **morning star** +1, 10% chance of possessing **singing** ability, spells; S 13, I 12, W 17, D 14, C 16, Ch 13; AL LE. Equipment: plate mail, shield, **morning star** +1, **scroll of withdraw**, gold figurine of a spider (holy symbol) valued at 700 gp. He has been granted the following spells:

First (5): **cause fear**, **cause light wounds**, **cure light wounds**, **light**, **protection from good**
Second (4): **hold person** (x2), **silence 15' radius**, **spiritual hammer**

2. Pit Thrall, Human Cleric (AC 1; MV 90 ft.; C 5; hp 32; #AT 1; D 3-9; SA +0 "to hit" with **morning star** +1, 10% chance of possessing **singing** ability, spells; SD +2 to saves vs. mind-influencing magic; S 13, I 12, W 16, D 9, C 16, Ch 10; AL LE). Possessions: **plate mail** +1, shield, **morning star** +1, **pearl of Wisdom**, **wand of negation** (18 charges), holy symbol, **potion of flying**. He has been granted the following spells:

First (5): **bless**, **cause light wounds**, **command**, **cure light wounds**, **light**
Second (5): **augury**, **chant**, **silence 15' radius**, **resist fire**, **slow poison**
Third (1): **dispel magic**

3. Pit Thrall, Human Cleric (AC 2; MV 90 ft.; C 6; hp 40; #AT 1; D 4-9; SA 10% chance of possessing **singing** ability, +1 "to hit" with **footman's mace** +2; SD +4 to saves vs. mind-influencing spells; S 15, I 11, W 18, D 13, C 15, Ch 17; AL LE). Possessions: **chain mail** +2, shield, **footman's mace** +2, **staff of the serpent (adder)**, holy symbol, **scrolls of cure disease**, **dispel magic**, **know alignment**. He has the following spells memorized:

First Level (5): **command** (x2), **cure light wounds**, **purify food and drink**, **sanctuary**
Second Level (5): **chant**, **silence 15' radius** (x2), **spiritual hammer**, **slow poison**
Third Level (3): **cure blindness**, **prayer**, **remove curse**

4. Pit Thrall, Human Cleric (AC 1; MV 90 ft.; C 7; hp 48; #AT 1; D 5-10; SA +2 "to hit" with **footman's mace** +2, 10% chance of possessing **singing** ability, spells; SD +3 to saves vs. mind-influencing magic; S 17, I 13, W 17, D 14, C 16, Ch 13; AL LE). Possessions: **chain mail** +2, **shield** +1, **footman's mace** +2, **potion of heroism**, **scroll of protection from magic**, holy symbol. She has been granted the following spells:

First Level (5): **command** (x2), **cure light wounds**,

detect magic, **sanctuary**

Second Level (5): **chant**, **hold person** (x2), **resist fire**, **silence 15' radius**

Third Level (3): **dispel magic**, **remove curse**, **animate dead**

Fourth Level (1): **cure serious wounds**

5. Pit Thrall, Human Cleric (AC 2; MV 90 ft.; C 6; hp 37; #AT 1; D 3-8; SA +0 "to hit" with **footman's mace** +1, 10% chance of possessing **singing** ability, spells; SD +2 to saves vs. mind-influencing magic; S 15, I 12, W 16, D 12, C 12, Ch 14; AL LE). Possessions: **chain mail** +2, shield, holy symbol, **footman's mace** +1, **brooch of shielding**, **scrolls of detect lie** and **speak with the dead**. He has been granted the following spells:

First Level (5): **bless**, **command**, **create water**, **detect good**, **detect magic**

Second Level (5): **augury**, **hold person**, **know alignment**, **silence 15' radius**, **slow poison**

Third Level (2): **dispel magic**, **prayer**

6. Pit Thrall, Human Cleric (AC 0; MV 90 ft.; C 5; hp 31; #AT 1; D 3-9; SA +0 "to hit" with **morning star** +1, 10% chance of possessing **singing** ability, spells; SD +4 to saves vs. mind-influencing magic; S 12, I 11, W 18, D 8, C 14, Ch 14; AL LE). Possessions: **plate mail** +1, **shield** +1, **morning star** +1, **pearl of Wisdom**, **wand of fear** (22 charges), **scroll of insect plague**, holy symbol. He has been granted the following spells:

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

Second (5): **augury**, **hold person**, **resist fire**, **silence 15' radius**, **spiritual hammer**

Third (2): **cause blindness**, **dispel magic**

7. Pit Thrall, Human Cleric (AC 1; MV 45 ft.; C4; hp 28 each; #AT 1; D 3-8; SA +0 "to hit" with **footman's mace** +1, 10% chance of possessing **singing** ability, spells; S 12, I 13, W 17, D 15, C 14, Ch 12; AL LE). Equipment: plate mail, shield, **footman's mace** +1, **scroll of dust devil**, gold holy symbol valued at 700 gp. She has been granted the following spells:

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

Second (4): **hold person** (x2), **silence 15' radius**, **spiritual hammer**

8. Pit Thrall, Human Cleric (AC 1; MV 90 ft.; C 7; hp 43; #AT 1; D 3-8; SA +0 "to hit" with **footman's mace** +1, 10% chance of possessing **singing** ability, spells; SD +3 to saves vs. mind-influencing magic; S 12, I 13, W 17, D 15, C 14, Ch 12; AL LE). Posses-

sions: **chain mail +2**, shield, **footman's mace +1**, **bag of tricks**, **scrolls of exorcise** and **cure disease**, holy symbol. He has been granted the following spells:

First Level (5): **command**, **cure light wounds**, **detect magic**, **purify food & drink**, **remove fear**

Second Level (5): **hold person**, **resist fire**, **silence 15' radius**, **snake charm**, **spiritual hammer**

Third Level (3): **cure blindness**, **dispel magic**, **continual light**

Fourth Level (1): **cause serious wounds**

Table E: People of the Pit (Magic-User) NPCs

1. People of the Pit, Magic-User (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 37; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness**, **singing**; SD +1 or better weapon to hit; AL LE). Possessions: **necklace of magic missiles** (one 5-dice, two 3-dice), **wand of lightning**. It can cast the following spells as a 6th level magic-user:

First (4): **detect magic**, **magic missile**, **shield**, **shocking grasp**

Second (2): **acid arrow**, **web**

Third (2): **dispel magic**, **haste**

2. People of the Pit, Magic-User (AC 0; MV 60 ft./10 ft. (hover); HD 5; hp 31; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness**, **singing**; SD +1 or better weapon to hit; AL LE). Possessions: **ring of protection +2**, **staff of striking** (10 charges), **scroll of mirror image**. It can cast the following spells as a 7th level magic-user:

First Level (4): **feather fall**, **light**, **shocking grasp**, **sleep**

Second Level (3): **darkness 15' radius**, **levitate**, **ray of enfeeblement**

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

Fourth Level (1): **minor globe of invulnerability**

3. People of the Pit, Magic-User (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 27; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness**, **singing**; SD +1 or better weapon to hit; AL LE). Possessions: **wand of magic missiles**, **scroll of confusion**, **potion of gaseous form**. It can cast the following spells as a 6th level magic-user:

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

Second (2): **acid arrow**, **ray of enfeeblement**

Third (2): **dispel magic**, **fireball**

4. People of the Pit, Magic-User (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 30; #AT 6; D 1-2 x 6 plus **weak-**

ness; SA spells, **weakness**, **singing**; SD +1 or better weapon to hit; AL LE). Possessions: **illusion wand**, **necklace of missiles** (one 5-dice, two 3-dice). It can cast the following spells as a 5th level magic-user:

First (4): **detect magic**, **magic missile**, **shield**, **shocking grasp**

Second (2): **acid arrow**, **web**

Third (1): **dispel magic**

5. People of the Pit, Magic-User (AC -1; MV 60 ft./10 ft. (hover); HD 5; hp 38; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness**, **singing**; SD +1 or better weapon to hit; AL LE). Possessions: **ring of protection +3**, **staff of striking** (8 charges), **scrolls of lightning bolt** and **gust of wind**. It can cast the following spells as a 7th level magic-user:

First Level (4): **detect magic**, **light**, **magic missile** (x2)

Second Level (3): **detect good**, **invisibility**, **stinking cloud**

Third Level (2): **fireball**, **hold person**

Fourth Level (1): **minor globe of invulnerability**

6. People of the Pit, Magic-User (AC 0; MV 60 ft./10 ft. (hover); HD 5; hp 29; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness**, **singing**; SD +1 or better weapon to hit; AL LE). Possessions: **ring of protection +2**, **wand of absorption**, **scroll of audible glamer**. It can cast the following spells as a 5th level magic-user:

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

Second (2): **acid arrow**, **mirror image**

Third (1): **flame arrow**

Table F: People of the Pit (Cleric) NPCs

1. People of the Pit, Cleric (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 37; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness**, **singing**; SD +1 or better weapon to hit; AL LE). Possessions: **potion of heroism**, **scrolls of protection from magic** and **withdraw**, holy symbol. It can cast the following spells as a 7th level cleric:

First Level (3): **command**, **cure light wounds**, **sanctuary**

Second Level (3): **chant**, **hold person**, **silence 15' radius**

Third Level (2): **dispel magic**, **animate dead**

Fourth Level (1): **cure serious wounds**

2. People of the Pit, Cleric (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 28; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness**, **singing**; SD +1 or better

weapon to hit; AL LE). Possessions: **wand of negation** (18 charges), **scrolls of dust devil** and **cure disease**, holy symbol. It can cast the following spells as a 5th level cleric:

First (3): **cause light wounds, cure light wounds, light**
 Second (3): **chant, silence 15' radius, slow poison**
 Third (1): **dispel magic**

3. People of the Pit, Cleric (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 39; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Possessions: **bag of tricks**, **scrolls of exorcise** and **cure disease**, holy symbol. It can cast the following spells as a 7th level cleric:

First Level (3): **command, cure light wounds, cause fear**

Second Level (3): **hold person, silence 15' radius, spiritual hammer**

Third Level (2): **cause blindness, dispel magic**

Fourth Level (1): **cause serious wounds**

4. People of the Pit, Cleric (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 38; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Possessions: **staff of the serpent (adder)**, **scrolls of know alignment, cure disease**, and **dispel magic**, holy symbol. It can cast the following spells as a 6th level cleric:

First Level (3): **command, cure light wounds, sanctuary**

Second Level (3): **chant, silence 15' radius, spiritual hammer**

Third Level (2): **prayer, remove curse**

5. People of the Pit, Cleric (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 30; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Possessions: **wand of fear** (22 charges), **scroll of insect plague**, holy symbol. It can cast the following spells as a 5th level cleric:

First (3): **cause fear, command, sanctuary**

Second (3): **hold person, resist fire, silence 15' radius**

Third (1): **cause blindness**

6. People of the Pit, Cleric (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 29; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Possessions: **broach of shielding, scrolls of detect lie and speak with dead**, holy symbol. It can cast the following spells as a 6th level cleric:

First Level (3): **bless, detect good, detect magic**

Second Level (3): **hold person, know alignment, silence 15' radius**

Third Level (2): **dispel magic, prayer**

Table G: Pit Thrall (Fighter) Treasure

1.	potion of heroism	11.	ring of protection +2
2.	longsword +1	12.	500-gp gem
3.	bastard sword +2	13.	1000-gp gem
4.	plate mail +1	14.	potion of invisibility
5.	1000-gp jewelry	15.	potion of healing
6.	500-1000 gp	16.	dust of appearance
7.	longsword +1, +2 vs. magic-using	17.	battle axe +1
8.	chain mail +2	18.	potion of speed
9.	shield +1	19.	periapt of health
10.	20-80 pp	20.	1000-gp jewelry

Table H: Pit Thrall (Magic-User) Treasure

1. scroll of dispel magic	11. scroll of fireball
2. staff of striking	12. scroll of hold person
3. necklace of missiles (1 5-dice, 2 3-dice)	13. 100-gp gem
4. potion of flying	14. potion of gaseous form
5. 1000-gp jewelry	15. scroll of confusion
6. 100-1000 gp	16. scroll of web
7. potion of healing	17. wand of lightning
8. scroll of magic missiles (caster 8)	18. staff of absorption
9. potion of gaseous form	19. ring of free action
10. 20-80 pp	20. 1000-gp jewelry

Table I: Pit Thrall (Cleric) Treasure

1. scroll of dispel magic	11. staff of the serpent
2. staff of striking	12. scroll of hold person
3. plate mail +1	13. 1000-gp gem
4. footman's mace +1	14. rod of smiting
5. 1000-gp jewelry	15. staff of curing
6. 500-1000 gp	16. ring of protection +2
7. footman's mace +2	17. scroll of cure serious wounds
8. morning star +1	18. scroll of cause blindness
9. scroll of cure light wounds	19. scroll of command
10. 20-80 pp	20. 500-gp jewelry

Table J1: People of the Pit (Magic-User) Treasure

1. scroll of fireball
2. ring of protection +2
3. necklace of missiles (1 5-dice, 2 3-dice)
4. potion of flying
5. broach of shielding
6. ring of regeneration
7. wand of magic missiles
8. scroll of protection from magic
9. potion of sleep
10. scroll of shield

Table J2: People of the Pit (Cleric) Treasure

1. scroll of dispel magic
2. staff of striking
3. loun stone (pearly white spindle)
4. scroll of cause blindness
5. rod of smiting
6. scroll of cause fear
7. potion of healing
8. scroll of cure serious wounds
9. potion of speed
10. staff of curing

Table K1: Armory Treasure (Weapons)

1. footman's mace +1
2. morning star +1
3. bastard sword +2
4. longsword +1, +2 vs. magic-using & enchanted creatures
5. battle axe +1
6. hammer +2
7. longsword +2
8. footman's mace +2
9. morning star +2
10. battle axe +2

Table K2: Armory Treasure (Armor)

1. plate mail +1
2. chain mail +2
3. shield +1
4. ring mail +4
5. splint mail +4
6. plate mail +2
7. chain mail +1
8. ring mail +3
9. banded mail +1
10. shield +2

Table L: Scrolls Found In Library

1. dispel magic	11. gaseous form
2. cause blindness	12. confusion
3. cause fear	13. web
4. cure serious wounds	14. speak with dead
5. fireball	15. detect lie
6. protection from magic	16. insect plague
7. shield	17. cure disease
8. hold person	18. know alignment
9. command	19. exorcise
10. cure light wounds	20. chant

Table M: Pit Hybrid Cleric Temple Roster*

1. Pit Hybrid, Temple Cleric (AC 1; MV 120 ft.; C 8; hp 55; #AT 1 or 3; D 4-9 or 1-2 x 3 plus **weakness**; SA +1 "to hit" with **footman's mace +1**, **9 lives stealer**, **singing**, 3 cephalic tentacles, **weakness**, spells; SD +2 to saves vs. mind-influencing magic; S 14, I 13, W 16, D 12, C 13, Ch 16; AL LE). Possessions: **plate mail +2**, **footman's mace +2 of venom**, **staff of curing**, **scroll of cause serious wounds**. He has been granted the following spells:

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

Second (5): **hold person** (x2), **silence 15' radius**, **resist fire**, **spiritual hammer**

Third (4): **cause blindness**, **dispel magic**, **cause disease**

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

2. Pit Hybrid, Temple Cleric (AC 1; MV 120 ft.; C 7; hp 40; #AT 1 or 3; D 4-9 or 1-2 x 3 plus **weakness**;

SA +2 "to hit" with **footman's mace +2 of venom**, **singing**, 3 cephalic tentacles, **weakness**, spells; SD +2 to saves vs. mind-influencing magic; S 14, I 13, W 16, D 12, C 13, Ch 16; AL LE). Possessions: **plate mail +2**, **footman's mace +2 of venom**, **staff of curing**, **scroll of cause serious wounds**. He has been granted the following spells:

First (5): **cause fear**, **cause light wounds**, **detect good**, **protection from good**, **sanctuary**

Second (5): **hold person** (x2), **silence 15' radius** (x2), **know alignment**

Third (2): **bestow curse**, **dispel magic**

Fourth (1): **cause serious wounds**

3. Pit Hybrid, Temple Cleric (AC 2; MV 120 ft.; C 7; hp 50; #AT 1 or 2; D 4-9 or 1-2 x 2 plus **weakness**; SA +2 "to hit" with **footman's mace +2**, **singing**, 2 cephalic tentacles, **weakness**, spells; SD +4 to saves vs. mind-influencing magic; S 15, I 14, W 18, D 13, C 15, Ch 17; AL LE). Possessions: **chain mail +2**, **shield**, **footman's mace +2**, **staff of the serpent (adder)**, **holy symbol**, **scrolls of cure disease**, **dispel**

magic, know alignment. He has been granted the following spells:

First Level (5): **command** (x2), **cure light wounds, purify food and drink, sanctuary**

Second Level (5): **chant, silence 15' radius** (x2), **spiritual hammer, slow poison**

Third Level (3): **cure blindness, prayer, remove curse**

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

4. Pit Hybrid, Temple Cleric (AC 2; MV 120 ft.; C 5; hp 30; #AT 1 or 2; D 4-9 or 1-2 x 2 plus **weakness**; SA 2 cephalic tentacles, **singing**, +2 "to hit" with **footman's mace +2**; SD +4 to saves vs. mind-influencing spells; S 15, I 11, W 18, D 13, C 15, Ch 17; AL LE). Possessions: **chain mail +2**, shield, **footman's mace +2**, **staff of the serpent (adder)**, holy symbol, **scrolls of cure disease, dispel magic, know alignment**. He has the following spells memorized:

First Level (5): **command** (x2), **cure light wounds, purify food and drink, sanctuary**

Second Level (5): **chant, silence 15' radius** (x2), **spiritual hammer, slow poison**

Third Level (2): **cure blindness, remove curse**

5. Pit Hybrid, Temple Cleric (AC 2; MV 120 ft.; C 5; hp 28; #AT 1 or 1; D 3-8 or 1-2 plus **weakness**; SA 1 cephalic tentacles, spells, +1 "to hit" with **footman's mace +1**; SD +2 to saves vs. mind-influencing magic; S 15, I 12, W 16, D 12, C 12, Ch 14; AL LE). Possessions: **chain mail +2**, shield, holy symbol, **footman's mace +1**, **brooch of shielding, scrolls of detect lie and speak with the dead**. He has been granted the following spells:

First Level (5): **bless, command, create water, detect good, detect magic**

Second Level (5): **augury, hold person, know alignment, silence 15' radius, slow poison**

Third Level (1): **dispel magic**

6. Pit Hybrid, Temple Cleric (AC 1; MV 120 ft.; C 5; hp 30; #AT 1 or 2; D 3-8 or 1-2 x 2 plus **weakness**; SA 2 cephalic tentacles, +1 "to hit" with **footman's mace +1**, spells; SD +3 to saves vs. mind-influencing magic; S 12, I 13, W 17, D 15, C 14, Ch 12; AL LE). Possessions: **chain mail +2**, shield, **footman's mace +1**, **bag of tricks, scrolls of exorcise and cure disease**, holy symbol. He has been granted the following spells:

First Level (5): **command, cure light wounds, detect magic, purify food & drink, remove fear**

Second Level (5): **hold person, resist fire, silence 15' radius, snake charm, spiritual hammer**

Third Level (2): **dispel magic, continual light**

Table N: Pit Hybrid Magic-User Temple Roster*

1. Pit Hybrid, Arch Magus (AC 2; MV 120 ft.; MU 8; hp 20; #AT 1 or 3; D 4-9, 7-12, or 10-15, dependent on # of charges expended; or 1-2 x 3 plus **weakness**; SA 3 cephalic tentacles, **singing**, +3 "to hit" with **staff of striking**; SD +2 to all saves; S 10, I 17, W 12, D 10, C 11, Ch 16; AL LE). Possessions: **bracers of defense AC 4, ring of protection +2, staff of striking** (10 charges). He has the following spells memorized:

First Level (4): **feather fall, light, shocking grasp, sleep**

Second Level (3): **darkness 15' radius, levitate, ray of enfeeblement**

Third Level (3): **fireball, fly, lightning bolt**

Fourth Level (2): **minor globe of invulnerability, polymorph self**

2. Pit Hybrid, Magus (AC 7; MV 120 ft.; MU 7; hp 20; #AT 1 or 3; D 4-9, 7-12, or 10-15, dependent on # of charges expended; or 1-2 x 3 plus **weakness**; SA 3 cephalic tentacles, **singing**, +3 "to hit" with **staff of striking**, +1 "to hit" with **dagger +1**, spells; SD +1 to saves vs. mind-influencing spells; S 13, I 17, W 15, D 12, C 13, Ch 15; AL LE). Possessions: **ring of protection +3, staff of striking** (8 charges), **dagger +1, scrolls of levitate, lightning bolt, gust of wind**. He has the following spells memorized:

First Level (4): **detect magic, light, magic missile** (x2)

Second Level (3): **detect good, invisibility, stinking cloud**

Third Level (2): **fireball, hold person**

Fourth Level (1): **minor globe of invulnerability**

3. Pit Hybrid, Magus (AC 2; MV 120 ft.; MU 7; hp 20; #AT 1 or 2; D 2-5 or 1-2 x 2 plus **weakness**; SA 2 cephalic tentacles, +1 "to hit" with **dagger +1, singing**, spells; S 10, I 16, W 12, D 11, C 11, Ch 16; AL LE). Possessions: **bracers of defense AC 2, necklace of missiles** (one 5-dice, two 3-dice), **dagger +1, wand of lightning**. She has memorized the following spells:

First (4): **detect magic, magic missile, shield, shocking grasp**

Second (3): **acid arrow, mirror image, web**

Third (2): **dispel magic, haste**

Fourth (1): **fumble**

4. Pit Hybrid, Magus (AC 6; MV 120 ft.; MU 5; hp 16; #AT 1 or 2; D 4-7 or 1-2 x 2 plus **weakness**; SA 2 cephalic tentacles, +3 "to hit" with **dagger +3**, spells; S 10, I 16, W 12, D 15, C 11, Ch 16; AL LE). Possessions: **ring of protection +3, ring of free action, dagger +3, wand of absorption**. He has memorized the following spells:

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

Second (2): **acid arrow, mirror image**

Third (1): **flame arrow**

5. Pit Hybrid, Magus (AC 4; MV 120 ft.; MU 5; hp 19; #AT 1 or 1; D 3-6 or 1-2 plus **weakness**; SA 1 cephalic tentacle, +2 "to hit" **dagger +2**, spells; S 13, I 15, W 12, D 11, C 11, Ch 16; AL LE). Possessions: **bracers of defense AC 4, wand of magic missiles, scroll of confusion, dagger +2**. He has memorized the following spells:

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

Second (2): **acid arrow, ray of enfeeblement**

Third (1): **dispel magic**

6. Pit Hybrid, Magus (AC 8; MV 120 ft.; MU 5; hp 13; #AT 1 or 2; D 2-5 or 1-2 x 2 plus **weakness**; SA 2 cephalic tentacles, +1 "to hit" with **dagger +1**; S 13, I 16, W 14, D 14, C 12, Ch 13; AL LE). Possessions: **dagger +1, illusion wand, ring of invisibility, ring of protection +2, scrolls of audible glamer, mirror image**. She has the following spells memorized:

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

Second Level (2): **detect invisibility, scare**

Third (1): **fireball**

Table O: People of the Pit Temple Roster*

1. People of the Pit, Chief Priest of the Temple (AC 0; MV 60 ft./10 ft. (hover); HD 5; hp 40; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Equipment: **scroll of plane shift, potion of heroism, ring of protection +2**, platinum holy symbol (figurine of the God of the Pit valued at 1,000 gp). It can cast the following spells as an 8th level cleric:

First (3): **bless, command, sanctuary**

Second (3): **hold person (x2), silence 15' radius**

Third (3): **cause blindness, cause disease, dispel magic**

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

2. People of the Pit, Chief Priest's First in Command (AC 1; MV 60 ft./10 ft. (hover); HD 5; hp 38; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Possessions: **wand of fear** (22 charges), **ring of protection +1, scroll of insect plague**, holy symbol. It can cast the following spells as a 7th level cleric:

First (3): **cause light wounds, command, sanctuary**

Second (3): **hold person, resist fire, silence 15' radius**

Third (2): **cause blindness, dispel magic**

Fourth (1): **cause serious wounds**

3. People of the Pit, Chief Priest's Second in Command (AC 1; MV 60 ft./10 ft. (hover); HD 5; hp 36; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Possessions: **ring of protection +1, scrolls of protection from magic** and **withdraw**, holy symbol. It can cast the following spells as a 7th level cleric:

First Level (3): **command, cure light wounds, sanctuary**

Second Level (3): **chant, hold person, silence 15' radius**

Third Level (2): **dispel magic, animate dead**

Fourth Level (1): **cure serious wounds**

4. People of the Pit, Initiate (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 32; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Possessions: **wand of negation** (18 charges), **scrolls of dust devil** and **cure disease**, holy symbol. It can cast the following spells as a 5th level cleric:

First (3): **cause light wounds, cure light wounds, light**

Second (3): **chant, silence 15' radius, slow poison**

Third (1): **dispel magic**

5. People of the Pit, Initiate (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 34; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Possessions: **wand of fear** (22 charges), **scroll of insect plague**, holy symbol. It can cast the following spells as a 5th level cleric:

First (3): **cause fear, command, sanctuary**

Second (3): **hold person, resist fire, silence 15' radius**

Third (1): **cause blindness**

6. People of the Pit, Initiate (AC 2; MV 60 ft./10 ft. (hover); HD 5; hp 38; #AT 6; D 1-2 x 6 plus **weakness**; SA spells, **weakness, singing**; SD +1 or better weapon to hit; AL LE). Possessions: **staff of the serpent (adder), scrolls of know alignment, cure disease, and dispel magic**, holy symbol. It can cast the following spells as a 6th level cleric:

First Level (3): **command, cure light wounds, sanctuary**

Second Level (3): **chant, silence 15' radius, spiritual hammer**

Third Level (1): **bestow curse**

*Indicates the finite number of such NPCs present in the High Temple of the Pit. Cross off individuals from the roster when they are slain, and adjust subsequent rolls as necessary.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards").

All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects; logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", OSRICKTM - Old School Reference and Index Compilation "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

OSRICKTM copyright 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Copyright 2009, Alphonso Warden.

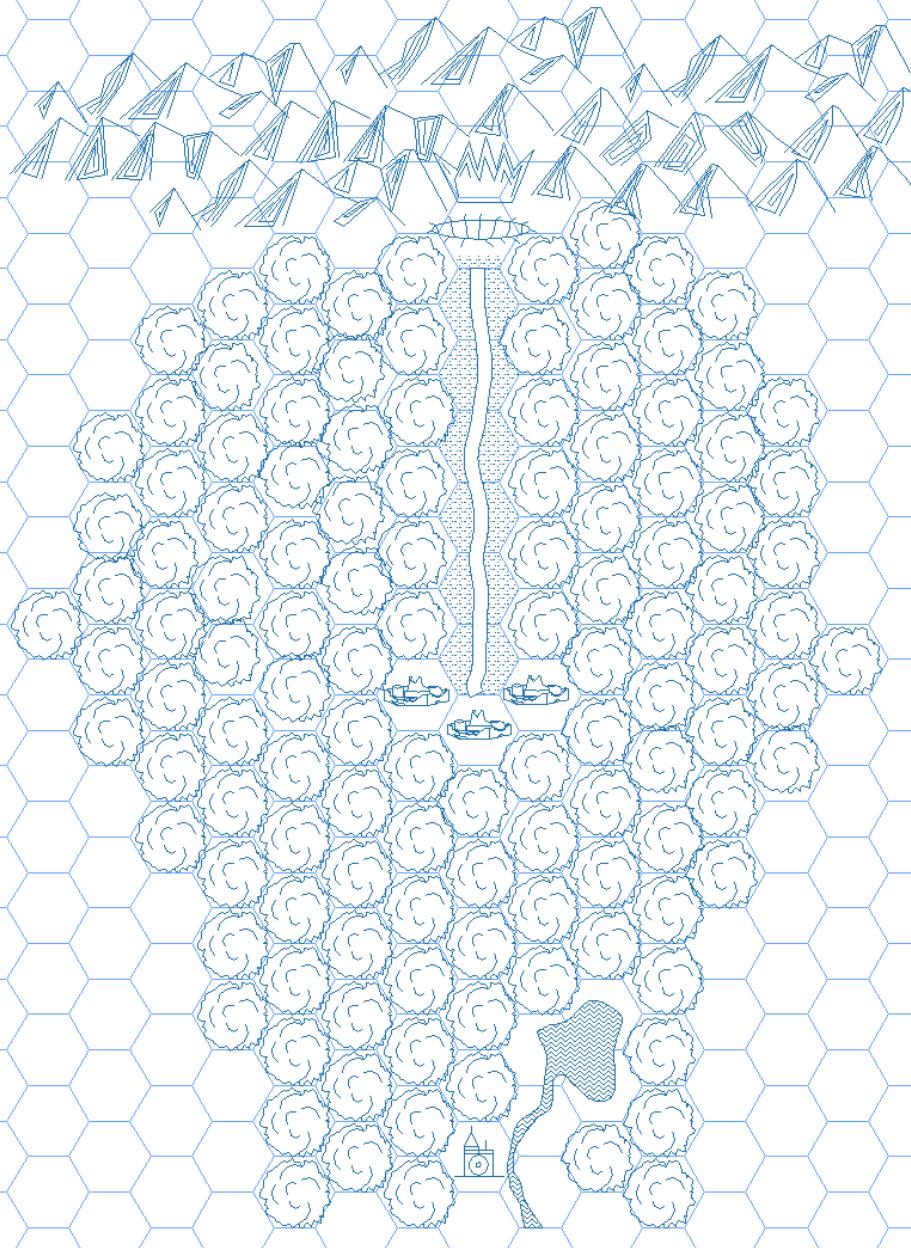
Brave Halfling PublishingTM is a trademarks of John Adams. END OF LICENSE

Designation of Product Identity and Open Game Content:

The terms "OSRICKTM," "OsricTM," and "O.S.R.I.C.TM" are Product Identity and trademarks; all artwork and formatting is Product Identity, the specific wording of the text of this work is Product Identity in its entirety, including the text of spell descriptions, but excluding spell names, summary spell data, and also excluding any text language derived from the SRD. Experience points required to achieve levels, monster experience point value calculations, and the random experience rule are all Product Identity to the extent permitted under the OGL and to the extent such material is subject to copyright. The remainder of this work is designated as Open Game Content to the extent permitted by the OGL. Open Game Content thus includes target numbers for all rolls requiring a target number, all means of generating such target numbers, numerical effects of meeting such target numbers, alignment descriptions, equipment costs and effects, and the numerical effects thereof, statistical summaries of a monster's capabilities in terms of game effect, and all other material not designated as Product Identity hereby.

All art and logos are product identity. All text in this document, with the exception of material specifically excluded in the declaration of product identity, is open game content.

The Ruined Kingdom of Merritt



Map Key

1 Hex = 1 Mile



Mountains



City of the Pit
Entrance



Ruins



Lake
Dragon Glass



Rocky Plain



Mountain
of the Hand



Forest



Shugot
Village



Prairie



Road

City of the Pit

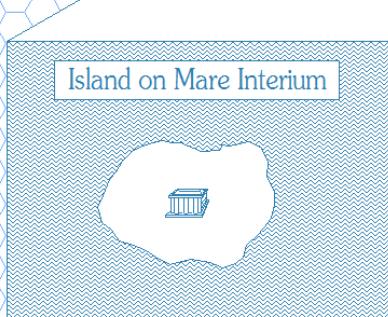


Map Key

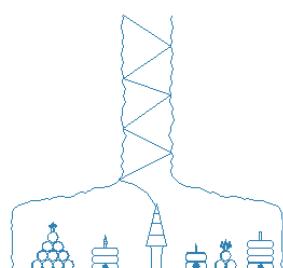
- High Altar of the Pit (A)
- Residence (B)
- Armory (C)
- Warehouse (D)
- Library (E)
- Lake (F)
- Grove (G)
- Entrance Arch
- Pier
- High Temple of the Pit (I)

1 hex = 100 feet

Island on Mare Interium



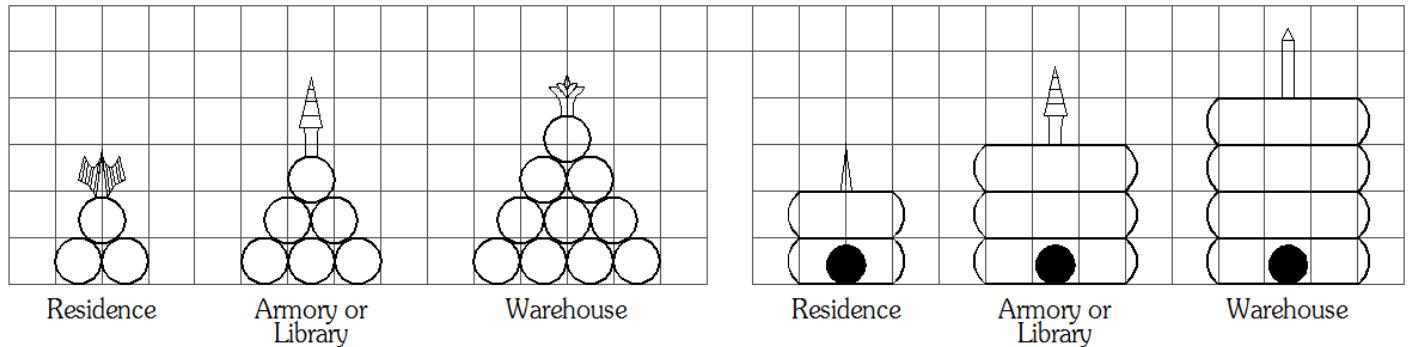
City of the Pit
(Cross Section)



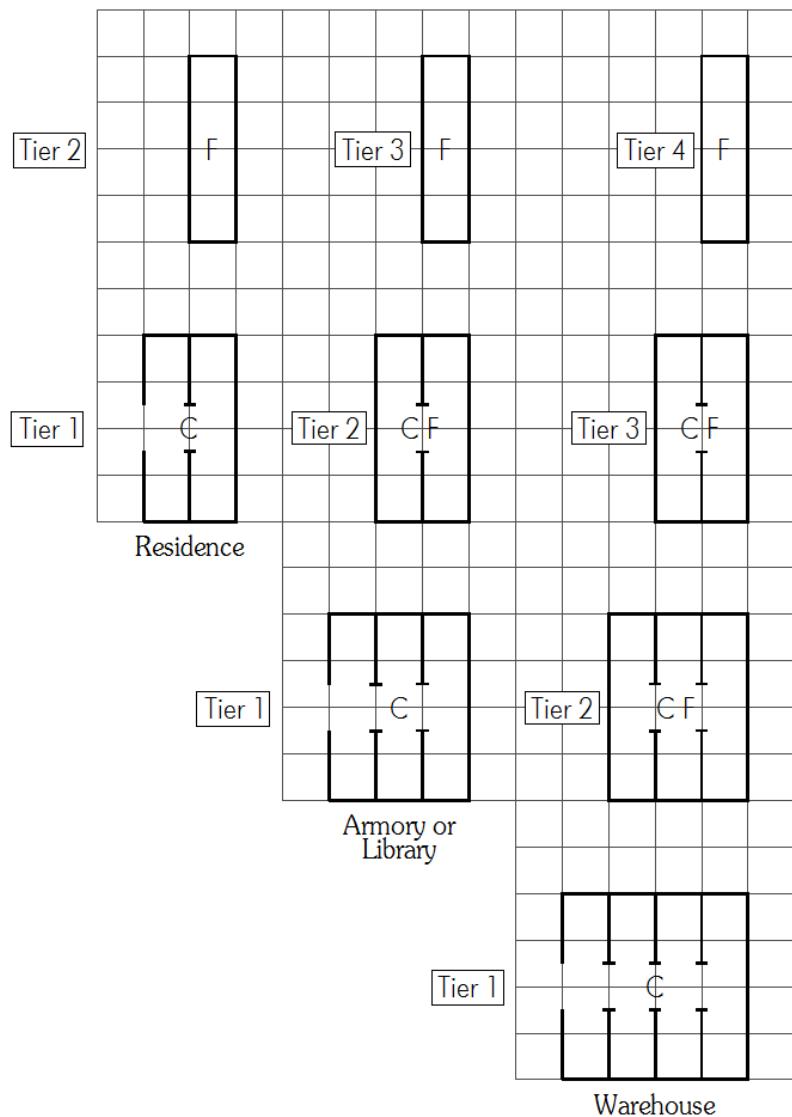
N

Exterior View, Profile

Exterior View, Frontal



Floorplans



City Buildings

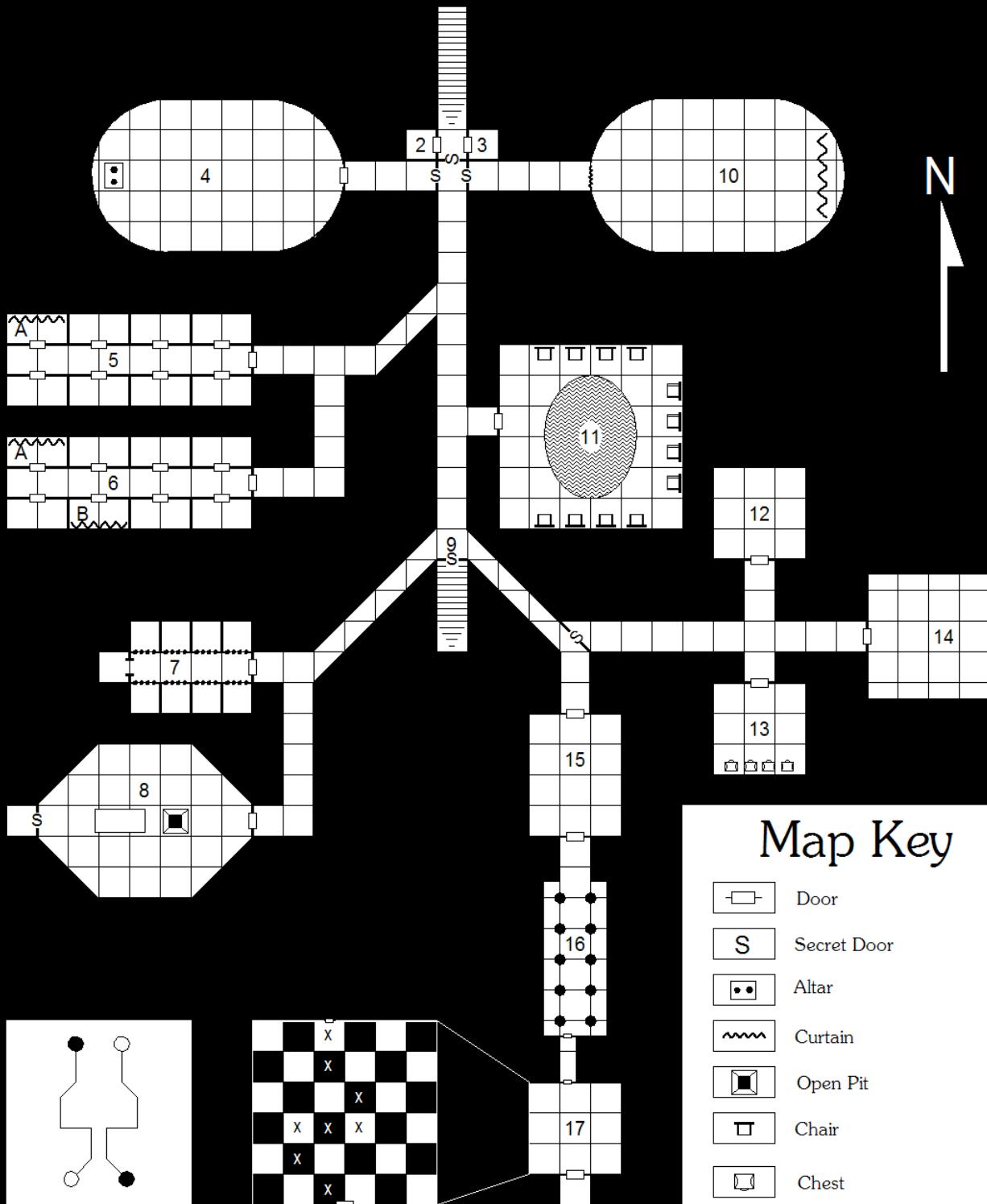
Map Key

- [Box with C] Trapdoor in ceiling
- [Box with F] Trapdoor in floor
- [Box with black circle] Door

1 square = 10 feet

High Temple Of The Pit

Level 1: The Upper Temple

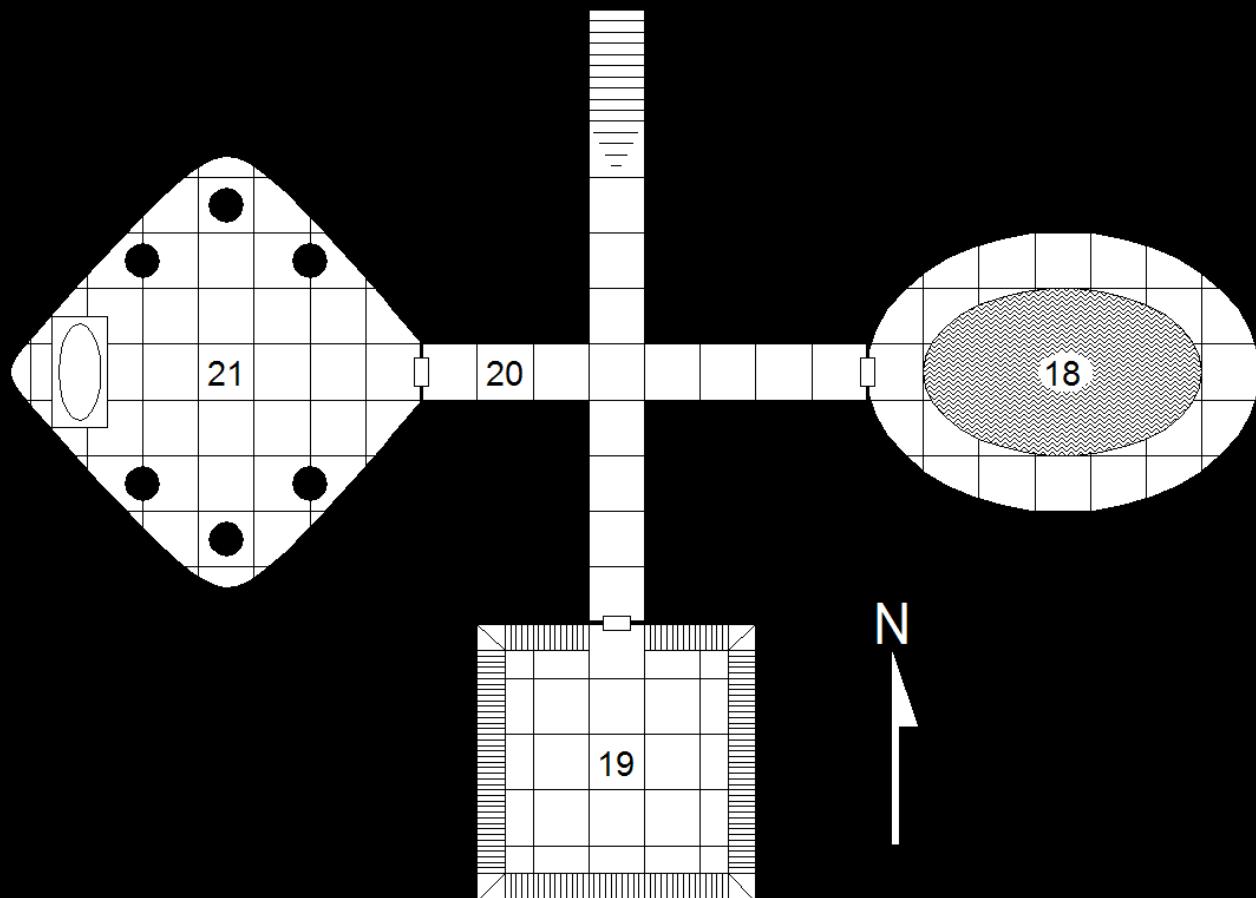


Floor Diagram
(Area 17)

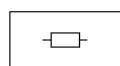
Detail Map, Area 17
(1 square = 5 feet)

High Temple Of The Pit

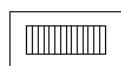
Level 2: The Lower Temple



Map Key



Door



Bookshelf



Throne



Column



Stairs



Pool

1 square = 10 feet

The people of the pit

Susurrus Profundi

Several millennia back, the peoples of the mighty Kingdom of Merritt entered into all-out war with their long-time nemesis, the People of the Pit, a nefarious race of slug-like creatures hailing from a vast subterranean city lying on their northern border. Though the battle was hard fought, with both sides initially incurring heavy losses, the Merrittians in due course gained the upper hand, almost wholly exterminating their foe. Even the very god of the People of Pit was banished to the lower planes by a cabal of Merrittian magic-users and clerics, or so they thought. Recently, the evil within the city of the People of the Pit has surged yet again, and it is up to you to see that it doesn't spill out into the surrounding lands.

This product, inspired by the short story "People of the Pit" by the famed pulp fantasy writer A. (Abraham) Merritt, is designed for 4-6 player characters of levels 5-7, and contains a detailed key and maps to the city of the dreaded People of the Pit.



This Module has been designed for OSRIC™

A free pdf of OSRIC™ can be found at

<http://www.knights-n-knaves.com/osric>

BHP AW2

FIRST PRINTING

MSRP \$10.00

Brave Halfling Publishing

www.bravehalflingpublishing.com

358 Woodland Drive

Salem, IL 62881

