

An eerie, pale gold light spills forth from the passageway ahead of you, as the tunnel begins to slope downwards and widen and the ground smooths out beneath your feet. A few dozen more paces reveal the source of these changes to your wary eyes - a gigantic, sprawling cavern, miles wide and seemingly worn from the natural rock. Strange growths of luminescent fungi above light the entire place in an eerie, twilight glow, while ahead of you lies a maze formed from ridges of shattered basalt, forests of giant mushrooms, and twisting lakes of bracken, stagnant water. At the center of all this rises a ghostly metropolis - ringed round with massive and unbroken walls, filled with thousands of buildings suitable for use as households or shops, and with a towering citadel at its core - yet seemingly utterly empty of all life.

You have surely reached the FORSAKEN CITY OF NAAVROS.

THE OUTER CAVERN

The cavern area surrounding the walls of Naavros is a wilderness in microcosm. The cavern floor has been shattered and reshaped by the passage of time, and many forms of fungi and underground beasts have spread throughout its reaches. Even traveling from the cavern's outer entrances to the gates of the Forsaken City can be an adventure in itself.

Three types of terrain can be found in the outer cavern. The first, **bare stone**, is default – empty, unrelieved plains of cracked and raggedly-worn basaltic rock, broken only by the occasional patch of loose sand-scrub or a lonely fungal bloom. Vision and line of sight are unlimited when within this region, as is movement – for though many small fissures, ravines and slick patches mark the area, it is certainly no more difficult to traverse than say, a typical dungeon staircase.

Fungal forest, by contrast, presents many obstacles to travel, halving the speed of all movement and imposing a to-hit penalty on missile fire of –2 per range bracket, as many interposing objects exist to block fire. Absent the use of magics such as *pass without trace*, any travel through a fungal forest leaves a track that a blind man could follow.

Fungal forests are found only on the tops of high ridges within the outer cavern, for reasons that are not entirely clear, and exist of many kinds of strange, verdant growth – from oily mosses that crush slickly underfoot to towering mushroom stalks that rise twice a grown man's height, and all sizes in between.

Though eating the mushrooms found here is possible, it is not recommended – if any character experiments, roll d% to determine the consequences. (If the character is a druid, ranger, or has extensive wilderness survival experience, add +5 to the roll for every level/HD they possess.) On a roll of 01-30, the mushroom in question is actually poisonous – roll 1d6; on 1-4, the poison only inflicts acute stomachache and nausea, penalizing AC and to-hit by –2 apiece for the next 3-12 hours; on 5-6, the hapless adventurer must save versus Poison at +2 or die. On a roll of 31-90, the mushroom has

no harmful effect when eaten, but no beneficial one either; on a roll of 91+, the mushroom is actually healthy, and can be collected or consumed as standard rations.

Areas of open **water** within the Outer Cavern are quite often less than habitable – the water is often stagnant and bracken, tainted with many kinds of unpleasant minerals, and if drunk untreated will inevitably result in acute nausea shortly after consumption – the mechanics of which will result in the unfortunate victim gaining not only no respite from thirst, but needing to consume an extra meal's supply of food as well. Depth of the water can vary greatly from location to location and even step by step – each pool shown on the map can have a depth ranging anywhere from 4' to 10' (roll 2d4+2 to determine, if necessary) and incautious waders will discover that the murky and seemingly-calm surface of the waters hide, all too often, a sudden and precipitous drop-off of the rock floor beneath!

Wandering Monsters

Roll once per hour for wandering monster encounters when within the Outer Marches. The base chance for an encounter occurs on a roll of 1-2 on d8; if the party has spent most or all of the hour in or around **water** terrain, this chance rises to 1-3.

If the dice indicate presence of wandering monsters, roll 2d10 and consult the table following. In **fungal forests**, add 4 to the 2d10 roll (treating modified results of 21 or more as a roll of 20); in **water**, subtract 4 from the 2d10 roll (treating modified results of 1 or less as a roll of 2).

- 2 4d8 **giant rats**
- 3 1d6+2 **giant toads**
- 4 1 **crimson death**
- 5 2d4+2 **merrow**
- 6 3d12 **giant rats**
- 7 3d6 **mongrelmen**
- 8 1 (50%) or 2-4 (50%) **Naavros manticores**
- 9 1d4+1 **rust monsters**
- 10 5d6 **giant rats**
- 11 1 **Naavros doppelganger**
- 12 4d4+4 **ghoulish lizards**
- 13 1d6+1 **giant scorpions**
- 14 1 **quasit**
- 15 1d3 **cockatrices**
- 16 2d8 **ghoulish lizards**
- 17 4d4 **vargouilles**
- 18 1d10 **giant scorpions**
- 19 1 (25%) or 2-7 (75%) **shambling mounds**
- 20 1d4+2 **wyverns**

Cockatrices (*MM* 15) remain airborne as much as possible, diving on potential prey from directly overhead and returning to the skies after a round's worth of attacks. Their

preferred order of targets are other flight-capable opponents first, enemies with demonstrated missile-fire capability second, all others last. Individual cockatrices will flee at best possible speed, in a random direction, if reduced below one-third their maximum hit points.

Crimson death (*MMII* 32) will seek to hide and attack from behind in ambush after the party passes, striking at a single vulnerable target and hopefully overwhelming the hapless victim immediately and without chance for outcry. Its intelligence is sufficient for it to choose to strike at a badly injured character first, if such a target presents itself, otherwise a magic-user or similarly lightly-armored individual. If the crimson death's first kill goes unnoticed by the party, there is a base 80% chance that the dread creature will quietly trail the party's movement, attacking again in the hopes of a second grisly meal some 7-12 hours later. Such a pattern will continue until the crimson death is detected and driven off, or the party passes beneath the gates of the Forsaken City.

Doppelganger, Naavros (*MM* 29) cannot take humanoid form, but instead can only take the form of a quadrupedal animal. The doppelganger's natural form is similar in size and shape to that of a donkey or pony, but with stringy, oddly-bulging limbs, pale and mottled skin and an unusually mobile mouth with equivalent dexterity to a human hand. The doppelganger still retains all its excellent intelligence, mimicry abilities and *ESP* and will attempt to infiltrate itself into the party by taking on the form of a mule or other pack animal. If such a ruse works, it will then begin to attempt to eliminate party members in their sleep, one by one.

Ghoulish lizards fight as ghouls (*MM* 43) but take the form of 5' long, emaciated and gangrenous lizards; their base move is 15", and they strike with but one bite a round for 1d6+2 damage. Their paralysis is saved against at -2 to the roll. In battle, they spread out and seek to strike at their enemies from all sides at once, leaving no target unengaged. Humans killed by ghoulish lizards will not rise as undead.

Giant rats (*MM* 82) move in tight packs, seeking to overwhelm the closest creature with as many attackers as possible, biting until their prey stops moving and then moving on to the next target. They will feed on hirelings and pack animals as easily as adventuring humans, and show no mercy towards potential prey. Loud noises or use of fire may serve to drive them off prematurely.

Giant scorpions (*MM* 85) approach without attempt to flank or ambush, seeking to grapple at prey with their claws and holding the victim in place for stinging. Roll claw attacks in a combat round first; if a claw attack hits and the scorpion attempts to sting the same target, its attack roll is at +4 due to ability to pin the opponent. Giant scorpions will not seek to follow opponents into water of any depth.

Giant toads (*MM* 96) wait in or near pooled water whenever possible, and will only be hostile if they believe their ponds are likely to be disturbed. They will seek to drag adventurers into the water with them, to eventually drown; if a giant toad's attack hits by more than four points above that needed to hit the target AC, said target must make a

save versus Death Ray or else be drawn into the water, trapped beneath its surface unless or until the toad is killed. Note that each toad active in any encounter can only trap one opponent at a time, and the trapped character may still strike at his tormentor with small hand weapons (daggers, hand axes &c).

Manticore, Naavros (*MM* 65) stalks along the ground, looking for prey; it will strike with its tail spines from a distance, then charge into melee. Manticores within this cavern are slightly different from their surface-dwelling cousins; their wings are smaller than usual, heavily armor-plated, and unusually flexible, thus not suitable for flight but able to block up to four attacks per round from thrown or missile weapons (no roll needed; the missile simply deflects harmlessly off the interposed wing-armor). Manticores will fight until killed; if the party attempts to flee, these beasts will pursue for only 1d4 combat rounds before abandoning the hunt.

Merrow (*MMII* 96), or aquatic ogres, fight with piercing spears as well as crudely-shaped hurled knives (1d3+2 damage, -2 'to hit' due to poor balance and construction). They will attempt to take prisoners if given the chance, and force-march any captives to their lair at location **2**. They will also seek to retreat to their lair if reduced to half maximum HP, but make little effort to hide their trail and can easily be followed as long as they do not cross into deep water. No treasure is carried aside from weapons and a few bits of spoiled meat, results of a poor day's hunt.

Mongrelmen (*MMII* 92) are all of but 1 HD in strength; they are outcasts, scouts and scavengers within the caverns surrounding the Forsaken City, and will seek to avoid combat with the party unless forced to fight. They can offer little to the adventuring party, but may trade information for foodstuffs or treasure if the party is willing.

The mongrelmen can offer basic directions to the merrow lair (location **2**), the mycotene grove (location **7**), the eternal flame (location **10**) and the high warren (location **12**). Note that in all these cases the mongrelmen will advise adventurers to stay away, as the areas are dangerous, and provide only the most bare-bones detail as to what threats are present in each location. The mongrelmen also know that even greater danger is present in locations **5** and **9**, but have not even the faintest notion as to what resides in each area. The mongrelmen are aware of the shades resident in locations **4** and **8**, but will not speak of these dread beings under any circumstances – their fear of the shades is absolute.

Quasit (*MM* 80) will only appear once; if further wandering monster checks indicate this encounter, reroll or treat as 'No Encounter'. This quasit is a pathetic, cowardly agent of the demon-prince Orcus, recently sent to this place to keep tabs on the cambion **Evahxtus** (see location **9**) and discover as much information as possible on the current state of the Forsaken City. To date, the quasit has almost completely failed in its mission and is sufficiently desperate to take almost any measures to achieve something resembling success.

Accordingly, the quasit will attempt to trick, deceive, bargain with or goad the adventuring party into doing its dirty work for it, given even the slightest chance. It will

cheerfully promise the characters valuable (and nonexistent) treasures, make up horrendous stories about the dread deeds and fell plans of Evahxtus, and make similarly desperate and outrageous claims as needed to get the party on its side. No lie is too incredible, no ploy is too far-fetched.

If combat begins, the quasit will attempt to flee almost immediately, returning only if it sees a surefire chance to attempt to poison a hireling or injured PC with its claws and fangs. It will claim that the burning itch caused by its attacks is merely the initial symptom of a much more long-lasting and debilitating ailment, the antidote for which it will only provide if the adventurers carry out its bidding. If this threadbare bluff is not believed, the quasit will again try to flee, never again to willingly cross the PCs' paths.

Rust monsters (*MM* 83) are smaller and scrawnier than usual; -1 hp per hit die, to a minimum of 1 hit point per die. They will attempt to strike with hit-and-run attacks, turning one item per rust monster into useless rust but then fleeing behind cover or into a nearby fissure or crevasse. They hope to circle around to the battle site after the party departs, feeding on the abandoned rust left behind.

Shambling mounds (*MM* 87) may attack openly, but are more likely (75%) to flatten themselves out upon the party's approach, so that they appear to be nothing more than an unusually thick coating of moss and slime upon the rock. They will remain in this position until the adventurers attempt to pass over or around them, at which point they rise and attack – achieving surprise on a roll of 1-3 on 1d6. Natural fungi in a forested area where these creatures dwell will be stunted, wilted and slow-growing, as the shambling mounds take much of the nutrients and similar needed by the fungi for survival.

Vargouilles (*MMII* 123) keep as close to the ground as possible while still remaining airborne. Though not by any means intelligent, they do have enough cunning to recognize most major holy symbols, and will attack those characters that have such emblazoned on shield heraldry, tabards and gambesons in preference to more mundanely garbed targets. These foul creatures will fight to the death.

Wyverns (*MM* 102) are hunting creatures, and only 25% likely to attack a group of well-armed travelers if not provoked with missile fire or spell attack. They generally keep to a slow glide some 100'-200' above the surface of the cavern, however, so can easily be spotted and attacked by an alert party; the wyverns will suffer surprise on 1-4 on 1d6 if attacked from the ground, as these creatures are almost never threatened by any of the ground-dwellers present in this place. Once engaged in combat, however, the wyverns fight with utter viciousness and fury, leaving no prey knowingly alive behind them.

1. Northern Tunnel

This entrance to the cavern surrounding the Forsaken City of Naavros is low-ceilinged, dank and continually dripping with oily water from some unknown cistern above. Coating the walls in this area is a white, chalky substance that is highly reactive to open

flame; if travelers even bring an open torch or lantern into this area there is a 20% chance that the walls erupt into a fiery conflagration, inflicting 3d12 damage on all present. If the walls are actually exposed to high heat, of course, the chance of an explosion rise to 100%. Mining the chalk is possible, though strenuous work; a total of 100 pounds of mineral can eventually be reclaimed from the area, and it would be worth up to 20 g.p. per pound to an alchemist, battle-wizard or other researcher into strange minerals.

2. Merrow Lair

This location is detailed in the map on page *x*. It is home to an unusually advanced tribe of aquatic ogres who dwell here in bountiful squalor, periodically sending forth small parties to scout around and hunt interlopers but otherwise mostly content to hold their own tiny corner of the underworld. Their reaction to the adventurers is likely to involve contempt and paranoia, resorting to force as a preference to parley or other subtlety.

Several distinct locations can be found within the lair of the merrow. Most common are the structures marked 'h'; these are dwelling places made partly by chiseling away cave-holes beneath the water, partly by weaving crude walls and roofs from stalks of the larger fungi of the cavern. Each location holds 1d4 warrior **merrow** (*MMII* 96, hp 24 each), as well as 1d6+1 female **merrow** (hp 18 each, -1 to damage due to poor training and condition). Treasure here consists of 100-1,000 s.p. and 2-8 chunks of onyx (each worth 100 g.p.v.) in each location. Note that the water near these locations, and elsewhere in the lair, ranges from 15' to 20' in total depth, rather than the more forgiving depths of the rest of the caverns.

Locations marked 'f' are pens for kept **fire beetles** (*MM* 9, hp 6 each) – 3-12 in each. The beetles are fairly docile and will not attack unless prodded or poked, but will not seek to leave the area if released, either. One of these pens, chosen by the Dungeon Master, will have a **ring of swimming**, dropped in a crack and long-forgotten, within; this item will only be located with the most careful of searches, or else the clever use of detection magics. Otherwise, the pens have no treasure to speak of.

The location at 's' is what passes for a weaponsmithy and crafts factory among the merrow; a dryland stockade with rock-benches to labor upon, a firepit over which leathers can be cured and old bones can be warmed, and little else of note. The chief crafter here is a scraggly-toothed, hunchbacked merrow (hp 19, -1 to Armor Class due to age and infirmity); he is accompanied by 1d3+1 normal merrow (hp 21 each). Treasure here consists of 2,200 g.p., kept in sacks buried beneath the chief crafter's rock bench; the crafter keeps it hidden both to avoid rousing the greed of his fellows and to insure that he should have something to bargain with should a drow or duergar merchant ever come calling (even though the ferocity and paranoia of his fellows insures that no such trader has ever dared venture here). Shifting the bench to get at the loot below requires a successful Bend Bars/Lift Gates check.

Finally, 'i' marks the resting place of the true master of the merrow tribe – an ancient and wicked **vampiric ixitachitl** (*MM* 55, hp 35) which dwells in here in secret, having accepted exile to this place in a dark pact with its wicked god following the death of its

tribe in battle decades ago. The *ixitachitl* has long been trapped in this alien, dryland place with nothing more than a bunch of savage merrow to rule over, and is frustrated almost to the point of insanity with its bleak existence; though it opposes the adventurers with all the cunning at its possession should they intrude, it will fight to the bitter end as it feels it has very little to lose. In addition to its other abilities, the *ixitachitl* can cast spells as a cleric of the 8th level – it commonly prays for **bless**; **command**; **protection from good**; **augury**; **detect charm**; **silence 15' radius**; **animate dead**; **cause disease**; **glyph of warding**; **cure serious wounds**; **raise water**. Kept within an airtight, locked bronze chest sunk beneath the deepest part of the *ixitachitl*'s cave are 800 p.p., a lavender ellipsoid **ioun stone**, and an **axe +2, throwing**.

3. Mysterious Statue

This area, a valley some 100' wide and surrounded on all sides by ridges, is notable for the complete smoothness of the cave floor within – flat and uncracked despite the significant tectonic activity elsewhere in the cavern. In the center of the area, placed upon a small outcropping of natural stone, is something even more unusual – a statue of a humanoid figure, some 8' tall and carved out of yellow-whorled marble. The statue is finely detailed, down to individual locks of hair, wrinkles on its outstretched hands and folds of cloth in the robe it wears – but its face is absolutely bare of any features whatsoever. A spear or staff, also carved from marble, is clutched in the figure's left fist – butt against the ground, upper point broken off long ago.

The presence of the statue here has three notable effects. First, no random encounters occur while the party remains in the area; no monster of less than High intelligence will follow the adventurers into the statue's vicinity, and visitors will feel a strong sense of calm and tranquility while in the area. Second, power of divination spells is strongly increased – **identify** drains only 4 Constitution if cast in this area, rather than 8; casting time for **legend lore** is halved; and all other divinations take effect as if the caster was four full levels of experience higher. Third and finally, the statue does sometimes suppress other, outside enchantments brought into its presence – there is a 5% chance per hour (check every six turns subsequent to the party's arrival in the area, chance not cumulative) that every character present is affected by a **dispel magic**, cast at the 12th level of ability.

4. Shades' Bastion

As adventurers approach this area, they will notice that obscuring shadows begin to appear with more and more frequency – puddling beneath the least overhang or fungal frond, deeper and more foreboding than any such should be beneath the omnipresent golden glow of the cave above. Stepping into or beneath the shadows will result in an unpleasant sensation of tingling and sense of smothering warmth, extending to shortness of breath and lassitude if the character remains for extended periods (1 turn or more). None of these sensations produce any in-game penalties, though naturally the players need not be informed of this fact...

The grounds outside of the Bastion are patrolled by a pack of twelve **shadow mastiffs** (*MMII* 84, hp 30, 28, 27, 25, 24, 22, 22, 21, 18, 18, 17, 15) which prowl below ridgelines

and slink in and out of patches of shadow. Though there is only a 20% chance that the mastiffs are directly in front of the characters when they approach the area, they will quickly pick up on any intrusion and arrive within 1-2 turns unless the PCs approach with absolute stealth. They will attempt to use their panic-inducing howl on first approach, but close to melee only if the party attacks in response or otherwise takes openly hostile action.

The external wall surrounding the Bastion proper is simply built, of large blocks quarried from a pale gray granite and set into place. Adventurers who have visited the Forsaken City itself will easily notice an obvious similarity between this wall and the wall surrounding that place; though the construction of the fortifications of this place are of much lower quality, comparatively speaking, looking to be merely adequate examples of the mason's art. Walls are 15' high, 10' thick at the base and narrowing to a mere 5' thickness at their top, and have no battlements or crenellations.

The towers set into the external wall extend some 30' high, but are mainly for show; the interior of each is but a single bare room, with the tower roof as its ceiling. Resident within each tower are seven **shadows** (*MM* 86, hp 24, 18 x6) which take the appearance of inky-hued, featureless warriors in full plate armor and carrying stubby halberds; they move and fight as normal shadows, however. If the adventurers attempt to scale any part of the outer wall, the shadows in the nearest tower will emerge to contest their passage; otherwise, they will remain in the towers until after the adventurers have passed into the inner courtyard of the Bastion.

Within the curtain wall and towers is a broad, empty courtyard – half open-air space, half high-roofed shallow cave hollowed out from the side of the cliff face. Through a combination of natural rock overhangs and ancient shadow magic, this entire area is lit only to twilight brightness at best, and with even worse visibility in many places; artificial lighting of some sort or infravision is necessary to see clearly.

Lining the back side of the courtyard are seven towers – five of which are home to the five shade wizards (*qv*) resident in this place, the other two of which have been abandoned for centuries. The Dungeon Master may decide which shade dwells in which tower, and which of the towers are vacant.

Each of the towers has three levels. The first serves as entryway, guardhouse and deterrent against unwanted visitors – in addition to other defenses to be chosen at the Dungeon Master's discretion, powerful magics exist here which will target any living creature that remains here for more than two rounds, forcing a save versus death magic or be drained of 1-4 points of strength for 2-12 turns (as per the touch of a shadow), paralyzation or suffer *blindness* (as the clerical spell) and spells or suffer *confusion* for 4-16 rounds (as the magic-user spell).

The second level of each tower is used by each shade to pursue personal interests, and so is different for each of the towers. Note that as two of the towers have been long since abandoned, the furnishings within those two towers will remain but be badly decayed,

covered with dust and suffering from extreme neglect. The exact nature of each tower's contents is as follows:

- One tower features a library of magical texts, written in ancient and forgotten tongues and dealing with many esoteric and abstruse matters of the art Arcane. Study of the texts here requires some magical method for the comprehension of languages, as the vast majority of the writings here are in alien and forgotten tongues; however, should such an ability be available, a character may treat their Intelligence as two full points higher than its actual score for the purpose of learning new magic-user or illusionist spells. Note that new spell magics are not immediately available here – a character must bring spell scrolls or spellbooks with them for study, but once present will be able to use the resources of the library in order to unlock increased understanding of magic.
- One tower has a taxidermist's lab within – many shelves filled with embalming fluids, wire ties and similar paraphernalia, stands and workbenches featuring preserved corpses or reassembled skeletons in pose or repose, and cubbyholes in which spare pieces and bodies can be stored while another project is in progress. Many of the creatures being worked upon here are surface-dwellers, though none are of humanoid form or intelligent (at least, as far as the characters' experience extends at any rate). None of the cadavers here are animated undead.
- One tower has a weapons chamber within, with sparring dummies, target pells, and other tools for practicing the martial disciplines placed throughout. Devices for training in the form of nearly every type of weapon known, from blade to bludgeon to polearm to missile weapon, can be found, all well-crafted and showing the nicks and dents of frequent use.
Along one wall is a weapon display case, bronze-framed and with glass panels, within which are four elegantly-crafted weapons – a scimitar, a long dagger, a broadsword, and a two-handed sword. All of these weapons are well-made, but nonmagical. The case, however, bears a powerful and subtle enchantment – if locked with the proper key, any later attempt to claim a weapon from the case without use of that same key will permanently change the weapon in question into a –2, *cursed* item. Even nonartifact magical weapons are subject to this fate; once this change has occurred, it cannot be reversed by any means short of a *wish*.
- One tower's chamber is overgrown with many kinds of plants – ferns, small trees, vines, grasses and many other types of vegetation in a riotous indoor maze with only the barest degree of order. Passage throughout this arboretum is possible without upsetting any of the life within, but difficult, as the trails through the overgrowth continually twist and double back upon themselves. A druid or ranger will be able to identify many of the plants found here, but will realize that just as many types of plants come from distant and unknown lands. Unless the Dungeon Master decides otherwise, none of the vegetation here poses any threat to the party.
- One tower has a library and research area dedicated to the study of the demiplane of Shadow. Books here discuss the environment of that strange and alien place, its inhabitants, societies and customs. Access to these books allows research on shadow creatures and the plane of Shadow as a sage; in addition, magic-users may learn enough from the texts here to be able to summon shadow mastiffs with use

- of a **monster summoning IV** spell, and tenebrous worms with use of **monster summoning VI**. Note that the character must be able to cast such magics normally through other methods already in order to access such powers; the knowledge here merely expands the options available to him.
- One tower has within it a music hall and conservatory, with several instruments placed throughout – lutes, woodwinds, a harpsichord against one corner, &c. Several comfortable chairs have been placed throughout, and the interior walls of the area have been added to in a way that enhances and refines the acoustics within. One result of this last effect is that any spell or spell-like ability cast within the area that relies on volume or pitch of sound to create its effect (such as a **shout** spell, or the charming song of a harpy) is saved against at –2 to the roll, and deals an additional +1 h.p. of damage per die.
 - One tower features within it a large steam-filled room, kept at a constant sweltering heat that is uncomfortable though not truly dangerous. The steam reduces visibility to a maximum of 1”, and to some extent muffles quiet sounds as well – attempts to hear noise are at a –10% penalty to the roll. If an air elemental is summoned using the steam as a focus, it will possess all the normal abilities of its kind and take but half damage from fire attacks as well; however, cold-based spells will **slow** it in addition to inflicting full damage if the elemental fails its save against spells.

The third and topmost level of each tower is a sumptuous and well-appointed bedchamber, in the colors and tastes of its owner; though the shades have no need for food, sleep or similar they do recollect somewhat of the habits of their mortal life and so maintain these chambers in order to maintain such practices. The furnishings and sumptuary in each of these chambers has an assessed treasure value of between 5,000 and 15,000 g.p. apiece (roll 2d6+3 and multiply the result by 1,000) and may have additional minor magic as chosen by the Dungeon Master as well.

A brief description of the five **shades** (*MMII* 108) resident in this area follows. The Dungeon Master should remember that these beings have lived for centuries and possess just as much cunning and life experience as any archmage or lich, and roleplay them accordingly. Though they remember the Forsaken City of Naavros in its prime and have studied it from a distance for a great many years now, the shades will not willingly part with any information on the history or occupants of the city, save under the most dire of circumstances.

Dungeon Masters should remember that a shade’s combat statistics are modified extensively in the presence of light of varying levels, as per *MMII*, and make the appropriate adjustments should combat occur. The statistics below are without modification.

Algatheon – Ill 17; AC 1, hp 31, #ATT 1 for 1-4 dmg or by spell, AL LE; St 11, In 17, Wi 13, Dx 16, Co 9, Ch 7; spells normally prepared:

* 1st level: **darkness x2; detect illusion; phantasmal force; wall of fog**

* 2nd level: **blur; hypnotic pattern; improved phantasmal force x2; misdirection**

- * 3rd level: **fear; hallucinatory terrain; paralyzation; spectral force; suggestion**
- * 4th level: **confusion; improved invisibility; phantasmal killer x2; shadow monsters**
- * 5th level: **maze; projected image; shadow door**
- * 6th level: **demi-shadow magic; veil**
- * 7th level: **alter reality; prismatic spray**

Algatheon moves with complete and utter silence, and cannot be detected by any means that requires the use of one's ears. He is even able to cast spells without the need to utter any verbal spell components, and so is effectively immune to such effects as magical silence. He wears a **cloak of displacement**, **bracers of defense AC 5** and a **ring of free action**, and carries two **potions of flying** as well as a (normal) silvered dagger that can be used in melee if necessary.

Brihegeos – M-U 15; AC 0, hp 26, #ATT 1 for 2-5 dmg or by spell, AL NE; St 9, In 18, Wi 12, Dx 6, Co 11, Ch 9; spells normally prepared:

- * 1st level: **charm person; detect magic; protection from magic; shield; spider climb**
- * 2nd level: **darkness 15' radius; ESP; magic mouth; mirror image; stinking cloud**
- * 3rd level: **blink; dispel magic x2; haste; protection from normal missiles**
- * 4th level: **dimension door; minor globe of invulnerability; monster summoning II; polymorph other; wizard eye**
- * 5th level: **Bigby's interposing hand; hold monster; monster summoning III x2; wall of force**
- * 6th level: **geas; monster summoning IV**
- * 7th level: **monster summoning V**

Brihegeos is specially versed in the use of summoning magics, and may choose to have any creature conjured by his spells be laced with shadowstuff (-1 to AC, +1 hit point per die, inflict 1-3 Str damage per attack – as a shadow). He wears a **robe of the archmagi (black)**, a **ring of protection +6, +1 on saving throws**, carries a **dagger +1**, a **wand of fear** with 27 charges and three **potions of healing**.

Mykandreion- F6/M-U 13; AC -5 (or 3), hp 49, #ATT 1 for 4-11 dmg or by spell, AL N; St 16, In 17, Wi 8, Dx 17, Co 12, Ch 11; spells normally prepared:

- * 1st level: **comprehend languages; enlarge; jump; magic missile; shocking grasp**
- * 2nd level: **darkness 15' radius; detect invisibility; mirror image; ray of enfeeblement; strength**
- * 3rd level: **clairvoyance; fly; haste; hold person; protection from evil 10' radius**
- * 4th level: **fear; fire shield; polymorph self; Rary's mnemonic enhancer**
- * 5th level: **animate dead; cloudkill; feeblemind; telekinesis**
- * 6th level: **disintegrate; invisible stalker**

Mykandreion considers himself a capable warrior, effectively weaving battle-magics together with sword-blows, and will in combat seek to enhance himself with numerous personal spell effects before entering melee. He wields in one hand a **longsword +2**, keeping the other hand free to cast spells, and wears **shadowscale mail +4** – this unique piece of armor can with but a thought become as insubstantial as gossamer for a period of 4 segments, granting no Armor Class bonus during that time but allowing its wearer to cast spells freely. Mykandreion is also commonly equipped with a **ring of protection +4**,

+2 on saving throws, a wand of enemy detection with 15 charges, a **potion of gaseous form** and two **potions of extra-healing**.

Olanthes – Ill 15; AC 2, hp 34, #ATT 1 for 1-6 dmg or by spell, AL LN; St 8, In 18, Wi 10, Dx 16, Co 9, Ch 14; spells normally prepared:

- * 1st level: **audible glamer; darkness; detect invisibility; phantasmal force x2**
- * 2nd level: **blindness; detect magic; hypnotic pattern; improved phantasmal force; invisibility**
- * 3rd level: **non-detection; spectral force x2; suggestion**
- * 4th level: **emotion; improved invisibility; phantasmal killer**
- * 5th level: **demi-shadow monsters; projected image**
- * 6th level: **demi-shadow magic; programmed illusion**
- * 7th level: **alter reality; prismatic wall**

Olanthes seems simple-faced and harmless, but in actuality is quite cunning, and also adept at deceiving even the wisest of his enemies; targets of his spells treat their Wisdom as two points lower than its actual score for purposes of saving against magical attacks. He commonly wears a **cloak of protection +4**, a **ring of protection +2**, and owns a **crystal ball**, a set of **eyes of charming** and potions of **animal control** and **extra-healing**.

Trimestigen – M-U 18; AC 0, hp 33, #ATT 1 for 3-8 dmg or by spell, AL LN; St 10, In 19, Wi 15, Dx 11, Co 10, Ch 12; spells normally prepared:

- * 1st level: **affect normal fires, dancing lights, enlarge, Nystul's magic aura, unseen servant**
- * 2nd level: **darkness 15' radius, forget, levitate, rope trick, wizard lock**
- * 3rd level: **blink, clairvoyance, dispel magic, infravision, slow**
- * 4th level: **charm monster, hallucinatory terrain, remove curse, wall of fire, wizard eye**
- * 5th level: **contact outer plane; feeblemind; magic jar; teleport; wall of stone**
- * 6th level: **disintegrate; repulsion; stone to flesh**
- * 7th level: **delayed blast fireball; limited wish; power word, stun**
- * 8th level: **mind blank; polymorph any object**
- * 9th level: **time stop**

Trimestigen is the leader of the shades of the Bastion, and has great power indeed in spite of his reclusiveness. Any spell of **light** or **continual light** cast directly on him, or centered on an object or area within 10' of his position, is immediately reversed in effect, producing a similar area of magical darkness. Trimestigen always wears a **ring of elemental command (shadow)**, a unique item which appears to provide nothing more than a constant **blur** effect until its full powers are unlocked; Trimestigen has achieved this initiation, and can also use the ring's powers to invoke **ray of enfeeblement** (once per turn), **spectral force** (twice per day), **shadow magic** (once per day), **vanish** (once per week). The archimage also owns a set of **bracers of defense AC 2**, a **staff of power** with 18 charges, a scroll inscribed with **limited wish, power word, blind** and **imprisonment**, and potions of **diminution** and **extra-healing**.

5. Boiling Lake

The waters of this lake are unusually warm to the touch (though not sufficiently so to cause damage) and create a thick fog that persists constantly over the water's surface, to a depth of 6 to 12 inches at all times. As a result, seeing the depths of the lake is all but impossible from the surface; some clues as to the nature of this place can be seen from examining the rocks around its edges, which are pitted and pockmarked as if by intense heat. A glint of green-hued crystal can be seen from the island at the center of the lake, though identifying the source is difficult at best.

Dwelling beneath the waters of this place is a rare aquatic **remorhaz** (*MM* 82, 14 HD, 70 hp) which will emerge to strike at passerby 1 turn after their arrival, or as soon as any character comes within 1" of the water's edge. In addition to its normal move, the remorhaz can swim at a speed of 18"; it does, however, require water to breathe, and will begin to suffocate if trapped in air for longer than three combat rounds. If within the water, it is capable of lunging up to 20' high in its initial surfacing action, which may serve to surprise low-flying prey! Reducing the creature to 20 hit points or less will suffice to drive it back below the surface, to lick at its many wounds.

If the remorhaz is dealt with or avoided, the party may investigate the island; the glint of crystal comes from a deposit of green emerald gemstone, weighing a full 20,000 cn in its raw state and able to be refined into some 3,000 g.p.v. of gems if handled by a proper crafter. The intact gemstone deposit would also be valued by many a surface elven clan, who would be able to use its size and structure to weave in many powerful ritual magics (of effects to be decided on by the Dungeon Master); their appreciation for such a prize would be substantial, as would their scorn should they discover that a certain band of adventurers had discovered such a treasure and hacked it apart for mere monetary gain...

6. Eastern Tunnel

The mouth of this tunnel emerges some 60' above the floor of the cavern below, allowing characters an excellent view of the surrounding landscape, nearby landmarks (provide a brief description of locations **5**, **7**, **9** and **10**, as well as pointing out the location of the Forsaken City's walls) and possible obstacles intervening. Descending the relatively short distance to the canyon floor, however, is no easy task, requiring two full turns to traverse the many switchbacks and avoid weak patches of trail. There is a base 50% chance that some type of wandering monster encounters the party during this descent. Exit from the cavern through this passage is equally taxing, and has the same odds of an unwelcome encounter.

7. Mycotene Grove

No less than five different ridges meet at this point and jam together into a single highland plateau, rising in some places to a full 100' above the surface of the remainder of the cavern. The top is heavily covered in the varieties of fungi that are commonly present throughout the rest of the cavern, and one unique type – a high-reaching stalk that sprouts blooms of a brilliant emerald, easily visible from several hundred yards away.

The slopes surrounding this area are steeper than usual, and quite unstable – though they can be ascended, any effort to do so by a nonthief is 50% likely to trigger a minor avalanche, requiring all below to save versus Dragon Breath or else suffer 2d6 damage. Descending the slope suffers a similar problem, though in this case the chance of an avalanche is only 20% and only those characters in the front half of the marching order risk damage.

Within the fungal forest at the top of the ridge dwell five unusual creatures – **mycotenes**, which are to large fungi as treants are to normal trees. If an encounter occurs, treat the mycotenes here as 7 HD **treants** (*MM* 96, hp 32, 31, 28 x2, 26) save with the following changes; Alignment is Neutral (evil); fire-based attacks are only at +2 to hit (and –2 to save against); lightning and electricity-based attacks have no effect whatsoever; no ability to animate other trees/fungi. The mycotenes are 90% likely to attack any being which intrudes on their grove, unless a druid is in the party; and even in this latter case there is only a 50% chance that the mycotenes will issue an immediate warning to depart forever rather than simply attacking with intent to kill.

If the mycotenes are dealt with or evaded, the adventurers will be able to examine the emerald blooms scattered throughout the area. A total of seventeen are present, scattered across random fungus stalks around the area; no single stalk has more than one bloom upon it. If plucked, a bloom can be consumed, either immediately or at a later date, and serves as a **potion of healing**; this potency lasts for 3-6 days only, however, and subsequent to this period is either simply useless (75% chance) or actually toxic (as a **potion of poison**; 25% chance).

8. Shades' Redoubt

The sides and summit alike of this large, sheer-sided hill are cloaked in eerie, pooled shadows, and the assorted fungus crowning its peak have fronds and foliage of an unnerving hue of purplish-black, alerting even the least perceptive of the fey and otherworldly magics that lie present in this place. Approach here is 50% likely to be met by a small pack of 1d3+1 **shadow mastiffs** (*MMII* 84), part of the large pack of these monsters kept by the masters of this place along the tops of the hill. Even if the first group of these monsters is vanquished, check again every three turns for a fresh encounter, as nearly two dozen mastiffs in all prowl along the slopes and ravines of the exterior part of this hill.

Thorough and determined searching of the area will eventually uncover one of the several entrances to the maze of tunnels carved below the hill. These passages are crudely shaped, with many jagged outcroppings and blind corners, lit by the twinkling of fat-bodied fireflies whose presence creates just enough light to prevent use of infravision and ultravision. Ceiling height ranges from 6' to a mere 3' in places, posing a difficult fit.

Prowling throughout the tunnels are a total of four **tenebrous worms** (*MMII* 127, hp 44 each) which will seek out and attempt to consume any intruder bringing a light beneath the surface of the redoubt. Chance for an encounter with one of these creatures is 30% per turn if the characters have a lit torch, lamp or active **light** spell, rising to 75% if a

continual light source is used for illumination; but falling to a mere 5% chance if the party enters without artificial light. Only one tenebrous worm will be encountered at a time, and it is 50% likely to retreat from combat if its opponents douse all forms of open light and flame.

The entrances to the living chambers maintained by the three **shades** that live here are concealed by both powerful magic and clever craft in the mundane style; chance to locate is but 1 in 12 for most characters, 1 in 6 for elves or dwarves who search, and elven ability to detect secret doors without searching is of no use here. Each of the three chambers is furnished to similar specifications, with a mix of comfortable furniture, desks for planning and study purposes, shelves to hold tomes and reports, and a small training salle in which to practice swordplay. Dungeon Masters may go into detail as desired regarding the value of treasures in this place, but each chamber will generally possess no less than 5,000 g.p.v. in coinage, gems and other items of value, along with at least one magical scroll or miscellaneous magical item (roll randomly or choose, though nothing with immediate or obvious combat usage would be appropriate).

Combat statistics for the three shades in residence at the redoubt follow. Note that all three of these beings are powerful and experienced fighters, well-versed in both the swift defeat of less capable opponents and in prudent withdrawal when faced with superior odds, and the Dungeon Master should play them accordingly. While the shades here are unlikely to tolerate outsiders who interfere with the Forsaken City or delve deeply into its secrets, they do generally oppose and despise their brethren located at the Bastion (location **4**) and might be willing to offer advice or aid to a party intent on causing trouble for that group.

Akhileos – F18; AC –7, hp 106, #ATT 1 for 8-17 damage, AL CN; St 18/59, In 14, Wi 16, Dx 11, Co 17, Ch 9

Akhileos is a most capable warrior, but is by no means foolhardy; he constantly watches his flanks, and when in combat with multiple opponents will seek to place his back against a wall or fight from within a doorway or similar space to limit the number of foes able to engage him at one time. He fights with a **two-handed sword +4** with a fearsome, serrated blade; any opponent cut by this weapon receives a –2 penalty to attacks and Armor Class due to the terrible pain inflicted by such blows, until such time as wounds are healed (by either normal means, or magic). Note that a target receives this penalty only once, when first wounded by Akhileos's sword, though it persists until all injuries have been healed. Akhileos also wears a suit of **field plate +5**, a **cloak of protection +3**, and carries potions of **invisibility** and **speed**.

Mnethron – M-U7/F12; AC 0/-3, hp 50, #ATT 1 for 4-11 damage or by spell, AL NE; St 17, In 16, Wi 10, Dx 15, Co 15, Ch 13; spells normally prepared:

- * 1st level: **enlarge**, **hold portal**, **sleep**, **unseen servant**
- * 2nd level: **darkness 15' radius**, **invisibility**, **web**
- * 3rd level: **dispel magic**, **lightning bolt**
- * 4th level: **hallucinatory terrain**

Mnethron is arrogant, hot-tempered and vain, but quick-witted and ferocious in battle. He will seek to use his spells to confuse and separate opponents, then duel with targets one at a time once they have been divided. Mnethron wears **bracers of defense AC 3** and carries a **shield +1, +4 vs missiles** as well as a **longsword +2, +4 vs magic-using and enchanted creatures** and a **wand of frost** with 27 charges.

Xanithes – F16; AC –6, hp 89, #ATT 2 for 7-12 damage each, AL CE; St 18/24, In 11, Wi 12, Dx 17, Co 16, Ch 10

Xanithes will seek to harry opponents, striking at flanks or rear to catch targets off-guard and meleeing for one or two rounds before withdrawing. He uses paired **hand axes +3** in battle, with which he is extraordinarily swift and accurate; if his first blow in a combat round connects, his second attack may be rolled without need to consider shield or Dexterity bonuses to his opponent's Armor Class. Xanithes wears **splint mail +4**, a **ring of spell turning**, and **boots of speed**; he also carries upon his person potions of **flying** and **invulnerability**.

9. Shattered Tower

The crumbling remains of this tower and assorted outbuildings squat ominously atop a narrow, weathered ridge, strewn about with wilted and dying fungus; an ill-aspected location by anyone's reckoning. Its origins are forever lost, but recently it has been claimed as a lair by the **cambion** Evahxtus (*MMII* 37; AC –2, HD 12, hp 53, #ATT 2 for x dmg with **+2 morning star**, St 19, In 15, Wi 8, Dx 19, Co 16, Ch 14, can use **detect magic, levitate, polymorph self**), a servant of the dread Demogorgon, and present upon the Prime in order to investigate the city of Naavros and release the demon lord within. Evahxtus is well aware that such a mission is likely beyond his powers, but presently lacks the means to gain outside assistance; he will be more than willing to use trickery, coercion or any other such means at his disposal to convince outsiders to aid him in his schemes.

Several locations exist within this encounter area:

- The main area of the tower itself, cleaned somewhat of debris by Evahxtus to use as a headquarters. Journals and maps detailing the demon's explorations (written, of course, in the foul script of the Abyss), trophies from past excursions, trinkets that might prove useful in proving boasts or linking sympathetic magics, and other such prizes are here. A chest, double-locked and trapped with a poison needle (save vs. poison at –4 or die) is kept here, containing 3,000 gold pieces, a scroll inscribed with **unholy word** and a **philter of love**.
- A cellar area beneath the tower, kept as a sort of strongbox and prison cell if such ever be needed; the only entrance is kept blocked by a huge stone slab, which requires a Bend Bars/Lift Gates check to be shifted by any being with a Strength of less than 18/51, and which has been **wizard locked** by Evahxtus besides. It is, at present, empty.
- An outbuilding converted for use as a sort of stable, currently home only to the moldering corpse of an enormous, bat-like creature. Evahxtus brought this being to the caverns of Naavros to serve him as a mount, but found it overmatched by the local wyverns; the monster was quickly slain, and Evahxtus has been unable to locate a replacement. The corpse of the creature is not undead.

- A cellar crypt beneath an outbuilding, seemingly empty save for an enchanted garnet gemstone set into a torch sconce; the garnet continually radiates light with the brilliance of daylight, and can be freely taken if desired. Hidden beneath the floor is a sarcophagus housing a **vampire** (*MM* 99, hp 39) that serves Evahxtus as an unwilling agent; the cambion has bound it with threats and the power of the garnet gem, freeing it from captivity only for brief periods. If given its freedom by accident or deliberate forethought, the vampire will consider Evahxtus its foremost enemy – but will certainly not bear interfering adventurers any good will, either...
- A small shrine, well-cleaned and in good condition, is present in another outbuilding; its holy symbols and regalia are very similar to that of a deity of good aspect of the Dungeon Master's choice, but differ in subtle but important ways; only careful inspection by a cleric of 7th level or greater will discover the deception. No power or aegis bars Evahxtus, or any other demonic being, from entering this place, and the cambion may try to exploit this fact by meeting the party here while in **polymorphed** guise.

10. Eternal Flame

At this point, a smooth, shallow depression has been carved from the rock, in an oval some 5' wide and 3' long, and to a depth of 18 inches at its center. Within burns a brilliant blue flame, seemingly without fuel or generative source yet alight regardless. No means short of magic will suffice to douse its brilliance; should a character be so foolish as to touch bare skin directly to the flame, it will burn for 1-6 points of damage.

A torch, lantern or other light source lit from this flame will exhibit some unusual properties – burning for twice as long as usual, and with a 25% chance of not being snuffed in normal (non-magical) conditions that would normally suffice to do so. This includes deliberate attempts to snuff the flame by those who lit it – a potentially annoying inconvenience!

11. Southern Tunnel

The entrance to this tunnel is located off a blind turn into a shallow cave, and appears to casual inspection to be nothing more than an empty cranny blocked by a rockfall. Searching, as for a secret door, is required to recognize the truth and determine the methods by which key boulders can be shifted to reveal an entrance. However, any such attempt to gain passage must first contend with the other traps placed here – for this entrance to the caverns around Naavros is known to the cambion **Nyrextes**, and he has taken measures to insure that others will find it difficult to use.

The most obvious threat here is the presence of a giant lizard-ghast, a larger cousin of the ghoulish lizards sometimes found roaming the outside cavern, which makes the cave area its lair. Treat it as a ghost (*MM* 43), save as follows: Hit Dice 9 (and 54 hp), #ATT 2 for 2-20/3-12 damage (bite and tail slap), Size L (20' long). Its treasure includes 6,000 c.p. and 1,200 e.p., mixed in scattered piles along the floor of the cavern, and two **scrolls of protection from magic**.

Even if the lizard-ghast is defeated, one more spell-trap remains; any being passing through the secret door within the rockfall must save versus spell or contract a wasting

ailment (as a clerical **cause disease** spell). This affliction may be cured in the normal manner, but has a chance to take effect again if the party ever passes through the portal once more. The spell-trap can be avoided by a thief who makes a successful Remove Traps roll, at a –25% penalty due to the infernal nature of the magic involved, or by application of both **remove curse** and **exorcise** on the area by a cleric of at least the 9th level of ability.

12. High Warren

At this location along the cavern's edge exists a series of natural chimneys and well-placed handholds, such that ascent up the side of the cavern wall is possible to a reasonably high distance. Any character with **climb walls** skill can ascend a distance of 240' in but three turns; even unskilled and unaided characters have a 50% chance of making such a climb, though such an endeavour will require a full hour's exertion. The apex of such efforts is a reasonably flat ledge space, a good 15' by 20', and with an excellent view of the surrounding valley and even something of the buildings within the walls of Naavros.

While the party is in this area, check for random encounters as usual. If the dice indicate an encounter has occurred, it is automatically with a flock of 1d4+4 **wyverns**, who will automatically notice and attack the party, and who cannot be surprised. Characters in the midst of ascending to or descending from the High Warren will have to make a difficult choice between fighting off their assailants or concentrating on avoiding a fall.

THE FORSAKEN CITY

Journeying through the cavern wilderness may be long and arduous, but eventually will result in characters reaching the lost and abandoned city of Naavros. Up close, the city is quite awe-inspiring – ringed about with massive walls a full 50' high, 30' wide at the base and narrowing to 10' wide at their uppermost point. The stones used to construct the wall are massive in size, each weighing several tons, and so cleverly placed together that there is seemingly no need for mortar. The skill in construction and smoothness of the walls imposes a –20% penalty on any thief's attempt to **climb walls**.

The gateway arches beneath the city gates are 20' wide and 30' high, and open for transit in and out of the city though characters passing beneath them will feel a sudden chill and feeling of nameless dread. The streets beyond are strangely empty, narrow and twisting with featureless buildings on all sides. Houses and shops are constructed all alike, of clay-brick walls inscribed all over their outside surface with ancient runes of binding engraved in lead. Buildings are generally two to three stories high, windowless on the ground floor, and show signs of sudden abandonment – food drying on plates inside, pots rimmed with the gummy residue of evaporated liquids, beds unmade and clothes waiting to be laundered. Unless the Dungeon Master decides otherwise, nothing of value can be acquired here – even food will crumble to tasteless dust if touched or taken.

The nature of the Forsaken City is such that many kinds of magic are altered or limited within its walls. Spells that create fire are severely weakened, producing only brief sparks as opposed to full-on blazes; spells that cause fire-based damage do only 1 point of damage per die. Magics of **flight** and **levitation** are also limited, allowing the character to ascend only to a height of 10' above the ground; this applies both to spells cast and to magic items, though not to natural flight. Finally, spells that **summon** or **charm** monsters have a 20% chance to fail, and **detection** magics are severely limited, with their duration measured in rounds rather than turns. All these effects persist as long as the characters are within the walls of Naavros.

Random Encounters

While exploring the Forsaken City, the characters will likely encounter both wandering monsters and magical hazards. Rather than place all such encounters, a random check is used to determine the frequency of meetings with such dangers.

If the party is engaged in active explorations, the chance of a random encounter is 1 in 10, checked every three turns, and checked on 2d6 on the table below. If the party takes refuge in a house or other building, however, the chance of a random encounter ranges from 1 to 1-3 on d10 (exact odds should vary based on Dungeon Master discretion of the party's overall efforts to keep a low profile; adventurers who avoid lighting a fire, keep a quiet watch &c will have the minimum chance for an encounter, while those who are boisterous and destructive will be more likely to attract hostile intention) and the creature attracted should be selected with a roll of 1d4+3.

- 2 1 iron golem
- 3 1 (75% chance) or 2 (25% chance) clay golems
- 4 3-12 stone guardians
- 5 4-10 chaggrin grue
- 6 2-5 Naavros golems
- 7 3-18 margoyles
- 8 Binding trap
- 9 Suffocating dust trap
- 10 Electricity trap
- 11 Noise trap
- 12 Magic drain trap

Binding trap takes the form of a web of grayish-white magical energies spread across the street ahead of the party for a distance of 20' to 50. They are only faintly visible without magical aid of some kind (assume 10% chance to spot in advance unless the party is advancing cautiously and checking for traps) and will activate and ensnare all those within, one combat round after being disturbed. Each character in the area of effect must save vs. spells, or be subjected to one of the following spell effects (choose randomly for each character targeted): **feign death**, **flesh to stone**, **hold person**, **slow**, each lasting for a period of 1-4 hours unless cured or dispelled before that time. Note that the torpor imposed by **feign death** cannot be voluntarily ended by the target of this effect, and the condition of **flesh to stone**, being only temporary in nature, does not require a

system shock roll when cured or when the effect expires. After initial discharge, the trapped area will be safe to traverse for 1-3 turns.

Chaggrin grue (*MMII* 72) normally lair in location **2**, and are prowling the city in search of prey and useful information. They may seek to ambush a small or careless adventuring party, but if faced with superior firepower will likely be content to shadow potential prey and wait for a larger confrontation to begin before joining in to cause maximum chaos. Their stealth skills are somewhat lacking, however, so that they can be easily spotted in such an effort. If reduced to half their normal numbers they will flee.

Clay golems (*MM* 47) patrol the streets of the city of Naavros in an aimless fashion. They will attack the closest living creature they see and fight until all visible enemies are killed or they themselves are destroyed; however, they will not pursue opponents into buildings or leave the city. If appearing in pairs, the golems will exhibit minimal grasp of tactics, seeking to guard each other's backs and moving to flank a powerful enemy. Each golem has a 50% chance of having a random type of gem set into its forehead, which may be freely taken if the construct is destroyed.

Electricity trap will be generated from a glowing sphere of intricately woven magical energy, set against the ground, a wall or other fixture, or freestanding as the Dungeon Master desires. When discharged, characters within 10' take 8d6 damage, characters at a distance of 10' to 20' take 6d6 damage, and characters 20' to 30' away from the sphere take 4d6 damage. A save vs. Wands will, in all cases, prevent all damage from the trap effect. The trap will reset itself in 5-10 combat rounds.

Iron golem (*MM* 48) appears only singly, but otherwise has behavior similar clay golems (*qqv*) appearing within Naavros. Its fists take the form of massive, bulky hammer-heads, which may (if the monster is defeated) be detached from its body and worked into weapons by a competent smith; the resulting weapons strike at +3 'to hit' and damage, and inflict double damage on magically-constructed and magically-animated beings of all types.

Magic drain trap is a colorless mist smelling noticeably of ozone and rusting metal; it is otherwise undetectable save by magic. Spellcasters entering or passing through an area affected by the mist have a chance (base 75%; if the character has Intelligence or Wisdom above 15, reduce by 10% for each point above this value, to a minimum chance of 15%) of losing 2-12 levels' of spells, chosen randomly; spell slots lost in this way cannot be replaced or memorized for 24 hours. Characters will be instantly aware of this loss once it occurs, but not the reason why.

Margoyles hunt in packs throughout the streets of the city, staying mostly on the ground but willing to take wing for short periods or to gain advantage in combat. They will seek to overwhelm enemies, striking at as many targets as possible and ganging up on unarmored or visibly wounded characters. Individual margoyles will retreat from battle if reduced below half maximum hit points, but do not otherwise check morale. They will pursue into buildings, but will not leave the city.

Naavros golems (*new monster*) attack in packs, striking in unison and seeking to melee with as many enemies as possible. If enemies retreat they will break off pursuit after three combat rounds, but otherwise will fight to the death. They will neither enter buildings nor depart the city.

Noise trap can be spotted in advance as an odd fixture or outgrowth of stone placed upon a building wall or freestanding in the middle of a square or plaza; it radiates strong alteration magic. The trap will activate if any loud noise is made – one full-throated shout, or three people talking at once, or any such similar volume – within 20'. When this occurs, all within line of sight to the trap must make a saving throw vs. spells or have their sense of hearing magically affected; all sounds heard will be echoed and distorted, with some 'phantom' noises appearing at odd intervals and other real noises being muted. Conversation between characters is still possible, though difficult (through repetition and lip-reading) but thieves will be unable to **detect noise**, and any attempt to cast a spell with a verbal spell component has a 50% chance to fail. The effect lasts until affected characters exit the Forsaken City or are cured with **remove curse**.

Stone guardians (*MMII* 115) move in a well-ordered close formation, barring the entirety of the street they advance around and letting none pass. Their first priority in combat will be to keep opponents from outflanking their position; if their opponents retreat they will pursue at best speed, but keep their formation to prevent others easily from slipping around behind them. Characters who duck into buildings will find that the stone guardians do not pursue, but do hold position at the entrance to harry characters as they emerge.

Suffocating dust trap takes the form of dull yellow dust coating every visible surface – stone floor, walls, statuary and other fixtures – in the affected area. The dust blurs contours and obscures writing and other markings. Brushing at or otherwise disturbing the dust causes it to explode into the air, affecting all within 10' of the point of contact. Affected characters must save vs. poison at –2, or suffer severe coughing, choking and shortness of breath; this effect imposes a –2 penalty to hit and Armor Class, and a –4 penalty on all saving throws. The effect lasts 3-6 hours, or until relieved with a **cure disease** spell.

1. Rust Monster Lairs

Each of the three buildings marked with this encounter number has been taken over as a lair by a family of 1d3+1 **rust monsters** (*MM* 83) which have burrowed beneath and into the houses in question and begun to scavenge among the assorted ironware that can be found there. The rust monsters are but recent arrivals to the Forsaken City and have not yet encountered the golems in place there; it might be possible to lure the creatures into fights with one or more golem sentries, if the adventurers play their cards right.

2. Ruined Quarter

This borough of the city was burnt out long ago in some nameless disaster; only charred timber and crumbling mounds of unsupported brick remain. A total of seven **smoke para-elementals** (*MMII* 98; 8 HD each, hp 34, 32, 31, 31, 29, 27, 26) are present here, drifting aimlessly through the empty ruins. While in this area, do not check for random encounters; instead, check each turn to see if one of the elementals has been encountered (base chance 10%, increasing if the adventurers draw attention to themselves in some fashion); once one elemental has been encountered, the others shall quickly rally to the location in question, a new elemental arriving every 2-5 rounds until all seven have gathered. Elementals will attack if they outnumber the party, or if any attempt is made to disturb the burnt-out ruins or clear away the ash and char.

Thorough searching here will locate a **brazier commanding fire elementals** in the depths of one of the houses; chance of discovery without magical aid is but 5% per hour of work, and even when located to unearth it from its present resting place will take a full three hours of labor. This may be aided with clever use of a **dig** spell or similar magics, but such must be employed carefully or else the brazier may be damaged (25% chance) and rendered useless.

3. Pit of the Margoyles

The buildings surrounding this area have been forcibly torn down, their brickwork heaped and scattered across the street to form crude barricades some 5' to 10' high. These barriers can be climbed over if care is taken, but to climb over one barrier requires a full turn's effort, and in addition a saving throw versus Wands must be made; failure results in 2d4 damage due to falling and bruising, a loose part of the barricade collapsing against the character, or similar.

Resident within this area are a total of 26 **margoyles** (*MMII* 83, hp 31 x3, 30 x4, 29 x2, 27 x7, 26 x5, 25 x3, 23 x2) which use this area as a lair and home base. They scavenge for food mostly in the wilderness outside the city, but return to this place regularly for safety; the canyons and fungal forests outside have many powerful and dangerous creatures, while the Pit within is relatively safe given the barricades collapsed across streets that would otherwise grant golems access.

The one building that remains standing in this place is home to the margoyle hetman and warchief (fights as a 7 HD monster; hp 42) and his advisor, an obsequious and greedy **spined devil** (*MMII* 49, hp 17), banished from the Nine Hells for unspecified crimes. The spined devil is the mastermind behind the creation of the barricades surrounding this area; he fantasizes of ransacking treasures from the heart of the Forsaken City, but has neither the bravery nor the ability needed to realize such dreams.

4. Earthen Dome

A huge mound of glistening earth and stone rises from the ground in this area, a full 60' in diameter and 20' high at its peak. Its exterior is utterly smooth, as if cut by a razor, and there is no known portal or entrance. Attempts to breach the surface via nonmagical means will fail utterly; even magical weapons will merely scratch the surface, though

spells and items specifically designed for excavation or construction will suffice to gain entrance.

The inside of the dome is hollow, home to a **dao** (*MMII* 32, hp 47) of the Elemental Plane of Earth who seeks to investigate and loot the Forsaken City. This fell genie, Mazzerone by name, is greedy, grasping and ruthless though he wears an attitude of relaxed and cosmopolitan urbanity. Unless the adventurers respond with open hostility, he will be quite willing to parley with them and extend his hospitality; he has a small stash of human-suitable confections and liquors which he will share to put them at their ease. In conversation, Mazzerone will seek to (politely) pump his guests for any information they may have uncovered about the city of Naavros, while stonewalling their own questions or actively misleading them in an effort to bring them grief. If caught in a lie, he will be icily correct and seek to end conversation as quickly as possible. Mazzerone is quite capable of using his natural powers to exit the dome without difficulty, and may meet face-to-face with adventurers who spend extended periods lingering about the outside of his demesne.

If a battle begins, Mazzerone will be able to call on not simply his own capabilities but also his two pet **crysmals** (*MMII* 26, hp 34, 31) and six **chaggrin grue** (*MMII* 72, hp 25 x6) that will aid him in battle. If five or more of the dao's minions are destroyed, Mazzerone will attempt to flee; if he successfully escapes he may appear later at the Dungeon Master's discretion, in concert with any wandering monster group.

Mazzerone's treasure, within a chest at the center of the dome, includes a stash of 12 bars of platinum – each worth 400 gold pieces, and weighing 10 pounds – a **philter of persuasiveness**, a **decanter of endless water** and a **ring of contrariness**. The Dungeon Master may also wish to place maps, journals, or other writings here to lead characters towards a portal to the Elemental Plane of Earth, and to introduce individuals there who may feature in later, extraplanar adventures.

5. Death's Manor

This location is noteworthy for not being the same blank-faced, wall-to-wall tenements common elsewhere in the city, but rather reminiscent of a palatial manor as found in the surface world. The lawn behind the ornamental fence is made up of eerily-colored mosses rather than simple grass, and the main house still has brick walls lined with lead runes, but the overall sense of elegant and graceful magnificence should still be jarring and unsettling to even the most experienced explorer.

The master of this estate is Black Marlin, a **death knight** (*FF* 23, hp 50). He is arrogant, callous and dismissive of any who cannot be of use to him, but may be receptive to the party if they approach him with proper deference and humility. He wears tarnished mithril chain beneath a tattered and ragged shroud of deepest gray, and fights with a **short sword of life stealing**; he can **move silently**, **hide in shadows**, **hear noise** and **backstab**, all as a thief of the 10th level of experience.

In addition to Black Marlin, several other beings are in residence here. Six **wraiths** (*MM* 102, hp 26, 24, 23 x2, 22, 19) fill the roles of servants and confidants in the death knight's odd fantasy of noble ennui, and an ill-tempered **nightmare** (*MM* 74, hp 36) is kept in the stables. This last beast might be released to a PC to serve as a mount for no more than 24 hours, if the PCs agree to enter the Golem Laboratory (location **8**) on Black Marlin's behalf and retrieve a small bronze pyramid from that location; if such an agreement is not reached, however, the nightmare will react with naught but hostility towards the party, battling them to the death if ever met.

6. Ochre Jelly Dens

Each of these five houses has been occupied by an **ochre jelly** (*MM* 75) of four times normal size and twice normal Hit Dice. They may be instantly identified by the absolutely foul reek emanating from them, and the cracks and reddish discolorations marking doors and window shutters. If characters seek to enter, the ochre jelly will be waiting for them, and will instantly attack. It fights to the death.

7. Echoing Garden (galeb duhr druid)

This location is a mix of stone plinths, stalactites and similar rock formations with assorted fungi, mosses and other plantlike life; vision here is never more than 20' due to obstructions, and often limited to 10'. An eerie silence, quieter even than the gloom present in the rest of Naavros, pervades the area; monsters present elsewhere in the Forsaken City will not enter this area, and random encounters should not be checked for.

This area's lone resident and caretaker is a **galeb duhr** (*MMII* 68, HD 9, hp 44) who has powers and ethos similar to that of a druid; in addition to the normal powers and abilities of its kind it can **pass without trace** as a druid; reshape its body into soil form 2/day; cast **cure light wounds** 3/day, **heat rock** 3/day, **stone shape** 3/day, **dispel magic** 2/day, **commune with nature** 1/day, all as a 9th level druid. The galeb duhr can converse in faun, gnome and Druidic as well as its own alien tongue, and will parley with the party if they are amenable; it seeks the defeat of the dao Mazzerone (location **4**) and if the party is able to slay or drive off the genie they will be welcome in this location for the duration of the adventure, the galeb duhr being willing to use its spells and abilities on their behalf.

8. Golem Laboratory

This large building is noteworthy for being built not from clay-brick, but from stone – the same stone as that used to build the city wall. The walls radiate strong abjuration magic if examined magically; experimentation will reveal that they cannot be penetrated with **dig**, **passwall** or similar magics. Spells of apportionment, such as **dimension door**, will still work.

The southern antechamber to this area is vacant when the party arrives; this is the only part of the complex with an exterior door. All doors here are locked, with a cunning design that imposes a –20 penalty on **open locks** checks.

The main, central chamber seemingly was once filled with desks, workbenches and similar, but has long since been smashed into ruin; furniture is but kindling, and tomes and scrolls reduced to scraps of illegible paper scattered across the debris. Passages lead north, east and west as well as back south to the entry antechamber; a pair of **iron golems** (*MM* 48) stand sentry in the northwest and northeast corners of the room. They will not move unless attacked, or unless a character approaches one of the exit passages; the golem in the northwest corner will move to block any attempt to pass beneath the northern or western exits, while the golem in the northeastern corner will attempt to block passage through the eastern or northern exits. One final note: A powerful aura of magic permeates this room, such that all golems and other constructed beings present heal damage equal to one-fourth their total hit points each round (so 20 hp healing/round for the iron golems) but have their move reduced to one-third normal (so the golems walk at a speed of merely 2"). Thus, outright combat will prove extremely difficult, but outmaneuvering the golems may prove effective.

Each of the side chambers to the north, west and east is of similar design – in somewhat better condition than the central chamber, but still seeing some signs of havoc and destruction. Four **Naavros golems** (*new monster*) are present in each chamber, and will attack on sight; the magical aura present in the central chamber does not extend to this area, and so the golems present will move and fight normally. Each of the three chambers here has different treasures within, which the party may claim if the golems are defeated:

- Western chamber: two **potions of longevity**, magic-user spell scroll of **protection from normal missiles**, **cloudkill**, **anti-magic shell**.
- Northern chamber: key capable of unlocking all doors in the encounter area, **cursed scroll**, **manual of golems** (clay golem).
- Eastern chamber: bronze pyramid (of unknown powers and provenance), **potion of poison**, magic-user spell scroll of **detect invisibility**, **magic mouth**, **gust of wind**, **extension I**, as well as a **tome of leadership and influence**.

9. College of Testing

The doors to this building stand open, seemingly allowing free vision and passage inside – but any who attempt to enter must make a saving throw against dragon breath, or be frozen in place for a long moment, then forcibly and painfully ejected, to sprawl helplessly in the middle of the street. Such an effect, besides attacking the target's dignity, will also impose a –1 penalty on attack rolls for the next 1-6 turns, as the residue of the binding effect lingers in muscles and limbs. An ejected character may freely attempt to re-enter this location, but must make a second saving throw; characters who succeed in their saves may enter and leave freely and without fear for up to 24 hours.

Entry into the building will result in the characters looking around a small entry area, tastefully decorated and with several weapons forged from bluish-black metal placed on stands around the room. The weapons available here include:

- a well-balanced longsword;
- a massive, double-bladed battleaxe;
- a finely-crafted footman's mace;

- a long, slender dagger, suitable for either melee or throwing;
- a broad-headed spear, its haft made of the same metal as the rest of the weapon;
- an oddly-shaped longbow, its haft forged from flexible metal

A second set of doors, closed this time, stands opposite the first; they behave as **wizard locked** to any character who is not bearing one of the weapons found within this room. Inscribed above the lintel is a phrase in a forgotten language; if translated, it reads “Pass beneath these doors with thy weapon of preference, if thou would be tested.”

Any character who enters the inside doors will find themselves alone in a shadowy, formless place, facing a single opponent in body-shrouding mail and a close-visored helm. The weapon wielded by this enemy will be similar to the one chosen by the character (if the character gained entrance by some means without selecting a weapon from the antechamber, choose a weapon type that is closest to the weapon that they carry) and their stats will vary as follows:

- **longsword**: The enemy is AC 0, 36 hp, attacks as a 12 HD monster for 1d8+3 damage. The blue-black longsword will function as a **+5 defending** weapon in this location only.
- **battle axe**: The enemy is AC 5, 40 hp, attacks as a 9 HD monster for 2d8 damage, immune to all spells, receives no damage whatsoever from any attack upon it that scores 9 damage or less. The double-bladed axe will serve as a weapon that strikes at +3 to hit, inflicting 2d8 damage on a successful hit, though Strength bonuses to attack and damage do not apply.
- **mace**: The enemy has 36 hp and base attack as an 8 HD monster for 1d6+3 damage, and is immune to all spells. Its AC varies in a four-round pattern, being AC 0 on rounds 1 and 3, AC 4 on round 2, AC -4 on round 4; it also has a -4 penalty ‘to-hit’ on round 2 and a +4 bonus ‘to hit’ on round 4. It will always yield initiative to its opponent, and will hold action in any combat round that its opponent does not attack. The blue-black mace functions as a **mace +2** while in this location.
- **dagger**: The enemy is AC 4, 30 hp, attacks as an 8 HD monster for 1d4+2 damage. At the beginning of each combat round, it will vanish and reappear in one of three locations (choose randomly): directly in front of the character, positioned behind the character in place for a backstab, 3” away and ready to throw the dagger he carries. The character may choose to adopt a combat stance prior to the beginning of the combat round – in normal stance no bonuses or penalties apply, in defensive stance the character receives a +4 bonus to AC but a -4 penalty to all attack rolls, in watchful stance the character receives a +2 bonus to hit with thrown weapons but a -2 penalty to melee attacks. The long-bladed dagger is a **+2** weapon and will return to the character’s hand when thrown during this encounter.
- **spear**: The enemy has 28 hp, AC 5 initially, attacks as a 9 HD monster for 1d6+4 damage, immune to all spells. For every 5 hp of damage it takes, its initiative improves by 2 places; thus, once reduced to 23 hp or less, the enemy will be AC 3, at 18 hp it will be AC 1, &c. The metallic spear acts as a **spear +3** during this battle; its wielder may accept a -1, -2 or -3 penalty to combat damage in order to gain a corresponding bonus to attack rolls.
- **longbow**: The enemy has 25 hp, AC 1, attacks as a 7 HD monster for 1d6+3 damage. At the beginning of each round, the enemy fades into the shadows to reappear in a different location; spotting it requires a roll on d20, less than or equal to the character’s

Intelligence. Elves and halflings may treat their Intelligence as 4 points higher for purposes of this check. If the enemy is not spotted, it may not be attacked in the combat round and receives a free shot against the character. The metal-hafted longbow is a +2 weapon, and will create its own arrows from the shadowy surroundings if the character lacks any such.

A character who is victorious in a trial will be returned to the area, healed of all damage and blessed with a +2 bonus to attack rolls and saving throws for the next 24 hours; the weapon used to meet the trial will vanish forever. A character who is defeated will also be returned here, reduced to half the hit point total they had upon entering the location but otherwise unaffected. If all six trials are met and overcome by the party, the inner door will glow with a soft silver light, and be converted into a one-way portal to the top of the Brazen Tower (see next section).

None of the blue-black weapons have any magical powers or properties outside of this encounter area.

THE BRAZEN TOWER

This great tower, fully 500' in height and 300' in diameter, rises far above all other structures within the Forsaken City. Its outer surface is unmarred by doorway, window or other portal, but has been etched by unknown hands with an unending stream of interweaving sigils and symbols - in a way that first seems constant and changeless, but which the eye will attempt to impart meaning to if stared at for too long.

The substance from which the Tower is built is something otherwise unknown upon the Prime, seemingly similar to both metal and stone and yet not wholly of either nature. It is incredibly hard - even weapons of drow-forged adamantium will barely suffice to scratch its surface - and bars all form of teleportation magics, as well as disintegrate, passwall, phase door and similar. Not just exterior walls (at a thickness of 20') but also the material between floors and ceilings (10' thick between each level) are made of the strange metal. Its barrier extends also into the ethereal and astral planes, preventing ingress through those methods. An entrance does exist through the tower roof, but given the difficulty with use of **fly** and **levitation** magics within the Forsaken City, it is up to the adventurers' ingenuity to gain entrance.

1. A wide, shallow staircase descends from the top of the tower into this room. Each step is a full 5' square, with a mere 3 inches of descent between steps, so that the distance traversed in descent is some three-quarters of the chamber's perimeter. Walls and ceiling are studded at intervals with harsh white pinpricks of **continual light** that illuminate the area. When adventurers reach the bottom, they will find themselves in a great, circular chamber, seemingly empty save for the radiance of a **prismatic sphere** glowing in the exact center.

This **prismatic sphere** bars access to the trapdoor which allows travel to the next level below. Its layers may be negated in the normal fashion, but when each of the layers is

negated there is a 20% chance of a rainbow guardian appearing, of the color of the layer negated. (Thus, when the red layer is removed there is a 20% chance that a crimson-hued rainbow guardian appears; when the orange layer is removed a 20% chance of an orange-hued guardian appearing, &c.) Each of these monsters has 40 hp, moves and fights as an efreet, has no spell abilities save the ability to generate a **prismatic spray** 3/day (all rays of the hue of the guardian itself), and is immune to all spells save those that deal electricity damage (which will paralyze the guardian for 1d4+1 rounds). These creations will fight until destroyed, or banished by the complete destruction of the **prismatic sphere** (as detailed below). When defeated, each leaves behind 2-12 shards of tinted crystal, worth some 100 g.p.v. each.

The one exception to the above appearance chances lies with the final, violet-hued layer of the **prismatic sphere**. If this layer is removed via use of **dispel magic** (after all other layers have been removed), all rainbow guardians active are immediately banished; but if the entire sphere is destroyed at once by a **rod of cancellation** or similar item of power, a violet-hued rainbow guardian immediately appears, and will fight to the death.

Once the sphere (and any guardians created by its dissolution) are dealt with, the characters may pass through the trapdoor into the location below.

2. The trapdoor from above descends but 10' into a narrow walkway, seemingly suspended in utter blackness; the globes of **continual light** show the floor below, but reveal nothing of the shadows to either side. Permanent **walls of force** bound both sides of this walkway, as well as the innermost side of the staircase beyond; they may be dealt with via **disintegrate** as normal, but such spells will only destroy a 10' square section of wall at best.

If the characters find some way of breaking down or bypassing the walls and enter into the blackness, they will quickly find themselves suspended in a strange place of shadows, separated from any companions that may have followed them and seemingly unable to move, breathe or speak. Each character so affected will be attacked within 3 combat rounds by a pack of 1d4+2 shadows (each with hp 12), which will swoop at the character from all directions; run the resulting battle normally, for though the character will not be able to 'see' or 'feel' his blows strike home the monsters will recoil in pain and fear when struck regardless. A character who wins his battle is transported to the center of location 3, below; a character who dies has their body and soul trapped within the underworld, recoverable only by careful use of a wish.

Characters who hold to the main passage will find matters much less strenuous; the only danger lies halfway down the stairway, where a **sphere of annihilation** hovers in the middle of the air. Though dangerous in the extreme if touched or prodded, this strange creation of magic is immobile unless prodded at by a PC, and can easily be sidestepped or ducked under (though the Dungeon Master should feel absolutely free to roll dice behind a screen, to increase paranoia on the part of players).

The sphere may be controlled by a magic-user in the normal fashion, but only to keep it

moving within this level of the tower - if a PC attempts to force it up to the next level or down below the bottom of the stairs, or tries to use the sphere to destroy the metal making up the tower's structure, it immediately changes shape into a screen 5' wide and 10' high (completely filling the passage), remains motionless for 1 combat round, then sweeps towards its former controller at a speed of 3" per turn, annihilating everything in its path! Retreating from its advance or finding some way to enter the blackness beyond the stairwell are the only ways to avoid certain destruction. The transformed sphere's movement continues until it reaches either the top or the bottom of the stairwell, after which it remains in place for 1 turn, then vanishes and resumes its original shape and position.

At the bottom of the staircase is a strange archway, inlaid with colorless gemstones and within which a strange mist of pale red billows, blocking all sight of what lies beyond. Those passing through appear within location 3.

3. Upon entry into this place, the characters may at first believe that they have somehow left the Brazen Tower entirely, for it is a strange, blasted plain, empty of all life and greenery and with a vile and sulphuric tint to the air. A ridge in the form of a half-circle bounds part of the immediate area, from its highest point in the 'west' to the 'east' where it merges with the remainder of the plain, but the land continues without end in all directions, a waste more desolate than could ever seem possible. The sky overhead is a pale, unpleasant yellow, unmarked by cloud, star or sun.

In fact, this place is - by some means - a superimposition of the Tower upon one of the innumerable planes of the Abyss. Demons and other inhuman creatures sometimes pass through, but cannot depart from this place into other parts of the Tower without the guidance of a mortal - like the PCs! Adventurers would be wise to find quick egress from this place, to continue their quest unhindered; if the party chooses to leave the vicinity of the area shown on the map, they must make their own fate but are unlikely to find prosperity or weal.

Exactly where the characters enter this location depends on their method of departing the previous location. Characters who descended the staircase and entered the arch appear on the 'westernmost' peak of the half-circle ridge; behind them, though undetectable by any sense or spell, is a similar arch that will return them from whence they came. Characters who braved the blackness appear in the effective 'middle' of the encounter area, standing on the endless plain. The exit is to the south, beneath a large boulder which keeps it from being easily seen; it can be located as a secret door, and accessed via a bend bars/lift gates check or other method of shifting heavy objects. Traversing it will lead to location 4.

No danger initially threatens characters in this place. However, for each full turn spent within the location, there is a 10% chance of a pack of 4-24 manes (hp 4 each) wandering into the encounter area. Arrival of more powerful demons may be warranted if the PCs spend extremely long (6+ hour) periods within this location.

4. This chamber appears similar to location 1, above - a shallow staircase spiralling downwards into a great, empty circular chamber, with a trapdoor in the center of the floor leading further downwards. However, further passage here is barred not by any sort of spell, but instead by the presence of a movanic deva (hp 64) who stands here, brutally scarred and with his jaw ruined and shattered, but still proud-eyed and unbowed. He will await the party at the base of the stairs.

When the adventurers descend, the deva will greet them wordlessly (for his injuries render him completely unable to speak) and will gesture for them to return in the direction whence they came. Should they refuse, he will bar their passage with his body, and fight boldly if attacked. His weapon is a **two-handed sword +3** (Int 9, Ego 18, LN alignment; **detects evil** and **invisibility** to 1" radius; **special purpose - overthrow chaos**, causing **blindness** 2-12 rounds on a successful hit; note that the deva's vigil in this place is always assumed to fulfill the sword's special purpose) and he may cast **fumble**; **hold person**; **mirror image**; **slow** each 1/day in addition to normal spell-like powers.

If the deva is defeated, the adventurers may claim his sword if they dare; however, the weapon will be close-minded and sullen, and not provide any use of its powers until after the party has departed the Brazen Tower (at the very least). Paladins and other clerics of lawful alignment should likely seek to return the sword to a patriarch of a holy church, rather than claiming it for their own to wield. Passage through the trapdoor to location 5 is also possible.

5. The drop from the trapdoor above to the floor of this chamber is a full 50', onto an extremely hard surface; it is up to the adventurers to determine how they may enter safely, as well as preserve some way of exiting once more. The exit from this area (to 6.) is through a spiral staircase leading downwards, on the north wall.

However, the adventurers will not likely seek to depart this location immediately, for it is the treasure vault of the Brazen Tower; many chests, coffers, shelves and stands are here, all glistening with rare, beautiful and valuable things. The total quantity of gold, platinum and gems here is well in excess of 50,000 g.p.v., and there are many items of magic present as well - **sword +2 nine lives stealer**; **mace +4**; **splint mail +2**; **shield +1, +4 vs. missiles**; **ring of protection +3**; **staff of command** (with a full 25 charges); **chime of opening** (with 40 charges); **robe of scintillating colors**; 6 **potions** of choice and 6 **scrolls** of choice of a nature to be determined by the Dungeon Master.

No immediate threat or guardian awaits in this room; however, the dread magics that bind the demon lord below do have some effect on treasure gathering within this room, with the result that no matter how hard the characters try, each may only carry forth a single item (defined as one sack holding no more than 200 coins, or one gem with a value of at most 500 g.p.v., or one magic item) from this place. Attempts to claim greater prizes result in the extra items simply slipping away, like fairy gold, once the eye is taken off of them, to end up in this chamber once more.

6. This final location is an echoing pit of absolutely Stygian blackness; unlike the other locations, it is not lit in any part by continual light spells, and descends some 300' (to a depth even below the surface of the ground outside) to the floor below. Such a depth requires several spirals of the staircase (1200 steps!) to complete, each one trod in the echoing silence of a tomb.

At the very bottom of the chamber, standing in silent and motionless repose, is chained a great figure, somewhat humanlike in shape but with four arms and formed entirely from shards of shattered glass. This being is the demon lord Ahazu (sometimes also called 'Thazu' or 'Azahu'), a one-time lieutenant of Demogorgon and a warrior of fell and terrible power. He will note the presence of the PCs if and when they approach, but will not acknowledge their presence, converse with them, or otherwise make any visible sign of being aware of their existence.

The adventurers will hopefully not be foolish enough as to seek to free Ahazu; should they try, the efforts needed to shatter his chains may be freely chosen by the Dungeon Master, either as simple or as difficult as desired. Seven shackles bind great Ahazu - one around each wrist, one around each ankle, and the last locked around his neck. If Ahazu is freed, these shackles may be claimed as treasure, and each will provide protection from spells and spell-like abilities which cause instant death if worn, for 3-12 such spells per shackle; however, those wishing to claim such a prize must first survive Ahazu's wrath, for he will not be grateful.

Ahazu will inflict attacks upon his foes for 1-3 rounds; his AC, hit points, and other statistics are not fully detailed here, for defeating him in such a short span of time is undoubtedly far beyond the capabilities of the PCs. Ahazu attacks by striking with his fists (4 attacks per round, for 2d8+4 damage each, hitting as a 20 HD creature), or casting **blade barrier**, **incendiary cloud**, or **creeping doom** against enemies; Ahazu's full powers are greater than these, but fortunately he will depart by magical means after only a short time battling on the Prime, to seek out older enemies elsewhere.

Thus concludes the chronicle of danger and adventure to be found within the Forsaken City of Naavros. Yet the end of such a journey cannot but lead to the beginning of many others, within the depths of the Earth and beyond...

NEW MONSTER

Golem, Naavros (Glass golem)
FREQUENCY: Very Rare
NUMBER APPEARING: 1 or 1-4
ARMOR CLASS: 4
MOVE: 9"
HIT DICE: 32 hit points
% IN LAIR: Nil
TREASURE TYPE: Nil
ATTACKS: 2
DAMAGE/ATTACK: 1-12/1-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: L (7' long)
PSIONIC ABILITY: Nil

Naavros golems, also sometimes referred to as glass golems, are an esoteric and little-known breed of magical construct. They are sometimes crafted in humanoid form, but more often in the shape of great cats or massive hunting hounds, their bodies sculpted from smooth, whorled glass. Though not possessed of exceptional speed, a Naavros golem does move with a liquid grace that is remarkable to behold – at least, when such grace is not devoted to seeking to rip the observer's throat out.

A Naavros golem can be constructed by a high-level magic-user, employing a **limited wish** or **wish**, along with **glassteel**, **Otiluke's freezing sphere**, **polymorph any object** and **protection from normal missiles**. They will obey all simple commands, but have a 2% cumulative chance per round while in combat to go berserk, attacking the closest living target other than their creator. Once a Naavros golem has gone berserk, its creator cannot regain control unless no other living being remains within eyesight of the golem; once this occurs, however, regaining control is automatic.

Naavros golems can only be damaged by magical weapons. Spells of most kinds have no effect, but magical fire will serve to **confuse** the golem (as the magic-user spell, for a duration of 1 round per die of damage normally done) and **glassteel**, **stone to flesh** and its reversed version will heal the golem of all damage.