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Dungeon Crawl Classics

Saga of the Witch Queen

by Harley Stroh

AN ADVENTURE FOR 4th LEVEL CHARACTERS

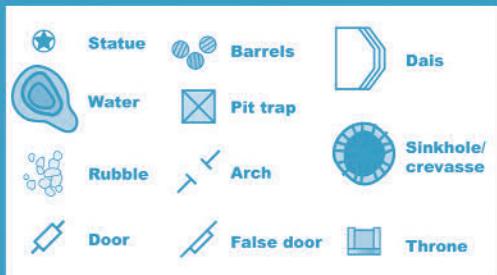


Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

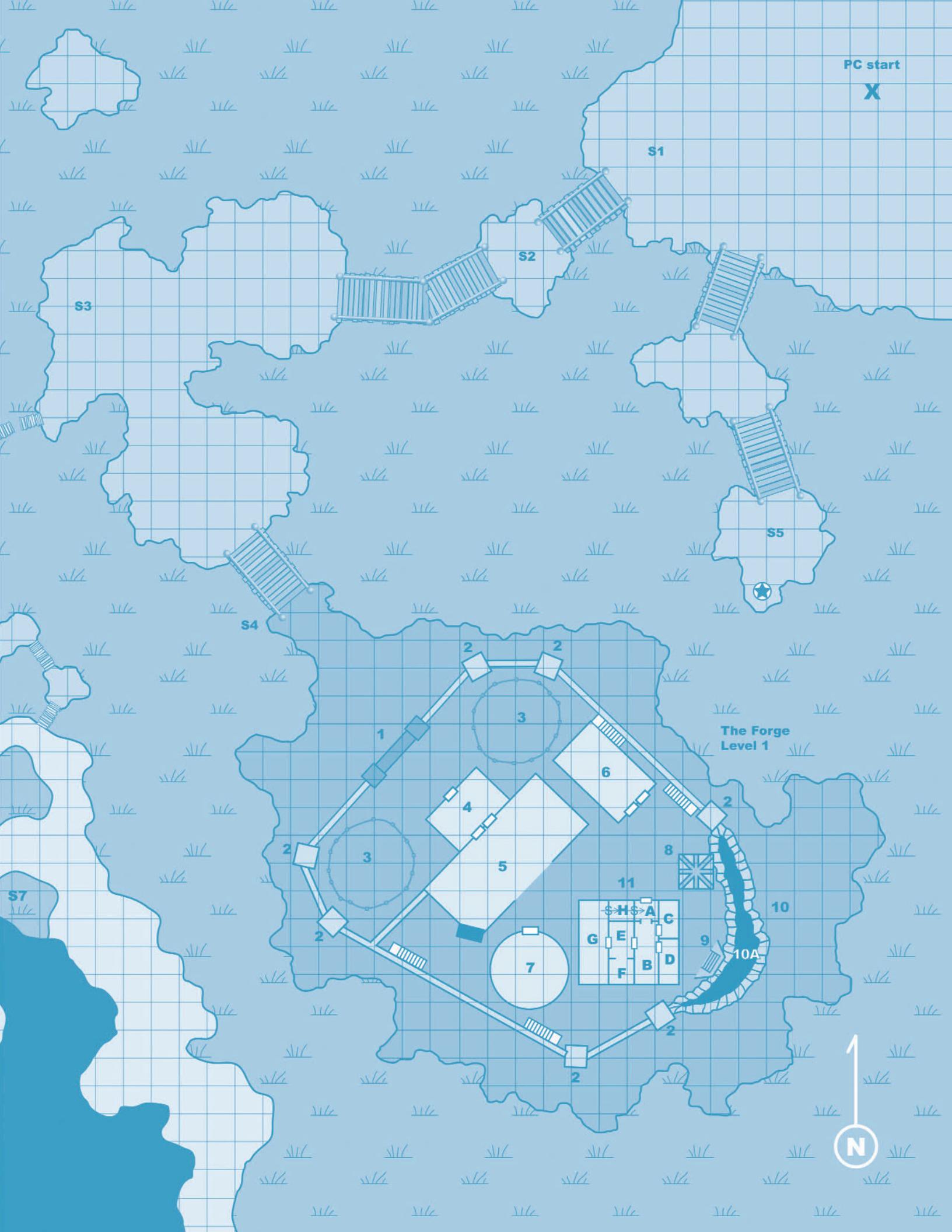
Drawn into a series of adventures spanning the north, the heroes take up arms against the sinister machinations of Kyleth, the Witch Queen. Beginning in the miserable bog known as the Great Swamp, the heroes are called to thwart Kyleth's plot to create sinister artifacts of unholy blight. But the Witch Queen is a tenacious foe, protected by wicked dweomers and ancient rites. Running their prey to ground, the heroes must navigate the perilous halls and torturous caverns of the Lost Passage of the Drow. Their epic quest comes to a head in a battle that stretches across the icy reaches of the Northlands and to the stygian demesne of Baba Yazoth herself!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!





□ = 10 ft.



Dungeon Crawl Classics Saga of the Witch Queen

By Harley Stroh



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If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store. Log on to www.goodman-games.com for freebies, news, special offers, and more.

Publisher's Note

In the distant past of 2004, a little-known author by the name of Harley Stroh sent Goodman Games an unsolicited submission. Fortune smiled upon the submission, which chanced to arrive on my birthday. Originally titled “Rise of the Blight Mage,” it was an excellent proposal and was formally commissioned as “Forge of the Witch Queen.” In the final manuscript, however, the Witch Queen’s role was secondary to a larger plotline, and I released the adventure as Dungeon Crawl Classics #17: Legacy of the Savage Kings.

But the Witch Queen was not forgotten. Although her role wasn’t titular, she was an unforgettable character. Harley and I discussed her story over the years, and in 2006 were given the opportunity to tell a bit more. At that year’s Dundracon in San Ramon, CA, Goodman Games released Dungeon Crawl Classics #17.5: War of the Witch Queen, a convention special that has since become an Ebay rarity.

Now, almost three years to the day after “Rise of the Blight Mage” was submitted, we have the chance to tell another chapter of the Witch Queen saga. This volume combines the first two stories about the Witch Queen, and introduces a bridging chapter to connect them. But the Witch Queen herself remains something of an enigma – although she earned the title spot on this module, we have learned precious little more about her.

Does this release mark the completion of the Witch Queen saga? Certainly not. Great characters produce great stories, and the Witch Queen’s story is not done. With Jon Hershberger’s excellent conversion of the Witch Queen’s earlier adventures to 1E rules, the product in your hand amply demonstrates that great RPG adventures aren’t about the rules. They’re about the story.

The story of the Witch Queen is one worth telling in any edition.

– Joseph Goodman, publisher

Preface

The adventure module, or more correctly the adventure *compilation*, which you now hold in your hands is comprised of the First Edition version of DCC #17: Legacy of the Savage Kings and the First Edition version of DCC #17.5: War of the Witch Queen. In addition, a bridging adventure has been written and included herein which ties the two adventures together to form an expanded adventure. The bridging adventure, The Lost Passage of the Drow, is an all-new Dungeon Crawl Classics module that follows in the footsteps of the DCC adventures to come before it. The conversion of these adventures to First Edition was undertaken to facilitate the release of this special adventure module created for Gen Con Indy 2007 for play under First Edition rules.

A few other elements have changed from the original module (particularly where the d20 spells do not have any First Edition equivalents). Spells, magic items and monsters that are not native to First Edition are presented herein as if they are new.

A word of caution: This adventure compilation, like many of its First Edition predecessors, is designed to challenge veteran players with experienced PCs. The heroes’ success depends more on intelligent play than character abilities or magic items. If this is your group’s first adventure, it is recommended that the group begin play with another one of the many fantastic low-level Dungeon Crawl Classics available from Goodman Games. Failing that, the GM should give the PCs a fair chance of survival by encouraging intelligent play, and careful, cautious delving. And while awarding the PCs with a healthy supply of healing magic and one or two extra levels may not ensure their survival, it can go a long way towards buying the party enough time to become acclimated to the risks and rewards of First Edition play!

– Jon Hershberger and Harley Stroh



Dungeon Crawl Classics

Legacy of the Savage Kings

By Harley Stroh

AN ADVENTURE FOR CHARACTER LEVELS 4-6

Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Legacy of the Savage Kings is designed for four to six characters of 4th to 6th level, with a total of 22-26 total character levels between party members. While the characters can be of any basic character class, a good mix of character classes is helpful. Fighters, thieves, and combat-oriented spell casters will see a lot of action, but ambitious wizards and clerics will have the most to gain from the Witch Queen's demise. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

For centuries, the Great Swamp has hidden hints of an ancient culture of barbarian kings. While passing through this miserable bog, the PCs encounter Stygoth the Damned, a half-dead black dragon driven mad by a mysterious disease. Delving further, the heroes discover that the disease is tied to the very swamp itself. A great corruption once infested this place, destroying the savage barbarian kings and leaving only mighty statues as their legacy. Now this corruption has returned, and a terrible Witch Queen is mining the corrupted swamp earth to produce evil, blighted artifacts. In order to stop the spread of these evil weapons, the heroes must enter the ancient caves of the savage kings, put to rest the corrupt legacy of their downfall, end the disease that scars the land, and then face off against the Witch Queen herself.

The source of the disease is the Forge, a fortress hidden in the middle of the swamp. The Forge is ruled by Kyleth, the Witch Queen, and defended by an army of monstrous humanoids. Here, corrupted earth, cursed by a demon prince, is being forged into evil weapons and artifacts of great power. To cure the corruption, the party must find and destroy the skull of the demon prince. The search takes the party to an ancient barbarian tomb, now the lair of a

tribe of wicked lizard men. Fighting and skulking their way through the lair, the PCs retrieve the demon skull, defeat a lizard man warrior reborn as a god-king, and return to the Forge to put an end to the corruption. There, before a gaping Maw of corrupted earth, the heroes face off with Kyleth and her minions, destroying the demon skull and the Blight forever. In the course of the adventure, the party can discover the Ars Maleficus (a grimoire of witch lore), discover the lost trove of Stygoth the Damned, and plunder the treasure vault of a barbarian warlord.

The destruction of the Forge need not be the end of the Witch Queen. Kyleth is a pragmatic and deadly foe, and realizes that any number of heroes conspire to bring her low. She has made contingencies for most threats - even, if necessary, returning from beyond the grave.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. Loc - the location number keyed to the map for the encounter. Pg - the module page number that the encounter can be found on. Type - this indicates if the encounter is a trap (T), puzzle (P), or combat (C). Encounter - the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs.



<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>	<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>
S-1	7	C	<i>Stygoth</i> , diseased improved very old black dragon	2-1	21	C	2 shadows
S-2	8	C	5 orcs	2-1A	22	T	Blood Gate trap
S-3	8	C	<i>Mad Hermit</i> , elf Clr6 10 skeletons	2-2	22	C	4 lizard men
S-4	10	P	Warded bridge	2-3	22	C	Giant crocodile
S-5	10	C	Fallen King (animated statue) (new monster)	2-4A	23	C	Improved water elemental
						P	Channeling pool
S-6	10	C	4 lizard men	2-5	24	P	The 3 Fates of Man
1-1	12	C	9 kobolds 5 gnolls	2-6	24	T	Collapsing room
1-2	12	C	3 kobolds	2-7	25	C	4 lizard men
1-4	13	T	Improved burning hands trap	2-8	25	C	Zombie owlbear (new monster)
1-5	13	C	<i>Graah</i> , large advanced ogre 5 kobolds	2-10A	26	C	Giant constrictor snake (new monster)
1-6	14	C	5 gnolls	2-11	26	C	1 lizard man
1-7	14	C	<i>Torgo the Eye-Gouger</i> , advanced kobold 30 kobolds	2-11A	26	T	False door trap
				2-12	26	C	2 animated vines (new monster)
						C	Improved Mummy (new monster)
1-8	15	C	5 kobolds, 1 gnoll	2-13	26	C	Improved Mummy (new monster)
1-10	15	C	Improved earth elemental	2-14	27	C	Improved Mummy (new monster)
1-10A	16	C	10 kobolds, 1 gnoll	2-16	27	C	2 mummified winter wolves (new monster)
1-11	16	C	3 gnolls	2-17	28	C	8 lizard men
1-11A	16	T	Floor blade trap				6 female lizard men
		T	Zombifying gas (new magic item)				
1-11D	17	C	<i>Backra</i> , half-elf, Clr3/MU3	2-18	28	C	<i>N'dereg</i> , improved lizard man and deposed king
1-11E	18	T	Poison needle	2-19	28	C	4 lizard men
		T	Zombifying gas (new magic item)				Improved lizard man shaman
							Improved lizard man king
1-11F	18	C	<i>Maeve</i> , MU2/Th1	2-20	29	P	<i>Obitu-que</i> , demon skull (Special)
1-11G	19	C	<i>Kyleth</i> , MU7, and quasit familiar	2-21	30	T	Pit
1-11H	21	T	Fireball trap	2-22	30	C	Augmented lizard men king from 2-21 (Special)
				2-22A	31	C	4 animated statues (new monster)
				Return	32	C	10 elite orcs (new monster)



Scaling Information

Legacy of the Savage Kings is designed for 4-6 characters of 4th-6th level, but it can be easily modified for parties of different sizes or levels. However, certain encounters are designed to leave the party outmatched in head-to-head combat. This will encourage the PCs to resort to stealth, magic, and guile to achieve what brute force cannot. With this in mind, consider adapting the adventure using any of the following suggestions:

Weaker parties (3 or fewer characters, or lower than 4th level): Have Stygoth leave after only 1 round, and remove the zombifying gas (new magic item – see Appendix on page 71) from Areas 1-11A and 1-11E. Don't allow encounters to draw additional monsters, and play the defenders of the Forge and the Lizard Men Lair as careless and overconfident.

Stronger parties (7 or more characters, or higher than 6th level): Double the chances for wandering monsters. Add 2 dire wolves (new monster) to location 1-8, and play the defenders of the Forge as wary and well trained. Double the number of unexceptional lizard men listed in locations 2-4, 2-17, and 2-19. Add three crocodiles to location 2-3A, and a second giant constrictor snake (new monster) to Area 2-10A. Double the number of surviving animated statues (new monster) in Area 2-22A. Most importantly, allow loud, violent encounters to draw additional monsters from nearby areas (especially the defenders of the Forge, and the mummies from locations 2-12 to 2-14).

Getting the Players Involved

The adventure begins with the characters on the northeast edge of the Great Swamp. Use one of the following plot hooks to get the characters started:

- The Lord-Castellan of a nearby keep has hired the characters to investigate rumors of an army amassing in the Great Swamp. Heavily-guarded caravans have been spotted leaving the halls of the Mountain King, and returning from the Great Swamp with evil weapons of great power.
- A thief returns to the Freehold Thieves' Guild delirious with stories of a mighty fortress hidden in the Great Swamp, where caravans of gold and slaves enter and never come out. The thief dies shortly thereafter of a

mysterious disease, his body consumed with profane rot.

- An archdruid requests that the characters investigate rumors of a poisonous corruption stemming from the Great Swamp. Fields and farms downstream of the swamp have already begun to sicken, wither and die, and the druids are desperate to learn the source of the evil.
- A merchant prince hires the party to rescue his son's fiancé. The poor girl was captured by a party of gnolls and carried off into the Great Swamp. He offers a purse of 1,000 gold coins to anyone who can bring her abductors to justice.
- The characters inherit the deed to a manor and a parcel of land adjacent to the Great Swamp. Their duties as nobles include clearing out the monsters threatening the serfs that farm the lands of the manor.

Background Story

Long before the shining empires of the south dared to lay claim to the Borderlands, fierce barbarians called the dark moors their home. The land still bears their mark: brooding statues that stare out over the lonely fens, and grim tombs left crumbling amid the dour granite cliffs. Of the many tales of this dark age, the most terrifying is that of the demon Obitu-que. Ballads tell how the demon prince swept through the tribes of barbarians, sacrificing entire villages to dark powers. Finally, the demon was cut down by the last of the great Savage Kings, its five-eyed skull brought back on a spear, and the reign of terror passed. The ballads fail to tell the entire story. The demon's evil was so great it tainted the very spirit of the land. Long after the moldering bodies rotted away, a dark sliver of corruption was found in the earth, a magical disease known as the Blight.

The Present

From deep within a barbarian tomb, the spirit of Obitu-que stirs. The demon spirit has possessed a tribe of lizard men, corrupting their minds and souls, and once again the demon prince's thoughts turn towards the shining lands of man. Meanwhile, the Blight has grown. Kyleth, the self-styled Witch Queen, has built a mining camp above the vein of fouled earth. Her minions forge cruel weapons from the Blight, poisoning the land with the corrupted tailings. The only way to heal the Blight is to destroy the skull of



Obitu-que at the site of the original slaughter, putting the spirit of the land to rest. Until then, the Witch Queen trades cruel weapons to the Mountain King, who prepares his evil armies for war.

Blight, the Rotting Death

The Blight is not a natural disease, nor can a body fight it with natural means. Victims affected by the blight that are left untreated grow sicker by the day as their organs shut down and begin to decompose, resulting in a slow and painful death. For the first three days, the victim simply undergoes a great deal of pain. Every day following, they lose 1 point of Strength, Constitution, and Dexterity. When one of these stats reaches 3, the character falls into a coma. When one of these stats reaches zero, the character dies. If remove disease is cast within the first week, it removes the Blight altogether. Creatures with advanced cases (like Stygoth) are already dead in everything but name. To these poor souls, remove disease will inflict 1d10 points of damage per caster level. Destroying the source of

the Blight ends all cases of the magical plague. Fortunately, it is difficult to catch the disease. One must either be steeped in Blight-infused waters for two weeks or more, or be struck for at least 15 points of damage by a creature carrying the disease (e.g., the dragon Stygoth). In each case the victim is allowed a save vs. poison to avoid contracting the Blight.

Character Death

Defeating the Witch Queen will require balancing quick action with careful planning. The Great Swamp is an unforgiving environment with no tolerance for fools. In the unfortunate case of character death, there are several opportunities to introduce new heroes. New characters might have escaped from the slave caravan (location S-1), be found as prisoners of the lizard men (location 2-4), or share the pit with the deposed lizard king (Area 2-18). New characters should not be found as slaves of the Witch Queen (location 1-3). Starved and mutilated beyond recognition, her wards make poor additions to a party of heroes.

Player Beginning

Start the adventure by reading the following:

A thick fog hangs heavily over the chill swamp, turning the sun into a weak, red glow. Dead trees loom like skeletons in the mist, and everywhere is the stench of rot and death.

The silence is broken by a terrible thrashing sound. There are the cries of frightened horses, mixed with the ragged screams of the dying.

A horse emerges from the mist, dragging its fallen rider behind. It is difficult to discern the rider's race or gender. Where the torso should be are just wet loops of intestines trailing through the grass and mud.

The horse and rider belong to an orc slave caravan on its way to the Forge, a caravan being destroyed by Stygoth the Damned at location S-1. If characters catch hold of the horse they will be able to discern a few clues: the saddle is designed for mounted combat, and is branded with the sign of the crown and mountain. The rider was wearing rusting chainmail and roughshod boots.

If the party lingers, the sounds of battle will cease after five rounds, replaced by an ominous silence. At this point Stygoth (Area S-1) is aware of the characters and will attack at his leisure.

Level S: The Great Swamp

The swamp is made up of bogs punctuated by small, marshy islands. Except where noted, the bogs are covered in 3 feet of dark, brackish water, while islands are covered in grass and rushes.

Creatures fighting from the bogs lose any Dexterity bonuses to their armor class. A heavy mist hangs over the marsh, obscuring all sight, except infravision, beyond 25 feet. Creatures 25 feet away have total concealment; attacks against them are made at -4. The mist obscures the sun enough that creatures with sensitivity to light do not suffer any of the usual ill effects.

Bridges: These are made of stout timbers and rise 1 foot above the level of the bog. Built by slave labor in the last six months, they have not yet begun to rot. The wet conditions of the swamp render them resistant to nearly all forms of fire; they must be dealt 50 points of fire damage

before they will begin to burn.

Log bridges: These are fallen trees resting mere inches above the water. Most are rotting and all are slick with algae and moss. Creatures engaging in combat atop the logs must roll their Dexterity or less on a d20 each round or fall prone.

Wandering Monsters

Check for wandering monsters once every hour in the swamps. Roll a d6; an encounter occurs on a 1. If an encounter is called for, roll 1d12 to determine the creature encountered. Note that characters can actually seek refuge by fleeing towards the Forge; swamp natives have learned not to come closer than 25 ft. to the well-defended fortress.



1d12 Encounter

- 1 1 annis (hag)
- 2 1-3 crocodiles
- 3-4 1-4 lizard men hunters
- 5-7 2-12 kobolds
- 8-10 1-2 merrow (aquatic ogres) (new monster)
- 11 1 giant crocodile
- 12 1-3 ghosts

The following First Edition monster statistics are provided for easy reference.

Annis: No. Appearing 1, AC 0, Move 15", HD 8d8, HP 54, No. of Attacks 3, Damage per Attack 2-9/2-9/3-9 (with 19 strength bonus 9-16/9-16/3-9), Special Attack: Grapple, Special Defenses: 100% vs. illusion/phantasm magic only, edged weapons suffer -1 to damage penalty, blunt weapons gain +1 to damage penalty, Infravision, Spell-like Abilities: fog cloud and change self (usable 1 per round, twice each per day), MR standard, Intelligence low to exceptional, Alignment CE, Size large. Possessions: 1d4 shrunken skulls, 3d20 gp.

Crocodile: No. Appearing 1, AC 5, Move 6" // 12", HD 3d8, HP 22, No. of Attacks 2, Damage per Attack 2-8 (bite) / 1-12 (tail slam), Special Attacks nil, Special Defenses nil, MR standard, Intelligence Animal, Alignment N, Size large.

Lizard Men: No. Appearing 1d4, AC 5 (4), Move 6" // 12", HD 2+1, HP 14, No. of Attacks 3, Damage per Attack 1-2/1-2/1-8 or by weapon, Special Attacks nil, Special Defenses nil, MR standard, Intelligence low to average, Alignment N, Size medium. Possessions: Spiked club, 3 javelins, large wooden shield.

Kobold: No. Appearing 2-12, AC 7, Movement 6", HD 1-4 hit points, No. of Attacks 1, Damage per Attack 1-4 or by weapon, Special Attacks nil, Special Defenses nil, MR

standard, Intelligence average to low, Alignment LE, Size small, Infravision. Possessions: spears, leather armor, slings and bullets.

Merrow (Aquatic Ogre: new monster): No. Appearing 1-2, AC 4, Movement 6" / 12", HD 5d8, HP 36, No. of Attacks 1, Damage per Attack 1-12 or by weapon, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence low, Alignment CE, Size large. Possessions: Hide armor, long spear.

Giant crocodile: No. Appearing 1, AC 4, Movement 6" // 12", HD 8d8, HP 59, No. of Attacks 2, Damage per Attack 3-18 (bite) / 2-20 (tail slam), Special Attacks nil, Special Defenses nil, MR standard, Intelligence Animal, Alignment N, Size large.

Ghast: No. Appearing 1-3, AC 4, Movement 15", HD 4d8, HP 28, No. of Attacks 3, Damage per Attack 1-4/1-4/1-8, Special Attacks carrion stench 10 ft radius (carries -2 to hit penalty if failing save), paralyzation as per ghouls, Special Defenses cold iron weapons cause double damage, MR standard (except that sleep and charm spells have no effect), Intelligence very, Alignment CE, Size medium.

Areas of the Map

Area S-1 - Stygoth the Damned: Read or paraphrase the following:

A massacre has occurred here. Four heavy wagons lie overturned, half submerged in the muddy waters. Bodies of fallen orcs are cast about like bloody dolls; broken spears and shattered shields litter the battlefield. Deep furrows have been torn into the muddy ground, and the stench of rot is stronger than ever.

If the PCs have arrived within five rounds of hearing the battle, read or paraphrase the following:

The battle still rages at the edge of the island. Three orcs desperately stab spears at a roaring serpentine shape that feints in and out of the swirling mists with impossible quickness.

Stygoth will take one round to kill the remaining orcs and then turn his attention on the PCs. Stygoth is half dead and nearly blind. The dragon is rotting from the inside out; the magical organs that permit him acid breath shut down long ago, and long strips of white flesh mark where the rot has reached the surface. Crazed with pain, the dragon lashes out at anything and everyone. Anyone striking the beast notes that the dragon seems wet and hollow. Melee attacks causing Stygoth 15 or more points of damage are rewarded with a splatter of acidic, rotting gore that burns the skin. This is a diluted form of the dragon's acid breath that now permeates the dragon's entire body. Those hit by the acidic bile take 1d12 points of damage and must make a save vs. poison (or at the DM's discretion a save vs. breath weapon) or contract the Blight. Affected characters will feel an uncomfortable warmth radiating from the stain, not unlike that given off by decomposing matter.

Stygoth fights for 2 rounds before taking to wing, roaring madly as it flaps away over the swamp, barely managing to keep off the ground.

The wagons belonged to a slave caravan en route to the Forge. The wagons once held shackled slaves of all races, but they were all slaughtered in Stygoth's attack. The corpses of sixteen armored orcs litter the island and surrounding bogs. They are armored in a mix of rusting chainmail and hide armor. A thorough looting of all the corpses will produce a handful of coins (6d6 sp), three sides of rotten mutton (what passes for orc iron rations), and a +1 dagger hidden in a boot.

Stygoth, improved very old black dragon: No. Appearing 1 (unique), AC -2, Movement 12" / 24" (flying), HD 22, HP per HD 7, HP 154, No. of Attacks 3 and 1 (different targets), Damage per Attack 2 claws for 2d10+3 (each) and 1 bite for 1d12+3, or tail buffet for 1d20+6, Special Attacks Breath weapon (which Stygoth is no longer capable of using), magic user spell use abilities 7 first level spells and 3 second level spells per day (see below), cause disease, corrupt water, darkness, Special Defenses Infravision, detect invisible or hidden creatures within 7 ft, innate fear aura, acidic gore splatter (see below), MR Standard, Intelligence high, Alignment CE, Size large (30 ft long).

Spells prepared for day: 1st Level - magic missile (x4), sleep (x3), 2nd Level - ESP, ray of enfeeblement, detect invisibility.

Special Defenses: acidic gore splatter - Any melee attack causing Stygoth 15 or more points of damage

splatters the attacker with rotting acid gore for 1d12 points of damage. Those hit by the acidic bile must make a save vs. poison (or at the DM's discretion a save vs. breath weapon) or contract the Blight.

Area S-2 - Remnants of Slave Caravan: Read or paraphrase the following:

Several figures huddle together on the small island, barking back and forth angrily. The slightest noise makes them start in fright, cruel falchions and javelins raised to threaten all comers. The largest of them shouts something at you.

These five orcs are the survivors of Stygoth's slaughter. Characters who speak Orc recognize the shouts as a warning that these creatures fight with Blight blades (new magic item – see Appendix on page 71). The orcs fled at the start of the attack and have huddled here since, too afraid to venture into the mist. Attempts to parlay with them will be challenging; these orcs are terrified of anything that moves and all too willing to respond with frenzied abandon. The orcs all know the pass phrase to Area S-4 ("All hail Lady Kyleth, Mistress of the Forge!") but it is just the phrase they call out when they approach the Forge. They don't understand it is a pass phrase to bypass the trap.

Treasure: The largest of the five carries a crude map of the great swamp (distribute players' handout A) and a cruelly serrated longsword - a Blight Blade.

Orcs: No. Appearing 5, AC 6, Movement 9", HD 1, HP 8, 7, 4, 5, 9, No. of Attacks 1 battleaxe or javelin, Damage per Attack 1d8+2 or 1d6+2, Special Attacks, nil, Special Defenses Infravision, Alignment LE, Intelligence low, Size medium.

Area S-3 - Hovel of the Hermit: Read or paraphrase the following:

A small, mud-sided hut is built against the stump of a rotting tree. A thin trail of smoke meanders overhead.

PCs investigating the hut will discover:

Inside the hut is a boiling cauldron hanging over a small fire. The bones of birds, rodents and other small creatures litter the floor, and a short stack of humanoid skulls forms a pyramid on the back wall. Atop the pyramid is an unlit black candle mashed into an eye socket. The hut smells of rotting wood and smoke, and everything in the place has a grimy coat of grease soot.

An ancient elf sits before the fire, adding lizard legs to the cauldron. The elf's flesh hangs in loose, graying flaps, making its gender impossible to determine.

The Mad Hermit will hasten to welcome the party into his hovel, offering them warm "tea" from the cauldron.



Regardless of the PCs' responses, the elf watches them with wide, unblinking eyes, frosted white with cataracts.

The elf is the swamp's oldest living inhabitant. All that sustains him is his absolute, unwavering hatred of the demon Obitu-que. Consumed by hatred and madness, the elf is attempting to raise an army to aid him in his war against the demon.

The Mad Hermit gibbers incoherently about demon princes, lizard men, skulls, witch queens and an eldritch plague. At some point the Mad Hermit ceases his ramblings and enters a moment of lucidity. He quietly asks the PCs if they are here to fight the Witch Queen. With a sinister glint in his eyes, he asks them to join his army. Regardless of their answers, the Hermit raises his hands, awakening the 10 skeletons hidden beneath the earth of the hut, and launches into an attack, attempting to "recruit" the party into his undead army.

Treasure: Three rolled hides are hidden behind the pyramid of skulls. Each matted, bloody hide is covered with the Hermit's erratic handwriting. The three rawhide scrolls represent the sum of the Hermit's knowledge of the Witch Queen, the Demon Skull and the Blight plague. Unfortunately, the majority of notes are the confused ramblings of a mad elf. In the corner of the last, the PCs find the only meaningful passage (distribute player handout B):

....the first part bile of toad, cast with bones, set afame. The Disease has claimed the Dragon.

With the Dragon gone who has the power to crush the Witch and her Army? But there is another way - entrails tell me her power is drawn from the Corrupted Earth, the same Taint born from the sins of the Demon.

The Savage King killed the Demon once, sealing his bloody trophy in his tomb. Have the Lizards awakened It?

It falls to my army to finish the task: bearing the Skull to its final resting place, and feeding the Maw its bitter pill. Found three dead ravens in the swamp today. The end is near...

Mad Hermit, elf Clr6: No. Appearing unique, AC 10, Movement 12", HD 6, HP 27, Number of Attacks 1, Damage per Attack sickle 1d8 or dart 1d4, Special Attacks nil, Special Defenses Infravision 60', MR 90% resistant to charm and sleep spells, Intelligence high or better, Alignment CE.

Clerical spells prepared (3/3/2): 1st Level – cause fear, detect good, bless, 2nd Level – hold person (x2), silence 15 ft radius, 3rd Level – animate dead, cause blindness. Possessions: 5 darts and a sickle.

Skeletons: No. Appearing 10, AC 7, Movement 12", HD 1, HP 6, No. of Attacks 1 Scimitar, Damage per Attack 1d6, Special Attacks nil, Special Defenses suffer only half damage from sharp and/or edged

weapons, blunt weapons score normal damage, fire affects skeletons normally, MR standard (except that sleep, charm, hold and cold-based spells have no effect), Intelligence non, Alignment N, Size medium.

Area S-4 - Bridge of Skulls: Read or paraphrase the following:

The wooden bridge stretches out over the swamp, its far end lost in the fog. A dozen sharpened stakes line each side, a skull impaled upon every one. A crow sits atop one of the more recent kills, absently picking at the rotting flesh.

Catching sight of you, the crow caws twice, then takes to wing.

The fifth skull on the northeast side of the bridge has been enchanted with two spells. The first is magic mouth. If a humanoid comes within 10' of the south end of the bridge without speaking the pass phrase, "All hail Kyleth, Mistress of the Forge," the skull begins to scream in terror. This will alert the defenders of the Forge (level 1), who will go on high alert.

The screaming magic mouth triggers the second spell: cause fear (save vs. spell to negate). The point of origin of the cause fear is the northern end of the bridge, so a creature affected by the spell will flee south and east, towards the Forge, which will be frothing with gnolls and kobolds.

The remainder of the skulls are non-magical, and belong to the common humanoid races: humans, elves, dwarves, and halflings. The skulls have 4 hit points each.

Cause Fear Trap: magical device; audible trigger (magic mouth); manual reset; spell effect (cause fear, 7th-level sorcerer, base chance for success is 60% for 1st level creature and reduced 5% for each level above 1st, one creature flees for 1 round per level of experience of the spell caster, save vs. spell to negate).

Area S-5 - Isle of Fallen: Read or paraphrase the following:

The banks of this small island are shrouded in the ever-present mist, but the gloom seems even more prevalent here. The island is barren of life except for a single gnarled oak. At the far end of the island is a toppled statue of some sort, buried in moss and the spongy turf.

This was the first route Kyleth and her kobolds tried when they built the bridges to the Forge. When the kobolds discovered the Fallen King they refused to work any further, and the highway of bridges had to be built taking a longer route.

The monolith buried in the moss is a crudely carved statue of a brooding barbarian king. If the PCs come closer than 15 feet, the Fallen King rouses himself

from his sleep, shakes the moss from his granite battleaxe, and charges into battle one last time.

The statue is a tribute to the barbarian king that defeated the demon Obitu-que. A carved five-eyed demon skull hangs from the statue's belt. This is crude stone imitation of the real skull found in Area 2-20.

Treasure: In addition to the interesting demon skull, PCs that take the time to search the island carefully will discover a massive onyx circlet half-buried in the mud on the southern tip of the island. Over five feet in diameter, its twin ends are capped in balls of burnished silver. On the inside of the circlet is the following phrase, etched in Draconic:

Prince and Pauper, King and Knave. Equals in His wake.

The phrase is a riddle. If the answer, Death, is spoken, the wearer and the circlet assume gaseous form for 3 rounds. Up to 3 Medium-sized creatures, or 5 Small creatures, can stand inside the band and activate its powers. The power can be activated 3 times per day.

The circlet once hung around the neck of the dragon Stygoth, who used it to gain entrance into his lair. Stygoth lost the circlet in a fit of Blight-induced madness, and has been unable to enter his lair since.

Fallen King (new monster): No. Appearing 1, AC 6, Movement 9", HD 4, HP 35, No. of Attacks 2, Damage per Attack 1d8/1d8, Special Attacks nil, Special Defenses nil, MR standard, Intelligence non-, Alignment N, Size L, Possessions nil.

Area S-6 – Ambush!: This log bridge is identical to the ones before, except for the 4 lizard men hunters concealed in the reeds and rushes. The lizard men have perfected their ambush techniques and will only be noticed 20% of the time, regardless of precautions taken by the heroes.

The hunters wait until the bulk of the party is on the log, and then they spring their attack. One pulls the chocks supporting the log, dropping into the 7 ft. deep water anyone aboard who fails a Dexterity roll or less on a d20. Two hunters hurl weighted nets at those flailing in the water; characters successfully entangled suffer the effects of being held under the water until they are hauled out or they cut themselves free. The last two lizard men hunters hurl javelins at obvious threats, and then all four close for melee.

If the battle goes poorly for the lizard men, the smallest will dive into the water and try to warn his fellows in level 2.

Lizard Men: No. Appearing 4, AC 5 (4), Move 6" / 12", HD 2+1, HP 16, 14, 11, 10, No. of Attacks 3, Damage per Attack 1-2/1-2/1-8 or by weapon, Special Attacks nil, Special Defenses nil, MR standard, Intelligence low to average, Alignment N, Size medi-

um. Possessions: Spiked club, 3 javelins, large wooden shield, and weighted nets.

Area S-7 – Stygoth's Lair: Read or paraphrase the following:

Blackened vines and gnarled taproots dot the hard, granite cliffs here. At the base of the cliff is a stagnate pool of water. Above the pool is a small hole, no larger than a human fist, dug into the cliff wall.

The floor of the pool is covered in bones buried in two feet of standing water. The bones make an uneven surface, reducing all movement rates by half. Deep grooves are cut into the granite around the hole, as if some enormous creature tried to claw its way inside.

The bones lining the muddy pool are the remains of the thousands of creatures Stygoth has eaten over the years. The innocuous hole is the entrance to Stygoth's lair. The black dragon would use his magic circlet (Area S-5) to gain entrance to the caves, but he lost the circlet in a fit of Blight-induced madness and has been unable to enter his lair since. He has tried repeatedly to claw his way inside and failed. The disease-corrupted dragon refuses to leave his beloved treasure, but can't puzzle a way to get back inside.

Only four inches wide, this small tunnel is far too narrow for PCs. Even familiars might have trouble negotiating its tight confines. Characters employing the magic circlet, however, will have no trouble at all.

Area S-7A – The Lost Trove: Read or paraphrase the following:

Your breath catches as the true contents of the muddy cavern become clear. Thousands of coins, gold and silver, spill into the light. Faceted gems sparkle and dance before your eyes and the gentle luminescence of magic shines from the furthest reaches of the cave.

The Treasure: Stygoth's trove is lovingly arranged inside, but the treasure is covered in cobwebs and mold. Brave adventurers will discover 14,500 sp, 3,200 gp, 16 sapphires (worth 20 gp each), 11 emeralds (worth 30 gp each), 5 rubies (worth 75 gp each), a unique large shield +1/+4 vs. missiles which also grants a +2 to saving throws, a Dwarven battleaxe +1, a ring of spell turning, 1 extra healing potion, 2 healing potions, and 6 pieces of incense of meditation.

Getting the treasure out is another matter altogether. Moreover, for every 5 rounds the characters spend here, roll 1d10. On a 1, Stygoth returns. Fortunately for any would be robbers, the madness that haunts the dragon will also make him leave unexpectedly after only 1d6 rounds.

The Corpse: At the back of the cave is a dried, shriveled corpse. When Stygoth contracted the Blight, he



captured a human priest and brought the poor soul back to his lair, hoping the human could cure him. The priest made some progress, temporarily staving off the Blight, but when Stygoth lost his magic circlet, the priest was left to slowly starve to death.

The corpse clutches a scroll in its desiccated fists. In his final hours, the priest penned the following:

Many days now have passed since last I saw the dragon. I prayed for the dragon to die, and it seems, cruelly, my wish has been granted. Faith alone sustains me, along with the belief that my death shall not be in vain.

This much our research has shown; the disease putrefies the living. There is something in the water, born from the mines bored into the earth to the east. But the swamp cannot produce such vile corruption on its own. The devil-born lizard men, perhaps? The dragon has whispered ancient ballads in its sleep, songs of demons and savage kings. The demon and the profane taint – they must be related. My last regret is that I will not live to see them both destroyed.

Level 1: The Forge

Built atop a small island in the Great Swamp, the Forge is a crude, temporary fortress. A dense cloud of soot issues from the fort day and night, coating the surrounding swamp with cinders and ash. Long before the fortress can be seen, it can be heard: an endless clanging and crashing of tortured metal, mixed with the screams of dying slaves as they are sacrificed to the Maw.

The Forge's sole purpose is the production of Blight Blades. Tainted earth is mined from the Maw (Area 1-10), then forged into weapons (Area 1-5). Supply trains sent by the Mountain King arrive once a week, bearing slaves, food and sometimes gold. (This was the caravan the party encountered with Stygoth.) The Forge can hold out for two weeks at half rations if the supply chain is broken.

In case of an assault, battle-ready troops rally before Graah (Area 1-5), who directs the counter assault. Lady Kyleth (Area 1-11G) directs the remaining troops as they become available, casting support spells from a distance and watching for diversions and second waves. If it becomes clear that the Forge will fall, she prepares for her own escape, abandoning the Forge and her followers.

Walls: The walls of the Forge are built from stout timbers brought down from the mountains. The walls are actually two matching walls, with rock and earth filling the cavity between them. The walls are effectively 8' thick and twice as tall. The wet swamp air makes the timbers especially resistant to fire; the timbers will rot out in a year or two, but Kyleth will be long gone by then. The walls are resistant to the first 50 points of fire damage.

Walls: 8 ft. thick; hp 600.

Wandering Monsters

Check for guards once every half hour. Roll a d6; on a 1 the PCs' location is inspected by a guard patrol of 1 gnoll and 10 kobolds. If the characters are discovered, the guards will try to capture them, raising an alarm if the PCs prove too powerful.

Gnoll: No. Appearing 1, AC 5, Movement 9", HD 2, HP 11, No. of Attacks 1, Damage per Attack 2-8 or by weapon, Special Attacks nil, Special Defenses nil, MR standard, Intelligence average to low, Alignment CE, Size Large, Infravision. Possessions: Battleaxe, leather armor, small shield, short bow and 20 arrows.

Kobolds: No. Appearing 10, AC 5, Movement 6", HD 1-4 hit points, No. of Attacks 1, Damage per Attack 1-4 or by weapon, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment LE, Size small, Infravision. Possessions: spear, leather armor, sling and bullets.

Areas of the Map

Area 1-1 – Gatehouse: Read or paraphrase the following:

Twenty feet tall and flanked by a pair of gangly stick-towers, the gatehouse stands resolutely in the mist. Snarling figures stalk the parapets, before flaming braziers belching clouds of thick black smoke. Smaller figures crouch atop the towers, peering warily through the dim light.

Three kobolds sit in each tower, and 5 gnolls and 3 kobolds wait atop the gatehouse. They are on constant watch, wary of an attack by Stygoth. If they spot intruders, they will sound a horn alerting the rest of the Forge. If the horn is sounded a second time, it signals that the Forge is under attack.

The gate is built from the same timbers that make up the wall. It takes Graah and a team of 30 kobolds ten minutes to drag the gate into place. The gate is only opened on Lady Kyleth's order.

Tactics: If characters rush the gatehouse, the defenders respond by tipping the braziers, pouring flaming oil atop attackers. The braziers are awkward to aim (-2 to attack) but inflict 4d6 points of damage (save vs. Breath Weapon for half damage) to those unfortunate enough to be struck by streams of flaming oil, and 1d6 splash damage to those within 5 ft. (save vs. Breath Weapon to avoid). The oil burns for 2 rounds, dealing 1d4 points of damage per round. There are 3 braziers atop the gatehouse and each can be decanted 3 times before the oil has to be refilled.

The gate, gatehouse, and walls are resistant to the first 50 points of fire damage; even if the braziers are dumped on the gatehouse, the sodden wood will only smolder, hiss and spit.

Gnolls: No. Appearing 5, AC 5, Movement 9", HD 2, HP 11, No. of Attacks 1, Damage per Attack 2-8 or by weapon, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment CE, Size Large. Possessions: Battleaxes, leather armor, small shields, short bows and 20 arrows.

Kobolds: No. Appearing 9, AC 5, Movement 6", HD 1-4 hit points, No. of Attacks 1, Damage per Attack 1-4 or by weapon, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment LE, Size small. Possessions: spear, leather armor, sling and bullets.

Area 1-2 – Watch Platform: Each tower marked 2 is the same. Read or paraphrase the following when the PCs approach one:

The watchtower rises out of the mist like a spindly-legged spider, no more than a platform supported

by three tall timbers. The tower is decorated with skulls strung on ropes like beads and tattered war banners spattered with dried gore. The banners all share the same sigil: a blood-red skull.

The tower is 40 ft. tall, and occupied by 3 kobolds that constantly scan the surrounding swamp. If they spot anything suspicious, they sound their horn, alerting the Forge. The kobolds will fire their slings from the platforms, but they hit the deck as soon as attacks are concentrated against them.

Kobolds: No. Appearing 3, AC 5, Movement 6", HD 1-4 hit points, No. of Attacks 1, Damage per Attack 1-4 or by weapon, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment LE, Size small. Possessions: spear, leather armor, sling and bullets.

Area 1-3 – Slave Pit: Read or paraphrase the following:

A short, spiked wall surrounds this deep pit. Gaunt humans, elves and dwarves squat in the mud below. The slaves are clothed in bloody rags, and all bear wounds of some sort. A few call out weakly, but the majority of them are too broken in body and spirit to even hope for rescue.

Each slave pit houses 1d12 humans, 1d6 elves and 1d4 dwarves, their numbers dwindling as Lady Kyleth sacrifices them to aggravate the Blight. Those with experience as warriors have had their thumbs cut off so that they can no longer wield weapons. Those who are suspected spell casters have been blinded. All have been brought to the brink of death by starvation and dehydration; Lady Kyleth doesn't bother to feed or water her charges. Those that survive do so by digging pits in the muddy waste to capture rainwater, and eating the corpses of their fellows that die before Lady Kyleth decides to sacrifice them.

These are truly squalid conditions. With no one to remove the bodies of the dead, the corpses are either eaten or trampled into the mud, where they slowly rot. None of these slaves can aid the party in any way, although good-aligned characters may find themselves honor bound to rescue the dying slaves.

Treasure: If characters take the time to search the pit with magic or exhaustive physical means there is a slim chance (15%) they will discover the following items: 2d20 gp, 2d20 sp, 1 blue quartz (8 gp value), and 3 pearls (worth 130 gp each).

Area 1-4 – Warehouse: Both doors to this building are bound in iron and secured with complex locks (treat as if magically held for purposes of Open Doors rolls). The northern door is protected with an improved burning hands trap; the pass phrase, "Cleansed by silver fire," is known by Graah and Lady Kyleth, but only the witch carries a key to the lock.

Once entered, read or paraphrase the following:

The darkened room is filled from ceiling to floor with crates, barrels, and casks. Each container is sealed in wax with the stamp of a wickedly-spiked crown looming over a mountain.

These are all the supplies the Forge will require for the next two weeks. There are dried foodstuffs, replacement weapons and tools for the gnolls and kobolds, casks of cheap wine, barrels of oil, and a variety of other low-quality goods supplied by the Mountain King. Taken together, the supplies will fill a wagon, and are worth a total of 350 gp, but characters will have trouble finding buyers as long as the crates bear the mark of the Mountain King.

Improved Burning Hands Trap: magic device; touch trigger; automatic reset; spell effect (improved burning hands, 5th-level magic user spell; Damage 5d4 fire-based damage, no saving throw for half damage permitted).

Area 1-5 – Forge: Read or paraphrase the following:

This enormous building is a huge forge. Smoke pours from the central stack, along with the incessant ring of hammers striking anvils. Soot and cinders cover the ground, and the air is laden with heat and the smell of slag and dross. Inside, a mighty ogre labors over a glowing rod of metal, hammering it into shape, while 5 sooty kobolds work the bellows.

As soon as the kobolds catch sight of the party they will begin yap and jabber, alerting Graah. Graah is smart enough to know that if characters have made it this far, they must mean serious trouble, and the ogre will waste no time leaping to the offense.

The forge is built better than most of the other buildings in the compound. Tools for weapon and armor-smithing hang on the walls, and three carts of unrefined ore stand by the door. The kobolds labor here, working the bellows, feeding ore into the furnace, decanting the slag, and casting the refined Blight into long rods. Graah oversees their work and hammers the rods of refined Blight into blades. The blades that don't survive the process are kept for sale to necromancers and sages that would study the Blight. The blades that Graah declares acceptable are passed along to the goblin Backra (Area 1-10) to be hung on pommels and sharpened.

Development: Neither Graah nor the kobolds plan to make their stand here. Upon sighting the characters, Graah hurls his hammer and barks orders at the kobolds to dump the furnace out onto the floor, spilling out molten Blight. The slag does 1d12 points of damage to characters caught in the spill (save vs. breath weapon allows avoidance) and makes it impossible to fight Graah and the kobolds without crossing the flam-



ing moat. The slag continues to flame for 10 rounds, and to deal damage for 20. The kobolds scramble into the rafters and onto the roof, while Graah retreats outside the forge to raise the alarm and properly prepare for battle.

If Graah is able to return to his chambers (Area 1-11D), don his banded mail armor, and take up his +2 thundering two-handed sword (new magic item) and +2 shield his already fearsome statistics (below) change as follows:

Graah with Equipment: AC -6 (banded mail armor +3 and shield +2 is AC -2, minus 4 for the toughness of Graah's hide); +2 thundering two-handed sword (1d10+4 plus 1d8 booming thunder sonic damage)

Treasure: Seven unfinished rods of Blight are cooling in their casts, 4 shattered blades lie in a bin, and 2 finished Blight Blades rest on a sheepskin in the corner. Selling the Blight is an evil act, yet highly profitable. The rods of Blight will command 500 gp each, and even the shattered blades are worth 400 gp if sold together. The finished Blight blades (one glaive, one bastard sword) are worth 808 gp and 835 gp respectively (see page 71).

Graah, Large Advanced Ogre: No. Appearing unique, AC 3 (base AC 6 for the toughness of his hide, minus 3 for shield +2), Movement 9", HD 10, HP 67, No. of Attacks 1, Damage per Attack by weapon: +2

thundering two-handed sword (1d10+4 plus 1d8 booming thunder sonic damage) or flaming rod (2d6+2 plus 1d6 fire damage) or large hammer (1d8+2), Special Attacks due to Graah's size and combat training he gains +2/+2 bonuses to hit and to damage (reflected in the above stats), Special Defenses nil, MR standard, Intelligence average, Alignment CE, Size Large (11 ft tall). Possessions: molten flaming rod, huge hammer, leather shirt, large sized gauntlets of fire resistance (new magic item – see Appendix on page 71).

Kobolds: No. Appearing 5, AC 5, Movement 6", HD 1, HP 6, No. of Attacks 1, Damage per Attack 1-4 or by weapon, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment LE, Size small. Possessions: spear, leather armor, sling and bullets.

Area 1-6 – Gnoll Great Hall: Read or paraphrase the following:

The great hall has been utterly destroyed by savage revels. Bones and scraps of rotting meat are piled in the corners and the entire place is carpeted in filth. Corpses have been pinned on the wall, used for target practice, and never taken down. Snarling figures lounge in the shadows at the back of the hall.

This is where the gnolls make their home. Five gnolls are lounging here on beds of matted hides, passing the time gambling and tormenting the occasional lone kobold. The gnolls are used to having the run of the Forge and will savagely attack anyone that dares to enter their great hall.

The gnolls hide their treasure beneath one of the matted beds (base 75% chance to find). Their full stash of loot is concealed in a den in the wilds, but kept here in loose bags are: 256 gp, 788 sp, 3 small rubies (worth 60 gp each), and 1 unicorn horn (a touch of the horn to an open wound casts cure light wounds twice per day). The cunning young witch, Maeve, has learned of the location of the gnolls' wilderness treasure horde and concealed a map with directions in her study (Area 1-11F).

Gnolls: No. Appearing 5, AC 5, Movement 9", HD 2, HP 14, No. of Attacks 1, Damage per Attack 2-8 or by weapon (battleaxe 1d8 or short bow 1d6), Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment CE, Size Large. Possessions: Battleaxes, leather armor, small shields, short bows and 20 arrows.

Area 1-7 – Kobold Barracks: Read or paraphrase the following:

Moldy hay and rotting skins cover the floor of these barracks. Ragged hammocks and torn war banners hang from water-stained rafters. A rusty cauldron hangs over a smoldering fire pit in the

center of the room. Many pairs of eyes lurk in the shadows, flashing angrily.

Thirty kobolds lurk in the barracks, digging marrow from bones, sharpening shivs, and crafting plots against the gnolls that terrorize them. The kobolds are led by Torgo the Eye Gouger, an exceptionally cunning coward, even by kobold standards. Torgo doesn't care to be a leader, but it is the only way he can have a hand in deciding whether or not he gets beaten up by the gnolls. If Graah is slain or it is clear that the PCs will carry the day, Torgo will attempt to flee the Forge, with or without his charges.

The kobolds have no treasure. The gnolls have taken it all by threat and guile.

Torgo the Eye Gouger, advanced kobold: No. Appearing unique, AC 4, Movement 6", HD 3, HP 21, No. of Attacks 2 per round due to weapons training, Damage per Attack two short swords (1d6+1 each), Special Attacks 2 attacks per round, Special Defenses Infravision, MR standard, Intelligence average, Alignment LE, Size small. Possessions: Leather armor, light crossbow, 2 matched +1 short swords.

Kobolds: No. Appearing 30, AC 5, Movement 6", HD 1, HP 6, No. of Attacks 1, Damage per Attack 1-4 or by weapon, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment LE, Size small. Possessions: spear, leather armor, sling and bullets.

Area 1-8 – Mining Lift and Turnstile: Read or paraphrase the following:

Heavy, roughhewn scaffolding stretches out over the ravine. Thick ropes run to a lift and a wide turnstile that spools the lift up and down. A sleepy-eyed gnoll and 5 kobolds stand guard.

The rope can take 15 hit points of damage before being severed. It is a 60 ft. fall to the ravine floor, Area 1-10. The lift takes 3 minutes to lower safely and twice as long to raise.

Gnoll: No. Appearing 1, AC 5, Movement 9", HD 2, HP 16, No. of Attacks 1, Damage per Attack 2-8 or by weapon (battleaxe 1d8 or short bow 1d6), Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment CE, Size Large. Possessions: Battleaxe, leather armor, small shield, short bow and 20 arrows.

Kobold: No. Appearing 5, AC 5, Movement 6", HD 1, HP 6, No. of Attacks 1, Damage per Attack 1-4 or by weapon, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment LE, Size small. Possessions: spear, leather armor, sling and bullets.

Area 1-9 – Sacrificial Platform: Read or paraphrase the following:

A thickly built platform arches out over the ravine. The beams are sticky with gore caked atop gore. Two pairs of matched manacles are pinned to the railing with brutal nails. Several wicked bloodletting tools hang nearby, sheathed in sleeves of flayed skin. An evil wind wafts up from below. It is impossible to guess how many terrible deeds have taken place atop this wicked platform.

This is where Kyleth performs her daily tortures and slayings. She kills at least two prisoners a day, bleeding them dry before cutting the bodies free, letting them plummet into the depths of the Maw.

The 7 bloodletting tools are cruel implements made of sharpened iron. Designed by Graah and perfected by Backra, each was created to eviscerate a specific organ of the body without damaging the surrounding tissue. They are worth 15 gp apiece to collectors, or 210 gp if sold as a set. In combat, they serve as small exotic finely crafted weapons doing 1d3 HP of damage.

From atop the platform it is a 70 ft. drop to the hard, rocky floor of the Maw.

Scoring two consecutive successful grapple attempts of an opponent will allow a grappler to cast her opponent over the railing. (For simplified grapple rules, see How to Finish Fights Faster by Roger Moore, Dragon, March 1984.)

Area 1-10 – The Maw: Read or paraphrase the following:

The gaping ravine runs from north to south, an unnatural, weeping wound cut into the heart of the swamp. The sides are steep and rocky, the floor cloaked in swirling mist. A warm, wet heat pulses from below like a living rot.

This deep ravine is the site of the original vein of Blight. This is where the curse began; to lift the curse the party should retrieve the demon skull (Area 2-20) and cast it into the Maw. See Return to the Forge (page 32) for the conclusion.

Paladins, good-aligned clerics, and druids coming within 20 ft. of the Maw are filled with a powerful unease. It is not danger they sense, but an overwhelming sickness. The spirit of the land here is wracked with pain and torment. Any attempts to commune with the land, or mend the spiritual wound by any means, triggers a dramatic reaction. At the GM's discretion, this reaction can occur simply by having a good-aligned character come near the Maw; this may help steer the party in the right direction if they don't otherwise trigger it.

First, the one who triggered the response has a vision that leaves him incapacitated for 1d4 rounds:

The world vanishes as you pitch toward the rotting

black Maw. An instant later you are standing on an icy battlefield, hundreds of barbarians around you, each charging to their death. A massive black demon erupts from the ground, slaughtering dozens with each swing of his mighty arms. You take up arms and join them, a raging war cry filling your lungs and thrilling your blood. The battle rages on for hours, and finally the demon falls, brought low by a young warrior.

Only a few dozen barbarians have survived. They bear the mortally wounded warrior and the demon's skull towards the cliffs to the west. Night falls, and soon only you remain. At your feet, where the demon fell, is a dark sliver of earth that stinks of rotting meat.

Second, a tormented improved earth elemental bursts from the ground, blindly lashing out at those who would salve its pain. If adventurers are foolish enough to remain near the ravine, the maddened elemental charges and attempts to drag the PCs over the edge. It is a 60 ft. fall to the base of the ravine. The walls of the Maw are slick with acrid condensation, impairing what would otherwise be an easy climb.

If the PCs move more than 20 ft. from the ravine, the elemental sinks back into the earth. The elemental is disturbed by the presence of the adventurers, but has grown used to the Witch Queen and her servants, and so does not disturb them.

Improved Earth Elemental: No. Appearing 1, AC -1, Movement 14" when traversing or passing through ground and 12" otherwise (hasted), HD 12d8, HP 80, No. of Attacks 2, Damage per Attack 5d8, Special Attacks score full damage against any creature resting on the earth, -2 to damage die for all others (not on ground), Special Defenses weapons must be +2 or better to hit an elemental, MR standard, Intelligence low, Alignment N, Size large.

Area 1-10A – Mining Crew: Read or paraphrase the following:

At the base of the ravine, a small mob of weary kobolds hews at the rock wall with picks and hammers. A barking gnoll urges them on. Condensation cloaks the walls and coarse gritty grime covers everything else.

Ten kobolds labor here. All ten have contracted low-grade cases of the Blight. PCs investigating the kobolds notice that the kobolds bear dark stains that give off feverish heat, even after the kobolds are dead. These stains are where the kobolds have begun to rot. This may show up in combat as well; bludgeoning blows that do more than 5 points of damage will blast bits of rotten flesh and tissue from the kobolds.

Development: If the alarm goes up, this chamber will be deserted, the kobolds sent to the surface to defend the Forge from invaders.

Gnoll: No. Appearing 1, AC 5, Movement 9", HD 2, HP 16, No. of Attacks 1, Damage per Attack 2-8 or by weapon (battleaxe 1d8 or short bow 1d6), Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment CE, Size Large. Possessions: Battleaxe, leather armor, small shield, short bow and 20 arrows.

Kobold: No. Appearing 10, AC 5, Movement 6", HD 1, HP 5, No. of Attacks 1, Damage per Attack 1-4 or by weapon, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment LE, Size small. Possessions: spear, leather armor, sling and bullets.

Area 1-11 – Lair of the Witch Queen: Read or paraphrase the following:

This squat building is built without windows and has but a single stout door. Heavy, reinforced timbers make up the walls and roof, and the door is bound with closely fitted iron straps. A trio of well-armed gnolls guards the door, fangs bared and blades at the ready.

These gnolls were hand-picked by Kyleth to guard her domicile. They have been tasked not to leave the door upon pain of death, but if violence erupts within sight of them, they will leap into the melee, unable to deny their chaotic natures.

The door is exceptionally thick and since it is barred from the inside, there is no lock to pick. But the door can be smashed open with a successful open door roll (d6 for fighter classes only). Of course, this will alert those inside, giving them time to coordinate their defense. The only other entrance to the building is the grated chimney which is fed from the fireplace in Area 1-11B, but the chimney is only six inches wide.

Gnoll: No. Appearing 3, AC 4, Movement 9", HD 2, HP 16, No. of Attacks 1, Damage per Attack 2-8 or by weapon (battleaxe 1d8 or short bow 1d6), Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence average to low, Alignment CE, Size Large. Possessions: Battleaxe, chainmail armor, small shield, short bow and 20 arrows.

Area 1-11A – Demonic Foyer: Read or paraphrase the following:

The small antechamber is lavishly decorated with demonic frescoes and a torrid rug depicting demonic acts. Twin ironwood gorgons form the archway to the south, their fierce maws locked in combat.

The rug conceals a vault hidden in the floor. The vault is protected by a deadly trap that punches several blades up through the floor. Opening the trapdoor without giving the pull-ring three clockwise rotations triggers the trap.

The trapdoor opens into a recessed vault. Four long iron boxes occupy one third of the vault. These iron boxes hold finished Blight Blades awaiting the next orc caravan: 6 long swords, 4 glaives, and a single two-handed sword. Selling the Blight Blades is an evil act (see page 71 for more information).

The rest of the vault is occupied by 4 locked iron chests. The chests are identical except for their locks: one depicts a goblin head, another a demon, another a dragon, and the last a screaming man with his eyes sewn shut. The locks are all of good quality. Lady Kyleth (Area 1-13E) carries a ring with keys to all 4 chests.

Goblin Chest: This chest is trapped with a vial of one of Kyleth's more wicked creations: zombifying gas (new magic item – see Appendix on page 71). Without first locating and then removing or disarming the trap, opening the chest causes the vial to be crushed and the gas to be instantly dispensed throughout the room. The chest is empty.

Demon Chest: The eyes of the demonic face on this chest pulse red. This chest holds 10 rods of highly refined gold. Each is worth 100 gp by weight.

Dragon Chest: This chest holds 50 uncut bloodstones, worth 20 gp each.

Screaming Victim Chest: This chest contains Kyleth and Graah's masterwork: the Blighted Helm.

The helmet is wrought entirely of the dark, metallic Blight and has no visor. It would seem that anyone donning the helmet would be blind. This is true, but not in the traditional sense. See Appendix 1: New Items for a full description of the Helm.

Floor Blade Trap: mechanical; touch trigger; automatic reset; targets person opening trap door; three large blades slice upwards for 1d12 of damage each; roll Dexterity or less on d20 to avoid.

Zombifying Gas Trap: mechanical; touch trigger; no reset; poison effects (zombifying gas, save vs. poison at -1 penalty to negate); multiple targets (strikes all creatures within a 5 ft. radius of release).

Area 1-11B – Kitchen: Read or paraphrase the following:

Cupboards and shelves, stuffed to bursting, cover the walls of this room. Dried fruits and jerky, spices of every sort, sweetmeats and more fill every available space. A small fireplace occupies the south wall.

This room houses a surprising variety of foodstuffs, herbs and spices. Kyleth, Graah and Backra have divergent tastes, so nearly anyone can find something appetizing here.

Area 1-11C – Graah's Chamber: Read or paraphrase the following:

This spartan room holds a single enormous bed roll, traveling equipment, and a collection of scrolls hung from a wall rack. A massive two-handed sword and equally large suit of banded mail armor rest on wooden stands in the corner of the room.

This is where Graah passes his time when he is not working in the forge or practicing his swordsmanship. If Graah has had a chance to retreat to this room, the armor and sword will be gone. The sword is a +2 thundering two-handed sword. The banded mail armor is +3 magical armor and the shield is a +2 shield. .

Graah takes his pay in gems. A small teak box is hidden beneath the largest flagstone in the floor. Regular searching of the room should reveal the apparent location of the hidden treasure trove. A fighter class character with an 18 or better strength will need to successfully make the Bend Bars/Lift Gates roll to lift the massive flagstone hiding the floor compartment. Each additional fighter class character with an 18 or better strength increases the chances of lifting the flagstone by 10%, up to a maximum of four characters. (Graah uses the leverage of a special hook he keeps in the forge.) Alternately, the flagstone can be broken if struck for 30 points of damage. Inside the box are a collection of twenty-two small gems worth a combined total of 1,350 gp.

The scrolls hanging from the wall rack are studies in exotic armor and weapon construction. The scrolls are worth 500 gp to innovative weapon smiths; to the common blacksmith they are useless. To Graah, the scrolls are the culmination of a life of study and research; they are priceless to the ogre, and he will go to any length to recover them.

Area 1-11D – Backra's Workshop: Read or paraphrase the following:

This dark workshop is filled with supplies for sharpening and hanging weapons. Black leather cord, eel and shark skin, ironwood staves, pommels and scabbards cover the walls and shelves; a single grinding wheel dominates the center of the room.

If the characters have succeeded in entering the building by stealth or guile, Backra will be here working on his latest deadly creation. Otherwise he will have joined Kyleth in Area 1-11E.

Backra is a nasty little hunchbacked half-elf. Dirty, unstable and cruel, he is also probably the best non-dwarf weapon sharpener within 100 leagues. Any fighter class character familiar with weapon smithing will recognize the name Backra as the one responsible for the deadliest weapons ever to be placed in the hands of evil humanoids.

Aside from his possessions, Backra's only treasure is easily passed over; he keeps a small bag of powdered Blight, the byproduct of sharpening the Blight blades. If Backra is threatened he will hurl the bag into the air, spilling a cloud of noxious corruption through the room. Anyone within 15 feet must make an immediate save vs. breath weapon or contract the Blight in the next 1d3 days.

Backra, half-elf, Clr3/MU3: No. Appearing unique, AC 2, Movement 12", HD 6, HP 22, No. of Attacks 1, Damage per Attacks 1-10 or by weapon type (+1 morningstar, 2-8/2-7), Special Attacks turn undead, Special Defenses Infravision, MR 30% resistance to charm and sleep, Intelligence above average, Alignment CN, Size Small, Possessions bag of powdered Blight, Small +1 leather shirt, +1 shield, clerical scroll (animate dead, cause light wounds, remove curse,), STR 10, INT 15, WIS 13, DEX 17 (-3 to AC), CON 16 (+2 to HP/Level).

MU Spells Known (2/1), Spellbook contains: 1st Level – charm person, magic missile, sleep, 2nd Level – darkness 15' radius, invisibility, and web.

Clerical Spells Known (2/1), 1st Level – cure light wounds, cause light wounds, detect good, cause fear, 2nd Level – hold person, know alignment, resist fire.

Area 1-11E – Witch Queen's Chamber: Read or paraphrase the following:

This room houses a single bed, a chair and desk, and an ornate locked chest covered with sigils that pulse with a soft blue light.

This is where Kyleth makes her home, but there is little evidence of the Witch Queen here. She is far too meticulous and paranoid for that. The Queen will make her stand in her laboratory (Area 1-11G).

The Chest: What PCs will find here is a red herring: the sigils on the glowing chest do nothing but glow, and the chest's lock has been carefully broken so that it cannot be unlocked. Despite this, a poison needle is still set to prick anyone who tries to pick the lock.

Worse, if the chest is handled roughly, broken open, or dropped by an unthinking character, the chest's second trap will be triggered, crushing a vial of zombifying gas (new magic item – see Appendix on page 71). Apart from the vial of zombifying gas, the chest is empty.

The Desk: Atop the desk are 5 pages of vellum, an unfinished letter from Kyleth to the Mountain King. Distribute players' handout C. The letter reads:

My Darksome Love –

The Blight continues to grow. Your fears are unfounded; the land can not cure itself of this plague. Evil always begets evil.

There is one small matter. I suspect the initial cause of the Blight was an ancient demon prince,

a spirit so profane that I dare not give it a name. Local lore suggests that the demon was slain by a barbarian warlord. If remnants of the demon still exist, and if they were ever returned to the Maw, I cannot predict what might result. I will take steps to ensure that the lizard men are unable to retrieve any remains from the barbarian tomb. Moreover, with very little effort I can be assured of

The rest of the letter is unfinished.

Poison Needle Trap: mechanical; touch trigger; automatic reset up to 3 times; blue whinnis poison effect (unconsciousness); save vs. poison to escape poison effects.

Zombifying Gas Trap: mechanical; touch trigger; no reset; poison effect (zombifying gas); save vs. poison to negate; multiple targets (strikes all creatures within a 5' radius of release)

Area 1-11F – Apprentice's Study: Read or paraphrase the following:

This room reflects gentler sensibilities than the others in this forsaken place. The air is scented with flowers, and a flickering lantern sits atop a low writing desk. A small but comfortable cot occupies the far corner. The walls are covered in voluminous tapestries embroidered with eldritch runes and sigils.

This is the home of Maeve, Kyleth's apprentice and disciple. Unless the PCs have made it this far without creating a stir, Maeve will have heard their approach, successfully applied a paralysis poison to her weapons, cast mage armor upon herself and hidden in the shadows by the door. She is aware of the effects of the zombifying gas and won't launch a flanking sneak attack (augmented by true strike) unless she hears PCs attacking each other or the PCs enter her chamber.

Treasure: Maeve has been denied a share of treasure as part of her apprenticeship, but the cunning young witch has paid close attention to the gnolls of the Forge, noting where they hide their loot in the swamp. She has embroidered crude directions and landmarks into her tapestry, which amounts to a rough map. A comprehend languages spell will enable the caster to determine the location of the treasure horde. The recovery of the horde can be an adventure in itself.

Maeve, human MU2/Th1: No. of Appearing unique, AC 6, Movement 12", HD 3, HP 14, No. of Attacks 1, Damage per Attack short sword 1d6/1d8 or heavy crossbow 1d4+1, Special Attacks summon familiar, thief's backstab, Special Defenses nil, MR standard, Intelligence average, Alignment CE, Size M, Possessions heavy crossbow, leather armor, short sword, 3 doses of paralysis poison.

Magic User spells known (2): 1st Level – mage armor and true strike (both new spells).

Mage Armor (new spell): An invisible but very tangible field of force surrounds the caster of this spell, providing an AC bonus of +4 (reducing AC). Incorporeal creatures are precluded from breaching the field of force. Level 1; Components V, S, F; Range touch; Casting Time 3 segments; Duration 1 turn per level of caster; Saving Throw vs. Spell to negate; Area of Effect 1 PC or NPC.

True Strike (new spell): The caster gains temporary, extraordinary insight into the next round of combat. The next single attack roll is made with a +10 to hit modifier. Level 1; Components V,F; Range personal; Casting Time 4 segments; Duration one round; Saving Throw none; Area of Effect 1 PC or NPC.

Area 1-11G – Kyleth's Laboratory: Read or paraphrase the following:

This laboratory is a chaotic rat's nest of desiccated corpses, glowing globes filled with wafting vapors, drying herbs and noxious leaves, bloody scalpels and brainrakes, shrunken heads of every race, stacks of musty tomes and shelves of scrolls. The center of the room is dominated by a massive dark cauldron, boiling over with a gruesome stew of eyeballs and bubbling green ichor.

If the PCs have succeeded in making it this far without causing a disturbance, the Witch Queen Kyleth will be here studying a dead kobold, with Loki, a demonic liaison, crouched on her shoulder.

If the PCs have given Kyleth warning of their approach, they will be in for a fight. Kyleth will have

cast mage armor for herself and Loki, and prepared a monster summoning spell. Loki will have readied several vials of acid for throwing (grenade-like weapon, direct hit 1d6 points of damage, splash 1 point of damage). Kyleth and her minions will wait for sounds of combat from the adjoining chambers, or for the PCs to enter her laboratory.

Tactics: In combat Kyleth relies on her wand, using spells when appropriate. Loki will lob vials of acid at the PCs (he has a store of 10 available). The laboratory is crowded with worktables, shelves and the cauldron, so PCs will have to fight past the summoned monsters to get at the witch and her familiar.

Kyleth is a dangerously pragmatic villain, intensely calm in the heat of battle. She realizes that if the PCs have made it this far, odds are slim that she will be able to beat them in close combat. If either she or Loki takes more than half their hit points in damage, the pair will flee. Loki will attempt to take the Ars Maleficus with him, and Kyleth will follow, fleeing through the secret door to Area 1-11A.

Kyleth has made preparations for her demise. If PCs capture the tome and study it, they will find her arcane mark inscribed on the last page. This image will slowly fade over the course of the next month as Kyleth is resurrected (see page 71 for details). How quickly Kyleth returns to power depends entirely on whether or not the PCs capture the Ars Maleficus.

Treasure: There is a wealth of knowledge here, but it is largely valuable only to dark sages, necromancers, witches and warlocks. If an appropriate buyer can be found (an adventure in itself), and the laboratory can

Lady Kyleth, the Witch Queen

A slender half-elf with sharp features, midnight hair and icy blue eyes, Kyleth spent her childhood happily playing in the sun-dappled Sylvan Downs. Her sheltered life ended the night orc raiders sacked her village and set fire to the Downs, carrying away Kyleth to the halls of the Mountain King. But while the other slaves weakened and died, Kyleth grew hard, learning to rely on hate and anger to sustain her.

A blossoming young maid, Kyleth was chosen to attend the Mountain King. When he tried to force himself on her, Kyleth's eldritch powers manifested with devastating force. No one knows what foul deals were struck, but when the fearful guards pulled open the smoking doors, the Mountain King had lost an eye and gained a powerful sorceress ally.

Now Kyleth serves the Mountain King of her own free will. She watches the lands surrounding their mountain fastness, going where orcs and goblins can't, secretly mingling with the races of good. Acquiring experience, information and more power, she serves as the secret hand of the Mountain King, providing strategic intelligence for the orc hordes.

PCs will find Kyleth to be a challenging foe. She has lost everything before, and is not afraid of ceding the battlefield if it means she can return to power later. With the aid of the Ars Maleficus, Kyleth can even return from the dead. Whispers hint that she and the Mountain King are lovers, but if the King loves Kyleth, the Witch Queen lusts after only his power. One day soon it will be Kyleth ruling over the fabled mountain fastness, and when she does the King's head will swing from the wind-swept battlements.

Kyleth wears very becoming black dresses fitted to her slim frame, and is often accompanied by Loki, a liaison sent by the Dark Powers. Above all else Kyleth wants to be envied and feared. If there is ever a chance to snare more power or sorcerous strength, Kyleth will be there, bolstered by the legions of her lover's armies.



be transported safely, it could be sold for 15,000 gp. Taken in pieces, the laboratory and its collection of eldritch studies are incomprehensible and nearly worthless.

Kyleth, half-elf MU7: No. Appearing unique, AC 5, Movement 12", HD 7d4, HP 24, No. of Attacks 1 or spell use, Damage per attack 1-6/1-8 (+1 spear), Special Attacks magic user spell use, Special Defenses 30% resistance to sleep and charm, Infravision, MR see above, Intelligence above average, Alignment CE, Size M, Possessions Bracers of AC 5, +1 spear, wand of magic missiles (6th level spell caster effects, 20 charges),

Magic User spells known (4/3/2/1): 1st Level – charm person, detect magic, magic missile, mage armor, protection from good, shield; 2nd Level – darkness 15' radius, invisibility, mirror image, web; 3rd Level – fireball, flame arrow, hold person, lightning bolt, monster summoning I; 4th Level – dig, fear, monster summoning II, polymorph self, wall of fire.

Loki, Quasit: No. Appearing unique, AC -1, Movement 15" / 45" (flying), HD 3, HP 18, No. of Attacks 3, Damage per Attack 1-2/1-2/1-3 plus dexterity point drain when hit, Special Attacks can assume the forms of a bat or wolf at will, Special Defenses magic-like abilities (at will) detect magic, detect good, regenerate 1 HP per round, invisibility, (once per day) cause fear; only magical or cold iron weapons hit, immune to cold fire and lightning, Infravision, Intelligence: low, Alignment CE, size S, Possessions: 10 flasks of acid.

Area 1-11H – Last Laugh: Read or paraphrase the following:

This small closet space is encased entirely in steel. The smell of sulfur is strong here. A lever stands against the far wall.

Both the secret doors leading into and out of this corridor are one way, allowing creatures to pass only from 1-11G to 1-11A. The door from Area 1-11G can be barred from inside this room, making it more difficult to open from 1-11G. Both doors are hidden, but can be found with successful search for secret doors rolls. The doors may be opened upon successful open door rolls.

If Kyleth is given the opportunity to flee, she will dash inside the closet, bar the door, and continue through to the outside.

The lever is a trick: pulling the lever triggers an 8d6 HP fireball in the closet (save vs. spell for half damage). Those outside the closet will hear a muffled blast, followed by the wafting scent of cooked flesh and the laughter of Kyleth if she is within earshot.

Fireball Trap: magic device; touch trigger; automatic reset; spell effect (fireball, 8d6 HP, save vs. spell for half damage).

Level 2: The Lair of the Lizard Men

When the tribe of lizard men met the spirit of the demon Obitu-que, they were not much different from most lizard men tribes: only loosely organized, poorly equipped, and practicing the most rudimentary of tactics. That all changed when the demon prince began counseling their shamans through dreams. The lizard men abandoned their ancient religion and began worshipping Obitu-que, obeying his every whim.

In the dozens of generations since, the demon has bred the tribe, culling the weak and stupid, and tutored the lizard men in the use of weapons, armor and tactics. If nothing else, it is an enjoyable diversion for one who has lived for so long and expects to live forever.

Every lizard man in this area bears a divine mark. Each mark takes the form of a black scar in the shape of five eyes burned onto the chest of the lizard man. These marks have been cast by the shaman (Area 2-19) to mark the lizard men as beholden to the demon.

The lizard men make their home in an ancient temple of prehistoric origin. Much of the original structure has collapsed, and the temple itself presents a danger to adventurers. The original builders took pains to build uniform stone walls, eight foot high ceilings, and level floors. Additions made by the lizard men are much less regular; ceilings vary in height, floors are uneven, and corridors vary in width.

The lair is universally damp and moist. Mold covers nearly every surface not submerged in water. The floors are covered in 2-6 inches of mud. Most doors have long since rotted away; those shown on the map are made of hammered copper and are considered barred for purposes of Open Doors checks.

There are no wandering monsters in the lizard men lair. Lizard men with unusual stats are presented in the area entries. The unexceptional lizard men have the following statistics.

Common Lizard men: No. Appearing 1d4, AC 9, Move 6" // 12", HD 2+1, HP 14, No. of Attacks 3, Damage per Attack 1-2/1-2/1-8 or by weapon, Special Attacks nil, Special Defenses nil, MR standard, Intelligence low to average, Alignment N, Size medium. Possessions: Spiked club, 3 javelins, large wooden shield.

Areas of the Map

Area 2-1 – Old Entrance: Read or paraphrase the following:

An ornate archway has been hewn into the granite cliff. Faint hieroglyphics whisper of forgotten empires lost to the march of time. Beneath the arch a passageway plunges into darkness.

Casting comprehend languages will allow the spell caster to interpret the hieroglyphics on the arch to read: Lord Death kneels at the throne of the King.

Astute PCs might note what is missing: any tracks. Investigation of this area, particularly by rangers, will reveal that nothing (living) has used this entrance for many years, so it is certainly not an entrance used by the lizard men.

Two shadows lurk just inside the archway, hidden in the alcoves of the roughhewn walls. The pair will wait until the party has passed, then launch a surprise attack on the rear guard.

Shadows: No. Appearing 2, AC 7, Movement 12", HD 3+3, HP 21, No. of Attacks 1, Damage per Attack 2-5 plus energy drain of 1 strength point, Special Attacks strength drain, create spawn: any humanoid that has Strength reduced to 0 by a shadow becomes a shadow under the control of its killer, Special Defenses requires +1 or better weapons to hit, immune to cold-based attacks, Infravision, MR immune to charm, sleep or hold spells, Intelligence low, Alignment CE, Size M.

Area 2-1A – Blood Gate: Read or paraphrase the following:

A mighty stone gate stands proudly against the wall of the cavern. Twice as tall as a man, and built of massive granite blocks, it seems improbable that such a portal could ever open. Two narrow holes, waist-high, appear at the center of the gate, ringed in beaten copper.

The initial impressions are correct: the Blood Gate is not intended to open. Sealed by the temple's builders many centuries ago, the gate now serves only as a deterrent to tomb robbers. PCs reaching into the holes will discover an empty space behind the gate; in the next instant a massive granite block drops down, shearing off anything reaching through the hole (roll Dex or less on d20 to avoid).

Even if the characters manage to open the gate (treat as a barred portal, requiring fighters to roll a 1 to open) all they find is a wall of rubble. This part of the temple collapsed centuries ago.

Blood Gate Trap: mechanical; location trigger; automatic reset; does 2d8 damage per hole; (roll Dex or less on d20 to avoid).

Area 2-2 – Concealed Entrance: A matted wall of reeds and mud covers this cave, but a thorough search or the examination by a competent ranger will reveal the hidden entrance to the lizard men's lair.

Inside, PCs will discover:

A short passageway opens into a small, wet cave. The entire western side of the cave is taken up by a deep pool. Four lizard men hunters are

preparing a meal, roasting a deer over glowing coals.

If the lizard men notice the adventurers they will snarl and leap for their javelins and spiked clubs. Three will make a stand, while the smallest will dive into the pool, in an attempt to warn the lizard men in Area 2-4.

Lizard men: No. Appearing 4, HP 14, 15, 16, 18; see stats above.

Area 2-3 – Log Bridge: Read or paraphrase the following:

The watery tunnel wends its way into darkness. A log bridge floats in the water here, coated with dripping moss and mold. A filmy patina of oil floats atop the water, casting rainbows in the light.

The "log bridge" is actually a giant crocodile, raised by the lizard men and trained to attack strangers. If PCs draw close to the pool to examine the water or the log bridge, the crocodile has a normal chance to surprise the PCs. Careful study of the "log bridge" by ranger or druid classes, even if from afar, should reveal that the "log bridge" is something other than what it appears to be.

If the crocodile succeeds in grabbing a victim, it will drag him into Area 2-3A, where it will attempt to drown the poor soul in the deeper pool.

The patina of oil is the remnants of fish oil from Area 2-4.

Giant crocodile: No. Appearing 1, AC 4, Movement 6" / 12", HD 8d8, HP 59, No. of Attacks 2, Damage per Attack 3-18 (bite) / 2-20 (tail slam), Special Attacks nil, Special Defenses nil, MR standard, Intelligence Animal, Alignment N, Size large.

Area 2-3A – Lair of the Croc: Read or paraphrase the following:

A dark pool occupies the southern end of this chamber. The chamber's floor is carpeted in white bones that poke from the mud like macabre vegetation. The air is thick with the musty scent of reptile.

This is where the giant crocodile retires to eat its prey. The pool is 30' deep at its center. If the crocodile succeeds in grappling a PC it will dive for the base of the pool. Adventurers fighting to free their companion will have to do so underwater.

Most of the bones littering the room belong to deer, kobolds and orcs. The treasure of the crocodile's victims has settled into the mud at the deepest part of the pool. While conditions make searching difficult, a thorough search will reveal a number of items that have collected in the pool over the years: 4d20 sp, 2d20 gp, 1 large black pearl (worth 200 gp), and a +1 buckler.

Area 2-4 – Common Room: Read or paraphrase the following:

Once this grand hall must have been a place of awe and majesty, brightly colored frescoes layered atop masterfully carved stonework. Now the colors are faded, the plaster chipped and stained, and the stonework all but concealed in blackened soot and mold. A number of lizard men make their home here, sleeping on beds of matted reeds. A primitive wall of reeds bisects the room, concealing the far side of the hall.

Nine lizard men reside here. If they have been warned of the PCs approach by one of the hunters in Area 2-2, or by sounds of combat with the giant crocodile, they will be prepared to defend their home. Otherwise, 3 of their number will be asleep while the others pass the time turning hides into shields, sharpening their javelins, and curing fish over the fire.

The flimsy reed wall can be broken by a standard Open Door roll.

Tactics: As the adventurers start up the stairs, one of the lizard men kicks over the barrels of highly flammable fish oil, instantly coating the stairs. This same round another lizard man hurls a flaming brand onto the oil, igniting the stairs and the entire lower corridor. Anyone caught in the conflagration takes 1d6 points of fire points of damage per round. The fire continues for 1d4 rounds. Under the demon's orders, the lizard men practice this maneuver regularly, and can pull it off flawlessly every time.

Lizard men: No. Appearing 9, hp 10, 10, 11, 13, 13, 14, 14, 16, 18; see stats above.

Area 2-4A – Channeling Pool: Read or paraphrase the following:

A large dais stands against the western wall, crowned with a pool of water. A crude statue stands in the center of the pool. The statue resembles a human in hide armor, thrusting a jagged spear forward in triumph.

Now give out players handout D. The statue and the pool are defended by a ferocious and large water elemental that seeks to prevent anyone except druids and barbarians from accessing the pool's powers. The pool is only two feet deep, but is more than adequate for drowning.

Tactics: The elemental hides in the pool. It rises forth to attack any PC coming within striking range, except for barbarians and druids, who it does not attack unless provoked.

Treasure: At the bottom of the pool are 7 golden discs embedded in the stone. Each disc is decorated with the hammered likeness of an animal. The discs are magic sigils, gifts from the animal spirits worshiped by

the temple's original shamans, and can still channel the powers of nature.

Anyone meeting a sigil's requisites and touching a sigil feels a violent, feral jolt as the spirit of the animal joins their being, granting the sigil's supernatural powers for a period of 1 hour (save vs. spell to resist). A character may only activate one sigil in a 24 hour period. Upon investigation and experimentation, rangers and druids should be able to determine what the disks are and how they are used.

If the sigils are pried lose they become mundane gold discs, worth 30 gp each. The sigils radiate moderate alteration magic.

Sigil of the Bear: Prerequisites Str 12, Wis 13. The channeling character gains +2 Str, gains 30 lbs. of muscle mass, and seems to lumber when he walks.

Sigil of the Fox: Prerequisites Dex 13, Wis 13. The channeling character gains +2 Dex, grows a thin coat of sleek fur, and is struck by the overwhelming urge to cause mischief.

Sigil of the Tiger: Prerequisites Str 11, Dex 11, Wis 14. The channeling character gains +2 Str, +2 Dex and grows semi-claws that grant a claw attack that does 1d6 damage.

Sigil of the Snake: Prerequisites Dex 11, Con 11, Wis 14. The channeling character gains +1 to initiative, +1 bonus to AC, and her skin becomes a layer of thin scales.

Sigil of the Turtle: Prerequisites Con 11, Str 11, Wis 14. The channeling character gains +2 natural armor bonus to AC and +2 Con, and his skin becomes thick and leathery.

Sigil of the Owl: Prerequisite Wis 17. The channeling character immediately "recalls" 4 different 1st level cleric spells (even if the channeling character couldn't cast spells previously) and grows a coat of downy white feathers. The spells are lost if they aren't cast within the hour.

Sigil of the Raven: Prerequisite Wis 17. The channeling character immediately "recalls" 4 different 1st level magic user spells (even if the channeling character couldn't cast spells previously), and grows sleek black feathers. The spells are lost if they aren't cast within the hour.





Improved Water Elemental: No. Appearing 1, AC 0, Movement 6" / 18", HD 12d8, HP 75, No. of Attacks 1, Damage 6d6, Special Attacks score full damage against any creature in the body of water from where the elemental sprung, Special Defenses weapons must be +2 or better to hit an elemental, edged or piercing weapons cause no measurable damage against improved water elemental, MR standard, Intelligence low, Alignment N, Size large.

Area 2-5 – The Three Fates of Man: A small collapse has partially buried the door leading to this room, and the rubble must be cleared before the door can be opened.

When the door is opened, read or paraphrase the following:

Three rough hewn statues dominate this room. The first depicts a man covered in mottled pox. The second depicts a man bleeding from multiple wounds. The last shows a skeletal man, his hands raised in supplication. Before each statue is a rock platter filled with dusty treasures.

Now give out players' handout E. If a sacrifice worth 10 gp or more is left before a statue, the worshipper gains the statue's particular blessing. If anything is taken from a platter, the thief suffers the statue's curse (save vs. spell to negate). Blessings are not stackable; curses are. Each statue's blessing may be activated only thrice per day.

Disease: 1 gold nugget (15 gp) and 5 uncut gems (20 gp each) rest in this platter. Blessing: for 3 days the worshipper is immune to disease (this will stall the progression of the Blight). Curse: the thief ceases to heal naturally for one week.

Starvation: 3 large gold nuggets (25 gp each) rest in this platter. Blessing: the worshipper will be sustained without food or water for the next week. Curse: for one week the thief loses 2 hp per day to a hunger that cannot be sated.

Violence: 5 gold nuggets (15 gp each) and 1 uncut onyx (13 gp) rest in this platter. Blessing: the worshipper will make every saving throw for the next hour. Curse: the thief will suffer maximum damage from the next 10 attacks made in anger.

Area 2-6 – Collapsing room: Read or paraphrase the following:

Fallen boulders litter the floor of this room; a corpse of a lizard man lies crushed beneath the rubble.

A casual study of the room will confirm the obvious: the ceiling of this room is ready to collapse. If anyone enters, it will do just that, inflicting 5d6 points of damage to anyone bold enough to tempt the fates, burying them beneath 100 pounds of rock and mud.

Collapsing Ceiling: mechanical; location trigger; no reset; damage 5d6 from falling rocks; the ceiling's collapse cannot be prevented or disabled.

Area 2-7 – Jerky Room: Read or paraphrase the following:

A collapse has filled half this room, and a stream still trickles through the rubble. Against the opposite wall strips of meat are laid out on racks over beds of hot embers.

Four lizard men labor here, smoking the meat of their kills. If the PCs have made a great deal of noise getting this far, they will be ready for combat. There is enough meat here to make for 20 days of iron rations, if one doesn't mind eating kobold, human and elf.

Lizard men: No. Appearing 4, hp 9, 12, 12, 15; see stats above.

Area 2-8 – Chamber of the Hunt: Read or paraphrase the following:

A door of hammered copper still seals this room. Embossed on the door is a scene depicting seven warriors attacking an enormous owlbear. The border of the door shows the hunters bringing the owlbear back in pieces. The arch above the door shows the hunters bowing low before the creature.

The door is indeed a seal, and must be broken with a successful Open Doors roll of 1 by a fighter.

Once the door is open, give the players handout F. Inside seven scarecrows with spears are staged around what appears to be a masterfully preserved silver-backed owlbear of exceptional size. Unlike the rest of the temple, this room is dry, its contents perfectly preserved.

If anyone enters the room the magical stasis is broken. One of the scarecrows falls over and the zombie owlbear comes to life. It will take one round to destroy the remaining scarecrows and then go after the intruders.

While it seems the beast is too large to fit out the door, the owlbear is strong enough to burst through the opening in a single round.

Each of the 7 scarecrows carries a very real silver-bladed spear (worth 10 gp each).

Large Zombie Owlbear (new monster): No. Appearing 1, AC 3, Movement 12", HD 18d8, HP 136, No. of Attacks 1, Damage per Attack claw for 2-16 or bite for 2-20 or slam for 2-24, Special Attacks nil, Special Defenses nil, MR standard, Intelligence animal, Alignment NE, Size L, Possessions: nil.



Area 2-9 – Path of Kings: Read or paraphrase the following:

A pair of embossed copper doors stands open here, the muddy stream wending its way between them and down the steps. From below comes the sound of running water and a slow, heavy drumming.

The doors are embossed with a series of glyphs. A successful comprehend languages spell will determine that the glyphs tell the story of a barbarian king being prepared for rebirth, his attendants being ritually sacrificed so that they might follow him into the afterlife. The last scene shows the king standing in a ring of lightning, a mighty sword held high.

The drumming sound is the lizard man drummer in Area 2-11.

Area 2-10 – Entrance to Crypt: Read or paraphrase the following:

The stairs from the upper level end at a pair of locked copper doors. A small, muddy tunnel has been dug into the wall adjacent to the doors. The drumming is louder here.

These massive doors were barred from the inside by the priests and slaves who built the tomb. (The priests slaughtered the slaves afterwards and immolated themselves in devotion to the king.) The lizard men, unable to break down the seal to the crypt, opted to tunnel around instead, digging to the east.

Area 2-10A – Mouth of the Snake: An enormous giant constrictor snake, the shaman's pet, has taken up residence here, lurking in the shadows at the far end of the cave, eagerly waiting for prey. It attacks any non-lizard men who enter.

Giant Constrictor Snake (new monster): No. Appearing 1, AC 5, Movement 8" / 8" climbing / 8" swimming, HD 12, HP 79, No. of Attacks 1, Damage per Attack 1d12 or 2d10 (bite or constrict), Special Attacks constrict for 2d10 HP of damage, Special Defenses scent detection, MR standard, Intelligence nil, Alignment N, Size L, Possessions nil.

Area 2-11 – Trash Corridor: Read or paraphrase the following:

Once this corridor must have been a grand tribute to the power of the barbarian empire, but now it is filled with trash. Waste is piled knee high in places, with paths cutting through the detritus. A pair of half-buried, broken stone sarcophagi lies near the center of the mess. The walls are ringed by a single row of small holes drilled at waist level. There must be several hundred in all.

In the center of the room a single lizard man sits atop a mound of trash, slowly beating a massive kettle drum.

At all hours of the day and night, one of the lizard men is here beating a regular, slow rhythm. The sound resonates through the entire lower level, serving as an alarm against attackers: if the drumming ceases and doesn't resume, the lizard men of the lower level will be alerted and prepare for an assault.

Close inspection of the walls reveals mold-covered frescoes depicting the life of the king, from his divine birth to death. Characters decoding the glyphs (via comprehend languages spell) learn that the king died in battle with a mighty demon, and was buried in the temple in a ritual intended to confer eternal life. The glyphs also show that the skull of the demon was buried in the king's treasure vault.

Those brave enough to inspect the holes will discover that each holds a skeletal finger, the last tribute of the slaves that built the tomb.

Lizard man: No. Appearing 1, hp 9; see stats above.

Area 2-11A – False Door Trap: Read or paraphrase the following:

A pair of copper doors stands proudly against the southern wall. Spartan and plain, their only decorations are the rows upon rows of empty holes lacing their surfaces.

Characters might guess that holes in the doors are meant to be filled with the finger bones taken from the holes ringing Area 2-11, but this is incorrect. Touching the door triggers a fusillade of darts that targets anyone standing before either door.

Fusillade of Darts: mechanical; touch trigger; automatic reset; (1d4+1, dart); multiple targets (1d8 darts per target standing before the doors); roll Dexterity or less on d20 to avoid.

Area 2-12 – Tomb of the High Shaman: Read or paraphrase the following:

The stone arch above this tomb is decorated with a pair of glyphs: the sign of the Owl and the Raven. Inside the alcove rests a stone sarcophagus. It is split into two halves, upper and lower, bound together by loops of woven green cord.

This is the where the wisest of the King's councilors awaits his rebirth. Characters inspecting the sarcophagus will notice that the reed cord is strong and shows no signs of rot; indeed it is still wet with sap as if it had been woven earlier that day. The cobwebs accumulated on the sarcophagus disprove that theory.

The answer is that the ritual worked. The High Shaman is due to be reborn any century now, and his regenerative energies are invigorating the plants around him.

The High Shaman won't be up to full power anytime soon. Still, he makes an exquisite corpse: fresh juices mixing with a body that has been rotting away for the last several hundred years. If his crypt is disturbed, vines will leap to the attack, and the High Shaman will flip off the lid of his sarcophagus, eager to defend the tomb of his liege.

Treasure: The High Shaman was buried with a ring of protection +1, an onyx circlet (worth 50 gp), and three bronze spear heads (worth 1 gp to collectors).

High Shaman, Improved Mummy [new monster]: No. Appearing 1, AC 0, Movement 6", HD 8+3, HP 53, No. of Attacks 1, Damage per Attack 1-12 plus mummy rot, Special Attacks fear, mummy rot, Special Defenses Infravision, harmed only by magical weapons and those do only half damage, susceptible to standard damage from fire and holy water, MR sleep, charm, hold and cold-based attacks have no effect, immune to poison or paralysis, Intelligence low, Alignment LE, Size M.

Animated Vines [new monster]: No. Appearing 2, AC 6, Movement 6", HD 4, HP 30, 28, No. of Attacks 1, Damage per Attack 1-6, Special Attacks constrict, Special Defenses Infravision, MR standard, Intelligence non-, Alignment N, Size M. Possessions: nil.

Area 2-13 – Tomb of the First Warrior: Read or paraphrase the following:

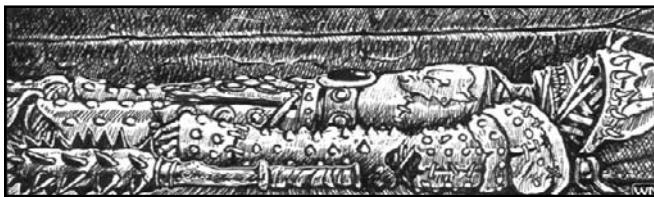
The stone arch above this tomb is decorated with a single glyph: the sign of the Bear. Inside the alcove rests an undisturbed stone sarcophagus.

This is the tomb belonging to the fiercest of the King's

champions: the First Warrior. Like the High Shaman, if his sarcophagus is disturbed, the Warrior will aid the effort by flipping off the lid himself.

Treasure: The Warrior wears crude plate armor +1, carries a dragon hide shield +1, and wields a club sporting enchanted blades of sharpened obsidian that serves as a +2 weapon.

First Warrior, Improved Mummy [new monster]: No. Appearing 1, AC 0, Movement 6", HD 12, HP 80, No. of Attacks 1, Damage per Attack 2-16 plus mummy rot or by weapon (+2 club1-8+2/1-6+2), Special Attacks fear, mummy rot, Special Defenses Infravision, harmed only by magical weapons and those do only half damage, susceptible to standard damage from fire and holy water, MR sleep, charm, hold and cold-based attacks have no effect, immune to poison or paralysis, Intelligence low, Alignment LE, Size M.



Area 2-14 – Tomb of the Swift Runner: Read or paraphrase the following:

The stone arch above this tomb is decorated with a single glyph: the sign of the Fox. Inside the alcove rests an undisturbed stone sarcophagus, covered in a scattering of fresh flower buds.

This is the tomb of the King's messenger and trickster: the Swift Runner. He rests inside the stone sarcophagus, organs pumping fresh life through his desiccated corpse. The Runner was once arrayed in fine leather armor decorated with rare furs, but his armor and rich clothes have all moldered into dried rags that stink of the grave.

Like his fellows, the Swift Runner is on the verge of being reborn into this world. Unlike his fellows, the Swift Runner is as proactive in death as he was in life.

Tactics: If the sarcophagus is disturbed, the Runner will stay motionless until the lid is off. He will lead off the first round by casting darkness from his necklace (see below), and then try to pull a target into the sarcophagus. Protected from attacks by the poor victim in his embrace, the Runner will use the next round to blink out of the sarcophagus, materializing in the hall where he will hasten to awaken as many of his fellows as he can (Areas 2-12, 2-13, and 2-16). With a little luck the party will still be hacking their companion to bits when the other mummies come calling.

Treasure: "The Shaman's Gift," a necklace of spell-storing with blink and darkness 15' radius presently stored (new magic item – see Appendix on page 71).

Swift Runner, Improved Mummy [new monster]: No. Appearing 1, AC 0, Movement 6", HD 8, HP 49, No. of Attacks 1, Damage per Attack 1-12 plus mummy rot, Special Attacks fear, mummy rot, Special Defenses Infravision, harmed only by magical weapons and those do only half damage, susceptible to standard damage from fire and holy water, MR sleep, charm, hold and cold-based attacks have no effect, immune to poison or paralysis, Intelligence low, Alignment LE, Size M.

Area 2-15 – Desecrated Tomb: Read or paraphrase the following:

This tomb has been ransacked, the cover of the sarcophagus lying broken on the floor. Any corpses or treasure has long since been removed, leaving only dust, cobwebs and scraps of foul-smelling rags.

The mummies that once occupied these sarcophagi have been killed by the lizard men, inadvertently preventing the rebirth of the barbarian king (see Area 2-22).

Area 2-16 – False Tomb of the King: Read or paraphrase the following:

A single mysterious glyph is carved into the stone arch above this tomb. Inside rests a stone sarcophagus bound in ropes woven from gold wire. The sarcophagus is decorated with chips of obsidian and metal plating that flash in the dim light.

A pair of massive white wolves watches over the tomb, perfectly preserved despite the march of the ages.

A spellcaster casting comprehend languages spell will determine the glyph to be an obscure sign for either lightning or dragon; the distinction is muddled and unclear. (This refers to the method of the King's rebirth; see Area 2-22.) The massive wolves that guard over the tomb were a pair of mated winter wolves raised by the barbarian tribe. Lower beasts than man, they completed the return trip from the afterlife much quicker than the other undead on this level, and have returned to full strength. If the tomb is disturbed in any way, their stasis will be broken and the pair will leap to the attack, defending the tomb to their death.

No corpse rests inside this sarcophagus. Instead, a narrow, man-sized shaft descends 15 ft., dropping to Area 2-20. This shaft is planted with several thousand bronze needles pointed up at a 45-degree angle. These needles make it feasible for someone to climb up the shaft, but it will prove nearly impossible for anyone to climb down. Most creatures will find them-

selves simply hung up in the first few feet, poked by dozens of sharpened needles. Creatures climbing down the shaft are hit by 1d4 needle attacks per 5 ft. traveled; each needle does 1d3 damage.

Treasure: The ropes binding the tomb closed are worth 250 gp. Taken together, the obsidian chips and hammered silver plating atop the sarcophagus are worth 100 gp.

Mummified Winter Wolves (new monster): No. Appearing 2, AC 5, Movement 18", HD 10, HP 70, 65, No. of Attacks 1 (bite) plus cold damage or breath weapon, Damage per Attack 2-16 plus 1d6 cold damage (bite) or 4d6 cold (breath weapon), Special Attacks breath weapon, Special Defenses Infravision, immune to cold-based attacks, vulnerability to fire-based attacks, MR standard, Intelligence average, Alignment NE, Size L. Possessions: nil.

Breath Weapon: 15-foot cone of cold spell-like ability, once every 1d4 rounds, damage 4d6 cold, save vs. breath weapon for half damage.

Area 2-17 – Harem Chamber/Nursery: Read or paraphrase the following:

This enormous chamber was once a pair of tombs, but has since been emptied and enlarged. A dozen small fires line the walls, filling the air with a smoky haze and casting a sinister red glare over the cavern. Sleeping pits are dug into the floor, while tanned hides and skulls, strung like beads, decorate the walls.

Eight neutered lizard men (eunuchs) and six female lizard men make their home here, the king's personal harem. If the drumming in Area 2-11 was interrupted, the 8 will be lying in wait, ready to launch a savage attack with javelin, tooth and club. Otherwise, it will take them 3 rounds before they can organize a defense.

The fires are used to warm large rocks which are carefully placed in the muddy pool, keeping its temperature well heated. Ten lizard men eggs are incubating in the mud against the far wall.

Hidden around the chamber are scraps of treasure that have escaped the notice of the king and shaman: 18 gp, 22 sp, and 3 gold nuggets worth 10 gp each. Half buried, yet glowing beneath the mud (requires actively searching the mud), is the legendary elven blade, "Shadower," a +1 flame tongue short sword.

Lizard men: No. Appearing 8, hp 14, 15, 16, 17, 9, 13, 16, 18; see stats above.

Female lizard men: No. Appearing 6, hp 7; see lizard men stats above.

Area 2-18 – King of the Pit: Read or paraphrase the following:

This muddy chamber is dominated by an 8 ft. wide pit. The top of the pit is covered with a crudely constructed grate of thick branches tied with thick cord. Dark oaths come from below, spoken in a slithering tongue.

The pit drops 30 ft. to a mud-bottomedoubliette. Here lurks N'dereg, the deposed king of the lizard men, living off scraps tossed to him by his tribe and rats he lures into the pit. A proud and willful ruler, N'dereg lost his throne to a puppet king groomed by the tribe's shaman.

After eight months alone in theoubliette, N'dereg is quite mad. Still, he can speak halting Common, and will try to buy his way out of the pit with any number of seemingly impossible promises: he will claim to know the location of the crypt's treasure (true), and a magic throne that confers immense powers to any that sit upon it (also true).

If freed from the pit, N'dereg will help the party to kill the shaman that betrayed him (Area 2-19) but will turn on the PCs as soon as the shaman falls.

If the PCs attack N'dereg from on high he will burrow into the mud. He has weathered this and far worse.

Even in his age, N'dereg is a formidable lizard man. His scales bear witness to a life of violence. He stands nearly 8 ft. tall, and every inch is covered in steely sinew.

N'dereg, improved lizard man and deposed king: No. Appearing unique, AC 4, Movement 6", HD 8, HP 60, No. of Attacks 1, Damage per Attack 1d10+5 (+1 large trident), Special Attacks nil, Special Defenses nil, MR standard, Intelligence average, Alignment NE, Size L. Possessions: +1 large trident.

Area 2-19 – Court of the Lizard King: Read or paraphrase the following:

This large chamber is filled with molding cushions and sodden blankets. Rotten tapestries have been hung on the walls and candlesticks stuck in the mud in mocking imitation of a real court.

The King was once a powerful champion, but since his coronation he has spent his days and nights lazing about in a stupor, attended by his guards and harem, while the shaman makes all the real decisions for the tribe.

If the drumming in Area 2-11 was interrupted, or if loud combat has taken place nearby, the lizard men will be ready for combat. The shaman and guards will be at the head of the room, bolstered by spells. The king, meanwhile, will be hidden behind the western wall, and will flee with a screech as soon as combat begins; he has grown too attached to the idea of his position as king to defend it in combat. This is a lizard man with everything to lose.

Development: The shaman is only the latest in a long line to acquire his power directly from worshipping Obitu-que. As the shaman fights, his body crackles with red, eldritch flames. These flames cause no damage and give off no heat, but are clearly visible. Whenever the shaman casts a spell, the flames swirl above him and form the face of the demon prince, sneering with profane delight. This changes when the shaman dies: the flames pull into a tiny mote of brilliant heat then explode out, inflicting 2d10 points of fire damage to anyone within 10 feet (save vs. spell for half damage).

The King's Flight: The king will flee toward Area 2-22, barely missing the pit trap, dive into the pool and swim to the throne. There, cornered and desperate enough to make a final stand, he will take up the obsidian sword and set into motion a fatal chain of events. See Area 2-22 and Rebirth of the King for the gory details.

Treasure: Displayed about the room atop small rocks and woven reed mats are the "king's shinies," the collected treasure of the tribe: 2,612 sp, 1,203 gp and 317 pp in an open pile, 1 copper breastplate, 17 gold nuggets (worth 10 gp each), 3 extra healing potions in ceramic jugs, and 14 obsidian-tipped javelins.

Improved lizard man king: No. Appearing unique, AC 5, Movement 6", HD 4+3, HP 34, No. of Attacks 2 or 1, Damage per Attack 2x 1d6 (2 claw attacks) or 1d8 (bite), Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence below average, Alignment N, Size N. Possessions: see above.

Improved lizard man shaman: No. Appearing unique, AC 5, Movement 6", HD 4+1, HP 28, No. of Attacks 1, Damage per Attack 1d6+1 (claw with +1 clawed iron gauntlet) or 1d4 (bite), Special Attacks nil, Special Defenses nil, MR standard, Intelligence below average, Alignment NE, Size M. Possessions: +1 clawed iron gauntlet.

Druidic spell-like abilities (useable once per day each): animal friendship, pass without trace, shillelagh, speak with animals, cause light wounds, produce flame.

Lizard men guards: No. Appearing 4, hp 18, 17, 13, 10; see stats above.

Area 2-20 – Treasure Vault (special encounter area):
Read or paraphrase the following:

A deafening waterfall tumbles from the ceiling, filling this room with a cold spray. A king's trove of armor, weapons and goods fill the room. The darkness is softened by the luminescence of magic, but something oppressive lurks in the air, chilling your blood.

This room can be entered via the pit shaft from 2-16 or the secret door to the east (which can be easily found by characters searching the area due to the stream running beneath it).



When the barbarian king was interred, this is where his people placed the treasure of his kingdom, a wealth of items that would await the king upon his rebirth. The waterfall makes it difficult to hear anything below a shout in this room, potentially complicating matters to dire effect.

Nearly everything in the room is infected with a slick green-black slime. The only item not coated is a massive skull, the resting place for the spirit of the demon prince Obitu-que. The demon skull has a giant ruby (2,000 gp) in each of its five eye sockets; the rubies pulse red in time to the heartbeat of the nearest living creature.

The demon has no fear of the PCs. It has survived thousands of years and expects to live for many thousands more. Its chief goal is to cause violent mischief by possessing PCs and turning them against one another.

The demon Obitu-que can attempt to dominate living creatures 3 times per day (a spell-like ability). The demon can force the spell-like (psychic) attack on intelligent creatures within 30 ft. Given a choice between characters, the demon will always choose the one with the weakest Wisdom.

This domination takes the form of spell-like (psychic) battle that lasts for 3 rounds, during which the target takes 1d4-1 points of damage per round. The victim

will see the demon prince manifest in all his terrible majesty as a 5-eyed Type III Demon (or glabrezu) that immediately leaps to the attack, but the combat takes place entirely in the victim's mind. The rest of the party will only see the character drop to his knees, clutching his forehead and screaming in agony as every muscle in his body goes taut. At the end of 3 rounds the target must succeed on a saving throw vs. spells.

If the target succeeds in his save, the demon skull goes dormant for 8 hours. If the character fails in his save, his body is possessed by Obitu-que, during which time the demon uses the victim for any variety of nefarious purposes (often pretending not to be possessed). The character can attempt a new save once every 24 hours.

Protection from evil makes a target immune to the domination. Once a character has successfully saved against the domination, Obitu-que cannot attempt to dominate that character again for 24 hours. The spell-like (psychic) battle can be ended prematurely by carrying the target more than 30 ft. from the skull. This abrupt disengagement is psychically damaging and results in 1d10 points of damage to the target.

Destroying the Demon Skull: The demon skull is invulnerable to all spells and physical damage, unless it is brought within 25 ft. of the Maw (Area 1-10). At this point the skull has the following statistics: AC 8, HP 40. If it is destroyed and all the pieces are cast into the Maw, the curse of the Blight is lifted. See Return to the Forge (page 32), for the dramatic finale.

If even a single portion of the skull remains (a filched gem perhaps), the Blight is lifted, but the demon spirit survives. After one week of recuperation it possesses a suitable host and begins seeking revenge.

Treasure: The vault once housed the wealth of a dark-age warlord, but much of that treasure has been destroyed by the passage of time. Items prone to rot or rust (wooden chariots, cloaks, mundane armors and weapons, boots, tapestries, clay vessels, vellum manuscripts and the like) all crumble or tear at a touch. The following items have survived: a +2 footmen's flail, a suit of +2 leather armor of cold resistance (new magic item – see Appendix on page 71), and a +2 composite longbow.

Area 2-21 – Pit Trap: The slope of the corridor increases sharply here. Combined with the wet algae covering the floor, it makes negotiating the corner tricky under the best of circumstances (requires a successful Dexterity or less roll on d20). Increase the difficulty if the maneuver is attempted at a jog, and to very difficult if someone is trying to take the corner at a sprint. (In his flight, the lizard man king only barely makes the corner.)

Anyone failing the Dexterity check slides to the end of the corridor and drops into a chute which immediately

funnels them into 2-22A. Climbing back up the chute without gear or aid is extremely difficult.

Area 2-22 – The Throne of Kings: Read or paraphrase the following:

A mighty throne room looms before you in the darkness. Across the mighty hall, a dour granite throne sits atop a low dais. Atop the throne sits a crowned skeleton, reigning from beyond the grave, a mighty obsidian two-handed sword at its side. The floor of the hall is filled with brackish water, and crude stone dragons are carved into the high ceiling at each of the cardinal directions, their maws thrown wide in exultation.

Now give the players handout G.

This is the final resting place of the barbarian king. Unfortunately, when the lizard men destroyed the corpses in the western sarcophagi (Areas 2-15), they ruined the king's chance of ever being reborn. The skeleton is simply a mundane pile of bones, but PCs may not believe that at first. The water here is 3 ft. deep and is covered in black algae.

The rite wasn't a complete failure; the mystic energy necessary to return a body to life still yearns to be released. The lizard men king will likely trigger this flood of arcane energy. GMs may want to save the dramatic elements of this scene for when the party arrives.

Rebirth of the King: The lizard men king will flee here from Area 2-19, swim to the throne and take up the obsidian sword, triggering a rush of mystic power. Sustained bolts of blue lightning course from the maws of the dragons, transfixing the lizard men king with awesome power. In an instant he begins to glow with supernatural life, infused with the power of a demigod.

At this point the lizard men king inherits the following statistics:

Lizard men King, "Reborn Version" (new monster): No. Appearing unique, AC 5, Movement 9", HD 20, HP 150, No. of Attacks 1, Damage per Attack 1-12/3-18 (two-handed sword) or per spell-like effects of sword (lightning bolt, 6d6 damage, save vs. spells for half damage), Special Attacks lightning bolt spell-like effects from sword, Special Defenses Infravision, levitate (at will), immunity to fire, poison, and acid, 50% immunity to cold, +5 on saves vs. spells, MR see special defenses, Intelligence genius, Alignment NE, Size L, Possessions: sword and crown (see below).

On the following round the lizard men king, his entire body glowing with impossible radiance, levitates 10 ft. above the water, and throws his arms wide, dropping the stone walls and ushering the wattle golems (Area 2-22A) into the room. Then he begins to cast lightning bolts about the room with a simple gesture of his blade.



Unless a person has spent the last several centuries doing the necessary spiritual work, the raw power is too much for a physical body to handle. The lizard men king died the moment the lightning began, his mind just doesn't know it yet. If the PCs think to "ground him" for at least 2 rounds, the power will pour from his body like water from a bottomless bucket. Otherwise the king may be destroyed by spells and weapons. Left to his own devices, the king collapses to the water, dead, on the 10th round after his coronation.

There are a number of creative ways to ground the king, but the most heroic would be to leap into the air and grapple the king for 2 incredibly painful rounds, using one's body as a conduit. As the raw magic finishes coursing from the lizard man through the character, both drop into the water. The lizard man will be dead. The conduit-character must make a saving throw vs. spells or drop to -1 hit points (unstable) and fall comatose, subject to drowning once she hits the water. If she is pulled from the water and healing is applied, the character will awaken as usual. The heroism will have paid off: some of the raw power will remain with the character indefinitely, conferring an additional 1d12 permanent hit points to her total.

If a PC reaches the obsidian sword before the lizard men king, the results are disastrous. Just like with the lizard men king, the PC is blasted with raw magic power, learns to levitate, has his hit points increased by a factor of 10 and is promptly slain (save vs. spells at -4 to resist being slain; success indicates PC falls comatose and is subject to drowning). He floats about for a bit, celebrating his new status as demigod, then collapses into the water, dead, on the 10th round after his coronation.

Roleplaying opportunity: The DM should encourage the PCs to attempt to deduce some of the implications of the room by roleplaying amongst the party. At the DM's discretion, the party may be given clues that the

way to defuse the spell effect is to ground the lizard king.

Treasure: The bolts of eldritch might that blast the lizard man also infuse the two-handed sword and the crown with magical power. After the lizard man collapses, both items retain their new enchantments. The obsidian two-handed sword now also acts as a wand of lightning with 17 charges remaining, while the crown now acts as a crown of spell storing, identical in purpose and function as the ring of the same name, but able to hold only three spells at once. The obsidian two-handed sword's wand-like powers are specially designed to be used while wielding the sword. They can be used by anyone proficient with a two-handed sword and able to read the command word on the hilt.

Area 2-22A – Army of Straw: Read or paraphrase the following:

This wet hall is filled with many still figures standing at attention, their weapons held at the ready. Four turn as one, revealing their nature: horrid living statues built of wattle and reeds.

This hall was once home to an army of animated statues, but time and moisture have taken their toll, and only 4 remain. They will attack anyone that enters their line of sight. If the walls to Area 2-22 are dropped, they will march forward to serve their king.

Animated Statues (new monster): No. Appearing 4, AC 6, Movement 9", HD 4, HP 30, No. of Attacks 2, Damage per Attack 1d8, 1d8, Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence non-, Alignment N, Size L, Possessions nil.

Wrapping Up: Return to the Forge

Once the party has the demon skull in hand, all that remains is to return to the Forge and cast the crushed skull into the Maw (Area 2-10). In their absence, the surviving members of the Forge will have begun repairing any damage caused by the PCs during previous assaults. Moreover, their number will be bolstered by a war party of 10 elite orcs sent by the Mountain King. Even if Kyleth, Maeve, Graah and Backra were all slain, these orcs will have wrangled the survivors into manning the Forge once more.

All this activity has drawn the attention of Stygoth; if general melee erupts, the dragon drops out of the mist, attacking with blind fury. If the PCs are having a difficult time with the defenders, have Stygoth direct the bulk of his attacks against the orcs, kobolds and gnolls. If the PCs are having an easy time of things, have Stygoth face them directly, stalking the heroes through the battle-torn Forge.

Elite Orcs (new monster): No. Appearing 10, AC 5, Movement 12", HD 3d8, HP 15, No. of Attacks 1, Damage per Attack 1d8 (longsword) or 1d6 (javelin), Special Attacks nil, Special Defenses Infravision, MR standard, Intelligence Average to low, Alignment LE, Size M. Possessions: Javelin, longsword, scale mail, large wooden shield.

Destruction of the Forge: If the PCs succeed in casting the broken demon skull into the Maw, a horrible screeching noise like a soul being ripped in half fills the air. Tremors sweep the area, building to dramatic, earth shattering quakes. The sacrificial platform (Area 1-9) and lift (Area 1-8) fall into the Maw. The rock walls of the Maw collapse, pitching anyone within 20 ft. into the ravine (roll Dexterity or less on a d20 to outrun), which is immediately filled with a crashing wave of water from the surrounding swamp. Anyone caught in the collapse takes 3d6 points of

damage from the fall, 1d12 points of bludgeoning damage from the water, and are in immediate danger of drowning. Getting out of the flooded Maw requires a successful roll Dexterity or less on a d20.

Every building and tower in the compound collapses in the quake, dealing 1d12 points of damage to anyone caught inside.

Read or paraphrase the following:

As the tremors settle, the oppressive mists lift, revealing a scene of awful destruction.

The buildings and the walls of the Forge have all collapsed. The air is filled with the cries of the wounded and dying. The surviving humanoids begin to retreat into the swamp, shielding their eyes from the rays of the sun.

The Maw itself is no more. In its place is simply another muddy bog, deeper than its cousins, perhaps, but never again a source of Blighted corruption.

Against impossible odds, you and your companions have carried the battle. With weary bodies but triumphant hearts, you regroup, seeing to the wounded and taking stock of the day.

THUS CONCLUDES THE LEGACY OF THE SAVAGE KINGS

Rewards

Reward experience normally for combat and traps. In addition, you may elect to award an additional 2,000 XP to the party for destroying the demon skull and the Forge. Destroying Blight Blades earns good-aligned PCs an XP bonus equal to 1/10 the value of the Blades.

Dungeon Crawl Classics

The Lost Passage of the Drow

By Harley Stroh with Jon Hershberger
AN ADVENTURE FOR CHARACTER LEVELS 6-8

Introduction

The Lost Passage of the Drow is an adventure designed for four to six characters of 6th to 8th level, with a total of 34 total character levels between party members. While the characters can be of any basic character class, the adventure offers challenges and tests for all PC classes, and a group of PCs without strong fighters, talented thieves, and skilled spellcasters may quickly find themselves in over their heads.

Adventure Summary

Seeking a magical means of reaching the Sett of the Witch Queen (see DCC 17.5), the PCs strike out for the legendary Lost Passage of the Drow. Beginning in a forested sylvan glade, the adventure quickly takes the PCs down into the depths of the earth as they follow an underground river and explore the deadly catacombs protecting an ancient elven gate. Unlocking the secrets of the magical portal and evading its dangerous traps, the PCs find themselves flung half way across the world, deep into the Northlands. But this proves to be only half the challenge, as the PCs must succeed battling their way past drow ancients and their horribly mutated progeny. If they can fight their way free of these dark relics of the past, the PCs might have a chance of returning to the sun-dappled surface world. But if they should fail they will live out the remainder of their wretched lives as slaves in the darksome caverns of Savathniel, never to be seen again.

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>
1-2	35	T	Crushing pillars
1-3	36	T	Black tentacles trap
1-5	37	T	Glyph of warding trap
1-6	37	P	False portal puzzle
1-6A	38	T	Crushing ceiling trap
1-7	39	T	Crushing stone trap
1-8	39	T	Well-camouflaged pit trap
1-9	40	C	3 ancient elven elf guardians Collapsing stairs
1-10	41	P/T	Wail of the banshee trap Monster summoning VII trap Energy drain trap
2-2	43	C	5 quasits
2-3	43	C	6 high drow, Ftr1
2-5	44	C	<i>Lady E'drava</i> , MU7 Mirg and Senob, ettin 6 high drow, Ftr1
		T	Chain lightning trap
2-6	47	C	<i>Quort</i> , ael'cin Ftr8 <i>Ashand</i> , ael'cin Drd6 4 ael'cin Ftr2

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: Loc the location number keyed to the map for the encounter. Pg the module page number that the encounter can be found on. Type this indicates if the encounter is a trap (T), puzzle (P), or combat (C). Encounter the key monsters, traps or NPCs that can be found in the encounter.



Scaling Information

The Lost Passage of the Drow is designed for 4-6 characters of 6th to 8th level, but it can be easily modified for parties of different sizes or levels. Note that a few key encounters are designed to leave the heroes outmatched (the mark of a veteran adventurer is knowing when to cut his losses and cede the day). These encounters should not be toned down, preserving the sense of eminent danger necessary for true courage.

With this in mind consider the following suggestions:

Weaker parties (3 or fewer characters, or lower than 7th level): Reduce the number of hit dice of damage done by the various traps by 2 to 4. Reduce the caster level of the black tentacles trap or remove it altogether. Reduce the number of ancient elven guardians in Area 1-9, remove the wail of the banshee trap, and substitute a standard bone devil for the enhanced bone devil in Area 1-10. Reduce the number of quasits in Area 2-2, the number of high drow fighters in Areas 2-3 and 2-5 and the number of ael'cin in Area 2-6. Lower the hit dice of E'drava, Quort and Ashand by 2 each.

Stronger parties (7 or more characters, or higher than 9th level): Increase the caster level of the black tentacles trap by at least 3 levels. Increase the number of ancient elven guardians in Area 1-9 to five and add a second bone devil (standard or enhanced) in Area 1-10 for every four additional party members. Increase the number of quasits in Area 2-2 by three, the number of high drow fighters in Areas 2-3 and 2-5 by six each and double the number of ael'cin in Area 2-6. Consider adding some third level high drow fighters to Areas 2-3 and 2-5. Raise the hit dice of E'drava, Quort and Ashland by 2 each.

Getting the Players Involved

This interlude adventure is designed as part of the heroes' journey from the Great Swamp to the Demesne of Baba Yazoth. The PCs are looking for the Sett of the Witch Queen, and ancient lore tells that the Lost Passage of the Drow leads there. After much divining they have found the Lost Passage of the Drow, and set out in search of the Witch Queen...

Background Story

Tales of the Lost Passage of the Drow are regarded by most sages as apocryphal, but as with so many other legends, there is a kernel of truth buried deep within these stories from an earlier age.

In eons past, elf warred against elf. The instigator of the war, and its causes, are unknown to all but the most ancient elven sages, but few contest the outcome. Clans of wicked elves were exiled from the sun-dappled sylvan realms to the forbidden, lightless reaches of the Underdeep. There, after uncounted centuries, the exiles became what the modern world has come to know as drow.

But not all the exiles gave up their traditions. Certain clans held to the old ways, won terrible bargains with infernal powers, and reveled in their gloomy fairyland far beneath the surface of the world. These wicked beings – twisted and weak after generations of inbreeding – are as negative, mirror images to the noble gray elves of the surface lands, subsisting off the backs of thousands of slaves, and reveling in the decadence that was the original cause of their exile. These terrible beings, high drow, are thankfully rare, encountered only in their slave cities far beneath the surface of the earth.

In order to use the forbidden portals, the PCs will have to contest against these ancient progenitors of the drow, fighting their way past an outpost of a race that has never ceded its defeat to the surface elves.

Player Beginning

This chapter of the adventure begins with the heroes discovering a sylvan grove sacred to the gray elves. When the PCs reach the grove, read or paraphrase the following:

Your gauntleted hand silently pulls back the leafy branches to reveal a grassy, sun-lit grove hidden in the recess of the high mountain-top ridge. A lyrical stream dances down the face of the cliff to crash down amid moss-covered rocks, casting rainbows into the misty air and then reforming into a single large pool. Mottled light filters down through the leafy canopy high above, offering welcome

shade. The air is cool and refreshing. A sense of timeless serenity passes over you; it is as if the glade has existed precisely like this since the dawn of time, and will continue on unchanged forever.

The reverent silence of your companions is quickly replaced by knowing smiles and a twinge of anxious enthusiasm. The water from the pool lazily wends its way past the sheer mountainside and then gently turns into the gaping mouth of a natural looking cave, swiftly vanishing into the darkness beneath the ridge!

Level 1: Passage of the Lost Clans

Except where noted, the worked passageways and chambers have arched ceilings rising to a uniform 12 ft. in height. The craftsmanship is largely dwarven, the mighty blocks masterfully fitted so that not even the finest strand of hair could slip between them. The accents are all of elven design, with nary a corner of the worked dungeon devoid of some artistic decoration recalling the sylvan realms of the surface world.

Except where noted, all areas are unlit and have been undisturbed for untold centuries. Silence and an oppressive awareness of time reigns over the ruins, lending the tragic quality of antiquity.

Note that wherever inscriptions or runes are noted, the script is invariably in a priestly dialect of Ancient elven, and very difficult for even the most erudite of scholars. Translating the elven runes requires a *comprehend languages* spell, and even then there is no guarantee the translation will be completely right.

For all intents and purposes, characters cannot break any of the stone walls in the dungeon. The stone doors that occur as noted throughout the dungeon can be opened by any class of PC pursuant to a standard Open Doors check.

Areas of the Map

Area 1-1 – The Last Dragonboat: Read or paraphrase the following:

The dock at the edge of the grove is built of cut stones, now covered in moss and worn smooth with the passage of ages. A single wooden skiff rests in the dock, moored with a silver chain. The keel of the dark skiff is decorated with a carved dragon head, with gleaming gems for eyes. The skiff has no oarlocks or masts, only simple wooden benches.

Any elf will recognize the skiff as an elven dragonboat used in funerary pyres for dead elf heroes. Other PC's must cast some type of knowledge gathering spell, such as commune, identify, or legend lore to learn the skiff's purpose, unless of course the PCs have prior experience with such elven craft. The sole difference is that traditional dragonboats do not have benches, but elaborately carved and braided wooden platforms for the placing of the dead. The benches (obviously seating for the living) should be the heroes' first clue that all is not as it seems. The gem eyes are amethysts and are worth 750 gp.

Once freed from its mooring, the dragonboat responds to commands spoken in Elven: forward, backwards, left, right, quicken, slow, and stop. It seats up to 12 medium-sized humandoids, and travels up to 50 ft. per round as dictated by its pilot. If none of the PCs speak elven, or are unable to puzzle out the commands, the

dragonboat can be poled like a normal skiff.

Upon entering the cave, the river travels swiftly at a rate of 60 ft. per round. If the dragonboat is being guided by magic, it is unaffected by the river's current and travels at the speed dictated by its pilot. Otherwise, the skiff is quickly caught by the current and drawn into the darkness.

Area 1-2 – Dock of the Pale: Read or paraphrase the following:

In front of the skiff, a dock emerges from out of the darkness! To your left you can make out a stone archway glowing with soft luminescence and farther ahead, stone piers rising out of the water. Beyond that, you hear the thundering of what can only be a mighty waterfall!

Heroes guiding the dragonboat by magic should have no problem mooring at the dock, as the dweomered boat is unaffected by the river's current. Those poling the dragonboat by hand must fight the current or see the boat and themselves dashed against the stone piers.

PCs poling the boat must succeed on 2 successive Bend Bars/Lift Gates checks or miss the dock. If they fail, PCs can leap for the dock by successfully rolling their Dexterity score or less on 1d20, but those failing the leap are swept into the stone piers. The depth of the water in the underground river ranges from 8 to 10 feet, gradually increasing to 15 feet deep at the face of the piers. The river bottom is rocky; the water is quite clear and chillingly cold.

If the dragonboat strikes the piers, the ancient craft breaks into a hundred pieces, sending the PCs tumbling into the cold dark waters. The piers are set close enough together to ensure that there is no danger of small-sized or larger PCs being swept through, but being crushed against the piers is danger enough. A PC in the water will likely be pinned to the piers and must make a successful Bend Bars/Lift Gate roll, every round, to avoid being crushed by the water (taking 1d12 points of crushing damage) and risk drowning.

Swimming back upstream to the dock is nearly impossible, requiring a PC make a successful Bend Bars/Lift Gate roll. Climbing up a water-slick pier is only slightly less impossible, so rescue will likely have to be effected from the dock, by magic, or by Herculean strongmen.

Once the PCs gain the dock, read or paraphrase the following:

A graceful stone archway dominates the dock. Decorated with masterfully carved leaves and



branches, the arch looks as if it could almost be fashioned of wood, were it not for the cold granite surface. The archway glows with a soft blue light that emanates from stone glowworms hanging from the stone leaves.

Past the arch is a stairway decorated to resemble a forest path, the stone stairs descending into darkness.

PCs inspecting the chamber discover a faint inscription carved into a stone set in the floor. If comprehend languages is used the inscription can be deciphered. The script reads:

Lothrial, Meniadür, Galadthier

Vothyryr, Ilsin, Naz'fal, Morithorn

Seven noble sylvan clans

passed into darksome silence.

Eldritch statues and baleful dweomers

we bind, to defend the forbidden passage.

Henceforth, only the Condemned may pass.

The script offers both a warning to those seeking to press on deeper into the passageway, and a clue to bypassing the mystical traps to come in Area 1-3.

Area 1-3 – Passage of the Lost Clans: Read or paraphrase the following:

The stairs descend down into an octagonal chamber. Silver braziers line the wall, immediately springing to life as you approach, lighting the chamber with magical flames and dancing shadows. Seven statues stand arrayed around the room, one in each of six domed alcoves ringing the perimeter of the chamber and one in the chamber's center. Each statue depicts an elf, arrayed in ancient armor, ceremonial dress, or eldritch robes. The statues appear to regard you from across the ages with cold, haughty disdain.

At the far end of the chamber stands a simple stone door, ornamented with elaborate silver knotwork.

The seven statues depict scions of the seven original elven clans that were condemned. Hidden amid the elaborate knotwork of the archway are ancient elven runes that read:

Revere the Condemned or Answer to Worms.

Three Paths lie Ahead, but None are Certain.

Revere the Condemned, Only they may Pass.

Each PC passing beneath the chamber's far portal must speak one of the seven condemned elven house names. The names are listed in Area 1-2. If one of the seven exiled clan names is not spoken as a character passes beneath the portal, the chamber's black tentacles trap is triggered in the two squares adjacent to the portal.

Development: As revealed in the preceding room's inscription (Area 1-2), the ancient passageway was guarded by eldritch statues. The statues described above for this area are those very eldritch guardians. One representative from each of the evil elf clans was selected to stay behind as token tribute for the safe passage of their houses into the realms below. Great works of magic were cast upon these predecessors of the dark elves, causing their flesh and bone to be turned into granite and binding their fate to that of the sacred passage. Nothing of note happens with these guardian statues until the party breaches the False Gate (Area 1-6). When this occurs, three of these ancient elf guardians are called back into defense of the passage and teleported to the first stalagmite platform of the staircase that bisects Area 1-9. See Area 1-9 for further information on the development of this encounter.

Black Tentacles Trap: magic device; proximity trigger; no reset; spell effect (4th level MU spell cast by 7th-level wizard, 7 black 10' long tentacles with AC 4 and 7 HP, appear and attack, duration is 7 rounds), Damage 2d4 HP per tentacle, then 3d4 every round thereafter; multiple targets; save vs. spell for half-damage.

Area 1-4 – Reliquary for the Dead: Read or paraphrase the following:

The small chamber is scarcely 3 paces square. Various trophies hang from the walls: a shirt of fine chain links, a serrated sword with a leather-wrapped pommel, a small leather buckler adorned with sylvan knotwork, a recurve bow adorned with fur and feathers, and a perfectly faceted sapphire globe. All of the treasures are covered in a thick coat of dust, cobwebs, and the grime of ages.

All of the items are relics of the exiled clans, claimed by the gray elves so that the works of the dark elves might not be forgotten. The drow cursed the surface elves as they fled into darkness, and now all the magic items also bear malefic enchantments. The items are:

Invulnerable Shirt of House Meniadür: A glimmering shirt of blackened chain mail, reinforced with hardened leather scales formed in the shape of leaves and stamped with silver inlay. (Ego 19, +2 chain mail shirt.)

Serpent Blade of House Lothrial: A serrated, single-edged longsword, with a blue-black blade with flecks of azurite embedded in the grisly edge. The pommel is forged in the shape of twined serpents, each clutching a ruby in its fangs. (Ego 20, +2 longsword, +3 vs. magic using and enchanted creatures.)

Demonskin Buckler of House Galadthier: A small buckler cut from the skin of a slain minor demon. Silver rivets decorate the edge of the buckler, and the surface bears the rune of protection against missiles, laid in platinum. (Ego 18, +2 buckler, +4 vs. missiles)

Dread Bow of House Naz'fal: An unstrung recurve bow of composite wood and unicorn horn, adorned with tufts of fur and raven feathers. The bowstring is woven from fine silver threads and the hairs of elf maids. (Ego 21, +2 composite longbow)

Orb of House Morithorrn: A midnight blue sapphire the size of a large sling bullet, with over a hundred faceted faces. Spellcasters coming within 10 ft. of the orb have the distinct sense that the orb is leeching magic out of the natural world around them. (Ego 23, a vibrant blue ioun stone that stores 2-12 levels of spells.)

Though the cursed relics behave as normal magic items at first inspection, they attempt to possess anyone that dares to use them. A hero using an item must make a saving throw vs. spells. If the save fails, the item achieves dominance over the character, controlling the PC for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on).

A character controlled by a relic attempts to kill any elves in the party, or failing that, any good-aligned PCs. (Note that these actions need not be overt, and that depending on the hero's abilities, the item may

counsel the hero to wait for the moment of greatest opportunity.) Even evil characters suffer negative effects from succumbing to the relics' power, for the desire to slay elves and good-creatures is irrational, insatiable and absolute, finally overwhelming any instinct for self-preservation.

Area 1-5 – Cache of the Nimónar: Read or paraphrase the following:

The walls of this hall are decorated with bas relief murals carved into the stonework. The elaborate carvings depict realistic scenes of a forest at twilight, with nocturnal animals and night blooming flowers hidden in and among the arbor.

A secret panel is hidden in the wall behind a carving of a fairy ring. The panel can be found with a standard secret door search. The ring of toadstools rotates open to reveal a wooden box, decorated with sylvan knotwork. Inside the box, resting on a bed of ermine, is a simple glass ring.

Any non-elf removing the ring from the box triggers an electrical glyph of warding. In addition to targeting all characters within 5 ft., the electrical charge also shatters the ring. Any elf or half-elf can remove the ring without danger.

The Glass Ring of the Nimónar was created by the gray elves to aid those who would seek to follow in the steps of the dark elves. The ring functions as a +2 ring of protection, but also serves to guide the heroes away from the deadly trap in area 1-6. (See below for more details.)

Glyph of Warding (electrical damage): spell; spell trigger; no reset; spell effect (glyph of warding [electrical damage], 16th-level cleric, 32 points of damage, save vs. spell for half-damage); multiple targets (all targets within 5 ft.).

Area 1-6 – The False Gate: Read or paraphrase the following:

The corridor opens into a domed vault, softly lit by glowing moss that hangs in clumps from the ceilings and along the walls. The vault holds 3 statues that stand in niches along the walls.

In the center of the chamber, atop a low dais, is a curious marble archway. The air smells clean here, as if after a lightning storm.

Heroes entering this chamber are rightly suspicious of the seemingly unguarded archway. The portal itself is a red herring and leads to a deadly trap. It has caused the demise of many would-be raiders hoping to gain the lost treasures of the dark elves.

The Arch: Upon closer inspection, the archway shimmers with magical power, causing numerous tiny bolts of blue energy to arc across the face of the open portal. The archway is a permanent, one-way circle of

teleportation device. Adventurers stepping through the portal are instantly teleported to Area 1-6A – and likely to a grisly demise. Any PC wearing the Glass Ring of the Nimónar will feel their hand forced away as the ring is repelled by the portal. This is a minor push; if the PC is forceful he can easily pass through the portal. See Area 1-6A for more details on the chamber and its traps.

The Statues: The statues standing in the alcoves depict personifications of elven ideals. The statue in the alcove along the south wall depicts a high elf mage at the height of her magical power; the mage is directly facing the archway and is in the act of casting a spell. Magic Users have a base chance of 40% to recognize her hand gestures as part of the disintegration spell. This is a subtle clue warning the PCs to shun the archway portal.

The statue standing in the north west alcove depicts a wood elf scout, bow in hand, kneeling on the forest floor. Rangers or druids will recognize that the elf is making a sign with her hands, the gesture being the symbol for “danger.” This is a clue for the PCs to avoid the secret passage to the west, though this may prove impossible. (See Area 1-8 below.)

The statue in the north east alcove of the vault depicts a gray elf knight armed in elven chain mail, her hands resting on a mighty bastard sword. Elves raised in their homelands, other PCs familiar with ancient elven rituals, or spell casters casting knowledge gathering spells will recognize the ritual armor and blade as those of an elven Knight of the Stag, the same noble order that would have escorted the dark elves on their journey into the Underdeep.

Two secret passages lead off from the vault, one to the east and one to the west. Both can be found with successful secret door searching. If either of the secret doors is discovered, the respective statue swivels away, revealing a hidden corridor leading into darkness.

GM’s Note: There is the chance that some PCs might step through the portal while others stay behind. Given the deadly and time-sensitive nature of Area 1-6A, GMs are encouraged to ask players whose PCs stayed in Area 1-6 to leave the gaming table while the rest play out Area 1-6A. In this way the contents of the chamber can remain a secret to the heroes that remained behind – and perhaps lure them to their doom.

Area 1-6A – Death from Above: Read or paraphrase the following after the PCs step through the archway portal in Area 1-6:

You feel a faint queasiness as you step through the portal, reappearing in a circular, darkened chamber. You stumble as you try to keep your balance standing on a carpet of crushed bones.

As you try to gather your wits you hear a terrible rumbling sound, and then the walls of the chamber seem to shudder and grow shorter...

By stepping through the false portal in Area 1-6, the PCs have placed themselves into a seemingly inescapable deathtrap. The entrance portal is one-way and the two exits from the chamber (a pair of small, poorly hidden secret doors, one leading north, the other south) become hidden by the descending ceiling after the first round. If the heroes are to survive it will be by their own wits!

The ceiling begins to descend the instant the first adventurer is teleported into the chamber. After 3 rounds it is low enough to force medium-sized PCs to crouch. This also renders the circle of teleportation device in Area 1-6 inoperative, since a circle of teleportation spell cannot teleport characters into solid objects. (Especially cruel GMs might rule that small-sized or smaller creatures can still pass while their companions are turned back.)

On round 5 all creatures are forced to lie down to avoid crushing damage, and on round 6 PCs still trapped in the chamber take 12d6 points of crushing damage. The ceiling descends to within 4 inches of the floor and remains in the lowered position for 3 rounds, doing damage each round, before ascending. If PCs step through the portal after the crushing ceiling has retracted, the entire terrible sequence begins again.

Escaping the trap: When the ceiling is fully retracted, two poorly hidden secret doors can be easily found. The doors are two feet square. The secret door on the north opens to a narrow tunnel leading north, which allows PCs to crawl back to Area 1-6. The secret door on the south, however, has been enchanted with a circle of teleportation spell which teleports PCs to the eastern platform in Area 1-9, to the base of the staircase.

Heroes can temporarily disable the trap by wedging rigid items in between the wall and the ceiling (standard thieves’ Remove Traps roll). Doing so buys the PCs 1d4+1 additional rounds to find an escape, after which the wedged item is crushed and the ceiling resumes its grim descent. The crushing ceiling can also be forestalled by a PC with Herculean strength – any fighter class PC succeeding on a Bend Bars/Lift Gates roll stalls the descent for 1 round. The roll must be made every round thereafter, until the hero fails and the ceiling resumes its fall. Mundane weapons, poles and the like are not strong enough to stall the descent for more than a few rounds, after which time the item is destroyed by the ceiling’s downward course. Magic weapons can be wedged against the ceiling to stop the trap indefinitely, though doing so will mean that the PC has chosen to sacrifice said magic item in the interest of self preservation.

Treasure: Hidden in and amid the bones is the gear

and treasure of every would-be tomb robber who failed to escape the trap. Spikes, hammers, ropes, bags of rotten rations, poles (broken!), and the like are readily accessible amid the skeletons. A quick Search turns up even more valuable items, though PCs are likely not to have the time to test them. Only one such item can be found by a party.

Search Roll d20	Item Found
16 or less	Nothing
17	A ring of free action
18	A cache of 3 sealed vials of Keoghtom's Ointment
19	A ring of swimming
20	A ring of wishes (2 wishes remaining)

Crushing Ceiling Trap: mechanical; location trigger; automatic reset; ceiling moves down (12d6, crushing damage per round); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay.

Area 1-7 – Long Sloping Tunnel: Read or paraphrase the following:

The smooth corridor continues down steeply into darkness, heading generally south, deeper into the mountain.

Ten feet beyond the point where the corridor turns from its southeast heading to due south there is the first of three pressure-sensitive plates set into the floor. This first one does nothing – it is a false trap trigger, designed to fool careless thieves and create a false sense of security. Ten feet beyond the first pressure plate is a second one, this one very much a part of the trap mechanics. When this portion of the trap is triggered by some hapless PC stepping on the pressure plate, a very large stone block (4 ft. wide by 11 ft. tall by 5 ft. long) outfitted with greased rollers is dropped from above, through a false section of the ceiling, at the northern end of this tunnel.

The stone block begins rolling on its greased rollers immediately, heading downward and to the south, gaining momentum steadily. Unhindered, the stone block will cover the distance in two rounds and slam into the wall at the southern end of the tunnel, smashing everything in between.

Ten feet beyond the second pressure plate is the third and final pressure plate. This trap trigger is also part of the trap mechanics. Should this pressure plate be tripped, a heavy iron portcullis will be lowered at the end of the corridor, sealing off the passageway and trapping all within the corridor. If this pressure plate is triggered but the second trigger was avoided or disabled, the rolling stone block will still be dropped behind the careless party to begin its careening descent.

Crushing Stone Trap: mechanical; location trigger (total of 3 triggers), no reset; a roll of Dexterity or less

on a d20 to outrun stone block; Bend Bars/Lift Gates roll to lift portcullis and avoid; (10d6 crushing damage); multiple targets (all targets in final 5 ft. area of tunnel).

This is the proper way to approach the lower areas of the dungeon, even though the corridor was trapped. If the party avoids the corridor's trap, read or paraphrase the following:

The sloping corridor turns right and levels off. You're considerably deeper than you were when you entered the mountain. Covering the short distance to the end of the corridor, you come to a massive cavern, the opening for which leads onto a raised stone platform and a stone staircase that leads off into the misty darkness of the cavern.

Follow up this description with the description for Area 1-9 below.

Area 1-8 – Into the Darkness: Read or paraphrase the following:

The corridor ends before a glimmering door fashioned of some bright metal speckled with black mica. Otherwise unadorned, the portal's sole decorations are 5 keyholes set in and around a large inlay of golden leaf.

The door is a distraction, nothing more than cunningly painted wood. The 10 ft. section of floor directly before the door conceals a pit trap and slide. Anyone approaching the door (to detect traps, listen for noise or otherwise investigate) will be pitched headfirst down a steep stone slide, slick with condensation and algae. Heroes can catch themselves on the lip of the pit with a successful Dexterity or less roll on d20; otherwise they vanish down the slide, shooting out over a massive cavern below (area 1-9).

Unless somehow saved by their companions, characters launched out into the cavern have just one chance to catch the fallen staircase as they plummet past. Those succeeding on a Dexterity or less roll on a d20 manage to steer their fall and catch hold of the stairs, taking 5d6 points of falling damage as they are crushed into the ancient stones. Those missing the stairs plummet down through the dark mists into the icy waters far below, suffering 14d6 points of falling damage. See area 1-9 for information on the fate of the adventurers.

Well-Camouflaged Pit Trap: mechanical; location trigger; automatic reset; a roll of Dexterity or less on a d20 avoids; 140 ft. fall (14d6 points of falling damage); multiple targets (all targets in each of two adjacent 5-ft. squares).



Area 1-9 – Death in the Mists: Read or paraphrase the following:

An ancient stone staircase, arching atop stalagmites, crosses the endless cavern before you. Somewhere in the darkness thunders a deafening waterfall, drowning out all other noise, and sending cascading sheets of cold spray through the air. The open air below you swirls with dark mists – there is no telling the horrors lurking in wet gloom below.

PCs that plummeted into the waters below are immediately attacked by a single ancient elven guardian, followed 4 rounds later by the remaining pair of elven guardians. Explorers that succeed in gaining the stone causeway that bisects the cavern are momentarily safe as the 3 ancient elven guardians take 3 rounds to prepare for battle, casting pre-combat spells. That done, the guardians move to attack the party.

The elevated stairs – the only non-magical way to cross the cavern – are trapped. Unless the entire party is composed of elves, and all the PCs spoke the names of the exiled elven clans when they passed through Area 1-3, the stairs collapse as the PCs begin to cross them. The stairs begin collapsing on the northeast side of the cavern, moving west at the rate of 30 ft. per round. If the falling staircase overtakes the party, it sends the PCs tumbling down into the dark mists.

From the stairs, it is a 100 ft. fall into the waters below. This gradually increases as the PCs proceed up the

stairs to the west, up to 180 ft. A fall from the first section of stairs (counting east to west) results in 10d6 falling damage; a fall from the second section, 12d6 damage; from the third section 14d6 damage; from the fourth section 16d6 damage; and from the final section, 18d6. The icy waters below are 60 ft. deep, and feed into another underground river that runs away into the Underdeep.

The thundering of the waterfall is so loud that it drowns out all non-magical communication. This has the unexpected effect of masking any noise that the ancient elven guardians might make, including casting pre-combat spells. The guardians don't pursue the adventurers beyond the cavern, but will do everything in their power to keep the heroes from escaping with their lives.

The ancient elven guardians, once evil eldritch knights representing the worst of the dark elf clans, were charged with defending the passage from intruders by the surface elves. Great magics were cast, causing their flesh and bone to be turned into granite and binding their fate to that of the sacred passage. With the breaching of The False Gate (Area 1-6) by the party, these guardians are teleported from Area 1-3 to the first stalagmite platform of the staircase that bisects Area 1-9, from which they will mount their defense of the passage.

The guardians still bear their flame-tongue longswords, unusual for evil elves. They attack with the benefit of several spells (see Tactics below), rising out of the mists below, their dark countenance and

well-preserved robes almost blending with the darkness of the cavern. When their present task is done, regardless of what becomes of the party, the ancient elven guardians are once more turned to stone and returned to Area 1-3.

Ancient elven guardians: No. Appearing 3, AC 1 or 0 (Dexterity of 17 or 18), Movement 12"/15", HD FTR 6/MU 6, HP 54 (HP maximum of 57), No. of Attacks 1, Damage per Attack 1d8+4 (+1 flame-tongue longsword), Special Attacks nil, Special Defenses Infravision 60 ft, surprised on 1 in 8, Magic Resistance 90% resistance to sleep and charm spells, Intelligence high (see below), Alignment CE, Size M, STR 18/40 (+1,+3), INT 18, WIS 14, DEX 17 or 18, CON 17, CHA 16 or 17. Possessions: Bracers of Defense AC 5, longsword +1 flame-tongue, cloak of protection +1.

Spells prepared (6/4/4): 1st Level – comprehend languages, feather fall, magic missile (x3), push, 2nd Level – detect evil, detect invisibility, web (x2), 3rd Level – free action, fly, haste, water breathing.

Tactics: Upon the party's breaching of The False Gate (Area 1-6) the guardians are called back into service and teleported from Area 1-3 to Area 1-9. The first guardian is turned back into flesh immediately and casts his pre-combat spells (see below). If the PCs land in the water below, the first guardian proceeds to the PCs' location and attacks. The remaining guardians are then turned back into flesh, cast their pre-combat spells, and join the battle.

If the PCs gain the stone staircase when they enter the cavern, the first guardian waits on his 2 companions to prepare before the group attacks the party. The timing of this is important as this delay gives the PCs a chance to see the statues become live ancient elves, thereby linking the inscription in Area 1-2. It also gives the evil elven guardians time to cast their pre-combat spells.

Pre-combat spells: The ancient elven guardians will cast the following spells on themselves once they are returned to flesh. The spells are cast in the order listed: water breathing, fly and free action (new spell – see below). Once their spells are cast, the evil elven guardians launch their assault on the party.

Free Action (new spell): This spell grants the magic user or other recipient of the spell benefits the same abilities and faculties as those granted by a ring of the same name. Level: 3; Range: touch; Duration: 1 turn/level + 1-6 turns; Area of Effect: creature touched; Components: V,S, M; Casting Time: 3 segments; Saving Throw: Neg.

Built-to-Collapse Stairs: mechanical; location trigger (see text); no reset; multiple targets (all targets on stairs).

Area 1-10 – Portal of the Seven Seals: Read or paraphrase the following:

You and your companions climb up into a small, sheltered cave, leaving the deafening roar of the cavern behind you. A flowstone formation rises to a stone archway carved from the living rock. Placed within the arch is a mighty copper portal, stained green with verdigris.

Lying before the portal is the desiccated corpse of a humanoid.

This is the true portal of the drow, used by the surface elves to transport their dark elf cousins to forbidden regions of the Underdeep far to the north.

The corpse lying on the ground is over 2 centuries old, with shrunken, blackened skin clinging to the small frame. A close inspection reveals the corpse to have once been a drow elf. The sheer magic of the nearby portal has staved off the normal decay, so that the corpse is untouched by rot or decomposition.

Most of the elf's gear has been reduced to rubble with the passage of time. PCs searching the corpse find the following: a +1 short sword, a ruined hand crossbow, a case of 15 hand crossbow bolts (3 +1 bolts and 2 +2 bolts of giant slaying), several potion flasks (all empty or ruined), a set of drow thieves' tools, a backpack containing ruined rations and a ruined rope, a coin purse with 16 pp, a wad of waxy cotton, and a scroll bound with a bit of horse hair string (show players handout H). A closer inspection of the corpse reveals that the drow was wearing cotton-and-wax earplugs when she died. PCs may use the waxy cotton as ear plugs and avoid the effects of the wail of the banshee trap.

Upon closer inspection of the copper portal, the adventurers see that it bears no locks. Instead, it is simply held in place by 8 circular bronze seals, each roughly the size of a large fist. To open the portal, all one must do is open the 7 proper seals, while avoiding the eighth, which bears a deadly trap. The seals may be opened physically with a standard Open Doors roll or magically with a knock spell (other options may be allowed as well).

The seven true seals are marked with pairs of runes corresponding to the names of the exiled clans and their crimes:

*Lothrial – Cruelty
Meniadür – Wantonness
Galadthier – Diablerie
Vothyryr – Demonic Consort
Ilsin – Maleficence
Naz'fal – Betrayal
Morithorrn – Vengeance*

The eighth rune bears the name of a false clan, and a false crime:

Av'rierche – Devilry

Each time a seal is broken, a terrible moan issues forth from the portal, reverberating through the small cave and shaking the soul of even the most stalwart hero. It does not matter what order the seals are broken in, so long as the one bearing the rune of Clan Av'rierche is not broken (see below for those foolish enough to break this dread seal).

As the last of the seven proper seals are broken, the copper portal shimmers then vanishes, revealing in its place a rippling field of magical energy – a circle of teleportation. Daring adventurers stepping through the portal are immediately teleported to Area 2-1. This portal is one way only.

The Seal of Av'rierche: If this seal is broken, it triggers two magical traps. The traps operate independent of one another, so that if one is disarmed or dispelled, the second still functions. First, a deafening wail of the banshee tears free of the broken seal, targeting up to 17 creatures.

Secondly, a monster summoning trap calls forth an enhanced bone devil. The diabolic creature appears in a flash of brimstone and sulfur at the entrance of the cave (potentially trapping survivors in between it and the portal). The enhanced bone devil launches into its attacks, ceasing only if the heroes succeed in fleeing from the cave or making it through the portal.

Finally, any drow, or drow-blooded creature touching any of the seals is immediately stricken by an energy drain trap. (This is how the drow rogue met her fate. She bypassed the previous cavern with the aid of potions, and was wearing earplugs to defend against the wail of the banshee trap, but none of her precautions could protect her against the energy drain trap.)

Wail of the Banshee (new spell) Trap: magic device; proximity trigger; automatic reset; spell effect (wail of the banshee, 17th-level wizard, save vs. death magic to negate or die); multiple targets (up to 17 creatures).

Monster Summoning VII trap: magic device; proximity trigger; automatic reset; spell effect (monster summoning VII, 13th-level wizard, enhanced bone devil).

Energy Drain Trap: magic device; visual trigger (true seeing); automatic reset; ranged touch; spell effect (energy drain, 17th-level wizard, 1-2 negative levels for 24 hours, save vs. spell to negate).

Enhanced Bone Devil: No. Appearing: 1, Armor Class: -2, Movement: 15", Hit Dice: 10 (d10), Hit Points 90, No. of Attacks: 1+3 or 3, Damage per Attack: 3-12 + 1-8/1-8/2-16 or 1-8/1-8/2-16, Special Attacks: Snare (see below), spell-like abilities, Special Defenses: Infravision, spell-like abilities, Magic Resistance: 50%, Intelligence: Very, Alignment: LE, Size: L (9.5 ft tall).

Snare: Enhanced Bone Devils have a great bone hook they employ to snare and wound opponents. Any creature caught (hit) by the bone hook has a 50% chance of being stuck fast. The bone devil will then strike such victims with each of its claws doing 1-8 HP and its tail doing 2-16 HP of damage, plus causing a loss of strength (1-4 points) unless a save vs. poison is made. Strength loss lasts for 10 melee rounds.

Spell-Like Abilities: At will (not disrupted by melee) fear in a 5' radius sphere, create illusion, fly, become invisible, detect invisible, fear (spell), and summon another bone devil (40% chance of success). Once per day, it is able to create a wall of ice, per the spell.

Gamescience Dice

The wandering monster tables in this adventure utilize the unique dice manufactured by Gamescience. Gamescience is a pioneer in the development of new polyhedrons. After all, they invented the 100-sided die – what could be cooler than that? Their product line also includes the 1d3, 1d5, 1d7, 1d14, 1d16, 1d24, and 1d30. If you don't have the appropriate dice for the wandering monster tables in this adventure, you can substitute other dice as appropriate: for 1d3, divide 1d6 by 2; for 1d5, divide 1d10 by 2; for 1d7, roll 1d6+1; and so on. To acquire some of these amazing dice for yourself (yes, they're real), ask for Gamescience dice by name at your local game store, or visit www.goodmangames.com.

Level 2: Last Refuge of the High Drow

The second level of the dungeon is hidden far beneath the surface of Aérith more than a thousand miles to the north. Unlike the first level, many areas of the dungeon are inhabited by living creatures, a fact quickly noted by observant rangers and scouts. Except where noted, the corridors, tunnels and caverns are unlit.

Note that wherever inscriptions or runes are noted, the script is invariably in a priestly dialect of Ancient Elven, and very difficult for even the most erudite of scholars. Translating the elven runes requires a comprehend languages spell, and even then there is no guarantee the translation will be completely right.

Also note that the high drow stats reflect the effects of Drams of the Ancients having been consumed by the high drow within the last 4 days.

Wandering Monsters

While the PCs are exploring Areas 2-1, 2-2 and 2-6 there is a 1 in 6 chance every hour that they encounter a wandering monster. If an encounter is indicated, roll 1d5 and consult the following table:

Roll 1d5	Encounter
1	Giant boring beetle (3-18)
2	Giant spiders (1-8)
3	Otyugh (1 or 2)
4	Salamanders (2-5)
5	Barbed devil (1-2)

Areas of the Map

Area 2-1 – Lost Passage of the Drow: Read or paraphrase the following:

With a flash of magical light you appear atop a low dais in small, darkened cavern. Stone rubble litters the dry floor of the cave, and the air here tastes stale and dead. Apart from your own breathing, all is silent and still.

A cursory inspection of the cavern reveals that there is only one exit – which leads east. Rangers can detect a faint and ancient path on the stone floor, leading directly through the cavern opening. The opening leads downward at an angle for 30 feet, forcing PCs to descend before coming to a steep-sided ravine that runs north and south. At the southern end of the ravine is an impossibly deep crevasse. The crevasse must be successfully negotiated to reach The Narrows (Area 2-2).

Area 2-2 – The Narrows: Read or paraphrase the following:

The air is wet here, and stinks of rot and decay. The walls are slick with moisture, and tiny rivulets of water run in and among the mosses,

mushrooms and molds that cover the walls, ceilings and floor.

This area of the Underdeep is riddled by a maze of narrow tunnels, forcing heroes to proceed single file, and in some places, to squirm on their bellies in order to pass.

A pack of quasits lurks in the center of the maze, having been sent by their high drow masters to collect exotic fungi, mold and cave moss. Enraged and bitter at their menial servitude, the demons will take any opportunity to inflict pain and suffering on others, and a party of PCs makes for the perfect target.

Given the opportunity, the quasits lurk in the shadows using their invisibility, then fall upon a lone PC, incapacitating the poor soul with their poisons.

The piteous demons are cowards, and flee after the first of their pack falls in combat. The quasits use the slave collars of Savathiem (new magic item – see Appendix 1) to alert the high drow in Area 2-3.

Treasure: Each of the demons wears a slave collar of Savathiem fashioned of stone, inscribed with runes of binding, and adorned with 3 small jewels. The collars prevent the quasits from returning to their home plane, and keep the demons under constant telepathic surveillance of the high drow wizard in Area 2-3. While the collars are likely of little worth to the PCs, each jewel is worth 750 gp.

Quasit: No. Appearing 5, AC 2, Movement 15", HD 3, HP 17, No. of Attacks 3, Damage per Attack 1-2/1-2/1-4, Special Attacks Dexterity drain unless save vs. poison is made, Special Defenses Infravision, regenerate 1 HP/round, invisibility at will, cause fear, Magic Resistance 25%, fully immune to cold, fire and, lightning, Intelligence low, Alignment CE, Size S.

Area 2-3 – Dark Elf Outpost: Read or paraphrase the following:

At last the warren of narrow tunnels comes to an end. On either side of the tunnel the living rock merges into hewn stone walls, decorated with eerie images of laughing demons that seem to watch your every move.

A pair of hollows, filled with flaming oil, is set into the floor on either side of the weird hall, casting flickering shadows all around. The ceiling is stained black with soot and the air thick with the noxious, choking smoke.

A troupe of dark elves lurk behind the walls, watching through arrow slits hidden in the maws of the demon carvings. The thick smoke allows the sentries a chance to detect invisible creatures. If the PCs encountered the quasits in Area 2-2, the dark elves



are alert to their presence and prepared for battle. If the heroes succeeded in avoiding the quasits, there is still the chance that they can slip past the chaotic high drow sentries.

Tactics: The decadent high drow wait for the PCs to enter the corridor's bottleneck before launching a surprise attack. Two high drow hang back, firing arrows through the arrow slits while the other 4 split up, emerging from secret doors to attack the party from both sides.

The secret doors are one-way and weighted to close as soon as the high drow pass through. While the PCs can detect them as regular secret doors they can only pass through them if they succeed in blocking the doors open, or by battering the doors down (fighters need to roll a 1 on d6).

Inside the walls is a pair of small barracks linked by a crawl space that passes over the tunnel. Each barracks contains 4 pallets of leather and fur, racks for weapons and armor, a barrel of 1d20 + 75 arrows, and a small fire pit for cooking meals.

There is a secret cache hidden behind a loose stone in the floor of the east barracks. Hidden in the cache is a leather pouch containing 168 pp, 7 uncut pieces of jade (worth 100 gp each) a carved bone case containing a ring of feather falling, a pearl of wisdom, and gauntlets of swimming and climbing.

High Drow (new monster), Ftr1: No. Appearing 6, AC 3, Movement 12", HD 1, HP 12, No. of Attacks 1 (melee) or 2 (missile), Damage per Attack 1d6 (sm)/2d4 (med)/2d12 (lg) (warblade) or 1d6 (arrows), Special Attacks +1 with longswords and warblades, Special Defenses Infravision, jump and levitate at will, Magic Resistance 52% resistant to charm and sleep spells, Intelligence high or better, Alignment CE, Size S to M. STR 17 (+1,+1), INT 16+, WIS 14, DEX 18,

CON 17, CHA 16. Possessions: Buckler, black leather armor, composite longbow, warblade (new weapon), daggers, trophy belt (type I) (new equipment), 2 drams of the ancients (new magic item – see Appendix 1) in ceramic flasks.

Area 2-4A, B & C – Gates of Iron and Fire: Read or paraphrase the following:

A mighty pair of hammered iron gates blocks your way. Rising from stone floor to arched ceiling, decorated with leering demons cupping pools of flaming oil, the portal seems as ancient and impregnable as the stone surrounding it.

The gates are forged from a mixture of iron and adamantine, and are scarred from centuries of battle. The gates are 6 in. thick and they cannot be harmed physically. In addition, they have been layered with dweomers granting them a 25% magic resistance. When barred, the doors should be treated like wizard locked doors for purposes of Open Door rolls, or some magical means may be employed to open. Even when the gates are unbarred, opening them requires a successful Open Doors roll.

Perhaps most telling of all, astute explorers will realize that these mighty portals are for the defense of an outpost. These gates are mere shadows of the defenses that stand before the PCs and the dread slave pits of Savathiem.

Gates 2-4A and 2-4C are barred from the east, so PCs approaching from the west (from Area 2-3 or Area 2-6) will need to find a means of breaching the gates. Heroes approaching gate 2-4C from the east must first lift free the stone bolt that bars the way (requires a Bend Bars/Lift Gates roll; additional PCs may help, each one increasing the % chance of success by 5%) before pushing open the massive doors, which requires a successful Open Doors roll and takes 2 rounds to accomplish.

Gate 2-4B is barred from the east; PCs approaching from the west must open it in the same manner as gate 2-4C.

Area 2-5 – Mistress of the Black Court: PCs attempting to bypass the encounter by making a run for gate 2-4C will be stymied by the gate for at least 2 rounds (see Flight into Darkness below). Read or paraphrase the following for PCs who enter Area 2-5:

Before you is a small feasting hall decorated with furs and a variety of trophies. At the head of chamber is a low stalagmite throne, presently occupied by a tall warrior queen: an ebony-skinned elf, with exaggerated features and a mighty sword hanging from the back of the throne.

The way to the throne is blocked by 6 dark elf warriors and a mighty, two-headed giant armed with a pair of bloody morning stars and wearing fitted, banded armor.

High Drow Trophy Belts

In the highly stratified martial society of the high drow, there is little use for coins, gems or the usual signifiers of material wealth. Instead, what is of real value to the elder dark elves is their prowess in battle, as demonstrated by their trophy belts.

Every high drow carries a trophy belt, a wide belt typically fashioned the skin of some Underdeep creature – basilisks, duergar and derro are common, and belts of dragonhide and giantskin are the most coveted.

A typical trophy belt has 1d3 trophies hanging from woven hair cord or embedded into the leather. When it is important to determine the particular items of a trophy belt, GMs should choose from the tables below or roll d12 to determine an item randomly.

Type I

1d12 Trophy

- 1 String of 1d4 elf ears
- 2 Silver necklace (worth 25 gp)
- 3 String of 1d8 ogre finger bones
- 4 1d3 shrunken halfling skulls
- 5 Derro jawbone
- 6 Gnoll tail
- 7 1d20 pegasus feathers
- 8 1d6 dried tentacles
- 9 Dwarf beard woven with bejeweled silver wire (worth 50 gp)
- 10 6 +1 arrowheads woven into an elven bowstring
- 11 Roll once on the type II table
- 12 Roll once on the type III table

Type II

1d12 Trophy

- 1 1d3 shrunken gnome hands
- 2 Bloody war dart
- 3 Basilisk tooth
- 4 Tip of a broken adamantine scimitar
- 5 Beard of a dwarf lord, woven with gold filigree and emeralds (worth 1,000 gp)
- 6 1d12 owlbear feathers
- 7 Rakshasa paw
- 8 Scalp of grey elf maid
- 9 Ogre mage tusk
- 10 1d12 dried medusa snakes
- 11 Head to a hammer +3, Dwarven thrower
- 12 Roll once on the type III table.

Type III

1d12 Trophy

- 1 Ring of protection +1 tied with a knot of gnome hair
- 2 String of 15 mithril links
- 3 Star sapphire coated in dried blood (worth 1,000 gp)
- 4 Arrowhead of elf slaying tied to a broken hand crossbow bolt
- 5 Unicorn mane
- 6 Skin flayed from the back of a drow arch priestess, inscribed with a high drow sigil
- 7 Blade of a +1 dagger of throwing
- 8 Finger bones of an elven archmage
- 9 Beard of a dwarf sovereign, woven with platinum and blue diamonds (worth 3,500 gp)
- 10 A nighthag's heartstone placed inside a shrunken elf skull
- 11 Tip of a red dragon tooth
- 12 Cloak of elvenkind

The high drow atop the throne is a decoy placed to distract the PCs. The actual mistress of the high drow, a wicked wizard known as Lady E'drava, is safely hidden in the southeast corner of the room. As soon as the PCs reveal themselves, the false queen waves her troops into melee and battle is joined.

Tactics: Lady E'drava is a hardened veteran of many battles, making her a cautious combatant. As soon as she is alerted to the PCs' presence in Area 2-3, she begins to prepare for battle, alerting the dark elves in her area and casting her spells in anticipation of battle. Given the opportunity, she casts shield, mage armor (new spell – see Legacy of the Savage Kings), and displacement (new spell – see below), giving her the following modified stat block:

Lady E'drava: AC -4, due to mage armor; the first attack of any opponent in combat automatically misses E'drava due to displacement.

As the PCs finish with the drow in Area 2-3, Lady E'drava casts invisibility, and takes her place behind the ettin, while ushering the fake mistress onto the throne. As the PCs join combat with her minions, Lady E'drava leads off combat with two successive lightning bolts, targeting both spells at PC spellcasters. Now visible from the attack on the PC spellcasters, E'drava casts sleep on the warriors the following round, then follows up with alternating magic missiles and flame arrows to finish off any surviving PCs.

The high drow warriors and the ettin all fight to the death, terrified of punishment at the hand of their mistress.

Her master slave collar permits E'drava to draw HP from any surviving quasits; the dark elf does not hesitate to slay the quasits in this way, drawing on them to sustain her own life force. If the battle goes against her minions, E'drava casts invisibility and attempts to flee the chamber, exiting through the dark caverns towards mighty Savathiem.

Treasure: The hall is home to a fair amount of treasure, though little of it is easily portable. The throne itself is carved from a stalagmite and studded with 1,000 gp worth of gems. Draped over the throne is the fur coat of a cave bear, worth 250 gp. Hanging from the walls are a number of trophies: the head of a wyvern; a dwarven +2 shield; a trio of giant skulls; the skin of a human; two crossed javelins of lightning; the sundered skull of an elf wearing a platinum crown (worth 300 gp).

Hidden in a niche behind the wyvern head (standard secret door search) is Lady E'drava's spellbook, bound in the boiled elfskin, dyed a rusty crimson. The thick spellbook is locked with a trapped clasp; if the clasp is opened without depressing a tab on the spine, it triggers a chain lightning trap. The spellbook records the following spells:

1st Level – detect magic, mage armor, magic missile, message, shield, sleep; 2nd Level – darkness, 15'

radius, invisibility, ray of enfeeblement, web; 3rd Level – dispel magic, displacement, fireball, flame arrow, hold person, lightning bolt; 4th Level – fear, monster summoning II, wall of fire.

Finally, bound into the very back of the spellbook are 4 magic user scrolls containing the following spells: animate dead, teleport, haste, magic jar.

A fire pit is set into the south wall. Hanging over the fire is a blackened cauldron containing a foul soup of strange mushrooms, fermented cave lizard blood and odd bits of meat (including a pair of severed hands). If boiled down to a tenth its current volume, the concoction is sufficient to produce a single dram of the ancients (new magic item – see Appendix 1).

Into the Underdeep: The passage running east from the high drow outpost opens into another maze of tunnels and corridors, meandering for 50 torturous miles before coming to a high drow city known as the Slave Pits of Savathiem. If PCs insist on traveling toward the city (a deadly proposition, at best!), the GM must decide between running a game in the wicked slave city, or using strong-handed tactics to get the wayward explorers back on track. GMs can rule that the tunnels lead to Area 2-6, or that the passages have been closed by a recent cave-in.

Flight into Darkness: The arrow slits in this chamber target the hallway in Area 2-4A. Adventurers attempting to bypass the high drow encounter altogether by making a rush for gate 2-4C draw fire from the high drow archers. While the PCs struggle to open gate 2-4C, the ettin will draw open gate 2-4A, leading the charge towards the corralled PCs while E'drava coolly casts her spells from a distance. The high drow do not pursue the PCs into Area 2-6; E'drava will cast attack spells as long as the PCs are within range, then order the gate sealed, trapping the PCs in the wilds of the Underdeep.

Lady E'drava, Mistress of the Black Court, female high drow MU7: No. Appearing 1 (unique), AC 0, Movement 12", HD 7, HP 40 (maximum HP is 42), No. of Attacks 1, Damage per Attack 1-4/1-3 (dagger), Special Attacks/Special Abilities levitate and jump at will, Special Defenses Infravision, Magic Resistance 64% resistant to sleep and charm, Intelligence high, Alignment CE, Size M. STR 10, INT 17, WIS 14, DEX 17, CON 16, CHA 17, Possessions: a ring of spell storing (presently has 1x magic missile and 2x flame arrows stored), bracers of defense AC4, dagger +1, ring of protection +1, master collar of Savathiem, trophy belt (type II), hooded robes.

Wizard Spells Prepared (6/5/3/1): 1st Level- mage armor, shield, magic missile (x3), sleep; 2nd Level – invisibility (x3), web (x2); 3rd Level – displacement, flame arrow, lightning bolt (x2); 4th Level – took an extra 3rd level spell instead.

Displacement spell (new spell): The recipient of this spell gains the same benefits as associated with a



cloak of the same name for the duration of the spell. Once cast, the caster need not attend to the spell; the caster may engage in other activities normally. Level: 3, Range: Touch; Duration 2 rounds/level; Area of Effect: creature touched; Components: V,S,M; Casting time: 4 segments; Save: Neg.

Mirg and Senob, Ettin: No. Appearing 1, AC 2, Movement 12", HD 10, HP 70, No. of Attacks 2, Damage per Attack 2-16 each (+1 morningstars), Special Attacks nil, Special Defenses Infravision, Magic Resistance standard, Intelligence low, Alignment CE, Size L. Possessions: 2 +1 morningstars, large breastplate, quiver of 12 javelins.

High Drow, Ftr1: No. Appearing 6, AC 1, Movement 12", HD 1, HP 12, No. of Attacks 1 (melee) or 2 (missile), Damage per Attack 1d6 (sm)/2d4 (med)/2d12 (lg) (warblade) or 1d6 (arrows), Special Attacks +1 with longswords and warblades, jump and levitate at will, Special Defenses Infravision, Magic Resistance 52% resistant to charm and sleep spells, Intelligence high or better, Alignment CE, Size M. STR 17 (+1, +1), INT 16+, WIS 14, DEX 18, CON 17, CHA 16. Possessions: Buckler, composite longbow, leather scale armor, warblade, trophy belt (type I), quiver, 15 black-fletched arrows, 2 drams of the ancients in ceramic flasks.

Chain Lightning Trap: magic device; proximity trigger; automatic reset; spell effect (chain lightning, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, save vs. spells for half damage).

Area 2-6 – Vault of the Exiles: Read or paraphrase the following:

The wide doorway opens into a vast, lightless cavern. As the iron gate behind you slams shut,

you catch a glimpse of dripping stalactites and stalagmites glistening in the fading light of the drow fortress. As darkness reclaims the cavern, the faint sounds of running water can be heard echoing through the inky gloom.

A savage tribe of outcast ael'cins (new monster) makes their home in this cavern, surviving off blind cave fish, edible fungus and the occasional cave lizard. They have an almost intuitive connection with the cavern, and unless the PCs go to great pains to conceal their presence, the ael'cins are immediately alerted, sending out a party of their strongest to capture or slay the intruders.

Tactics: The hunting party is composed of 4 ael'cin scouts, the tribe's chief, a monstrously strong warrior called Quort, and the tribe's shaman, Ashand. They attempt to sneak up on the PCs, ambushing them from cover with their psi-like powers and poisoned javelins before closing for melee.

Ashand uses his spells to support his chief, augmenting his already impressive stats and healing Quort as he is wounded, then harassing spellcasters with summoned swarms. For his part, Quort is a direct melee combatant, trusting in his psi-like abilities and Ashand to protect him in the battle.

If Quort is defeated, morale breaks for the ael'cins, sending them fleeing into the darkness. They do their best to evade the PCs, regrouping at the tribe's camp.

The ael'cin camp is found on the far northwest side of the cavern. Consisting of a few crude wattle huts, the camp is home to 15 non-combatant ael'cins (averaging 3 to 7 hp). Terrified of outsiders, the non-combatants cower like frightened animals, not even defending when threatened. Even though these are wicked crea-

tures, slaughtering such helpless monsters is an evil, dishonorable act. Apart from the weapons their warriors carry, the tribe has nothing the PCs might consider treasure.

Quort, ael'cin, Ftr10 (new monster): No. Appearing 1 (unique), AC 3, Movement 12", HD 10, HP 72, No. of Attacks 1, Damage per Attack 1d6 (sm)/2d4 (med)/2d12 (lg) (+2 warblade) or 1d6 + paralysis poison (javelin), Special Attacks Psi-like ability (see below), jump and levitate at will, Special Defenses Infravision, Magic Resistance 70% resistant to charm and sleep spells, 40% magic resistance to other spells, Intelligence average, Alignment NE, Size L, STR 19 (+3,+7), INT 7, WIS 12, DEX 16, CON 10, CHA 8, Possessions: +2 leather armor, +1 shield, Alfblight (+2 warblade), 5 poisoned javelins, necklace of high drow teeth.

Trick of the Mind: Eight times per day Quort can alter his body's healing process, curing him of 1d10 points of damage. Using the ability takes 1 round.

Poisoned Javelins: Each of Quort's javelins is dipped in large monstrous scorpion venom (save vs. poison to negate paralysis).

Ashand, ael'cin, Drd6 (new monster): No. Appearing 1 (unique), AC 6, Movement 12", HD 6d8, HP 35, No. of Attacks 1, Damage per Attack 1-6/1-8 (spear) or 1-3/1-2 (dart), Special Attacks Psi-like ability (see below), Special Defenses Infravision, Magic Resistance 62% resistant to charm and sleep spells, 20% magic resistance to other spells, Intelligence Average, Alignment N, Size M, STR 10, INT 7, WIS 15, DEX 16, CON 9, CHA 13, Possessions: Bandoleer with 10 poisoned darts, leather armor, spear, elfskin medicine bag.

Druid spells (5,4,4,1): 1st Level – entangle (x3), locate animals, speak with animals; 2nd Level – barkskin, create water, cure light wounds (x2); 3rd Level – hold animal, snare (x2); cure serious wounds.

Poisoned Darts: Each of the shaman's darts is dipped in large monstrous scorpion venom (save vs. poison to negate paralysis).

Mind Blast (Ex): Six times per day, the ael'cin can instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d12 points of damage (save vs. spell to negate). The attack has a range of 25 ft.

Ael'cin scout, War3 (new monster): No. Appearing 4, AC 8, Movement 12", HD 3d10, HP 23, No. of Attacks 1, Damage per Attack 1d6 + paralysis poison (javelin), Special Attacks jump and levitate at will, Special Defenses Infravision, Magic Resistance 56% resistant to charm and sleep spells, Intelligence Average, Alignment NE, Size M; Possessions: poisoned javelins, leather armor, spear, string of fur talismans.

Poisoned Javelins: Each of the scouts' javelins is dipped in large monstrous scorpion venom (save vs. poison to negate paralysis).

Wrapping Up

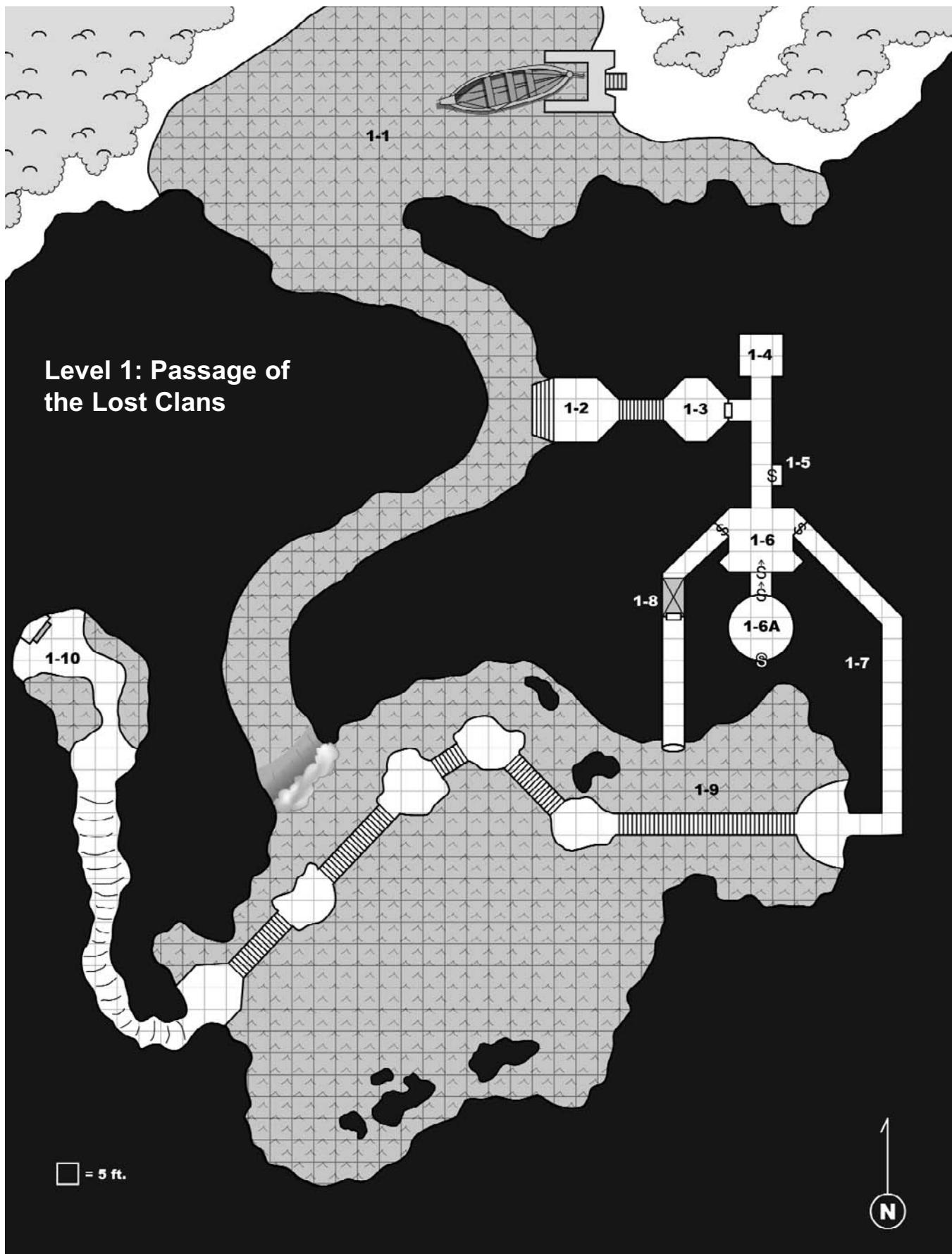
Escape from the Underdeep: On the western wall of area 2-6, 75 ft. up the sheer rock face, is a tunnel running back to the surface world. Once there were wooden steps here to ascend the cliff, but time and rot has done away with them, leaving a trail of holes bored into the rock wall. The cliff can be climbed fairly easily.

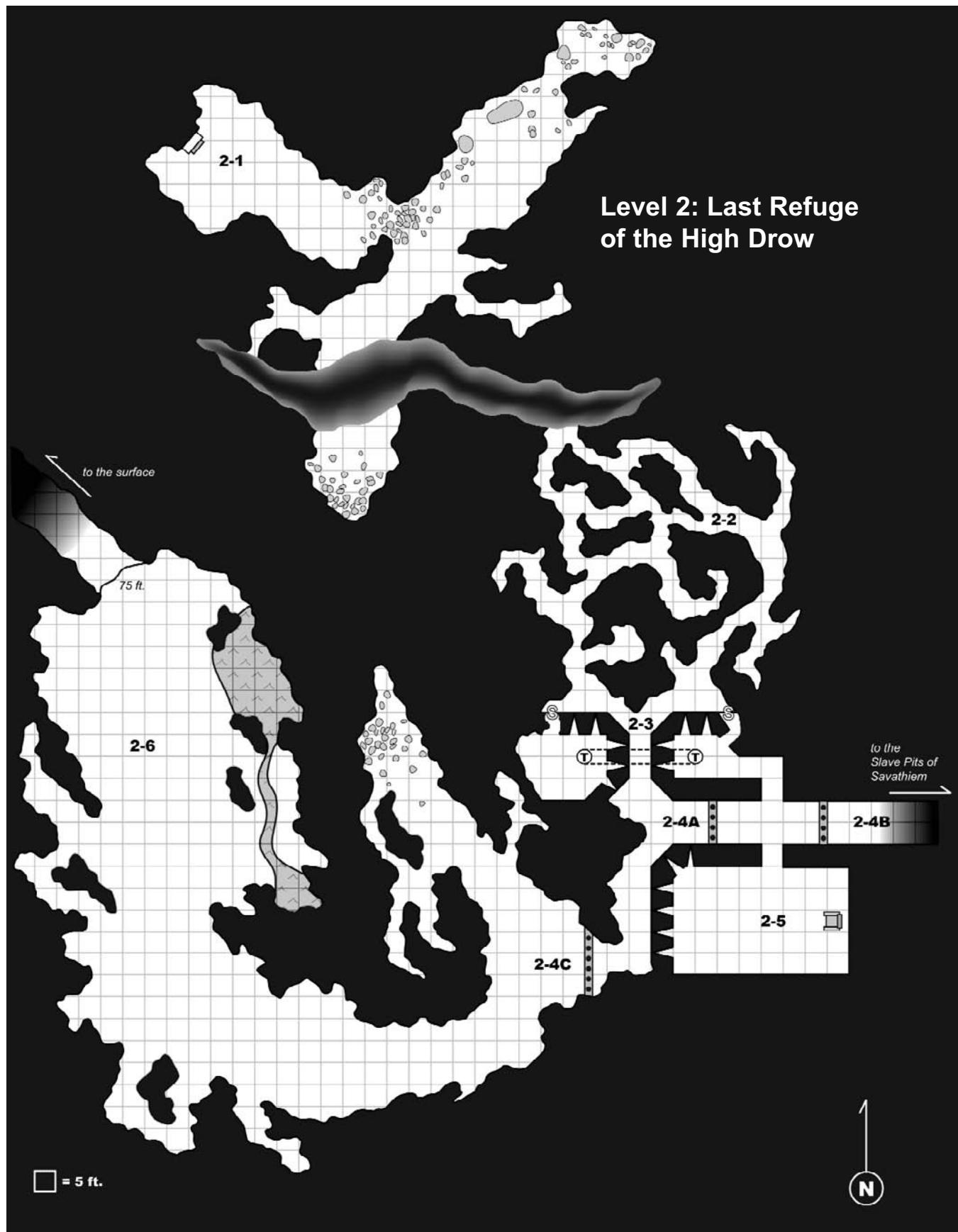
Adventurers ascending to the top of the cliff discover a small fire ring with warm coals, and a fresh trail leading into yet another maze of caverns. If the PCs succeed in following the trail – or, more simply, if the GM is kind – after two days they find themselves in a cold cavern opening onto an icy moor. The trail, left by a band of half-ogre raiders, is quickly lost in the swamp, but little matter... for the PCs have crossed half the world to the Black Fens! The Sett of the Witch Queen – and the conclusion of their adventure – is but a few days march away!

Further Adventures: Once the heroes have succeeded in freeing the North from the tyranny of Kyleth the Witch Queen, they may decide to venture back into the Underdeep, seeking out the legendary slave city of the high drow. Such a foolhardy quest calls for a ready supply of courage and cunning, and is only suitable for heroes of highest caliber. Game Masters should proceed with caution, as the survival of their player's favorite PCs is hardly a given.

Following is a brief listing of but a few of the perils that will test the mettle of those foolish enough to seek out the great high drow city of Savathiem:

- **The Hanging Tower of Mith-Cai:** A citadel set within an enormous stalagmite formation, the Hanging Tower has long been home to the high drow's most powerful sorcerers and wizards. But since the passing of Mith-Cai, the treasures and secrets of the Hanging Tower have languished without a master – save for the damned fiends that stalk its dweomered halls.
- **The Lost Mines of Ul Chüll-toch:** Centuries ago a trio of renegade dwarf warlords led their people deep into the depths of the earth in search of the fabled Star of Dominor. Discovering ores of unsurpassed purity, the dwarf-lords founded the city of Ul Chüll-toch, and prospered for many years. Then, without warning or reason, every inhabitant of the city vanished without a trace. Over the years, the hidden paths to Ul Chüll-toch and its mines of legendary wealth have been one of the dwarves' best-kept secrets and greatest mysteries.
- **Dread Brood of the Draighoch:** No one knows of the fate of the shadow drake Draighoch after its defeat at the hands of the good Patriarch Mentzer, but some sages aver that the fell drake left a brood of eggs secreted deep in the flaming depths of the Underdeep. Cults and kings alike fear the day that the dread brood should hatch releasing a swarm of shadow drakes upon the surface lands.





Dungeon Crawl Classics

War of the Witch Queen

By Harley Stroh
AN ADVENTURE FOR CHARACTER LEVELS 7-9

Introduction

War of the Witch Queen is designed for four to six characters of 7th to 9th level, with a total of 35-54 total character levels between party members. While the characters can be of any basic character class, the adventure was designed for a well-balanced party. Hardy fighters, quick thieves, devout clerics and sagacious mages will all find their skills in high demand throughout the adventure. Sorcerers will face the greatest tests and rewards, and a party without a sorcerer may miss out on certain dramatic aspects of the adventure. See the “Scaling Information” section for ways to tailor this adventure to your group’s unique style of play.

War of the Witch Queen is a complete, stand-alone adventure, but can also be played as a follow-up to DCC #17: Legacy of the Savage Kings when combined with DCC #17.2 The Lost Passage of the Drow.

Adventure Summary

Sent on a mission to slay Kyleth the Witch Queen, the heroes head toward the icy reaches of the Northlands. There, in the heart of the foul moors, is the Demesne of Baba Yazoth, a foul sinkhole that has been home to wickedness since the dawn of time. Guarded by bugbear huntsmen and their troll “hound,” the sinkhole conceals a witch’s lair hidden in the rotten heart of a dead ashwood tree. Investigating the lair, the heroes discover a phantom fortune teller, a pair of portals and a massive stone seal. In order to pass the seal, the heroes must venture through the portals, encountering weird artifacts and overcoming the Witch Queen’s fell guardians to recover the Snake Staff of Baba Yazoth. Opening the seal, the heroes descend into the heart of the lair, where they encounter the Witch Queen herself.

Game Master’s Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: Loc – the location number keyed to the map for the encounter. Pg – the module page number that the encounter can be found on. Type – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). Encounter – the key monsters, traps or NPCs that can be found in the encounter.

Loc	Pg	Type	Encounter
1-1	53	T	Symbol of pain trap
1-2	53	C	Improved troll “hound” 3 bugbear huntsmen
1-2A	54	T	Pit trap
1-4	54	C	8 bugbears
1-5	55	P/C	Baba Yazoth’s Hut <i>The Forlorn Maid</i> , improved spectre
2-2	57	T/C	Bridge trap Elder Choloth (new monster)
2-4	58	C	Improved flesh golem
2-6	59	T	Tar pit trap
2-8	60	C	Amokra, improved medusa
2-9	61	C	16 Lost Ones (new monster)
2-10	61	P/C	3 quasits Enhanced bone devil
3-1	63	T	Phantasmal killer trap
3-2	63	T	Hall of thorns trap
3-3	63	T	Crimson descent trap
3-4	63	T/C	Exploding coffin trap Improved night hag
3-5	64	T/C	<i>The Witch Queen</i> 8 dretches Acid trap

Scaling Information

War of the Witch Queen is designed for 4-6 character of 7th-9th level, but it can be easily modified for parties of different sizes or levels. The third act of the dungeon severely tests the resolve and courage of sorcerers. See page 64 for further details on the dramatic final level of the adventure.

With this in mind consider the following suggestions:

Weaker parties (3 or fewer characters, or lower than 7th level): Allow the PCs to hire 1-2 5th-level fighter henchmen; reduce the hit dice of the Elder Choloth in Area 2-2 by 4; remove Amokra's "improved" hit dice in Area 2-8; replace the enhanced bone devil with a standard bone devil (Area 2-10); reduce Kyleth's powers to that of an 8th level magic user.

Stronger parties (7 or more characters, or higher than 9th level): double the number of trolls and bugbears in Areas 1-2 and 1-4; advance the Elder Choloth by 4 hit dice; increase Amokra's HD by 4; increase the enhanced bone devil's HD by 2-4; increase the hit dice of the lost ones by +2; increase the dretches in Area 3-5 to 4 HD demons, and increase Kyleth's magic user level by +2.

Getting the Players Involved

This chapter of the adventure begins with the characters arriving at the Wastes of Zamon, in the far reaches of the Northlands. Having defeated Kyleth once already in Legacy of the Savage Kings, the heroes located the ancient elven portal used a millennia ago to send the dark elves into exile and traveled through the depths of the Underdark. Along the way they encountered a high drow elf wizard and her company of soldiers in their well defended underground outpost. The adventurers have come to the Northlands to put the Witch Queen to rest, once and for all.

GM Preparation

Much of the adventure hinges on the outcome of the spectre fortune teller in Area 1-5. If PCs don't participate in the fortune-telling, GMs must determine the outcome of the cards themselves, applying these outcomes to the remainder of the adventure. This can be done by dealing three cards from the Deck of Fates, as detailed in Area 1-5, or by simply selecting the GM's preferred result for the location of the Snake Staff of Baba Yazoth and the fortunes of the Demesne. GMs should refer to Area 1-5 for more information.



Background Story

For as long as intelligent races have inhabited the Northlands, the stinking sinkhole known as the Demesne of Baba Yazoth has drawn wicked villains of every sort.

The sump carries the name of the first witch to tame its fell beasts and weird magics. Baba Yazoth built her lair inside the stump of an ancient ashwood tree, and created magical portals to enlarge her lair and isolate the inhabitants (and often prisoners). Baba Yazoth embodied of the worst aspects of witchcraft, working against the rulers of the Northlands with a passionate, malignant glee.

The Thirteen, and the War of the Witch Queen

Baba Yazoth belonged to an informal coven of witches whose domain extended the breadth and width of the Northlands. The coven was arranged by rank, with the lower ranks belonging to witches of lesser abilities and the thirteenth rank occupied by a creature known only as the Crone, a witch whose powers shame those of even the infamous Baba Yazoth. Sages theorize that the powers of the Thirteen are derived from a mystical tie to the land itself, for even the lowliest of the Thirteen displays powers and eldritch mastery far beyond the ken of usual witches and sorcerers. Since only one witch can lay claim to each rank, membership in the coven is highly coveted by spellcasters across the North.

Few know what became of Baba Yazoth, and even fewer know what rank she held among the Thirteen, but when the old witch abdicated her place in the coven, it triggered a magic war amongst some of the mightiest wizards and witches in the North. By spell and deceit, the mages and sorcerers fought one another for the right to claim Baba Yazoth's Demesne. Through a twisted web of treachery, broken alliances, and outright murder, a young sorceress named Kyleth triumphed over more powerful mages and sorcerers, seizing the title of Witch Queen.

The adventure begins in the aftermath of the war. The young Witch Queen's place in the coven and her hold over the Demesne remain tenuous. Forces of good and evil alike see the opportunity to strike the last blow of the war, dethrone Kyleth, and liberate the North from the threat of the Witch Queen.

Player Beginning

The frigid air gives way to clouds of hot steam that stink of sulfur and rot. Before you, shrouded in thick mists, stretches a fetid sinkhole feared throughout the Northlands as a place of wickedness and evil: the Demesne of Baba Yagoth.

A narrow, natural stone staircase winds down into the heart of the steaming sinkhole. To either side stand the crumbling the walls of the sump, threatening to collapse into the boiling waters below. Somewhere within this forsaken well lurks the object of your mission: Kyleth, the Witch Queen.

Level 1: The Demesne of Baba Yazoth

The sinkhole is a pit 60 feet below the surrounding moors. The walls of the sump are weak and ready to collapse; if weight of more than 20 pounds is placed within 5 feet of the wall, a collapse will be triggered, causing the surrounding area (10 foot radius) to tumble into the sump. PCs can leap to safety with a roll of Dexterity or less on d20. Otherwise, the heroes plummet into the sump, taking 4d6 points of falling damage, and are subject to additional damage from the falling rocks and mud (2d6).

The sinkhole is continually enveloped by thick mists that obscure all sight beyond 30 feet (infravision excepted). Creatures 30 feet away have total concealment (except for infravision traces) and attacks against them have a -4 to hit penalty. The mist obscures the sun; creatures with sensitivity to light do not suffer any of the usual ill effects.

The mists are fed by pools of sulfuric hot springs (Area 1-3). The waters are hot to the touch, inflicting 1d4 points of heat damage to anyone immersed in them. The "land" at the base of the sump is accreted from thousands of years of mineral deposits. Those investigating the pools will discover that this accretion is nothing more than a crust atop a single massive pool. The crust ranges from 10 to 30 ft. in thickness; more importantly, it allows creatures to emerge from different pools. See Area 1-2 for more information on the fell creatures that take advantage of this setting.

Areas of the Map

Area 1-1 – Stairs of Madness and Pain: Read or paraphrase the following:

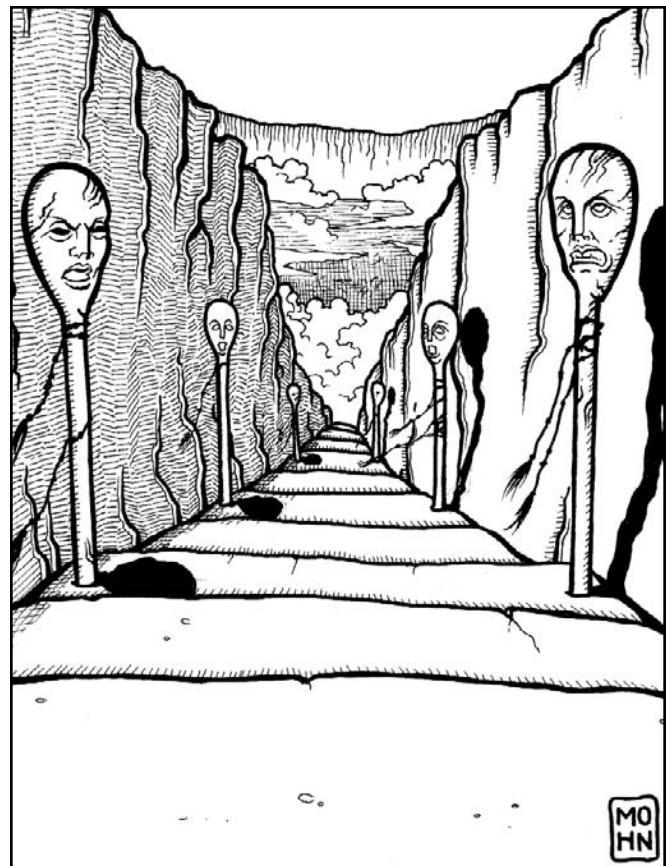
Slick stone steps descend into the swirling mists below. To either side of the steps, staves have been set up to mark the trail. The head of each totem-stave is carved to resemble a humanoid face frozen in pain and terror.

A howl drifts up through the mists, echoing off the walls of the sump.

A total of 6 totem-staves are placed along the stairs, three on each side. Each is enchanted with a magic mouth; if a humanoid comes within 10 feet of a totem staff, the face begins to gibber and cackle softly. The gibbering increases in volume after the first round, rising to a maddening scream, alerting the huntsmen and their hound (see Area 1-2). The staves can be dispelled or destroyed (hp 5).

Halfway down the stairway, a symbol of pain is inscribed upon the steps. Those reading or passing over the symbol must save vs. spells or suffer wracking pains that impose a loss of 2 points of Dexterity and a -4 penalty on attack rolls for 2-20 turns.

Symbol of pain trap: magic symbol; touch trigger; no reset; spell effect (symbol of pain, 8th level MU spell, cast by 9th-level MU, save vs. spells to negate).



Area 1-2 – The Hunt: Read or paraphrase the following:

The floor of the sinkhole is comprised of rotting topsoil interrupted by patches of slick, yellowed stone. The air is thick with humidity and the reek of sulfur. Thick mists swirl about you on every side.

An improved troll "hound" and his three bugbear "huntsmen" wait in this area. If the PCs failed to silence the magic mouths in Area 1-1, the troll and his bugbear keepers are waiting for them in the mists. If the heroes succeeded in silencing the alarms, it takes the bugbears 1d6+10 rounds to realize that the Demesne has been breached.

The "hound" is a massive troll with charcoal black skin. Plates of rusted armor have been bolted through the beast's body and allowed to heal over, creating a disgusting mix of scarred troll flesh and metal bands approximating banded mail armor. The beast wears mail gauntlets with rusted blades resembling long, foul fingernails.

Tactics: The bugbears turn the troll loose to charge the PCs, then make ranged sneak attacks through the mist with their crossbows. The hound fights to the death, but if the huntsmen are near defeat, they withdraw to alert their brother in Area 1-4, luring the PCs into the scattered pits (Area 1-2A).



The Hound, Improved Troll: No. Appearing 1, AC 2, Movement 12", HD 12, HP 72, No. of Attacks 3, Damage per Attack 2d6+4/2d6+4/1d10+4 (claw/claw/bite), Special Attacks can fight multiple opponents, Special Defenses Infravision 90', Regeneration 1d6 hit points per round, MR standard, Intelligence Low, Alignment CE, Size L (9' tall), Possessions: Bolted banded mail, mail gauntlets with claws.

Bugbear "Huntsmen": No. Appearing 3, AC 6, Movement 9", HD 3+1, HP 19, No. of Attacks 1, Damage per Attack 2-8 or by weapon 2-8 (morningstar) or 2-5 (crossbow), Special Attacks Surprise on a 1-3, Special Defenses nil, MR standard, Intelligence Average, Alignment CE, Size L (7' tall), Possessions: Heavy crossbow, quiver and 20 bolts, morningstar, shield (light wooden), studded leather armor, 1d20 gp.

Area 1-2A – Pit Trap: If PCs enter a square with a pit, read or paraphrase the following:

The reek of sulfur fills your senses as the rotting ground opens up beneath you like a hungry maw!

The pits are holes dug into the sump, covered with moss, reeds and loam. The pits are 20 feet deep and open to the mammoth hot springs beneath the sump. Anyone falling into a pit takes no falling damage, but suffers 1d4 points of heat damage for every round spent in the waters. Those plunging into the waters must make immediate Dexterity or less on a D20 roll to stay afloat.

A hero can avoid the pit by rolling Dexterity or less on d20, catching hold of the lip of the pit or a root, and pulling herself to safety. The walls of the pits are slick, making climbing difficult. The hound and huntsmen (of Area 1-2) are aware of the locations of the pits.

Camouflaged Pit Trap: mechanical; location trigger; manual reset; Dexterity or less on d20 avoids; 20 ft. deep into water (no falling damage); hot spring water (1d4 heat damage per round of immersion); multiple targets (first target in each of two adjacent 5-ft. squares).

Area 1-3 – Burning Lake: Read or paraphrase the following:

The boiling pool rolls with heat, the steam stinking of sulfur and brimstone. A patina of yellow scum dances about on the surface of the pool, forming a thin crust where it is allowed to cool.

The waters are hot to the touch, inflicting 1d4 points of heat damage to those immersed in them. Thirty feet below the surface, the pools form a single mammoth hot spring that is another 200 feet deep.

Treasure: Northlanders have been sacrificing treasure to the lair of Baba Yazoth for centuries. Scattered about the base of the pool (230 feet below the surface) are 23,503 sp, 690 gp, a pair of javelins of lightning, and a suit of +2 chain mail armor.

Area 1-4 – Bugbear Stockade: Read or paraphrase the following:

A crude stockade emerges from the mist. Roughly circular in shape, the walls are made of sharpened stakes and logs roughly 6 feet high. A fire crackles within, and you can hear guttural grunts and growls inside.

The stockade is home to bugbear raiders, slavers that Kyleth uses to keep her laboratory well stocked and her monsters fed. The bugbears are terrified of the giant squids that sometimes emerge from the hot springs, and only venture forth from the stockade on her orders.

Attentive listening identifies the sound of goblinoid speech; those able to speak Goblin are able to discern that there are between 5 and 10 bugbears inside the stockade arguing over mutton. An observant PC notices 4 bugbears peering over the top of the wall, and through holes in the crude wall.

Presently there are 4 raiders resting about the fire, in addition to the 4 sentries at the wall. Those on guard are fully armed and armored, and at the first sign of PCs they shout for their companions to take up arms.

It takes the resting bugbears 5 rounds to hastily don their armor. If the bugbears are unable to don their armor before entering combat, their armor class values drop to AC 8.

Treasure: At the back of the stockade is a crude wooden shed. Inside the shed are two barrels holding 10 days worth of salted mutton, a cask of cheap wine, and a coffer containing 253 gp. Buried in the muddy wall behind the shack is an iron ring adorned with the sigil of a bull and tied to a leather strap – a ring of the ram (new magic item – see Appendix 1). Diligent searching will locate the ring.

Bugbear Raiders: No. Appearing 8, AC 6, Movement 9", HD 3+1, HP 22, No. of Attacks 1, Damage per Attack 2-8 or by weapon 2-8 (morningstar) or 2-5 (crossbow), Special Attacks Surprise on a 1-3, Special Defenses nil, MR standard, Intelligence Average, Alignment LE, Size L (7' + tall), Possessions: Heavy crossbow, quiver and 20 bolts, morningstar, shield (light wooden), studded leather armor, 1d20 gp.

Stockade Wall: Thickness 6 in.; HP 60.

Reinforced Gate: Thickness 10 in.; HP 80.

Area 1-5 – Baba Yazoth's Hut: Read or paraphrase the following:

The winding stairs rise to the stump of a once mighty tree. The stump is over twenty feet across – in life the tree must have stretched hundreds of feet into the air. Now the stump ends a mere thirty feet from the ground. Time-worn branches extend like frozen limbs, and signs of rot and beetle-kill ring the woody giant.

A small portal is bored into the side of the stump, covered by a tattered, soiled blanket. The air is still, as if waiting in baited anticipation.

Nothing will accost the PCs as they approach the stump-hut. Even if the PCs are fleeing the huntsmen, the monsters desist from their attacks out of fear of the Witch Queen's wrath.

When PCs investigate the hut, read or paraphrase the following:

The inside of the hollowed trunk is a small hut, soiled black with soot and grease. A trio of torches

rest in sconces, casting a flickering light about the room. Rickety shelves line the walls, laden with shrunken heads, jars of eyeballs, collections of fangs and teeth, and bleached bones. At the far end of the chamber an iron cauldron hangs over a smoldering fire, tendrils of green mist seething from the milky-white brew, and tall curtains hang beside the fireplace. In the center of the hut stand a rough-hewn table and two worn chairs.

Call for the PCs' actions. After three rounds, read or paraphrase the following:

A thick mist swirls about the floor. The mist slowly coalesces into a human form, seated at the table. Her features quickly come into focus: a young maiden, with raven-black hair and a tattered dress. She shuffles a deck of cards in her long, thin hands.

The maiden stares at you. You notice to your horror that her eyes have been sewn shut with thick black thread and her throat has been slit from ear to ear. She motions for you to sit and a deathly chill fills the room.

The forlorn maid is a spectre forced by Kyleth to guard the hut and its portals. The spectre bears a burning enmity towards the Witch Queen and obeys the letter of the command, all the while seeking to subvert Kyleth's power. The forlorn maid attempts to pass along information to the heroes before attacking them. The specter does this by reading the PCs their fortune.

Remove the 12 cards and form a deck from them. (See page 80 for the card handouts.) Ask one player to shuffle the deck, then deal the first card face down and read the following text:

The forlorn maid speaks with a raspy voice, clutching the wound at her throat. "The Witch Queen cannot be challenged lightly. This card reveals a weapon of great power, the key to hidden delves."

This card determines the area where the Staff of Baba Yazoth is hidden. Turn the card over, reading the appropriate text according to the card's primary suit:

Skull Suit: Area 2-10. "The might of the Mother Hag rests with her devil-sire. Beware the hidden beast."

Snake Suit: Area 2-8. "Hag all, all hag. The Lady of the Snakes has that which you seek."

Wyrm Suit: Area 2-4. "The Mother Hag keeps her secrets, see? Entombed in stone eternally."

Deal the second card face down and read the following text:

"Fate is not ours to choose, and we are cast about at its whimsy. This card tells of weakness and... strength, for those wise enough to recognize it."

This card determines the fortunes of the PCs. Turn the card over, reading the appropriate text according to the card's icon:

Sword Icon: For the duration of the adventure, every natural 20 rolled on an attack results in a critical hit. (If natural 20's are already treated as critical hits in your game, you can have the player rolling the critical roll a second d20 and add 1-20% to the critical hit results roll!) This applies to both PCs and monsters. *"Courage is your strength and your folly! Those who conquer by the sword must die by its fickle blade."*

Gems Icon: Double the amount of non-magical treasure found by PCs during the course of the adventure; increase the hit points of every opponent on level 2 by +20 hp. *"Great wealth will be yours, but you will pay for it in blood."*

Trees Icon: Double the experience rewarded during the course of the adventure. All cure spells cast during the adventure have a 33% chance of failure. *"The Gods themselves forsake you! But what might be gained in this coming darkness? Such lessons come at a terrible price."*

Shields Icon: For the duration of the adventure, any natural 1 rolled on an attack results in a bad miss. (If natural 1's are already treated as bad misses in your game, you can have the player rolling the bad miss roll a second d20 and add 1-20% to the bad miss results roll!) In addition, there is an increased chance of the weapon breaking in the blow. Non-magical weapons will have a penalty of -1d4 applied to their saving throw; magical weapons will have a penalty of -1d2 applied to their saving throw. Increase the magical bonus of the weapons found in Area 2-2 by +1. *"A horrid curse upon you and yours. Pits and worms! Weakness steals into your arms. Strike and surrender in the striking!"*

Deal the final card face down and read the following text:

"This card determines your fate, woven by the three Sisters and obscured by the mists of time. Part the curtain if you dare."

Turn over the final card. Regardless of the result, the forlorn maid lets out a tortured wail, her eyelids tearing free of the black stitches to reveal bloody sockets filled with maggots. The room's torches go out, plunging the hut into darkness, and the spectre attacks. While in the hut, the spectre receives an additional +2 bonus to her turn resistance.

Baba Yazoth's Portals: Two floor-to-ceiling curtains flank the fireplace at the back of the room. Behind each tattered, moth-eaten curtain stands a flat, opaque doorway of black obsidian. Touching the por-

tal sends crackles of blue lighting scrolling across its surface, transforming the obsidian to blackness, allowing a PC to pass.

PCs stepping through the west portal are instantly teleported to Area 2-1. PCs stepping through the north portal are instantly teleported to Area 2-6. Note that in both cases the portals are one-way only. The PCs cannot retrace their steps and will need to find a different means of escape.

A third exit – a hidden vault – sits in the floor of the hut beneath several inches of dirt, ashes and grime. The portal can be found on a standard concealed door roll. Fully 10 ft. across, the vault is sealed by an enormous stone cap. The seal is inscribed with hundreds of glowing sigils and runes. In the center of the seal is the hollow imprint of a 6 ft. long winding snake. The seal cannot be broken, opened, or bypassed by any force short of divine intervention. Any attempt to damage the seal causes the sigils to flare brightly, reflecting the damage back on the attacker.

If the Snake Staff of Baba Yazoth is placed in the hollow, the sigils dim to a soft glimmer, and the cap slides away to reveal a vertical pipe descending 500 ft. into darkness, leading to Area 3-1. This passage is extradimensional, and cannot be entered from the lake beneath the sump.

Treasure: The 12 cards held by the spectre are part of a 72-card deck, a fabled artifact known as the Deck of Fates (new magic item – see appendix 1). The remaining cards are scattered in treasure troves about the Northlands, but even the lesser deck can work powerful magics. Mere possession of the deck grants a +1 luck bonus to all saving throws. It also allows the user to cast augury 1/day, divination 1/week, and legend lore 1/month.

The Forlorn Maid, Improved Spectre: No. Appearing 1 (unique), AC 0, Movement 15"/30", HD 11+1, HP 70, No. of Attacks 1, Damage per Attack 2-16 plus energy drain, Special Attacks Energy drain of 2 life energy levels, see below; Special Defenses +1 or better weapons to hit, Infravision, MR see below, Intelligence High, Alignment LE, Size M, Possessions:

MR: Spectres are not affected by sleep, charm, hold, or cold-based spells.

Poison or paralyzation will cause no harm to spectres. Holy water causes a spectre to suffer 2-8 hit points of damage for every vial-full which hits it. A raise dead spell will destroy a spectre unless it makes its saving throw versus magic.

Create Spectre: Any human totally drained of life energy by a spectre becomes a half-strength spectre under the control of the spectre which drained him.

Level 2: Dungeons of the Witch Queen

Stepping through the portals in Area 1-5 teleports PCs to the dungeons of the Witch Queen. Both portals are one-way; PCs entering through the portal in Area 2-1 must leave by the portal in Area 2-6, and those entering through the portal in Area 2-6 must leave through the portal in Area 2-1. Furthermore, the walls, ceiling and floors of the dungeons are bound with lead-laced mortar and protected by powerful wards and enchantments. Any attempt to teleport in or out of the dungeons carries an increase of +25% to the destination probability score, as per the spell description. A successful Find Traps roll alerts the PCs to this hazard.

Enchanted masonry wall: thickness 2 ft.; hp 180.

Strong wooden door: thickness 3 in.; hp 20.

Areas of the Map

Area 2-1 – The Long Wait: Read or paraphrase the following:

A terrible slaughter has taken place here. The circular, stone room is filled with bones – hundreds upon hundreds of skeletons, piled knee high in their rusting armor and rotting clothes. All of the skeletons are humanoids, draped over one another in some terrible orgy of death.

Show the players handout I. A careful inspection determines that very few of the corpses died from violence. A thorough examination by a ranger, a paladin, a cleric or a druid reveals that some of the bones bear the mark of human teeth. Astute PCs may correctly surmise that the corpses belonged to adventurers who fought off starvation by feeding off their dead companions – a curious demise since nothing bars exit to the north.

The answer is that that even the boldest of souls chose to starve to death rather than challenge the Elder Choloth (new monster - see Area 2-2). Those that did elect to fight the beast, driven by courage or madness, met quick deaths.

A casual search turns up an ancient scrap of a scroll. Show the players handout J. Penned on the scroll are the following words:

...no escape, no escape! The Beast will take us all in time. It lurks in the shadows waiting. Eternally awake! Eternally patient! The hunger consumes us. We ate poor old Tolo today. My old companion, brother warrior, forgive us! How long have I known him? And now I dine on his flesh, yearning to suck the marrow from his bones. Is Madness next? No escape from above nor beyond. Free me, Lord Death! I shall meet you on the bridge!

On the back of the scroll is the 3rd-level magic user spell, tiny hut.

Scattered about the room are generations' worth of treasure collected by scores of fallen adventurers. All of the mundane arms and armor are pitted with rust and rot, rendering them worthless. Scattered about the chamber is 2,300 gp, 510 pp, 80 sp, 490 cp, a suit of +1 full plate, a +1 flaming morningstar, a suit of +1 leather armor fashioned from the skin of a wyvern, a silver ring of protection +1, a +1 plate mail breastplate forged to resemble a roaring lion, a +1 buckler, a +1 dagger, a wand of wonder, 6 +1 arrows, and a pouch of dust of disappearance.

Escaping the Dungeons: If PCs have entered this room via the portal in Area 1-5, the wall behind them is blank. If they entered the dungeons through Area 2-6, an obsidian portal stands on the south wall. Stepping through the wall teleports them to Area 1-5.

Area 2-2 – The Elder Choloth: Read or paraphrase the following:

The iron-plated corridor runs fifty feet or so before terminating before a pair of rusted iron doors. The walls are composed entirely of rusty iron bars, each set two feet apart. Darkness makes it impossible to tell what is kept at bay by the bars. The corridor is slick with moisture and a thin film of scum.

Adventurers will be right to suspect the iron corridor – the hall is actually a bridge over an enormous underground lake. Those finding a way to light the area beyond the bars see the gaping void of a mighty cavern. Beneath, in a lake of steaming water, lurks an enormous writhing, tentacled horror from another age: the Elder Choloth. As PCs advance on to the bridge, the squid attacks with its tentacles, striking through the open bars and distracting PCs from the real danger.

The hall is trapped so that the bridge separates into two 25 ft. halves, forcing the doors on either end of the hall closed, and dumping the PCs into the steaming waters below. The trap is triggered by PCs reaching the center of the hall. Heroes can fling themselves onto the iron bars to escape falling into the water (standard Dexterity or less roll on d20) but this leaves them helpless before the Elder Choloth's attacks. Those falling into the water must begin making Swim checks, and take 1d4 points of heat damage for every round spent in the steaming lake.

The bridge resets after 10 rounds. It takes 5 rounds for the two halves to rise back into their original position, unlocking the doors. The walls of the cavern are rough and easy to climb.

The lake is 60 feet deep. Scattered along the bottom of the lake are the magic items of those who perished trying to cross the bridge: +1 shield, +2 bastard sword,

bracers defense AC 7, +1 studded leather, +1 holy dagger (+2 vs. any evil or undead), and boots of elvenkind. All the mundane items have long since rotted away or dissolved in the hot mineral springs.

Elder Choloth, giant squid (new monster): No. Appearing 1, AC 3, Movement 32" (swimming), HD 13, HP 90, No. of Attacks 10 tentacles + 1 bite, Damage per Attack 1d12 (per tentacle) and/or 3d8 (bite), Special Attacks tentacles constrict for additional 1d8, Special Defenses Infravision, immune to fire-based spells, MR standard, Intelligence Low, Alignment N, Size L.

Camouflaged Bridge Trap: mechanical; location trigger; manual reset; Dexterity or less roll on d20 to avoid; 30 ft. deep (1d4, fall into water); hot spring water (1d4 heat damage per round of immersion); multiple targets (anyone caught on the bridge) .

Iron Doors: Thickness 2 in.; hp 60.

Area 2-3 – Beach of the Forsaken: Read or paraphrase the following:

The hot springs end before a small beach. Bleached skeletons are scattered about the sand, their bones crushed and mutilated nearly beyond recognition.

The Elder Choloth (Area 2-2) can reach to the beach, but no further. The bones belong to corpses that washed ashore years ago. Any gear, weapons or armor long since rotted or rusted away.

Area 2-4 – The Statue of the All-Mother: Read or paraphrase the following:

The octagonal chamber is centered around a large, amorphous form covered by hard yellow mineralization. The hardened, blob-like form is wet with condensation.

The yellow stone is mineral accretion hardened around a living statue of the fell witch Baba Yazoth. If PCs drew the Wyrm card in Area 1-5, the Snake Staff of Baba Yazoth (see sidebar) is entombed with the living statue, the tip of the staff piercing the top of the rock.

If a different location for the Snake Staff was drawn, the entombed staff is actually a staff of striking with 10 charges remaining.

The staff has to be broken loose into order to free it from the formation. The rock is hard; it takes 30 points of damage to free the staff from the stone. Alternately, the staff can be broken loose with a successful Bend Bars/Lift Gates roll.

Taking either of these actions sends spider web cracks throughout the entire rock formation, releasing the living statue – an improved flesh golem cast in the shape of an enormous, ancient hag. While resembling the witch mother, the golem has no intelligence and attacks blindly.

Improved flesh golem: No. Appearing 1, AC 6, Movement 12" (hasted), HD 10d10, HP 70, No. of Attacks 2, Damage per Attack 2-24+3/2-24+3, Special Attacks hasted (movement effected only), Special Defenses Infravision, cannot be hit by normal weapons, MR immune to most spells except electrical-based, Intelligence nil, Alignment N, Size L, Possessions: nil

Area 2-5 – Laboratory: Read or paraphrase the following:

A silent, cobwebbed laboratory stretches out before you. Racks upon racks of flasks, vials and carafes line the walls. Each dusty vessel is half-filled with liquid or powder. In the center of the room is a scarred workbench, stained from years of use. Atop the bench rests a mortar, pestle, a thick black tome, and a single red candle, burned down to a short stub.

The cover of the tome is marked "Recipes" in Elven. The tome lists the necessary ingredients to mix literally hundreds of concoctions (some magical, some not). The work is worth up to 5,000 gp to an alchemist or sage.

A standard secret door search discovers the latch releasing the secret door in the east wall. The racks of flasks hold liquids and powders of every consistency and color. Some of the contents are light and frothy, others granular or fine; some are opaque, others glow, others sparkle. These are the base ingredients to hundreds of potions. Regrettably, none are marked or labeled.

Taken alone, any of the ingredients has no effect, but if a PC mixes the ingredients (or ingests more than one, thereby mixing them internally) the results are unpredictable and potentially dangerous. Roll 1d100 and consult the following table for the result if two or more ingredients are mixed together:

Roll	Result
01-09	EXPLOSION! The mixed liquids detonate with a resounding explosion. If the liquids were ingested, the explosion causes the imbiber 2d12 points of damage. If the liquids were mixed externally, the explosion causes 2d8 points of damage to anyone within 10 feet.
10-14	Lethal poison! If the mixed liquids are ingested, the imbiber must make a saving throw vs. poison or suffer 1d12 points of temporary Constitution damage.
15-20	The target is affected as if by a reduce spell (reverse of enlarge, 1st Level MU spell, caster level 10, duration 10 turns, save vs. spell to negate).
21-28	3d100 gold coins pour from the imbiber's mouth.

- 29-35 The target gains +1 Strength and +1 Constitution, and is affected as if by an enlarge spell (1st Level MU spell, caster level 10, duration 10 turns, save vs. spell to negate).
- 36-50 Success! The ingredients create a potion, oil or salve. Roll 1d6 to determine if the potion is minor (1-3), medium (4-5), or major (6). Roll on the random potion table of the DMG to determine the potion created. Note that PCs will still need to identify the type of potion for themselves.
- 51-60 The target grows a pair of short horns. The horns remain for 1d10 days. (At the GM's discretion the horns reappear during times of high stress.)
- 61-80 The target is polymorphed into a new form for the duration of 1d4 days. Treat as spell caster level 10 for purposes of dispelling. Roll 1d12 to determine the new form: (1) Medium-sized ogre, (2-3) kobold, (4-5) orc, (6) lizard man, (7) bugbear, (8-9) goblin, (10-11) gnoll, (12) Medium-sized minotaur.
- 81-92 Roll again twice, ignoring any roll higher than 60.
- 93-95 The target's highest attribute increases by +1.
- 96-98 The target's lowest attribute decreases by -1.
- 99 The target permanently loses 1d4 hit points.
- 00 The target permanently gains 1d4 hit points.

Area 2-6 – Halls of Tar and Flame: Read or paraphrase the following:

The flagstones of the chamber are soiled and black, and the smell of burnt oil hangs in the air. Two stone archways stand on opposing ends of the room.

The first archway is decorated like an enormous fanged maw. The second archway is decorated like a pair of open, inviting lips. Past both archways are short halls. The floors of the halls are midnight black.

The floors of both halls – but not the main chamber – are covered by 6 inches of black, gooey tar. Those inspecting the floor beneath the tar discover that the flagstones are perforated with hundreds of 1-inch diameter holes. Both halls terminate at false doors that trigger identical traps.

Those walking through the sticky, gooey mess have their movement rates reduced to 5 feet per round. The false doors at the end of the halls are trapped with alarm spells. If any living creature comes within 1 foot of either door, the floor of the halls begins to sink at a rate of 1 foot per round. Tar oozes up through the holes in the floor, causing the level of tar to "rise" relative to the descending floor. The floors stop sinking after they are 10 feet below the level of the main chamber.

Simultaneously, a fusillade of flaming arrows is fired from secret panels in the false doors. Though the arrowheads – wrapped in flaming cloth – do less damage than true arrows, any arrow that misses a PC lands in the tar, setting the pool on fire. PCs caught in the conflagration take 1d12 points of flame damage per round (save vs. breath weapon for half damage). The fires burn for 20+1d100 rounds, staining the ceiling black with soot.

Snake Staff of Baba Yazoth

This polished black staff is carved from ebony in the shape of a slithering python. The staff serves as a +3 quarterstaff. Additionally, once per day the staff can be commanded to transform into a giant constrictor snake. When the transformation is complete, which takes a full round, the snake may attack any opponents within range. The attack form can either be a bite or an attempt to constrict. If a successful constrict attack (normal roll to hit) is made, the snake constricts for 2-20 HP of constriction damage. This use costs no charges. If the snake is killed, it reverts back into staff form and cannot be called back into snake form for 30 days.

The staff also allows use of the following spells:

Disintegrate (6 Level – uses 4 charges)

Teleport (5th Level – uses 3 charges)

Polymorph Other (4th Level – uses 2 charges)

Polymorph Self (4th Level – uses 2 charges)

Currently the staff has 23 charges remaining. If all of the charges are used up, the staff reverts to a mundane quarterstaff.



The true exit to the room is hidden behind a permanent image of a wall. A successful save vs. spell roll permits a PC to disbelieve in the wall, revealing the platform to the south.

Escaping the Dungeon: If PCs have entered via the portal in Area 1-5, the wall behind them is blank. If they entered the dungeons through Area 2-1, an obsidian portal stands on the north wall. Stepping through the portal teleports them to Area 1-5.

Fusillade of flaming arrows: mechanical; proximity trigger (alarm); repair reset; ranged attack (1d4, flaming arrow); multiple targets (1d6 arrows per target in hall);

Tar pit trap (secondary effects): mechanical; proximity trigger (alarm); repair reset; no attack roll needed (1d12 fire, per round, save vs. breath weapon for half damage).

Area 2-7 – Catacombs: Read or paraphrase the following:

A long hallway stretches before you, dust swirling about your feet. The air is thick with the palpable taste of death. Scores of rough alcoves are hewn into the rock walls. Within each alcove rests a skull and a pair of crossed bones.

Note that the door to 2-8 is locked; see Area 2-8 for details.

There are 101 alcoves in all; 77 of the alcoves have a skull and bones. The majority of the skulls are humans

and half-elves, but ogre magi and kobolds also figure prominently. Three of the skulls bear no resemblance to any of the known races.

Upon closer inspection PCs notice that each skull has a unique series of three runes branded onto its forehead. Those daring to lift the skulls from their resting places discover that a silver coin has been placed in each skull's mouth.

Magic users or bards may recall that the catacombs are the homes to all of the previous Babas of the infamous coven of Thirteen. Furthermore, these scholars recollect an obscure legend alluding to the end of the world when the reign of all 101 Babas has come to pass. Together, the coins and the skulls radiate a faint aura of magic.

Anyone foolhardy or greedy enough to steal silver coins from the resting places of dead witch queens incurs a subtle but deadly curse. In combat, any time a foe has the choice of targets, the foe chooses to attack the PC that stole the silver coin. If more than one PC steals a coin, each thief suffers a -1 "luck" penalty to all attack rolls and saving throws. This curse persists until the PC returns the coin, or (more likely) is the recipient of a remove curse spell cast by a cleric of 10th level or higher.

Those making obeisance or offerings to the skulls receive a +1 luck bonus on all attack rolls and saving throws for the next hour.

Area 2-8 – The Workshop of Flesh: The north doors are closed and locked. They can be unlocked with a standard Open Lock check. When opened, read or paraphrase the following:

The dark corridor opens to a wide, low-ceilinged chamber ringed by dozens of cages. Each cage contains a humanoid monstrosity – an elf with all her limbs amputated, a halfling with four vestigial tentacles, a dwarf with a third eye drilled into the center of its forehead, and worse. Statues of the major races ring the room, bearing anatomical tags and notes.

In the center of the room is a rack outfitted with manacles. Beside the rack stands a short table outfitted with dozens of exotic knives, saws and hand drills. The floor about the rack is sticky with dried blood.

The Witch Queen's assistant, Amokra, is working in the laboratory, preparing for her latest experiment: an attempt to transplant the head of a human to the body of a monstrous snake. The medusa is obsessed with the mysteries of life, and spends all her time experimenting with "improving" her subjects. Most of Amokra's experiments end in the death of her subjects. Those that survive are invariably driven mad with pain.

If the PCs drew the "Snake" in Area 1-5, Amokra has the Snake Staff of Baba Yazoth. She uses the staff in combat, expending charges each round to polymorph the PCs into aberrations. Amokra also wields the staff in combat as a +3 quarterstaff,

Secret Door: A standard search discovers the latch releasing the secret door in the west wall.

Iron Cages: There are 15 iron cages in the room. Seven of the cages hold aberrations, humanoids twisted by Amokra's demented experiments. GMs are encouraged to describe the aberrations in all their tormented forms, but regardless of shape, additional limbs, etc., all of the aberrations are mad and feeble-minded. They do not attack or take any action of their own, other than eating what is placed before them. The aberrations have 1d8 hit points each and are not even cognizant enough to respond to attacks. A casual observer notices that all of the aberrations have been blinded. Amokra did this in order to render her subjects immune to her gaze.

Tactics: Amokra is slow to attack, preferring instead to lure the PCs close before removing the hood of her cloak. Then she throws herself into battle, hoping to petrify or wound enough of her opponents to escape from the laboratory.

Strong Wooden Door: thickness 3 in.; hp 20.

Amokra, Improved medusa: No. Appearing 1, AC 4, Movement 9", HD 8d8, HP 50, No. of Attacks 1, Damage per Attack 1-4 or 1-6/1-8 (short sword), Special Attacks gaze turns to stone + poison, Special Defenses nil, MR standard, Intelligence High, Alignment LE, Size M, Possessions: Chain shirt +1, +3 Frost Brand short sword, 2 scrolls of flesh to stone, gem-studded torc (100 gp), hooded red cloak.

Area 2-9 – The Wailing Well: Read or paraphrase the following:

A gaping well looms before you, plunging down into nothingness. The stone walls of the well are pitted and crumbling, and a steady, chill wind rushes down the well. A droning wailing echoes up from inside the well, rising and falling like an endless dirge.

Down the center of the well hangs an enormous, glittering chain.

Used by witches and their ilk to contact dark powers, the Wailing Well descends 666 miles before finally emptying into the infernal planes. The chain is made of silver and is magically enhanced to bear its own weight. The chain descends to the entire length of the pit, and is the safest way to descend or ascend the well. The southwest entrance (the cave leading from Area 2-3) is 70 feet below the top of the well.

Living in niches in the walls of the well are 16 pale,

goblin-like albinos known as Lost Ones (new monster – see below). All are aberrations escaped from the medusa's experiments in Area 2-8 and all bear signs of manipulation: vestigial limbs, enlarged or additional sense organs, amputations and the like. The Lost Ones survive by preying upon one another; they attack creatures entering the well with a ferocity driven by madness and starvation.

The Lost Ones gibber and howl constantly. The sole exception is when one is attempting to sneak up on its prey. Their howling causes all creatures within the well to be affected by a confusion spell for 1d4 rounds unless they succeed on a saving throw vs. spells. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the howling for one hour.

The walls of the well are easy to climb. The silver chain is similarly easy to climb, and free of Lost Ones. The gibbering albinos hurl sharpened stones at those out of reach or trying to climb the chain. The chain is secured to the ceiling of the pit by an enormous silver bolt.

Demons of the Well: Multiple wards prevent demons from ascending into the prime material plane without invitation, but these wards only defend the upper portions of the well. Those descending more than 30 miles down the well encounter dozens of demons patiently biding their time through the ages. The demons will offer power, wealth and magic to the PCs, all in the hope of simply being invited across the threshold; once this minor detail is attended to, the demons will wreak untold destruction upon the PCs' home planes. It is left to the GM to decide the specific plane to which the well leads, and the nature of its demonic denizens.

Lost Ones (new monster): No. Appearing 16, AC , Movement 12", HD 1, HP 5, No. of Attacks 2 or 1, Damage per Attack 1d4 x2 (claws) or 1d3 (stone, ranged), Special Attacks see below, Special Defenses Infravision, see below MR standard, Intelligence average, Alignment CE, Size S, Possessions: nil.

Special Attack/Special Defense – wailing: All creatures within the well must succeed on a saving throw vs. spells or be affected as though by a confusion spell for 1d4 rounds. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the howling for one day.

Area 2-10 – Summoning Pit: Read or paraphrase the following:

Steep stone stairs descend to a smoky chamber. In center of the room is small, square pit. In the center of the pit is an enormous sigil surrounded by scores of burning candles. Three demonic quasits scurry up and down the steps of the pit, hurriedly working to replace burned out candles.

There are literally hundreds of candles on the stairs

and in the pit. Trapped within the sigil is an invisible enhanced bone devil. So long as the quasits are allowed to keep replacing the candles, the devil is unable to escape. The quasits are only barely able to keep enough candles lit; if the quasits are attacked, or if the PCs extinguish any candles, the sigil's protections fail, releasing the enhanced bone devil.

Unmolested, the devoted quasits ignore the PCs. If the quasits are attacked, they fight in self-defense and attempt to flee at the first opportunity.

If freed, the bone devil begins combat by sealing off all exits to the room with walls of ice. Note that this does not constitute an attack, and does not end the devil's invisibility. The devil follows up by radiating fear and plunging into combat. The devil is loathe to summon any of its fellows, and only does so if the battle turns against it and escape proves impossible.

Treasure: If the skull card was drawn in Area 1-5, the Snake Staff of Baba Yazoth is inside the sigil with the demon, resting on the floor. PCs might easily misconstrue that the quasits are attempting to keep the staff trapped.

Quasit: No. Appearing 3, AC 2, Movement 15", HD 3, HP 17, No. of Attacks 3, Damage per Attack 1-2/1-2/1-4, Special Attacks Dexterity drain unless save vs. poison is made, Special Defenses Infravision, regenerate 1 HP/round, invisibility at will, cause fear, MR 25%, fully immune to cold, fire and, lightning, Intelligence low, Alignment CE, Size S.

Enhanced Bone Devil: No. Appearing: 1, Armor Class: -2, Movement: 15", Hit Dice: 10 (d10), Hit Points 96, No. of Attacks: 1+3 or 3, Damage per Attack: 3-12 + 1-8/1-8/2-16 or 1-8/1-8/2-16, Special Attacks: Snare (see below), spell-like abilities, Special Defenses: Infravision, spell-like abilities, MR: 50%, Intelligence: Very, Alignment: LE, Size: L (9.5 ft tall).

Snare: Enhanced Bone Devils have a great bone hook they employ to snare and wound opponents. Any creature caught (hit) by the bone hook has a 50% chance of being stuck fast. The bone devil will then strike such victims with each of its claws doing 1-8 HP and its tail doing 2-16 HP of damage, plus causing a loss of strength (1-4 points) unless a save vs. poison is made. Strength loss lasts for 10 melee rounds.

Spell-Like Abilities: At will (not disrupted by melee) fear in a 5' radius sphere, create illusion, fly, become invisible, detect invisible, fear (spell), and summon another bone devil (40% chance of success). Twice per day, it is able to create a wall of ice, per the spell.

Level 3: Sett of the Witch Queen

The lair can only be entered after PCs have used the Snake Staff of Baba Yazoth to unlock the hidden seal in Area 1-5. Once placed into the seal, the staff can only be removed by the Witch Queen, a divine power, or a wish spell.

Beneath the seal is a passageway extending directly down for 500 feet. This passageway leads to the Sett, an extradimensional space tied to the hut (Area 1-5). The Sett cannot be entered from below, and cannot be discovered by those investigating the waters beneath the hut (Area 1-3). The passageway is devoid of rungs or stairs, and must either be climbed or negotiated by magic.

As an extra-dimensional space, teleportation in or out of the Sett is impossible. Additionally, the walls, ceiling and floors of the Sett are bound with lead-laced mortar and protected by powerful wards. PCs inspecting the walls recognize this crucial aspect of the Sett.

Enchanted Masonry Wall: thickness 2 ft.; hp 180.

Strong Wooden Door: thickness 3 in.; hp 20.

War of the Witch Queen: The Witch Queen is immediately aware of any magic users entering her lair. Simultaneously, a magic user entering the final dungeon level is immediately set on edge, as if being watched and stalked by a predator.

The hair on his neck stands on edge, his heart races, and he constantly feels as if he is being watched. Magical defenses from scrying do not prevent this emotion, as the magic user is being watched and evaluated by the Sett itself. The Sett is attempting to determine which is more powerful, the Witch Queen or the PC magic user.

For every 10 minutes a sorcerer spends in the Sett, roll 1d8 and consult the table below:

Roll	Result
1	The sorcerer is struck by a vision lasting 1d4 minutes. The PC is stunned and cannot take any action until the vision passes (save vs. paralysis to negate). The sorcerer sees a vision of herself as the Witch Queen, ruling over the Northlands with uncontested might, forcing the feeble nations of man, elf and dwarf to kneel before her awesome power.
2-3	The sorcerer hears a voice whisper in her ear: "Strike quick, lest the quarry escape the hunter!"
4	The Sett tests the sorcerer's moral and physical resolve, inflicting 1d8 hit points of negative energy damage (no save) draining the sorcerer's soul. The sorcerer immediately knows that she can regain these lost hit points by redirecting the drain

- to one of her companions. By touching a companion, the sorcerer is healed 2d12 points of damage, while her companion loses an equal amount (a save vs. spells negates the exchange). This exchange does not work on foes.
- 5-6 The sorcerer sees a fleeting vision of Kyleth the Witch Queen, beckoning the PC sorcerer closer. With an Intelligence or less roll on d20, the PC can recall details of the Witch Queen and her surroundings (as per the description of Area 3-5).
- 7-8 The sorcerer is faced with a test of force of personality. Both Kyleth and the PC sorcerer roll contested Charisma checks (1d20 + Charisma + sorcerer level). If the PC wins, she gains 1 additional 1st-level spell for the day. If the PC loses the contest, she loses her lowest remaining spell for 1 day (1st-level or higher). For quick reference, Kyleth's level is 9 and her Charisma is 17.

Areas of the Map

Area 3-1 – The Pit of Hags: Read or paraphrase the following:

After what seems like hours, the well comes to an end, emptying into a small chamber.

The first thing you notice are the statues: four sculptures stand in each corner of the room. The first depicts a young girl dressed in simple peasant rags. The second statue depicts a young woman arrayed as a sorcerer's apprentice. The third statue depicts a majestic sorceress, garbed in regal robes. The last statue depicts a withered crone, bent with age and leaning on a crude wooden staff.

Two double doors stand on opposing sides of the room. The first set depicts carvings of the girl and the apprentice framed by roses. The second set depicts carvings of the sorceress and the crone, framed by rose thorns.

The young hag doors lead north; the old hag doors lead south. While both sets of doors are locked, both are dead ends leading only to danger.

The secret door in the eastern wall can be found with a standard search. However, unless PCs are specifically searching the eastern wall, they find the secret door in the western wall first. This secret door is a trap; PCs opening the door trigger a phantasmal killer trap.

Phantasmal killer trap: magic device; proximity trigger (alarm covering the false secret door); automatic reset; spell effect (phantasmal killer, 4th-level illusionist spell, save vs. spells to disbelieve).

Area 3-2 – Hall of Thorns: Read or paraphrase the following:

The doors open to a vaulted hallway decorated by hundreds of stone roses. The flowers crawl up the walls and ceiling, imitating an artificial garden. For all the creator's attention to detail, the roses are all the color of granite, making the rusty stain in the center of the hall seem all the more vibrant.

At the far end of the hall stand a pair of ornate gold doors.

As PCs might suspect, this entire hallway is a trap. Halfway down the hall are a series of sensitive pressure plates. Triggering the plates unleashes a hail of poisoned thorns. Every target in the room is attacked by 2d6 thorns per round for 2 rounds.

The doors at the end of the hall are false and cannot be opened, regardless of any attempt to pick the doors' ornate lock. Touching the doors triggers a hail of thorns identical to the first. Those breaking down or destroying the doors find nothing but blank stone. The doors are wood painted with faux-gold paint.

Rose thorn hall: mechanical, magical; 2 location triggers (hall floor, doors); automatic reset (takes 3 rounds); poisoned thorns (2d6 darts, damage plus poison); poison (1d4 additional points of damage from poison; save vs. poison for no effect).

Area 3-3 – Crimson Descent: The stone steps appear identical those found on stairways elsewhere in the dungeon, but when weight is placed halfway down the flight they collapse to form a steep slope of polished stone. PCs failing a Dexterity or less on a d20 roll are pitched down the slope and into the spikes waiting at the corners of the staircase, taking 8d8 points of piercing damage (roll Dexterity or less on d20 to save for half). Reduce the damage by 1d8 for each additional PC that is struck (the first PC takes 8d8, the second 7d8, the third 6d8 and so on), as the bodies of the PCs fill up the trap.

The spikes at the corners of the slides are hidden behind permanent images of walls. A save vs. spells roll permits a PC to disbelieve in the wall, revealing the hidden wall of spikes. Note that this information might not be enough to save them from the trap.

Well-Camouflaged Collapsing Stairs Trap: mechanical; location trigger; automatic reset; slide into spikes (8d8, roll Dexterity or less on d20 to save for half; subsequent targets take 1d8 less per target before them); multiple targets (any target on the stairs).

Area 3-4 – False Queen: Read or paraphrase the following:

An ornate archway stands before you, carved with icons recording the 4 incarnations of the witch: child, apprentice, queen, and crone. Past the arch



is a raised marble pedestal; resting atop the pedestal is a glass coffin. Inside the coffin you can make out white silk bedding and a woman in repose, her black hair spilling off the silken pillow.

Upon closer inspection, the body in the coffin is identical to Kyleth, the Witch Queen. This is an illusion, a permanent image placed over an improved night hag. A save vs. spells permits a PC to disbelieve in the illusion, revealing the wicked hag's true form.

If the glass coffin is disturbed or if the illusion is detected, the coffin detonates, hurling massive shards of hardened glass about the room. Each creature in the room (excluding the night hag) is targeted by 1d8 shards that inflict 1d4+1 points of damage per hit (save vs. breath weapon to save for half damage). The night hag launches herself into combat, hoping to overcome the PCs, and then use their equipment to slay Kyleth.

Note that Kyleth has stolen the night hag's heart stone, denying the hag the use of her dream haunting and ethereality abilities.

Improved Night Hag: No. Appearing 1, AC 0, Movement 9", HD 10, HP 90, No. of Attacks 1, Damage per Attack 2-20, Special Attacks see below, Special Defenses Infravision, MR 65%, totally immune to sleep, charm, fear, fire-based and cold-based spells, requires +3 weapons or better to hit Intelligence Exceptional, Alignment NE, Size M.

Special Attacks: special attack sequence – see MM for details; spell use, at will – magic missile, ray of enfeeblement, know alignment, polymorph self, gate low level demons and devils (type 1 or barbed devil),

Exploding Glass Coffin: mechanical; location trigger; manual reset; ranged (1d4+1, shard); multiple targets (1d8 shards per target in Area 3-4), (save vs. breath weapon to save for half damage).

GM Note: Encounter Area 3-5 is time-dependent and may not immediately devolve into combat. GMs should be familiar with the text and the Witch Queen's motives before running the encounter.

Area 3-5 – The Witch Queen: Because of the powers of the Sett, Kyleth is fully aware of the PCs' presence and cannot be surprised. Read or paraphrase the following:

The door opens to reveal a throne room. The walls of the chamber are lined with black tapestries woven with gold and silver thread, illustrating some sort of history or event. The floor of the chamber is made of flagstones deeply scored to form a series of squares, like a chessboard. Stone gargoyles perch along the seam where the vaulted ceiling meets the walls, snarling at you through their marble fangs.

At the far end of the room a throne sits atop a high stone dais, surrounded by a ring of black candles. Carved from the trunk of an ancient, withered tree, the throne seems to pulse with power. To either side of the throne is an iron cage. Inside the cages are captives dressed in filthy rags, their arms held out to you in supplication.

Atop the throne, dressed in a slim fitted dress the color of the night sky, sits the Witch Queen. "Welcome, friends," she smiles, then waves to her captives. "As you can see, I've been expecting you."

Kyleth knows that if the PCs have made it this far, her only hope for survival is flight. The Witch Queen lures the PCs into conversation, in an attempt to stall for time, allowing the candles around her to burn to the ground.

The candles surrounding the throne are tapers of teleportation (new magic item – see Appendix 1); if allowed to burn down to the ground, Kyleth and any beings within the circle are teleported to Area 3-1. Upon entering the room, the PCs have precisely 10 rounds to defeat Kyleth. The tapers can be only extinguished through the use of a dispel magic spell (or similar effect) against a caster level 12 item. Dispel magic does not extinguish the candles, but does render them non-magical for 1d4 rounds, during which time the tapers can be extinguished like regular candles. A dispel magic effect that is timed to overlap the

candles' burning out prevents the teleportation from taking effect.

The captives resemble the PCs' friends and family, but these "prisoners" are actually dretches disguised by illusions. Kyleth studied her subjects carefully, ensuring that the illusions were accurate down to the finest detail (save vs. spells to disbelieve, or interacting with the dretches, negates the illusions).

If the PCs attack, Kyleth waves her hand, resulting in the following:

- The walls of the cages descend, releasing the dretches to "flee" towards the PCs.
- The gargoyles along the walls gout streams of acid that begin to fill the chamber, rising one inch per round, to a total of 5 inches. The acid causes 1d10 points of damage per round to anyone standing in the room. The throne sits atop a stone dais, saving Kyleth from any acid damage. The dretches are immune to the first 10 points of acid damage.

Combat: While Kyleth will not shy away from destroying the PCs, her first goal is survival. A collected and pragmatic villainess, the Witch Queen will do her best to stall for 10 rounds, allowing her to escape the PCs' wrath.

Kyleth is a powerful sorceress, and is fully prepared for the PCs' onslaught. She has taken the opportunity to cast the following spells:

- Mage armor, -4 AC (reducing AC). (11 hours remaining) (see Legacy of the Savage Kings for 1E spell description)
- Protection from good, -2 AC (reducing AC), +2

bonus to saving throws vs. attacks made by good creatures. (9 minutes remaining)

- Shield, negates magic missiles, acts as AC 2 vs. hand held missiles, AC 3 vs. propelled missiles, and AC 4 vs. all other attacks; grants +1 save bonus for frontal attacks. (8 minutes remaining)
- Blur, -4 on first attack, -2 on subsequent attacks, grants +1 to saves vs. direct magical attacks (2nd Level MU spell, similar to 2nd Level Illusionist spell in all respects). (9 minutes remaining)
- Fire shield (Variation B – see PHB), fire-based attacks saved against at +2 for half or no damage, cold-based attacks are normal, except that failed saves result in double damage to protected creature. (10 rounds remaining)
- Stone skin, virtual immunity to any attack by cut, blow, projectile or the like; see UA for full spell description. (109 minutes remaining, or until discharged)

Kyleth's AC against good PCs: AC -9 vs. hand held missiles, -8 vs. propelled missiles, -7 vs. all other attacks.

Kyleth's AC against neutral and evil PCs: AC -7 vs. hand held missiles, -6 vs. propelled missiles, -5 vs. all other attacks.

The casting of these spells is reflected in parenthesis of Kyleth's stat block.

Crown of the Sett: Carved from the collarbone of Baba Yazoth, this powerful magic item is the key to Kyleth's powers. So long as the Witch Queen wears the Crown and is within the Sett, she casts and knows spells as if she were 3 levels higher (magic user level

Crown of the Sett

Carved from the collarbone of Baba Yazoth (in one of the crone's many incarnations), the Crown is key to accessing the powers associated with the Demesne and Sett of Baba Yazoth.

The Crown can only be worn by magic users. Anyone else donning the Crown takes 3d20 points of cold damage (save vs. spells for half damage).

While worn, the Crown increases the wearer's effective casting level by +3, including spells known and spells cast per day. The Crown also allows the use of the following spell-like abilities:

- Light, at will.
- Dispel magic, 3/day.
- Monster summoning I, II and III, each 1/day.
- Teleport without error, across any distance or plane without error to Area 3-1, 1/month.
- Geas, 1/year.

With the exception of the teleport ability, the Crown's powers are only effective when used within the confines of the Sett and Demesne.



11). PCs will likely have little knowledge of the artifact or its specific powers as these details have been closely guarded secrets of the head of the witches' coven.

Treasure: In addition to the Crown of Sett, Kyleth also carries the heartstone belonging to the improved night hag in Area 3-4. The periapt instantly cures any disease contracted by the holder and provides a +2 bonus on all saving throws. The periapt shatters after ten uses (any disease cured or saving throw affected counts as a use). If sold, an intact heartstone brings 1,800 gp.

The tapestries arrayed about the room are a pictorial history of the Sett, from Baba Yazoth to its present Queen. (If a PC magic user takes up the Crown of the Sett, a tapestry begins to re-embroider itself, to reflect the new Witch Queen or King.) Removed from the Sett, the tapestries lose their magical powers, but are still worth up to 15,000 gp to the right buyer.

Hidden from sight behind the throne is a small boudoir containing a simple bed, rations for a week, and a simple iron coffer. Inside the coffer is a pouch containing 3 fire opals (worth 1,000 gp each) and a single blue diamond (worth 5,000 gp), a leather riding purse containing 10 pp, 50 gp, and 100 sp, cursed bracers of defense -4, tied with red lace and red dragon leather, and a book of bound scrolls containing the following magic user spells: secret shelter, fear, acid arrow, blink, haste, animate dead, geas, secret chest, permanency, stone to flesh, power word stun, guards and wards.

The Witch Queen is far too paranoid to keep her wealth hidden in the same place as her primary shelter. A successful standard secret door search reveals a map hidden behind a loose stone in the south wall; drawn on the scroll is a map to the Witch Queen's trove. It is up to the GM to decide the protections and traps Kyleth uses to protect her wealth.

Kyleth's Flight: Astute PCs will reason that the Witch Queen is bound by the same limitations they are, namely that the Witch Queen cannot teleport across planes. Therefore she must have teleported to someplace else in the dungeon. PCs that hurry back into

Area 3-1 still have the chance to defeat Kyleth.

If Kyleth is defeated, go to Wrapping Up: Demise of the Witch Queen.

Kyleth the Witch Queen, female half-elf MU8: No. Appearing unique (1), AC -9 vs. hand held missiles from good opponents, -8 vs. propelled missiles from good opponents, -7 vs. all other attacks from good opponents (add +2 to Kyleth's AC, increasing AC, vs. neutral or evil opponents), Movement 12", HD 8d4, HP 30, No. of Attacks 1, Damage per Attack 1-6+1/1-8+1 (+1 spear), Special Attacks spell use, Special Defenses Infravision, MR 30% resistance to charm and sleep, Intelligence Above Average (14), Alignment CE, Size M, STR 7, DEX 16, CON 13, INT 17, WIS 10, CHA 17, Possessions: bracers of defense AC 5, ring of protection +1, spear +1, nigh hag's heartstone, Crown of Sett.

Spells in effect (see page 65 for full details): mage armor, protection from good, shield, blur, fire shield/chill shield, stone skin.

Magic User Spells Known (spells per day: 6/6/5/3/3 [includes INT spell bonuses equivalent to WIS spell bonuses]): 1st Level – alarm, charm person, darkness, detect magic, light, mage armor, magic missile, protection from good, read magic, shield; 2nd Level – blind, blur, flaming sphere, mirror image, scare, web; 3rd Level – dispel magic, fireball, fly, haste, lightning bolt, monster summoning I; 4th Level – fear, fire shield, black tentacles, stoneskin 5th Level – cone of cold, teleport.

Dretch (minor demon): No. Appearing 8, AC 2, Movement 9", HD 4, HP 24, No. of Attacks 3, Damage per Attack 1-4/1-4/2-5, Special Attacks spell-like abilities at will: darkness, scare, stinking cloud, telekinesis, teleport, gate, Special Defenses Infravision, MR 30%, Intelligence semi to low, Alignment CE, Size S, Possessions: nil.

Wrapping Up: Demise of the Witch Queen

Read or paraphrase the following:

The Witch Queen cries out in pain, collapsing to the floor. Instantly the ground begins to tremble and shake. A howling fills the air as hundreds of apparitions swirl into the room, screaming with macabre delight.

Allow PCs to declare their actions, then read or paraphrase the following:

The ground opens up beneath the Witch Queen, gouting flames of hell-fire and the stench of burning corpses. Kyleth pulls herself to one knee, her face twisted in rage and anger.

"This is not over!" she screams, but the rest of her curse is drowned out by the howling of damned souls. A monstrous, taloned hand erupts from the earth, seizing the Witch

Queen around the waist, and drags the Witch Queen wailing into the fiery darkness. The ground closes over them, and the rumbling slows and finally ceases.

All that is left of the Witch Queen is her scorched bone crown.

Kyleth's skull, now marked with 3 runes and a single silver coin, appears in the alcoves of Area 2-7.

THUS ENDS THE WAR OF THE WITCH QUEEN

Further Adventures

With the demise of Kyleth, the PCs are welcome to take up the Crown of Sett and the title of Witch King or Queen. The PC doing so immediately benefits from the Crown's magic, as detailed in the Crown's description. This opens a host of adventure possibilities as the new ruler of the Sett is beset by witch challengers, power-hungry demons, and requests of assistance from the nations of good. PCs quickly discover that the title of Witch Queen is larger than the hero or villain who wears the Crown, and that it takes a mighty hero indeed to rule the Demesne of Baba Yazoth for long.

As for Kyleth, her soul was traded to a fiendish power long ago. But what those powers do with their new plaything is up to the GM. Kyleth may be truly dead, her soul transformed into a pitiful dretch, or she might return in short time, a newfledged cambion, all the more cruel and wicked for her torment at the hands of archdemons.



War of the Witch Queen

Level 1

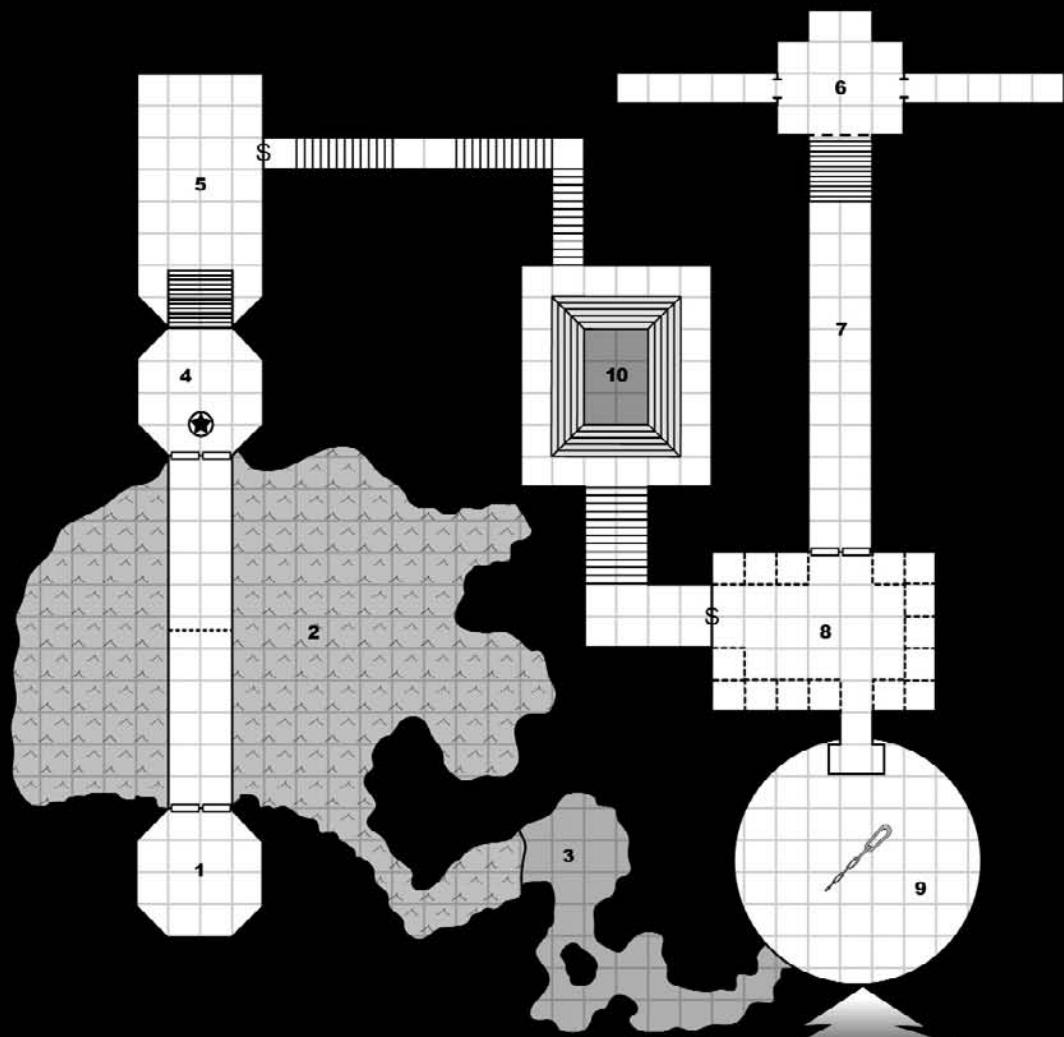
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War of the Witch Queen

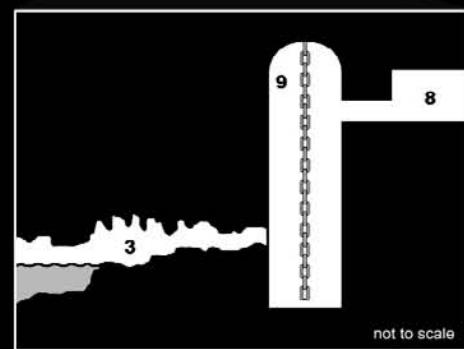
Level 2

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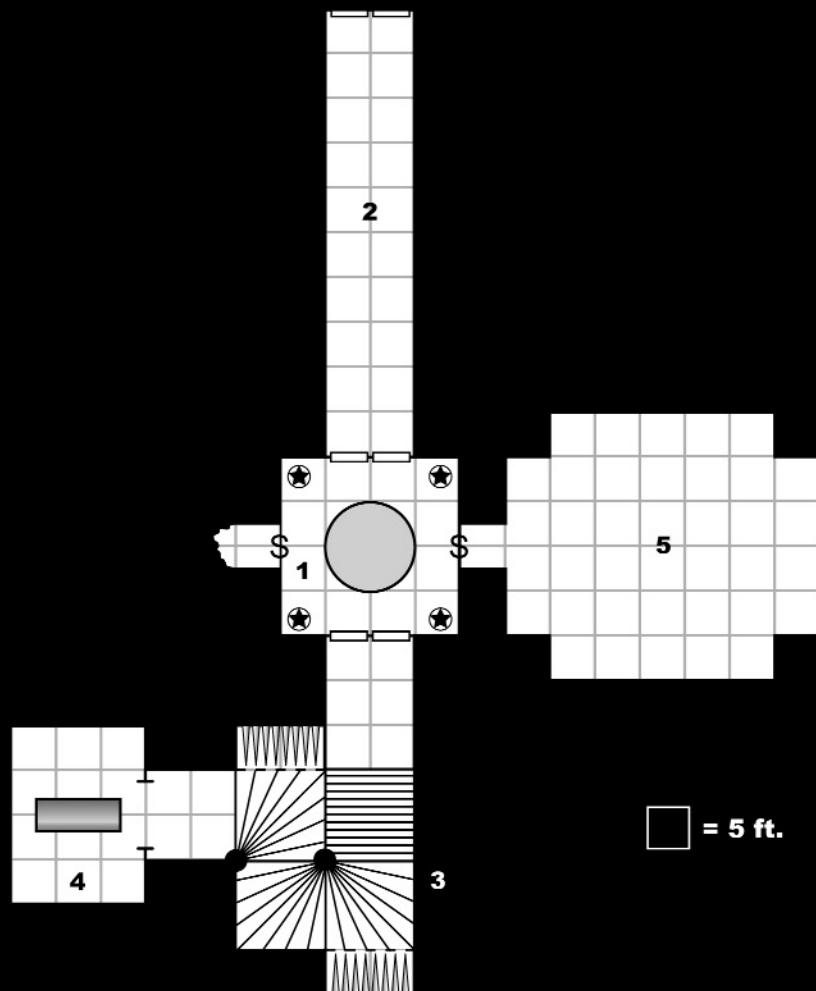
Key

= chain hanging down into pit.



War of the Witch Queen

Level 3



Appendix 1: New Items

Mundane Items

	Dmg (S)	Dmg (M)	Dmg (L)
Warblade	1d6	2d4	3d4

The warblade is a similar in length to a longsword, though hung on a longer pommel for two-handed use. In the hands of a trained warrior, the warblade exhibits surprising agility and a respectable cutting ability.

The high drow have embraced the use of the warblade, mastering the art of fighting with the warblade in conjunction with bucklers. High drow warblades can be highly stylized, exotic affairs, with serrated blades and elaborate cross guards being common.

When used one-handed, a warblade does damage as a longsword.

Magic Items

Ars Maleficus: This massive tome is bound in the skin of an elder medusa, and contains the collective knowledge of seventy-seven unbroken generations of practicing wise women, witches and warlocks. While the knowledge contained in the tome has often been put to sinister ends, it is not evil in and of itself.

If a magic user studies the contents exclusively for 20 months minus his Intelligence score, he gains a permanent +1 to his Intelligence score. In addition, a magic user that has mastered the text acquires the following spell-like abilities while working with the massive tome in hand: 1/week - bestow or remove curse, scare, scrying, and geas. These abilities are as the spells cast by a 13th level magic user (or cleric).

The tome always ends on a single blank page. If a magic user draws a pint of her own blood and mixes it with 10,000 gp worth of rare inks and powered gems, she may cast arcane mark on the page to special effect: if the mage is killed she will be resurrected, as per the spell (cleric level 13), on the next full moon following her death. The arcane mark fades as the days count down to the next full moon, then disappears completely when the mage is resurrected. Preparing this special ink costs the caster 1 permanent point of Constitution. Weight 6 lb.

Blight Blades: Blades wrought from Blight are unusually rigid and do not hold an edge as well as steel. The blades tend to chip in battle, forming jagged, serrated edges; these edges are poorly suited for armored battle, and yet are ideally suited for cutting. Blight is not an easy material to work with. But for those who have the talent, persistence, or skill, the results are often weapons of legendary evil.

Every Blight Blade that has survived creation is considered a unique weapon. Blighted blades are not magical and do

not register as such if subjected to detection. (They do register positively if evil is detected, due to the Blight, an evil property.)

Because of their quickly serrated edges, Blight Blades convey a -1 penalty to attack opponents wearing heavy armor. However, the wounds they do inflict are always deep and ragged. A cut from a Blight Blade does 2 additional points of damage. Worse, the bleeding from a mortal wound dealt by a Blight Blade cannot be stopped by mundane means. Unless treated with healing magic, the victim will bleed to death at the rate of 2 hit points per round.

Blight Blades are of sufficient quality for enchantment, and readily take to curses; often casters discover that their curse has been somehow augmented.

Price 800 gp plus the cost of the normal item; double-bladed weapons cost double (+1600 gp).

Blighted Helm: This savagely-horned helmet is wrought entirely of the dark, metallic Blight and has no visor. It would seem that anyone donning the helmet would be blind. This is true, but not in the traditional sense.

The helmet instantly slays anyone of 3 or less levels or hit dice that tries to wear it (no save permitted). For those that survive the culling, the results are both a blessing and a curse:

- The Blighted Helm allows the wearer to see the Ethereal Plane, perceiving the Prime Material Plane as an overlay of ghostly images.
- The Blighted Helm grants the wearer a +2 attack bonus.

Being made of refined Blight, the Helm also accrues certain disadvantages:

- The wearer gains no experience from any activity, combat or otherwise, while the helm is worn. Any experience thusly gained is lost. (Sinister GMs might wait for a character to fail to gain expected levels before divulging this trait.)
- Any time the wearer enters combat, he flies into a blood-letting frenzy identical to an enraged barbarian or berserker, with two exceptions: the frenzy cannot be ended prematurely, and the wearer becomes unable to distinguish friend from foe, indiscriminately attacking any creature within 30' for as long as the frenzy continues.

Weight: 3 lbs.

Deck of Fates: This group of cards make up a 72-card deck that together comprise a fabled artifact known as the Deck of Fates. When all 72 cards are present, the holder is rumored to be able to predict future events with a great

degree of accuracy. But even the lesser deck of 12 cards can work powerful magics. Mere possession of the deck grants a +1 luck bonus to all saving throws. It also allows the user to cast augury 1/day, divination 1/week, and legend lore 1/month. Further details of this legendary artifact are left to the discretion of the GM as to how it fits into his or her campaign.

Dram of the Ancients: The affected creature gains greater vitality, strength and stamina. The elixir grants the subject a +4 enhancement bonus to the imbiber's Constitution and Strength for 1d6 days.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

The elixirs are poisonous and incredibly dangerous. Subjects consuming but a single dose must succeed on a save vs. death magic or age $10 + 1d10$ years once the potion runs its course, their bodies irrevocably damaged by the dram's foul magics. If multiple quantities of the dram are consumed, the effects do not stack; the saving throw target for avoiding the dram's deadly effects is lowered by 1 for every additional dram consumed.

Price 1,500 gp in rare Underdeep roots and fungi.

Gauntlets of Fire Resistance: The wearer of these forearm length enchanted gauntlets is afforded the same protection against fires and fire-like spell effects as a wearer of a ring of the same name. The gauntlets have the added benefit of permitting the wearer to handle extremely high temperature metals, such as would occur in the forging of weapons, with no increased risk of taking damage from the heated metal.

Master Collar of Savathiem: Fashioned of stone, these tight fitting collars are inscribed with runes of binding and control, and are adorned with numerous small jewels. The master collar is the complementary item and is linked to one or more slave collars in that the wearer of the master collar is able to remain in constant telepathic surveillance of the wearers of the slave collars. In addition, the master slave collar permits the wearer to draw HP from any creatures wearing the slave collars; any wearer of the slave collar that is reduced to zero hit point in this manner is killed instantly with no save.

Necklace of Spellstoring: This necklace acts like a ring of the same name in all material respects. This particular necklace contains blink and darkness 15' radius.

Ring of the Ram: See the UA for full description.

Slave Collars of Savathiem: Fashioned of stone, these tight-fitting collars are inscribed with runes of binding, and are adorned with 3 small jewels. Each jewel is worth a minimum of 750 gp. The collar prevents the wearer, typically a summoned creature from the lower planes, from returning to their home plane. In addition, the collar keeps the wearer under constant telepathic surveillance by the person or

creature in possession of the master collar of Savathiem.

Suit of +2 Leather Armor of Cold Resistance: This magical armor is constructed of the hide of a silver dragon and affords the wearer a base armor class equivalent to that of +2 leather armor (i.e. AC 6). In addition, the wearer is totally immune to the effects of normal cold, such as weather conditions in arctic regions. Very cold conditions, including spell effects such as cone of cold, ice storm or a wall of ice will cause 10 points of damage per round if the wearer is directly impacted by the conditions. Exceptionally cold conditions, such as the breath weapon from a silver dragon, are saved against at +4 on the die roll, and all damage dice are calculated at -2 per die, but never reducing the die result to less than one.

Tapers of teleportation: These candles are enchanted with very powerful magic. If allowed to burn completely down to the ground, any beings within a circle of such candles are teleported to an area previously designated by the magic user employing such tapers. The tapers can be only extinguished through the use of a dispel magic spell (or similar effect) against a caster level 12 item. Dispel magic does not extinguish the candles, but does render them non-magical for 1d4 rounds, during which time the tapers can be extinguished like regular candles. A dispel magic effect that is timed to overlap the candles' burning out prevents the teleportation from taking effect.

Zombifying gas: a greenish, odorless poison gas that is slightly lighter than air, so that it rises through the air in an otherwise air-filled room. When released, zombifying gas instantly disperses to fill its containment, mixing with the air or other gases present. All those within a 5 ft. radius of the crushed vial or vessel must make saving throws vs. poison at -1 or drop to the floor, apparently dead. Those affected are not truly dead, but instead faux-undead creatures, cold and clammy to the touch, deathly-white skinned and glassy-eyed, which rise up the next round, lashing out at the nearest living creature. The madness lasts for 20 rounds, minus the victim's Constitution, or until a curative spell is cast upon the victim, they are knocked unconscious, or they are killed.

Appendix 2: New Races

Drow, High

Ages ago, when the elvenfolk were but new to the face of the earth, the sylvan clans were torn by discord. After many centuries of warfare, those of sinister and cruel bent were exiled, condemned to the underworld. Here, amid the endless warrens and gloomy fairylands, the wicked elven-folk preyed upon one another for their survival, and the race was nearly exterminated through their own malice.

A lucky few escaped the internecine wars, and in time they would grow to become what are now known as drow. Modern sages and drow savants alike agree that the progenitors of their race, with their ceaseless, warlike ways, were the cause of their own demise, eons past.

While most of the elven exiles did perish, either under the swords of their brothers, or to monsters of the Underdeep, a few clans of elder drow still persist, ruling over their realms as decadent, inbred sovereigns of matchless depravity.

With their black skin and exaggerated features, high drow are as mirrors to the gray elves, resembling the scions of sylvan nobility more than they do their own drow descendants. Uncounted generations of inbreeding has rendered the race weak, with fragile physiques and shattered minds. High drow are insanely cruel at best, and deformed monsters at worst. Over one third of all high drow are born albinos with broken frames wracked with pain; these ael'cin are immediately cast out into the wilds of the Underdeep, where most quickly die to the depredations of monsters. A few survive, prolonging their pained existence with a determination understood only by the mad (see Ael'cin, below).

Culture: The high drow exist in a martial culture, founded on the work of an indeterminable number of slaves. Coinage, gems and other such signifiers of material worth are meaningless to them; instead, a high drow's station and rank is accorded solely on his or her prowess in battle. A civilization of depraved, insane aristocrats, the high drow exist only to force their will on those weaker than themselves.

High drow practice both devilry and demon worship, often petitioning infernal powers for aid in battle against their foes. It is not uncommon to encounter high drow with more than a taint of infernal blood running in their wicked bodies.

High Drow Racial Traits

- Spell Resistance to charm and sleep spells equal to 50% + 2% per level. Exposure to the strange, mystical radiations of the Underdeep has rendered the high drow resilient to weaker dweomers too.
- -2 Strength, +2 Dexterity, -2 Constitution, +2 Charisma. After eons of inbreeding, the high drow are frail, but their insanity often manifests as a persuasive self-confidence.

- Medium: as Medium creatures, high drow have no special bonuses or penalties due to their size.
- A high drow's base land speed is 30 ft.
- A +2 racial saving throw bonus against spells or spell-like effects.
- Infravision: High drow possess infravision to 120".
- Languages known: Elven, common, abyssal, dwarven, draconic, infernal, goblin, and orc.
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Ael'cin (The Exiled)

Outcasts of an exiled race, the twisted albino ael'cin are considered freaks by the high drow, and abominations on the face of nature by all others. Cast out at birth, the overwhelming majority of pale drow-kin do not live out the first hours of their lives. Those that do are "adopted" by others of their kind, living out their wretched lives on the fringes of high drow settlements, and surviving off escaped slaves and the refuse of the high drow culture.

Ael'cin Racial Traits

These traits are in addition to the high drow traits, except where noted.

- +2 Strength, +2 Dexterity, -3 Constitution, -3 Intelligence. These adjustments replace the high drow's ability score adjustments.
- Psi-like Ability: A product of high drow inbreeding, 33% of all ael'cin are born with latent psionic ability. When psi-like talents are called for, roll 1d12 and consult the following table:

1d12 Psi-like Ability

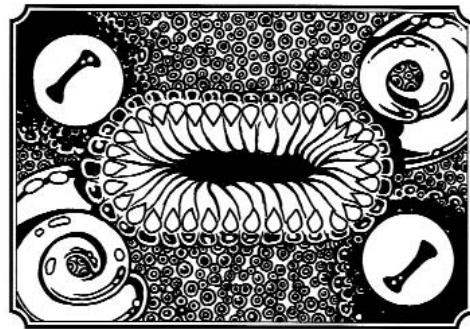
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| 1-2 | Crystal Shard: Once per day per class level, the ael'cin can propel a razor-sharp crystal shard at its target. The ael'cin must succeed on a ranged attack with the shard to hit and do damage to a target. The shard deals 1d6 points of damage and has a range of 25 ft. |
| 3-4 | Force Shield: Once per day per class level, the ael'cin can create an invisible mobile disk of force. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks since the force screen is a force effect). Activating the power is a standard action, and the shield has a duration of 1 round per class level. |

- | | | | |
|------|--|----|--|
| 5-6 | Renewed Vigor: Once per day per class level, the ael'cin can suffuse itself with power, gaining 10 temporary hit points. Activating the power is a standard action, and has a duration of 1 round per class level. | 11 | Crystal Swarm: Once per day per class level, the ael'cin can propel thousands of tiny crystal shards from its hand. These razorlike crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage (save vs. spell to negate). The attack has a range of 15 ft. |
| 7-8 | Mind Blast: Once per day per class level, the ael'cin can instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d12 points of damage (save vs. spell to negate). The attack has a range of 25 ft. | 12 | Choose 2 powers, or double the number times a single power can be used per day. |
| 9-10 | Trick of the Mind: Once per day per class level, the ael'cin can accelerate its body's healing process, curing itself of 1d10 points of damage. Activating the power takes 1 round. | | |

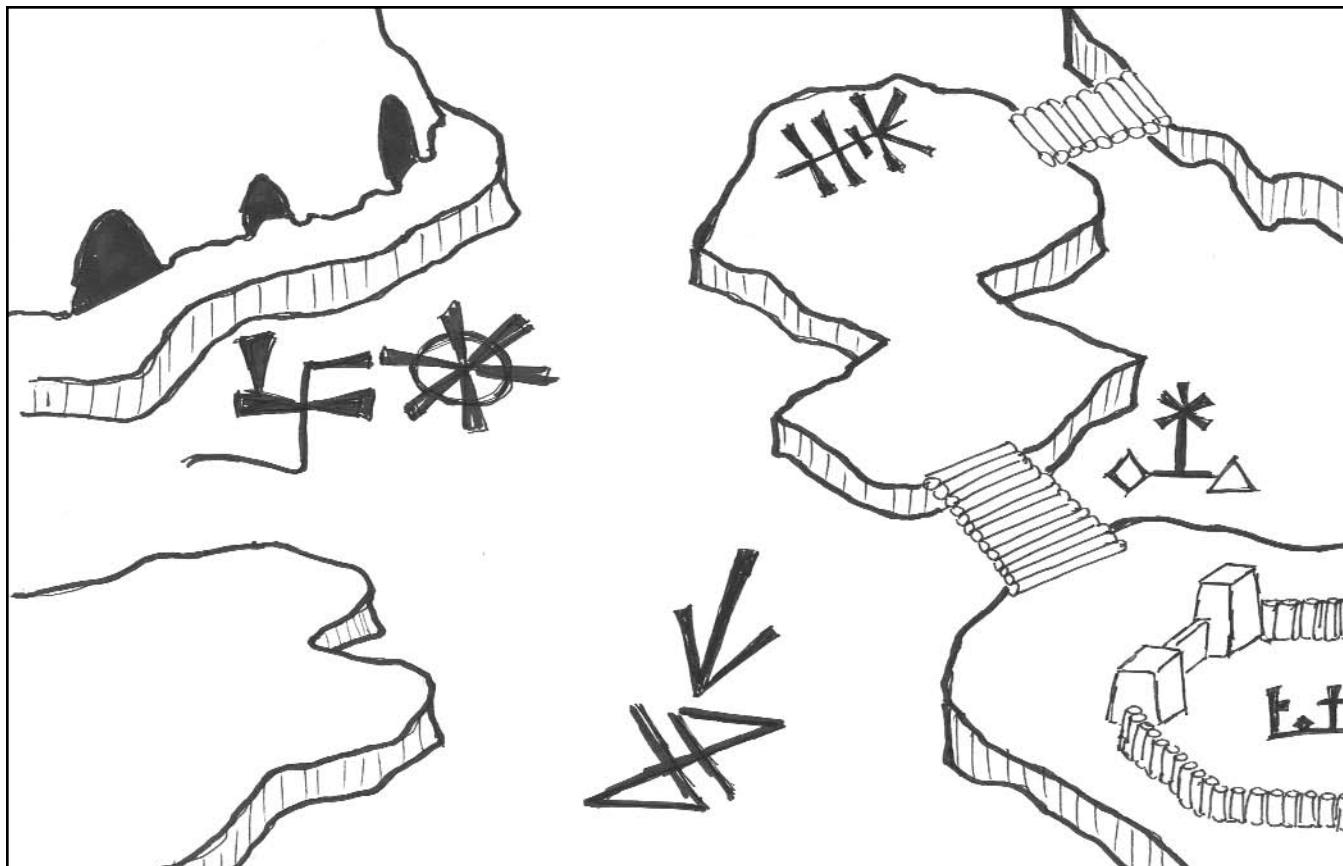
Appendix 3: Player Handouts

Card Back

(see page 80 for fronts)



Players' Handout A



....the first part bale of toad, cast with bones, set afame. The Disease has claimed the Dragon. With the Dragon gone who has the power to crush the Witch and her Army? But there is another way... entrails tell me her power is drawn from the Corrupted Earth, the same taint born from the sins of the Demon.

The Savage King killed the Demon once, sealing his bloody trophy in his tomb. Have the Lizard's awakened it?

It falls to my army to finish the task: bearing the skull to its final resting place, and feeding the maw its bitter pill. Found three dead ravens in the swamp today. The end is near...

My Darksome Love -

The Blight continues to grow. Your fears are unfounded; the Sand can not cure itself of this plague. Evil always begets evil.

There is one small matter. I suspect the initial cause of the Blight was an ancient demon prince, a spirit so profane that I dare not give it a name. Local lore suggests that the demon was slain by a barbarian warlord. If remnants of the demon still exist, and if they were ever returned to the Maw, I cannot predict what might result. I will take steps to ensure that the lizardfolk are unable to retrieve any remains from the barbarian tomb. Moreover, with very little effort I can be assured of

Players' Handout D



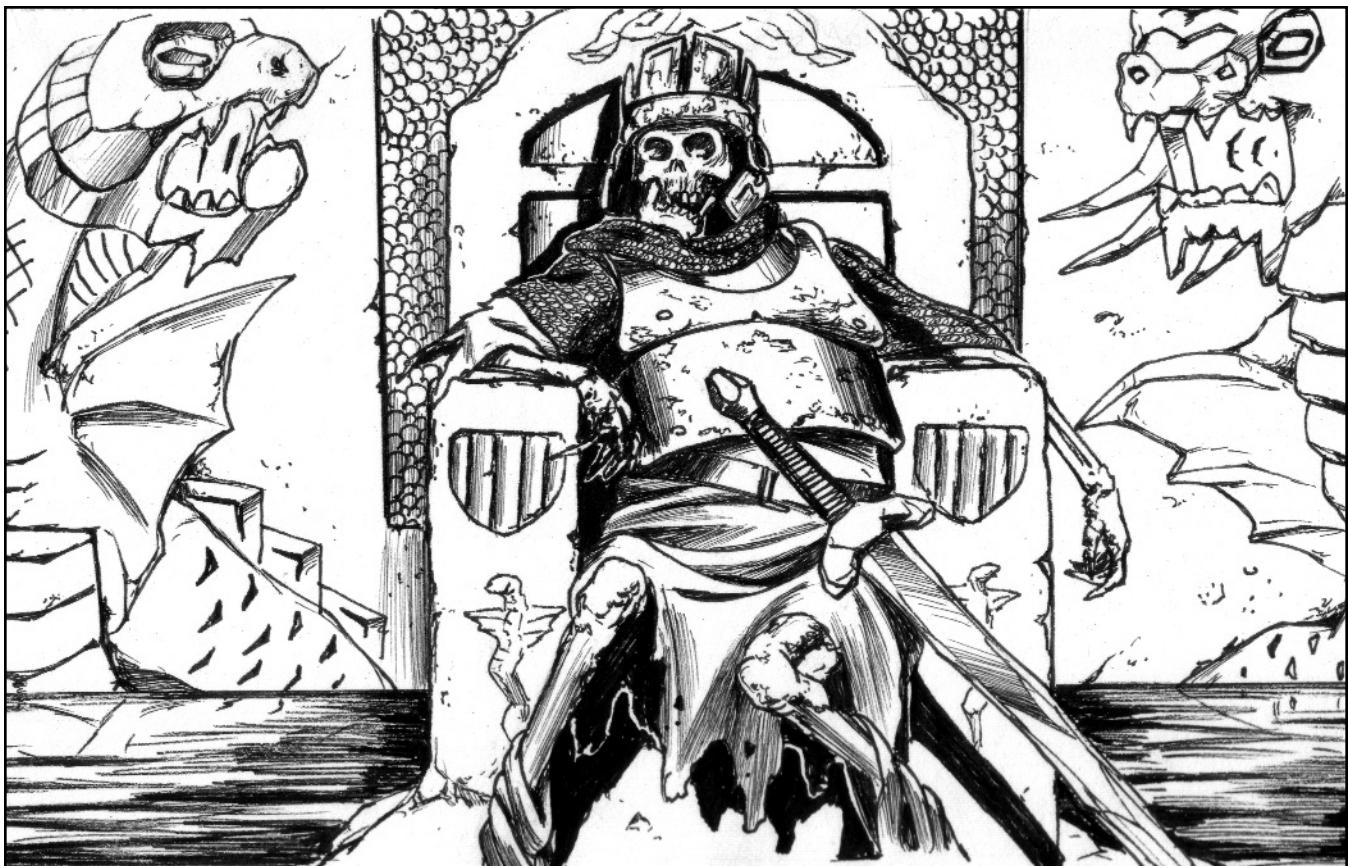
Players' Handout E



Players' Handout F

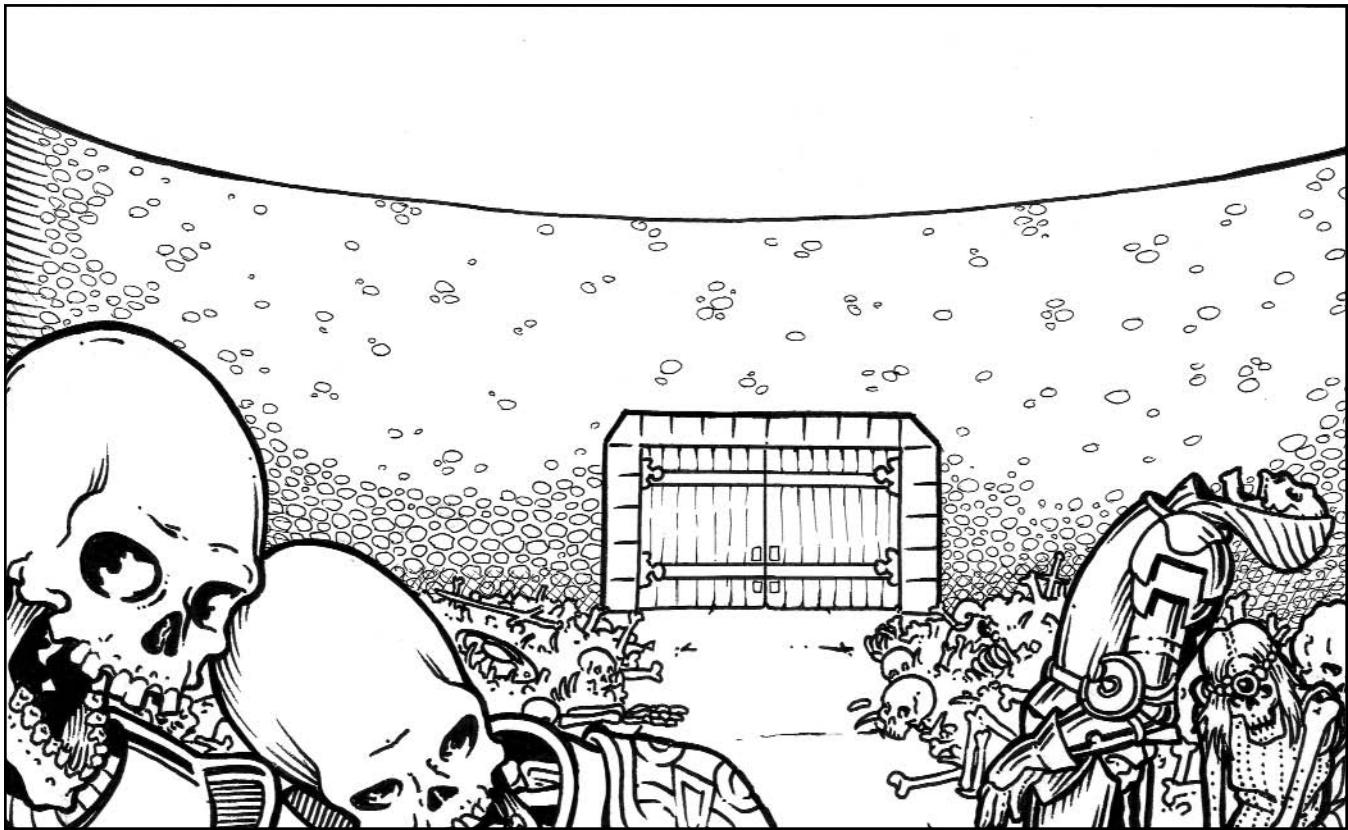
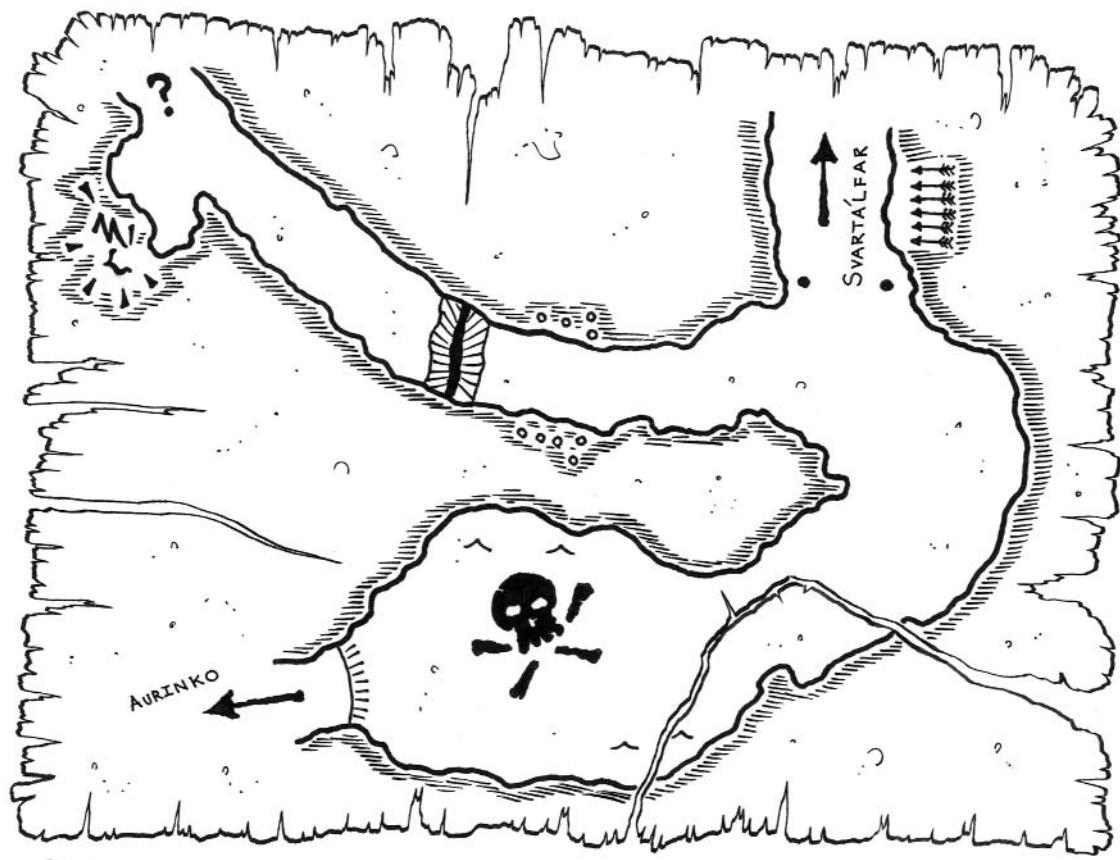


Players' Handout G



Players' Handout I

Players' Handout H



Players' Handout J

*...no escape, no escape! The Beast will take us
all in time. It lurks in the shadows waiting.
Eternally awake! Eternally patient! The
hunger consumes us. We ate poor old Tole
today. My old companion, brother warrior,
forgive us! How long have I known him? And
now I dine on his flesh, yearning to suck the
marrow from his bones. Is Madness next? No
escape from above nor beyond. Free me, Lord
Death! I shall meet you on the bridge!*

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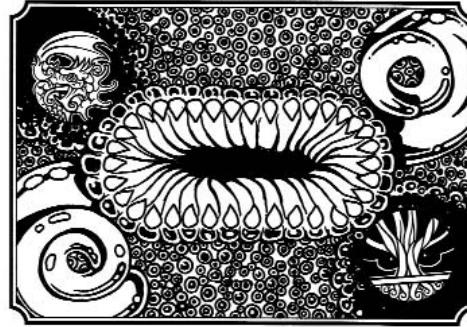
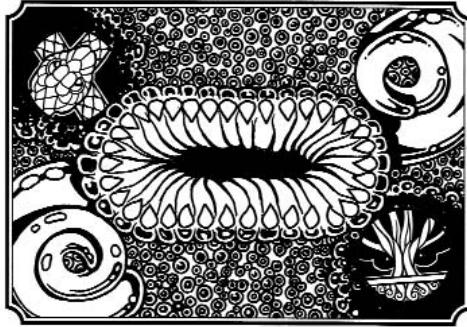
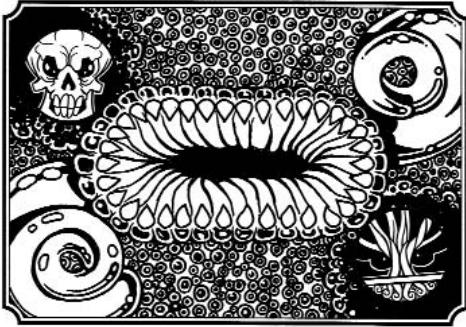
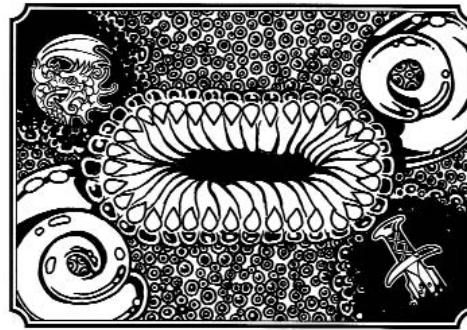
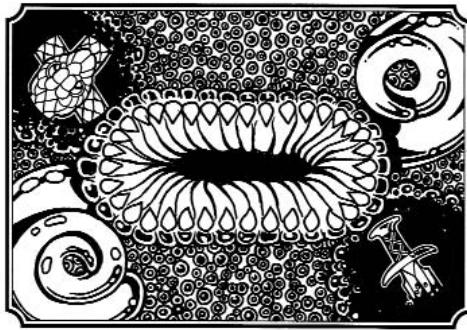
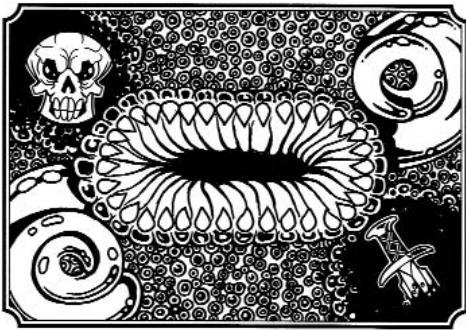
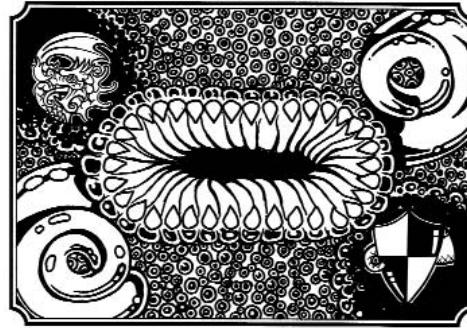
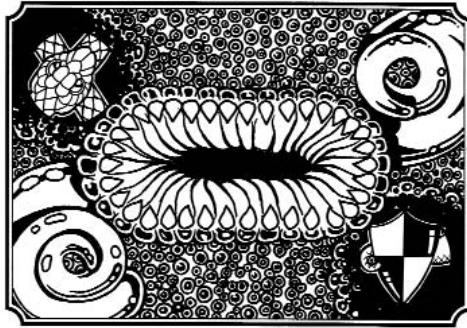
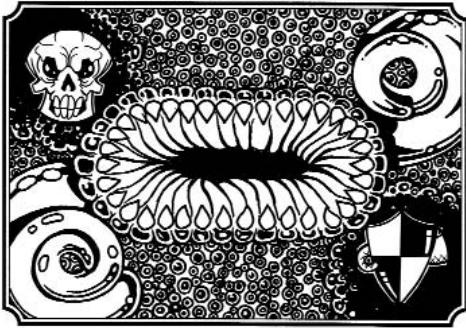
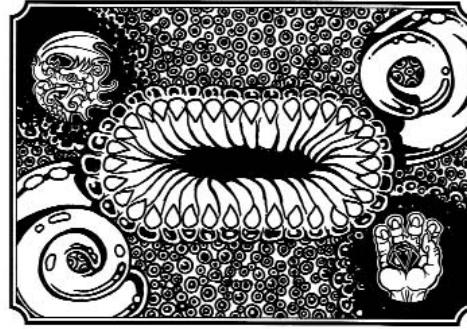
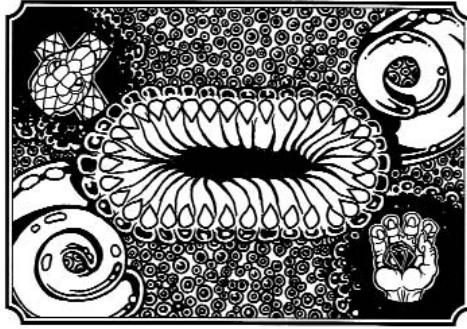
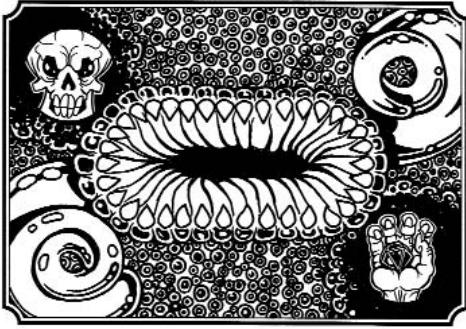
These are the cards required for Area 1-5 of War of the Witch Queen. They are organized by icon and suit. Just as there can be an ace of diamonds, so here are there:

Skull of Gems
Skull of Shields
Skull of Swords
Skull of Trees

Snake of Gems
Snake of Shields
Snake of Swords
Snake of Trees

Wyrm of Gems
Wyrm of Shields
Wyrm of Swords
Wyrm of Trees

There is also a card back on the previous page. Photocopy the cards, photocopy the card back twelve times, and affix the cards to the back with a glue stick or rubber cement. Permission granted to photocopy for personal use.





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