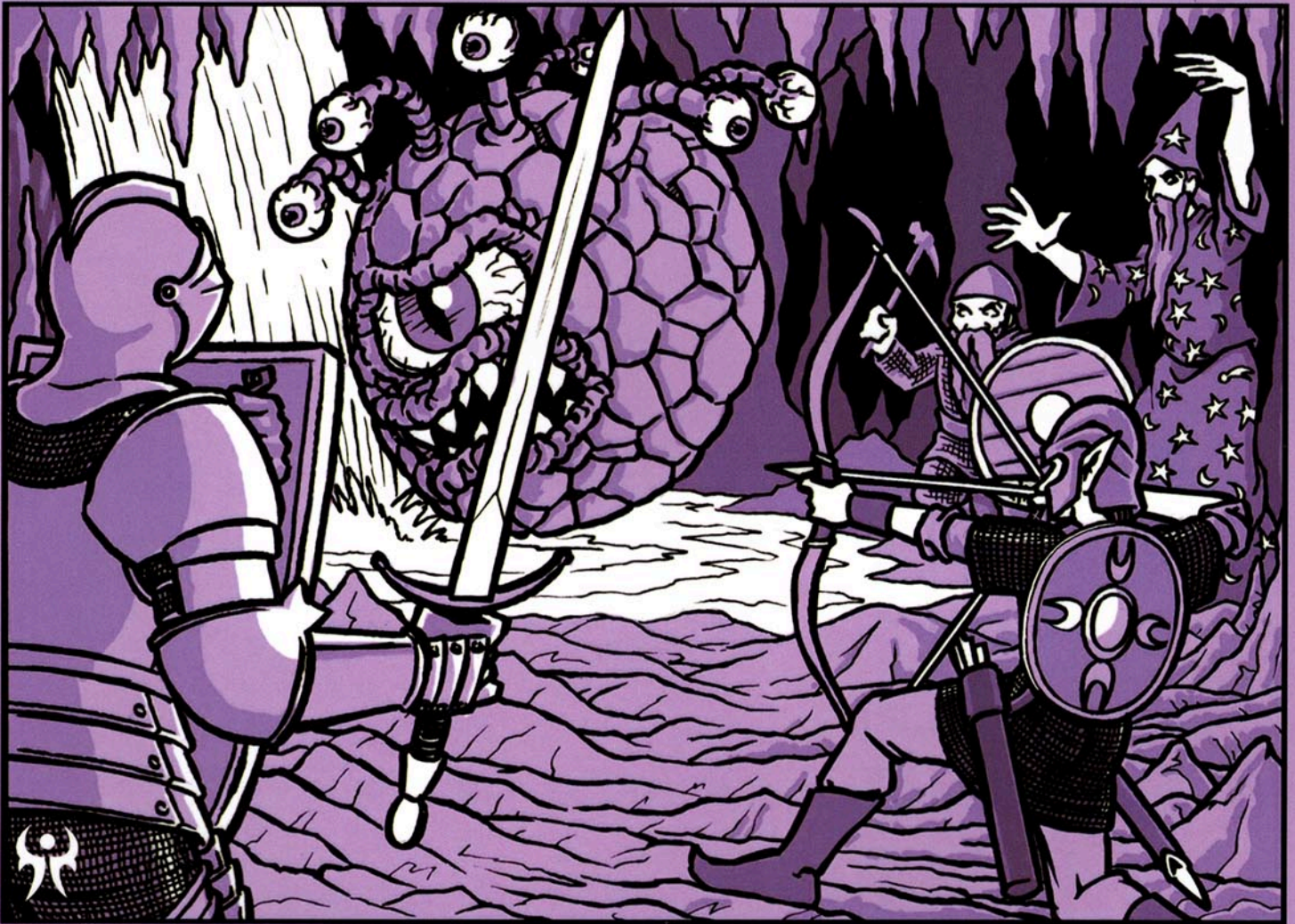


CRYPT OF THE LILAC HIGH PRIEST

DUNGEON MODULE 1

by Geoffrey McKinney



CRYPT OF THE LILAC HIGH PRIEST contains two dungeon level maps, a large-scale hex map, introductory information, and detailed encounters keyed to the dungeon maps. This module presents a complete dungeon for 1st-level ADVANCED DUNGEONS & DRAGONS characters, intended for use by experienced Dungeon Masters. It can be used on its own or as the first stage of the sixteen-part QUEST FOR THE TEETH OF DAHLVER-NAR.

Luigi Castellani's cover art depicts a veteran, a prestidigitator, an elven veteran, and a dwarven veteran preparing to attack a "sphere of many eyes" (cf. encounter area 22 within).

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CRYPT OF THE LILAC HIGH PRIEST
Dungeon Module 1 of
The Quest for the Teeth of Dahlver-Nar

by Geoffrey McKinney

INTRODUCTION

Crypt of the Lilac High Priest assumes that the Dungeon Master possesses the following three

ADVANCED DUNGEONS & DRAGONS

volumes written by Gary Gygax:

MONSTER MANUAL

PLAYERS HANDBOOK

DUNGEON MASTERS GUIDE

This module presents a complete adventure suitable for about half a dozen beginning 1st-level characters. If the DM wishes to use it as the first step in the grand Quest for the Teeth of Dahlver-Nar, one or more of the player characters should be a good-aligned cleric.

While the text of this module assumes that the dungeon levels herein are located within the northern edge of the forest in hex 0311 of Wilderness Map 1 (printed on the back of this module and detailed in Wilderness Module 1: WORM WARS OF THE DWARVEN ICE KINGS), it is a simple matter for the sovereign referee to place it wheresoever he deems best.

THE LEGEND OF DAHLVER-NAR

About 2,600 years ago, in the 19th century of the Commoners' Calendar, lived Dahlver-Nar. From a young age he joined the execrable worm cult, the chaotic evil clerics who venerate purple worms in their worship of the dark deity known as the Black Terror. Over the course of many years he rose to a position of dominance never before or after achieved within the cult, with every cultist submitting to his rule as the Purple Hierarchy. In his extreme old age, Dahlver-Nar descended deep into the depths of the earth to better venerate the

purple worms. There the Purple Hierarchy died far from the ken of mankind. Over the centuries his bones crumbled to dust, leaving only his thirty-two teeth intact. Rumor of these relics welled to the surface, and worm cultists eventually retrieved the Teeth, each one imbued with profane power. The five factions of the cult, each claiming to follow the same unholy rites handed down for thousands of years from Dahlver-Nar, fell to warring over the Teeth, for they believed that any high priest of the worm cult who grafted all thirty-two Teeth into his mouth would become the second Purple Hierarchy. The vicissitudes of millennia scattered the Teeth to the winds, and for the last four hundred years the locations of all of the Teeth have been lost. The factions of the worm cult have long since abandoned the attempt to gather all thirty-two Teeth as a fool's errand. Adventurers hearkening to rumors of the Teeth have failed to find any, or have failed to return from their quest at all.

BACKGROUND

The village of Westgables (hex 0210) on the edge of the Wild is home to more than 800 men. Oswald, the rector of St. Wilgyth's Church in Westgables, summoned one of the good-aligned clerics of the PC party to the inner chambers of the church. Oswald told him that the Church needs one of its newly-minted clerics, along with his adventuring companions, to undertake a weighty quest. The Church desires novice rather than experienced adventurers to undertake this task so as to not excite the attention of others. Only after obtaining the cleric's assent did Oswald reveal the nature of the quest. The Church hierarchy has obtained knowledge of the probable location of one of the Teeth of the fabled Dahlver-Nar. In addition to recounting the legend of Dahlver-Nar, Oswald revealed that the Teeth can be recognized by their pale purple tint and that no power known can

damage or destroy them, though the Church seeks to pierce the mystery surrounding the means of their destruction. The cleric and his companions must in strict secrecy search for the Tooth in the subterranean temple of the worm cult three miles to the southeast. If obtained, they are to bring the Tooth back to Oswald unless they attain clues to the location of further Teeth, in which case they are to retain the Tooth and to follow the clues immediately. Oswald emphasized that the Teeth are perilous to body and soul, and that none must be allowed to try to use their powers. If the cleric's heart comes to fail him in the Quest, he is charged to deliver any of Dahlver-Nar's Teeth he has to Oswald alone.

ENTRANCE

Footsteps sink nearly an inch into the wet, soppy ground of this tract of forest. An unhealthy yet burgeoning vitality bloats the trees, and the odor of rotted vegetation pervades the woods. No rustling of animals, song of birds, or buzz of insects disturbs the menacing silence. Several lilac bushes grow near a featureless, ruined stone arch that stands over an opening in the ground in which stone stairs descend into the blackness beneath.

UPPER LEVEL

WANDERING MONSTERS

There is a 1 in 6 chance every 3 turns of encountering wandering monsters. Roll a 4-sided die on the following table:

1. 1-4 giant ants (AC 3; MV 18"; HD 2; #AT 1; D 1-6; AL N; XP 20+2/hp)
2. 2-5 bandits (AC 7 [leather and shield]; MV 12"; HD 1-6 hp; #AT 1; D 1-8 [long sword]; AL N; XP 10+1/hp)
3. 3-12 giant rats (AC 7; MV 12"/6"; HD 1-4 hp; #AT 1; D 1-3; SA disease; AL N; XP 7+1/hp)

4. 2-5 orcs (AC 6; MV 9"; HD 1; #AT 1; D by weapon type; AL LE; XP 10+1/hp)

General details of the temple (areas 1 through 10): The granite-like stonework of these areas is a pale white shot through with thin streaks of violet in patterns resembling cracks. It seems that these striations worm and writhe in a sickening manner out of the corner of one's eye, but when directly gazed at any apparent movement ceases. The floor, walls, and ceiling have been ground smooth. Ceilings are typically 10' high.

The Enchanted Stream: The dark waters of the stream flow about 4 miles/hour in a counterclockwise direction. The cold, clean, and enchanted waters average 8' in depth, and the ceiling rises 4' to 7' above the water's surface. Anyone drinking at least a mouthful of the water will have 1 to 8 lost hit points restored, but any given individual can receive this healing no more than once per day. The water loses its magic one turn after being taken from the stream. Those regularly drinking the waters become inured to their magic, so none of the dungeon's denizens benefit from them. Because of the stream's moderate flow, characters do not have to worry about getting swept away, though heavily armored and/or encumbered characters can conceivably drown if they lack common sense. Disembarking from watercraft at areas 3, 10, 17, or 19, at the natural passageways, or at the four-way intersection between areas 1, 2, 3, and 6 is a simple matter. If the adventurers desire to pole up stream off the map, the DM can prepare a map and key for further exploration. Otherwise he can simply inform them that after a distance of 100' off the map, the ceiling descends to the surface of the water.

General details of areas 11 through 21: For the most part, these areas are natural limestone caverns with plenty of stalactites, stalagmites,

and other typical underground rock formations. Passages average 6' in height, while caverns can reach as high as 25'.

1. The Antechamber of Lost Whispers: Nine inches above the ground, level with the top of the stairway's bottommost step, a parchment-thin sheet of dim, glimmering mauve light stretches across the entire room. Anyone while piercing the light (whether with a hand, foot, pole, etc.) will hear the unsettling murmur of many human voices that seem to fill the chamber, whispering to each other in the language of chaotic evil. Even those who speak this tongue will not be able to distinguish any words. The whispers are the temporal echoes of voices of worm cultists down the millennia. Anyone leaving the chamber will cease hearing the whispers, though he will hear them again should he pierce the sheet of light. A man levitating above the light, or lying flat below it, will not hear the voices.

2. Bob the Ogre's Lair: Last year Bob, a pot-bellied and dull-witted ogre (AC 5; MV 9"; HD 4+1; hp 19; #AT 1; D 1-10; AL CE; XP 185), wandered into the dungeon from the surface, deciding that he could do worse for a lair than this chamber. The enchanted stream serves as a natural barrier against intruders, though the 9' tall Bob can easily wade across since the water comes only to his shoulders. The lilac faction of the worm cult in area 4 considers the ogre not only as a useful impediment to the curious, but as a propitious presence because of the rare color of his hide: a sickly violet. In any case, the worm cultists never come to this chamber. Bob considers any light or noise approaching his lair as a veritable dinner bell. Indeed, the gnawed bones of men, dwarves, gnomes, and elves bear witness to his voracious appetite. Those walking down the corridor to this room will find their nostrils assaulted by a great stench. Anyone familiar with the royal menageries of apes in the city states of the far

southeast will find the odor similar, but far worse, for no one ever cleans Bob's lair. This astonishingly disgusting smell will give a -1 penalty to an intruder's attack rolls until his attention is brought into focus either by being wounded by the ogre or by seeing the ogre slay a comrade. When the PCs come to the lair, Bob has a 5% chance of being away on the surface, from whence he will return in 1-7 turns. If he returns to find intruders nosing about his lair, the ogre will fly into a rage and attack until slain. This is also the only circumstance in which he will cross the enchanted stream in pursuit of foes. Unless the PC party includes an elf or a dwarf, parleying with Bob will be difficult since he does not speak common. The ogre sleeps upon a heap of vile blankets in the southernmost section of the room, and it is here that he hoards his collection of disparate treasures:

- 3 suits of dwarf-sized chainmail (1 so damaged as to be worthless)
- 1 suit of elf-sized scale mail
- 1 suit of gnome-sized studded leather armor
- 1 suit of human-sized splint mail
- 1 suit of human-sized ring mail
- 5 small helmets (1 badly crushed)
- 1 great helmet
- 6 small shields (3 splintered)
- 3 hammers
- 3 military picks (for footmen)
- 1 spear (broken in half)
- 1 club
- 1 short sword
- 1 glaive
- 1 guisarme-voulge
- 1 ranseur
- 1 hooded lantern (no oil)
- 1 small silver mirror
- 2 barrels of ale (One is nearly empty, while the other is full of 60 gallons of good ale, weight 600 lbs. and worth 25 g.p.)
- 1 bolt of fine scarlet silk (worth 100 g.p.)
- 111 g.p. and 4 p.p.
- 1 piece of amber (worth 100 g.p.)

potion of diminution (The brassy-colored potion faintly glows through its clear crystal flask. The viscous liquid has a metallic taste and smell.)

3. Humid Ophidian Chamber: Water droplets cover every surface of this room, the air being saturated with humidity. The stream bottom here averages more than 10' deep, the added depth slowing the water to about 3 miles/hour. Each torch or hooded lantern held within 1' of the stream's surface will give those peering in a 40% (cumulative) chance of seeing something large and whitish on the stream bottom, while a bullseye lantern will certainly reveal it. A *light* spell cast on a pebble and tossed into the water will illumine the skeleton of a 30' long serpent, coiled into a 10' length of the stream. A greenish-white stony encrustation keeps the skeleton intact. Lifting the 100-pound skeleton to the surface would be difficult, but a few blows with a hammer will free individual bones. The interior of the serpent's skull has somehow acquired a thin layer of copper, making it worth 40 to 90 g.p. as a curiosity.

4. Lilac Sanctum: An outré incense perfumes the air with an odor not unpleasant but unsettling, the clouds of white smoke ascending from a low brazier (3' diameter) in the room's center, which also provides a dim illumination. Around the room recline four clean-shaven men with short, dark hair on lilac-colored cushions of silk, atop violet carpets figured with squirming lines of mauve. The wafting fumes of incense combine with the carpet designs to give one a queasy feeling. Though apparently relaxed, the four evil clerics are alert and wear chainmail beneath their robes. Two of the men are adepts (AC 5; MV 9"; C2; hp 7, 8; #AT 1; D 2-7 [footman's flail]; AL CE; XP 126, 129), and as such they wear dark purple robes with thistle-colored cowls. The first has memorized *cause fear*, *command*, *curse*, and *protection from good*, while the second has

memorized *cause light wounds*, *command*, *darkness*, and *detect good*. The other two men wear mauve robes with dark purple cowls, for they are acolytes (AC 5; MV 9"; C1; hp 4, 3; #AT 1; D 2-7 [footman's flail]; AL CE; XP 81, 79). The first has memorized *darkness* and *sanctuary*, and the second has memorized *curse*, *command*, and *detect magic*. If anyone enters their chamber, the clerics will rise to their feet and look somewhat displeased. None will give their names, and only the two adepts will speak at all, explaining that the acolytes are constrained from speaking to any outside of their brotherhood. If pressed, they will allow only that they are seekers after knowledge and meditate here in seclusion. They will certainly not admit to being members of the worm cult (the lilac faction thereof, specifically). Each cleric wears a ring of cunningly carved purple ivory (i. e., purple worm teeth) worth 200 g.p. Every one of their four 15' by 15' carpets is worth 325 g.p. and weighs 240 pounds. Their brazier of purple ivory (melded by the occult arts of the worm cult) is worth 1,100 g.p. and weighs 30 pounds. Finally, the second of the adepts keeps hidden on his person a *pearl of wisdom*. Given the correct circumstances, the clerics will show adventurers a crude map displaying areas 3 and 4 as well as the stream leading to area 10, and the clerics will ask the PCs to accompany them in their two boats (each of which seats up to eight), which they maneuver with poling oars. Supposedly in the Great Temple (area 10) are occult relics of abstruse secrets they long to study, but rumored dangers keep them from endeavoring to search without help. They will tell the PCs that they can keep any precious metals or gems they find in exchange for assistance helping them find the shrine's relics. They will show adventurers examples of the sort of thing they seek: a puce rod, a steely hexagonal prism, an ecru teardrop, an ochre egg, and a madder crescent. Each is a dull and opaque 1" stone of uncertain type, very lightweight but as tough

as steel. The enigmatic stones are worthless outside of the worm cult, which will pay 70 to 100 g.p. for one. The clerics here will not reveal that worm cultists of the rival phlox faction (from area 11) will probably attack anyone entering the Great Temple. They hope that adventurers and the phlox faction will eradicate each other, allowing them free range of the fane. These worm cultists of the lilac faction are actually incorrect about the existence of relics in the temple, the rumor being a garbled account of the Tooth of Dahlver-Nar found in the true crypt of the Lilac High Priest (area 35).

5. Broken Fountain of the Worm: The same violet-veined white stone of the walls comprises a dry and broken fountain in the chamber's center. Carvings of 1'-long writhing purple worms completely cover the fountain's 3' high, 11' diameter basin. Gazing upon the carvings makes one feel queasy. At the fountain's center rises a 7' tall pillar of only partially worked stone, out of which a purple worm seems to emerge, the fountain's water long ago plashing into the basin from the worm's mouth. Seven stirges (AC 8; MV 3"/18"; HD 1+1; hp 6, 3, 2, 6, 3, 9, 5; #AT 1; D 1-3; SA drain blood; AL N; XP 48, 42, 40, 48, 42, 54, 46) make their lair here, hanging from cracks in the ceiling. They will attack any warm-blooded creatures that enter. At the bottom of the fountain, a small, dust-covered wooden box (measuring 8" by 6" by 2") holds obviously fine and expensive incense and exotically-scented candles, worth 110 g.p. for the lot.

6. Glow Globes of the Cult: Six glowing spheres the size of grapefruits perpetually float aimlessly about the chamber, moving one inch every second. Four glow deep purple, and two are lilac-colored. None ever comes within a foot of the floor, ceiling, or walls (including the illusionary walls). The spheres do not cast light beyond their surfaces, so someone without a

light source standing in the chamber would see only the six orbs floating in utter darkness. The spheres can be touched by hand, but any other method of interfering with them will be fruitless, for the globes will simply pass right through poles, shields, sacks, bodies, etc. Anyone intentionally touching a deep purple orb with his hand (gloved or not) will cause it to explode, and he will suffer 1-4 points of damage (or 1-2 points if a save vs. death magic is made). The two lilac-colored globes have different surprises in store. One, if touched by hand, will explode and put its victim to sleep for 1-4 hours (or 1-2 hours if a save vs. death magic is made). The other will transform into a red-brown spinel worth 100 g.p. The two illusionary walls look absolutely identical to the real walls, but they can be easily detected by touching or prodding them, for matter will effortlessly pass through them.

7. Chamber of Endless Spiders: Stylized webs cover the walls and the 12' high ceiling in this cylindrical room. The "webs" are composed of inset stones of bone white, standing in stark contrast to the dark gray stone of the walls. In the chamber's center stands a misshapen boulder of an unknown sooty black stone with 1" deep creases randomly crisscrossing every square inch of its 6' by 6' by 8' tall bulk. It detects as moderately intense alteration magic. Scattered about the room are 148 c.p., 115 s.p., 77 e.p., 55 g.p., and 38 p.p. embedded in the floor. A man with a dagger or a similar tool can pry loose one coin every 5 rounds. Every turn that a non-arachnid living thing is in the chamber, a large spider (AC 8; MV 6"/15"; HD 1+1; #AT 1; D 1; SA poison; AL N; XP 65 + 2/hp) will magically emerge from the boulder with a dry scrabbling sound and the odor of burned oak. Such spiders will attack until slain, and they will not leave the room. The spiders will merge back into the boulder after 3 hours. Though the boulder is immune to non-magical attacks, its arachnid enchantment can be

destroyed by 100 h.p. of magical damage. A strike with a +1 weapon will do only 1 point of damage, a +2 weapon will do 2 points of damage, etc. Unfortunately, for each 10 points of damage the boulder takes, a wounded spider (with only 2 hit points) will be released and attack. Note that a single attack can release no more than one spider. (For example, a *fireball* doing 30 points of damage would release only one spider, not three.) The boulder makes saving throws as stone and cannot regain lost hit points. The secret door will open by lightly pushing only on the stone web pattern on the door.

8. Vision of the Day of the Worm: The unease and slight vertigo associated with the violet striations of the temple stone are considerably more pronounced in this empty chamber. The twisting lines in the rock seem to undulate and thicken, while all else becomes lost in a blur. After the violet hue grows to engulf the sight of all within the room, they seem to view great vistas of lands well-tilled and populated, dotted with cottages, churches, villages, and castles. The sky turns gray and leaden, and the earth buckles and heaves. Vast purple worms break onto the surface from below to destroy and devour all, until finally the shoals of worms squirm through a bleak and broken landscape under a dead sky, empty of all other life. The horrific revelation fades, having lasted only three rounds. All seeing the vision must save vs. spell or flee the dungeon in mindless terror, not stopping until on the surface again more than 120' distant from the dungeons' entrance stairs. Under no circumstances will such a one re-enter the dungeons for the next 24 hours (and if forced therein will be of no service from his extreme terror), at which time he can attempt another saving throw vs. spell (at +1) to shake-off his terror. A new saving throw is allowed every 24 hours until it is successful, with a +2 bonus for the second, a +3 bonus for the third, etc. Any given person

entering this chamber again will not experience the vision anew unless at least 30 days have passed since he last saw it.

9. Worm Tooth: Near the chamber's center stands a 4' tall pedestal of the same violet-streaked white stone of the temple area, atop which are carved two crescents with the tips pointing upwards, as though meant to hold a very small drinking horn. The secret door opens by gently pressing a sensitive area on the bottom of the door, 4" above the floor. The passage beyond is rough-hewn, 5' high at the east and gradually lowering to 3' at the west. On the ground at the west end lies a purple worm tooth (conical, 4" long with a 2" diameter base, weighing 1 pound), brought here centuries ago by a crazed worm cultist. The dislodged teeth of purple worms gradually darken over the centuries, going from purple-tinted white to a deep, rich purple. A connoisseur of purple ivory (as the teeth are called), judging from the tooth's medium purple hue, would estimate its age at 750 to 900 years. It is worth 95 g.p.

10. Great Temple of the Worm: A dim, colorless light pervades the temple, barely bright enough to read by, but it reveals that the ceiling rises to a height of 50'. A hush burdens the fane, making all within desire to speak only in low voices or whispers. A mosaic consisting of cunningly carved purple stones depicts a life-sized (50' long) purple worm dominating the northern wall, facing west. Its great, circular maw opens above a mosaic of a 6' tall cleric facing it, robed and cowed in unadorned lilac and holding aloft a massive armful of lilacs. Though disturbing and redolent of evil, even the most lawful and good will find themselves unwillingly admiring the giant mosaic's dark beauty. A 1' high band of hieroglyphs in the chaotic evil tongue runs along all the walls, the bottom of it 2' above the floor. It consists of paeans to the dark deity of

the worm cult as well as to the purple worms the cult venerates. The sides and bottom of the stream are tiled with the same purple-streaked white stone of the temple's floor, walls, and ceiling, all the tiles carefully fashioned to match the natural course of the water. The austere altar at the stream's southern edge measures 6' by 6' by 3' high, smoothly shaped from a single dull white stone. Phlox, both fresh and newly-wilted, is strewn upon and around the altar. If any cleric of good alignment pours at least one vial of holy water upon the profane altar, the agathological powers of the heavenly realms will bless him with a +1 bonus to all saving throws, as well as a +1 to hit and damage when in combat with chaotic evil beings (+2 against worm cultists). The cleric will intuitively know that the received blessing will last 24 hours, and that once it is bestowed, no man can receive it again until a fortnight has passed.. The secret door is below the mosaic and above the band of hieroglyphs. It swings into the passage beyond. Each turn the PCs spend in the Great Temple, there is a non-cumulative 1 in 6 chance of the cultists of the phlox faction coming from area 11 to investigate.

11. False Phlox Faction: Here encamps, apparently, a group of four lawful good clerics who proclaim themselves as devoted especially to St. Osburh. Silver crosses hang from their necks, and blue crosses emblazon their silvery metal shields. Besides arms and armor, they have little besides their backpacks, bedrolls, and a large raft that will hold ten men. If asked, they will claim to be undertaking a mission for a patriarch, who has sworn them to secrecy regarding all its details. These clerics are actually members of the phlox faction of the worm cult, seeking the lost resting place of the Lilac High Priest. They have determined that the nearby "crypt" (area 12) is a false crypt, carefully leaving it untouched as a snare and a misleading trail for others. They have explored

as far as the waterfall (area 17) and have glimpsed from there the "beholder" in the cavern below (area 22). They debate if they should try to get past the "beholder", and if so, how. They will play-act and allow PCs to have any loot from area 12 if the PCs will reveal the secrets of the "tomb", which have supposedly stymied the clerics. Once "discovered" to be a false crypt, the evil clerics will ask the PCs to accompany them on their poled raft to the waterfall. They will feign surprise that a "beholder" lairs below, suggesting that they and the PCs all descend together and part at a run for two different exits. As they have no detailed knowledge of the lower level, they will flee down a randomly selected exit. They hope in this way to be fortunate enough for the "beholder" to pursue the PCs rather than themselves. The leader (AC 1 [plate and shield +1]; MV 6"; C2; hp 14; #AT 1; D 3-9 [morning star +1]; AL CE; XP 132) has memorized *curse* and *sanctuary*, and his three fellow adepts (AC 2 [plate and shield]; MV 6"; C2; hp 8 each; #AT 1; D 2-8 [morning star]; AL CE; XP 114 each) have memorized *cause fear*, *cause light wounds*, and *command*. Because of their average wisdom scores, these last three adepts have a 5%, 15%, and 10% chance of spell failure, respectively. In combat, the leader will first try to *curse* the PCs (using *sanctuary* if necessary), and the other clerics will also try to use spells before entering melee. If defeated and in duress, they will admit to being members of the worm cult, but nothing more. It is they who have been offering the phlox on the altar in the Great Temple (area 10). The leader wears a platinum ring set with a star sapphire (worth 3,000 g.p.). Each of the other clerics wears a wrought platinum ring (worth 600 g.p.).

12. Tomb Trap: This room of smooth and featureless gray stone has an 8' high ceiling. Along its southern wall rests a granite sarcophagus topped with a wooden lid carved in low relief with a two-dimensional

representation of a human face and body depicted with a geometric simplification of form. Its wide open eyes stare straight ahead, and it holds its hands palms outward. The image is stained in various shades of violet and purple. Anyone lifting the lid the merest fraction of an inch will release a few curling wisps of white fumes. If the barely-lifted lid is immediately closed, those in the room will notice nothing more than a strong, overly-sweet floral odor. If, however, more fumes than that are released, then all within the chamber must save vs. breath weapon. Anyone failing will suddenly wonder why he should be carrying so much extraneous junk, and he will divest himself of everything save his mundane clothing before leaving the chamber. Such unfortunates will refuse to carry anything whatsoever, not liking to feel burdened, and they will not return to their right minds for 9-12 hours. They will not care if others pick-up and carry their things, though they will think it ridiculous. Only if attacked will those affected deign to pick-up the smallest weapon available (preferably a dagger) to defend themselves. They will not hesitate to use spells that do not require material components, but they will cast spells that require such components only in life and death situations. The phlox faction of the worm cult in area 11 will attack any party that has three or fewer members unaffected by the fumes, and the cultists will afterwards steal anything left in this room.

13. Eerie Red Glow: Weirdly shifting, deep red illumination glows from within the cavern, emanating from two giant fire beetles (AC 4; MV 12"; HD 1+2; hp 7, 5; #AT 1; D 2-8; AL N; XP 34, 30). They attempt to eat anything that moves. The cavern itself is composed of a dull, black stone and is devoid even of stalactites and stalagmites, though some have grown together to form columns.

14. Gloomy Grotto: Thick tendrils of dark gray

vapors slowly snake through the cave, limiting vision to 3' to 6'. The miasma smells of charcoal. Nothing besides the gloomy haze is in the chamber.

15. Cavern of Nodules: From the walls grow sixteen spherical nodules fifteen inches in diameter. They appear oily but are dry to the touch, giving a little like inflated balloons. If one puts his nose next to a node, he can detect its faint odor. Anyone striking one hard enough to do a point of damage (a punch or kick, dagger thrust, etc.) will pop it, causing it to release a distinct odor and subject him to a magical effect as follows:

Aquamarine nodule (apple smell): Fully heals all hit point damage.

Cerulean nodule (smells of wood smoke): Sprays acid, doing 1-6 points of damage (save vs. spell to avoid).

Citron nodule (ink odor): Affected as though by a *fear* spell cast by a 7th-level magic-user (save vs. spell to avoid).

Dandelion nodule (smells like freshly baked bread): Restores all expended spells to memory.

Deep blue nodule (aroma like basil): Turns victim into a dull white limestone (save vs. petrification to avoid). Every 24 hours thereafter the DM should secretly roll a saving throw for the petrified character to see if he returns to flesh.

Ebony nodule (lemony smell): Strikes dumb unless save vs. spell is made. Voice will return in 3-12 hours.

Fawn nodule (pine fragrance): The character will automatically make his next saving throw.

Lilac nodule (cinnamon smell): Unless the character saves vs. spell, he will think all his lost hit points are restored.

Metallic gold nodule (aroma like thyme): The next melee attack made by the character will automatically hit and do maximum damage.

Ochre nodule (smells of wet, rotten leaves): Unless a saving throw vs. spell is made, the

character and all he carries will become insubstantial and ghostly. While he will be able to talk, he will not be able to touch or be touched by anything, as he simply passes through matter. This lasts for 1-4 hours.

Pale damson nodule (fragrance of lilacs): This strikes the character blind for 2-5 hours unless he saves vs. spell.

Pearlescent nodule (blood odor): For the next 1-3 hours, secret doors will appear to the character as outlined in pale green light.

Puce nodule (odor of incense): The unfortunate character will reek of skunk for the next 25-36 hours. This will make it impossible to surprise anything with a sense of smell, and it will reduce his charisma to 3.

Rose madder nodule (smells of rain): Strength increased to 19, as though wearing a *girdle of hill giant strength*. Lasts for 24 hours.

Russet nodule (smells of freshly mown grass): Teleports character to another random area in the dungeons. Save vs. spell to avoid.

Vermillion nodule (smells like tanned leather): The character gains an anti-magic aura. No magic spell or item will function within 3' of him. He basically becomes immune to any magic, whether for good or for ill. The aura has no effect on artifacts and relics. It lasts for 1-3 hours.

A popped nodule will gradually regrow over the course of 12-15 days, being rock-solid until fully grown. A new nodule will have randomly determined color, odor, and effect. Trying to remove a fully-grown node from the wall will pop it, and removing a still-growing nodule will turn it into a mundane stone.

16. Stench of the Troglodytes: Long ago three troglodytes (AC 5; MV 12"; HD 2; hp 9, 6, 9; #AT 3; D 1-3/1-3/2-5; SA revulsion odor; SD chameleon power; AL CE; XP 54, 48, 54) escaped from a slaughter by mind flayers down the enchanted stream on flotsam, finding here a sort of paradise. Large patches of fallow-colored fungus speckle the walls, stalactites,

and stalagmites. While it smells delectable to the troglodytes, its odor revolts others so badly that anything in the cave must make a saving throw vs. poison each round to be able to do anything other than retch that round. This odor has the added benefit (for the troglodytes) of ensuring that the troglodytes can luxuriate here undisturbed, contentedly dining on the fungus. They carelessly keep their treasure--22 g.p. and 97 pieces of rhodochrosite worth 5 g.p. each--in a jumble on the floor in the southwest corner of the cave.

17. Waterfall Descent to the Lower Caverns:

The enchanted stream falls 60' to area 22 of the lower level. The roar of the waterfall fills the chamber with a soft and even somewhat pleasant roar. Anyone peering down the 10' deep and 18' diameter opening has a 15% non-cumulative chance per round of seeing the gas spore that floats aimlessly about the cavern below. The spore of course looks exactly like a beholder, which therefore serves as a strong disincentive to intelligent creatures to descend below. The splashing water has made the very rough walls of the shaft slippery. Several stalagmites large and sturdy enough to support a rope holding an armored man rise near the lip of the opening. A small, natural niche about 2' from the bottom of the shaft holds what appears on first glance to be a human skull. Further examination makes such an identification uncertain, for the jaw and eye sockets seem too small, and the skull as a whole appears too slender and elongated. A smudged word written on the occipital bone reads only "...RMI...". Inside the skull are a heavily rusted iron spike and an amethyst worth 50 g.p.

18. The Void: The natural passageway from area 17 gently slopes down, resulting in the entrance to this cave lying a little more than 10' deeper than the rest of the upper level. Those approaching the cave entrance will see that

velvety blackness fills it. Any light source carried within the empty chamber will utterly fail and go cold to the touch. An object with a *light* or a *continual light* spell cast upon it will have the magic permanently dispelled. A glowing magic sword or similarly glowing weapon will not only cease to glow, but it will lose all of its magical properties until it has been taken out of the chamber for 3-12 turns. The enchantment of this room will not affect other magic items. A spell cast within the room that causes illumination will be spent but ineffectual. No sounds will carry within the cave, and a man standing outside the cave cannot hear anything from within. The senses of touch, taste, and smell remain unimpaired in the cave, the temperature of which is a chilly 40° Fahrenheit. There is only a non-cumulative 1% chance per day of any wandering monsters entering this place.

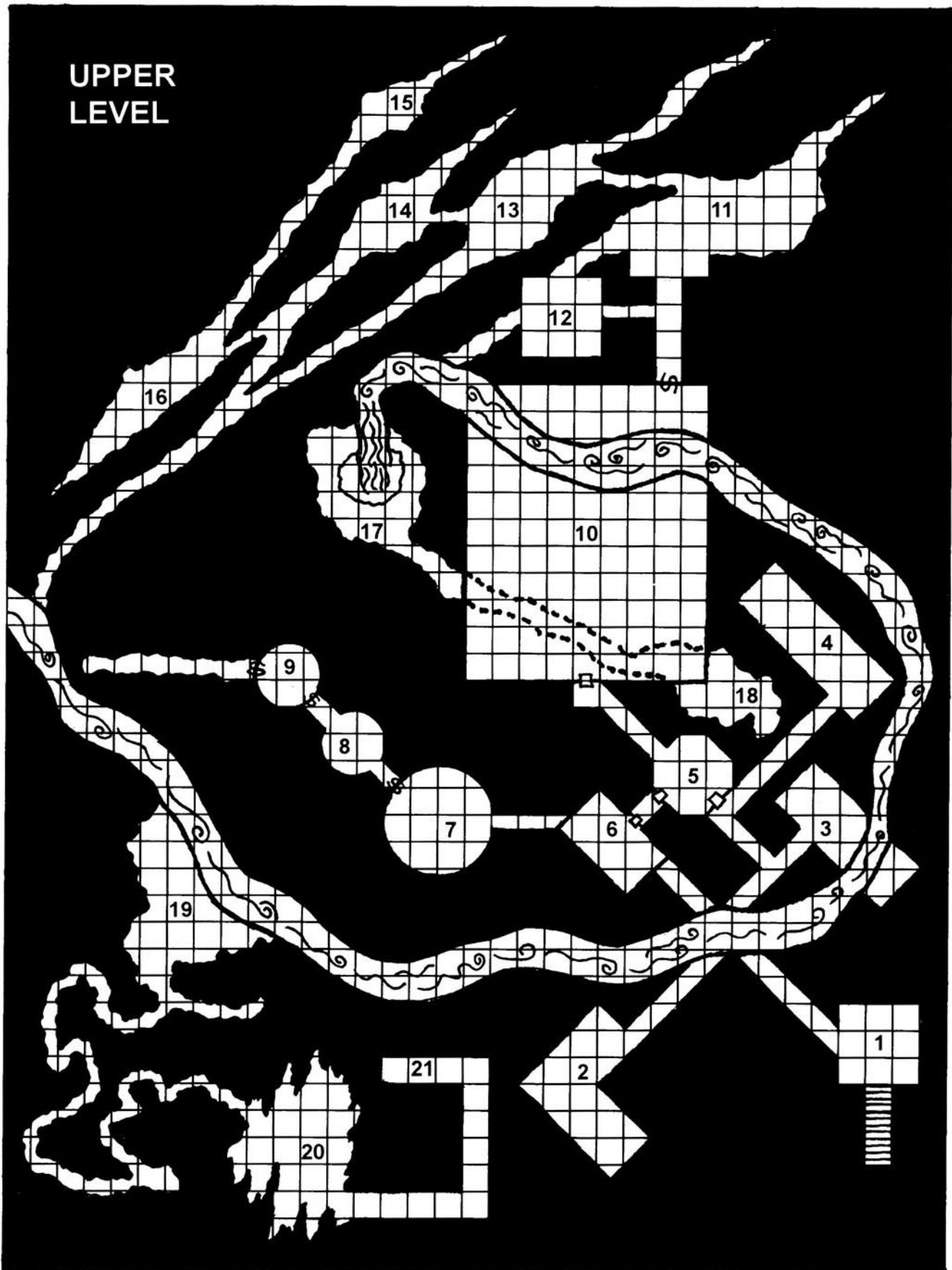
19. Phosphorescent Outer Cavern: The slow stream makes stopping a boat to enter this cave a simple matter. Patches of fungus on the walls, stalactites, and stalagmites bathe the cave in a soft, lime-green glow. A couple handfuls of the phosphorescent fungus pulled away from the stone will continue glowing with a 15' radius illumination for 12-19 hours. Eating it will produce no ill effect other than imparting a 15' radius lime-green glow to the person's skin 1 hour later, lasting for 6-9 hours. A party of adventurers with a glowing member will have an almost impossible time surprising anything. The cube evokers in area 20 typically come this way only for water, three times daily at around 6 a.m., noon, and 8 p.m. Because of the rarity of intruders, the evokers do not bother to keep a watch on the area. In addition, the three piercers (AC 3; MV 1"; HD 1; hp 8, 6, 6; #AT 1; D 1-6; SA 95% likely to surprise; AL N; XP 18, 16, 16) amidst the stalactites provide for some protection against trespassers. The evokers have learned that they can pass without danger under the piercers by carrying weird

gelatinous things (see area 20 for details) that the piercers find repulsive.

20. Cube Evokers: Years ago two magic-users, attracted by the dweomers of the dungeon, descended and followed the enchanted stream, finding a new focus (in area 21) for their magical meditations. Here they practice their arcane arts and contemplate the eldritch enigmas of the uncounted planes of existence. The senior (AC 9; MV 12"; MU2; hp 6; #AT 1; D 1-4 [dagger]; AL CN; XP 108) of the evokers wields an ivory *wand of wonder* (22 charges) tipped with colorless crystal. Its command word, engraved in common on the wand, is "wenwishflisha". The eccentric evoker will blast away with the wand in combat, not being too careful to spare his fellow evoker (hp 5; XP 105). The former has memorized *spider climb* and *ventriloquism*, while the latter's spells are *burning hands* and *shield*. The magic-users will avoid melee if at all possible, but they have daggers thrust into their girdles which they will use in a pinch to defend their skins. The evokers have a locked chest (and its key in one of the numerous pockets of the second evoker's blue robes) in which they keep 528 e.p. Rectangular prisms of a cold, colorless, gelatinous substance, slightly damp to the touch, about 1' across and weighing 8 pounds each, are found in the natural alcoves of the cave, sixteen in all. When openly carried they provide protection from the piercers (area 19) and also serve as focal points in the evokers' sorcerous contemplations. They throw organic matter (such as slain enemies) into the opening into area 21. There is a 25% chance that the arrival of PCs will interrupt and ruin a magical experiment, in which case the evokers will attack. Otherwise they will demand the PCs leave immediately via the enchanted stream.

21. The Cube: This area of natural rock consists solely of a bending corridor 10' by 10'. The stone has been rubbed as smooth as rounded

UPPER
LEVEL



river rocks. At the dead end of the corridor waits a gelatinous cube (AC 8; MV 6"; HD 4; hp 18; #AT 1; D 2-8; SA paralyzation, surprise on 1-3; SD immunity to some attacks; AL N; XP 222), the unwitting focus of the meditations of the evokers in area 20. A single step into the passage, or even a sharp rap with a 10' pole, will cause vibrations that will alert the cube that dinner is served, at which the cube will begin to glide noiselessly down the corridor towards the disturbance. Within the cube, seemingly floating in the air, are the following treasures: 11 c.p., 12 s.p., 11 e.p., 6 g.p., 3 p.p., 2 gems (an alexandrite worth 120 g.p. and a chrysoberyl worth 150 g.p.), and a scroll of four magic-user spells: *comprehend languages*, *enlarge*, *hold portal*, and *push*. Lying 15' from the passageway's dead end in a plain scabbard is a *longsword* +1 with an intelligence of 12, semi-empathy, NG alignment, ego 2, and the ability to detect magic in a 1" radius. Its name, Wicungfindan, is engraved on the blade in elvish runes. The gelatinous cube will never leave the corridor, disliking the rough floor of the cavern (area 20).

LOWER LEVEL

WANDERING MONSTERS

There is a 1 in 6 chance every 3 turns of encountering wandering monsters. Roll a 4-sided die on the following table:

- 1-2 giant fire beetles (AC 4; MV 12"; HD 1+2; #AT 1; D 2-8; AL N; XP 20+2/hp)
- 1-3 piercers (AC 3; MV 1"; HD 1; #AT 1; D 1-6; AL N; XP 10+1/hp)
- 3-12 giant rats (AC 7; MV 12"/6"; HD 1-4 hp; #AT 1; D 1-3; SA disease; AL N; XP 7+1/hp)
- 1-2 shriekers (AC 7; MV 1"; HD 3; #AT 0; D Nil; SD noise; AL N; XP 5+1/hp)

General details: For the most part, this level consists of natural limestone caverns with

many stalactites, stalagmites, and other typical underground rock formations. Passages average 5' in height, while caverns can reach as high as 40'.

22. Lair of the "Eye Tyrant": The waterfall plunges 50' from an opening in the cavern roof into a bottomless pool, feeding into a vast aquifer and filling the cave with a roar. The humid air dampens all the surfaces of this cavern. Neither the lilac faction (from area 4) nor the phlox faction (from area 11) of the worm cult dares to descend into this cave because of the "beholder" that makes it its lair. It is actually something much less horrifying: a 4' diameter gas spore (AC 9; MV 3"; HD 1 hit point; #AT 1; D special; SA touch = infestation; SD explosion [6-36]; AL N; XP 33). Washed down from the swampy area on the surface, it floats aimlessly about and does not leave this cave.

23. Treasure Chest of Ice: On a 3' high natural ledge at the east end of the cavern sits a 3' long chest carved out of pure opaque ice. It radiates cold to a distance of 10', dropping the air temperature to 0° Fahrenheit. A further magical property of the chest makes it weigh one ton. The chest is locked, and it is immune to damage from mundane blows. Weapons of +2 or better can damage it (each blow doing 1 point of damage per plus), as can spells of at least 3rd level. After taking 25 points of damage, the chest will shatter into a thousand shards of ice, freeing its treasure of 333 e.p. A more efficient means of opening the chest is the enchanted key in area 26.

24. Draco Causticus Sputem: Three years ago a black dragon egg washed down from the surface and found its way here before hatching. Its dismal solitude has made it even more combative than a typical black dragon. The small and very young dragon (AC 3; MV 12"/24"; HD 6; hp 6; #AT 3; D 1-4/1-4/3-18; SA

breath weapon; AL CE; XP 361) cannot speak. The nasty creature will use its breath weapon as its first attack, and each subsequent attack will have the typical 50% chance each of spitting acid again or using its claw/claw/bite routine. The dragon has discovered that it can dissolve stone with its acid, leaving scores of small holes in the floor, walls, and ceiling. In doing so it has thus far uncovered 46 natural hematite crystals (worth 10 g.p. each) of a metallic black color, impervious to the dragon's acid. It has the crystals gathered into a small pile that it sleeps upon in the southern region of its lair.

25. Mud Menace: A strong smell of clay permeates this cave, which is empty save for the ubiquitous stalactites, stalagmites, and columns. If more than 1,000 pounds enters the cave, those within will hear mysterious cracking and splintering sounds. Every round with that much weight there is a cumulative 5% chance of the thin stone floor collapsing, dumping all into the 4' of very warm, watery gray mud beneath. Any living being falling into the mud must save vs. petrification or suffer the effects of a *slow* spell that lasts for 3-6 turns. If not thoroughly washed off, the clay odor of the mud will also reduce the party's chance to surprise by 1 for the next 6 turns.

26. Key of Fire: On the floor lies an 8" long intricate key fashioned of the very essence of fire, its warm orange-yellow glow casting a steady light equal to a torch. Though it does not warm the air around it, the key itself is far too hot to touch, and it will cause flammable things to burst into flame if they contact it. The point of a sword or the tip of a spear, for example, could be used to carry the key by its large, looping handle. If brought within 10' of the magical chest of ice in area 23, the key will transmute into room-temperature bronze. When turned within the keyhole, the key will vanish in a wisp of blue smoke, and the chest

will instantly melt into a puddle of water.

27. Wet Toad Cave: The passage slopes three feet down to this cavern, which is filled with a foot of water. Within lairs a giant toad (AC 6; MV 6" + 6" hop; HD 2+4; hp 17; #AT 1; D 2-8; SA hop; AL N; XP 101), eager for its next meal. At the end of the dead-end passage, where the water is only an inch deep, sits a belt pouch holding 16 g.p., 2 p.p., and a clear glass vial no larger than a man's thumb containing 18 drops of mercury.

28. Skeleton: A 4' tall skeleton of a goblin with one rib dyed pale blue lies in the northeast part of this otherwise empty and musty cave.

29. Hasty Scrawling: On a relatively flat space on the southern wall a little below eye-level some deranged seer wrote the following in purple-black ink: "WORMS WRITHING WRIGGLING WRATH WAKING WATER WANTON WAR WORLD WRACK WAN WASTE". The cave is otherwise empty.

30. Mithril Hunters: By secret subterranean ways, a band of 4 hill dwarves (AC 4; MV 6"; HD 1; hp 8, 6, 8, 5; #AT 1; D by weapon type; AL LG; XP 36, 32, 36, 30) and 5 gnomes (AC 5; MV 6"; HD 1; hp 3, 6, 2, 8, 5; #AT 1; D by weapon type; AL LG; XP 26, 32, 24, 36, 30) arrived in this cavern a fortnight ago, traveling here on the strength of a rumor of a mithril vein in the caverns. Their patient searching and unobtrusive chipping away of rock in strategic areas has laid bare no such prize. They are beginning to conclude that any vein of mithril, should it exist in these caverns, lies hidden in the kobold and goblin caves (areas 31-33). Reconnoiter showed that the vile humanoids outnumber them by more than two-to-one. While eager both for mithril and for visiting wrath upon their ancestral foes, the dwarves and gnomes are neither unintelligent nor foolhardy so as to risk all on such odds. They

might ask a party of adventurers, especially if it includes dwarves or gnomes, to join forces to exterminate the group of "about twenty goblins and kobolds". In exchange, the demi-humans will allow the party sole possession of any booty thus gained. The dwarves and gnomes will not show much interest in the party's reasons for exploring the caverns. Each gnome carries 6-24 g.p., and each dwarf carries 10-40 g.p. They are armed as follows:

- 1 dwarf: long sword and light crossbow
- 2 dwarves: long sword and spear
- 1 dwarf: hammer and footman's military pick
- 1 gnome: short sword and spear
- 1 gnome: club and sling
- 2 gnomes: club and spear
- 1 gnome: club and short sword

Unfortunately, their quest is for naught, for no mithril gleams in the darkness of these dungeons.

The fissure expertly concealed behind large rocks opens onto a long passage leading to cave systems miles to the north.

31. Lair of the Yellow Goblins: The limestone of this large cavern sparkles with flecks of calcite, and some of the huge stalactites come within 6' of the ground even though the cavern roof reaches heights of 40'. Eight yellow-skinned goblins (AC 6; MV 6"; HD 1-7 hit points; hp 1, 6, 3, 4, 2, 7, 4, 4; #AT 1; D 1-6 or by weapon; AL LE; XP 10+1/hp) reside here, armed as follows:

- 1 goblin: short sword & footman's military pick
- 1 goblin: short sword and sling
- 1 goblin: short sword and spear
- 2 goblins: morning star
- 1 goblin: footman's military pick
- 2 goblins: spear

Each carries 3-18 s.p. in his pockets. The largest goblin also carries a bone scroll case containing a scroll of two magic-user spells (*shocking grasp* and *Tenser's floating disc*). If necessary, he will use it to bargain for his life. The goblin cannot

decipher the esoteric glyphs on the scroll, but he figures it is valuable because he looted it from the body of a dead magic-user. The goblins, though individually stronger than the kobolds in area 33, are outnumbered and thus there is a rough parity of strength between the two groups of humanoids. If they hear combat in the kobolds' cave, the goblins will rush through area 32 to watch and to jeer at the kobolds. If, however, even a single dwarf or gnome is a member of the party attacking the kobolds, the fierce hatred of the goblins for such demi-humans will induce them to rush to fight alongside the kobolds. Smelly pallets litter the floor in the northwestern portion of the cavern.

32. Infuriating Insults: The goblins in area 31 and the kobolds in area 33 have formally agreed that this cavern is off-limits to both bands, save as a route for leaving or returning to their cavern lairs. Also tolerated is the daubing of crude jokes about, and crass insults aimed at, gnomes and dwarves. Consequently, many such scurrilous remarks about gnomes are written in kobold low on the walls in the southern half of the cave, while jokes at the expense of both gnomes and dwarves are sloppily applied in the goblin tongue to the northern walls. While none of the calumnies is fit to print, suffice it to note that any gnome or dwarf reading them will gain a +1 to hit and damage against the offending goblins and kobolds for the next 3-4 turns (for gnomes) or 5-6 turns (for dwarves). Unfortunately, such an enraged demi-human in combat with the hated jokesters must roll a saving throw vs. paralyzation before he can withdraw from the combat. A saving throw can be attempted each round.

33. Den of the Black Kobolds: A band of twelve rusty black kobolds (AC 7; MV 6"; HD 1-4 hit points; hp 2, 3, 2, 4, 1, 4, 2, 3, 3, 4, 4, 2; #AT 1; D 1-4 or by weapon; AL LE; XP 5+1/hp)

dwells here in an uneasy standoff with the goblins in area 31. Each kobold carries 3-24 c.p. in his pouches, and they are armed as follows:

1 kobold: short sword and spear

1 kobold: short sword

3 kobolds: hand axe

4 kobolds: spiked wooden club (damage 2-7)

2 kobolds: three javelins each

1 kobold: spear

One of the toughest kobolds also carries a bloodstone worth 40 g.p. They have crudely painted on their rectangular shields of wickerwork their tribal emblem of a solid, inverted equilateral triangle of dark green. The kobolds will immediately attack any party that includes even a single gnome. Otherwise they will try to convince adventurers to join forces with them against the goblins (area 31), only to fall on their erstwhile allies should the goblins be slain. They have scattered their disgusting bedrolls in the southern part of the cave.

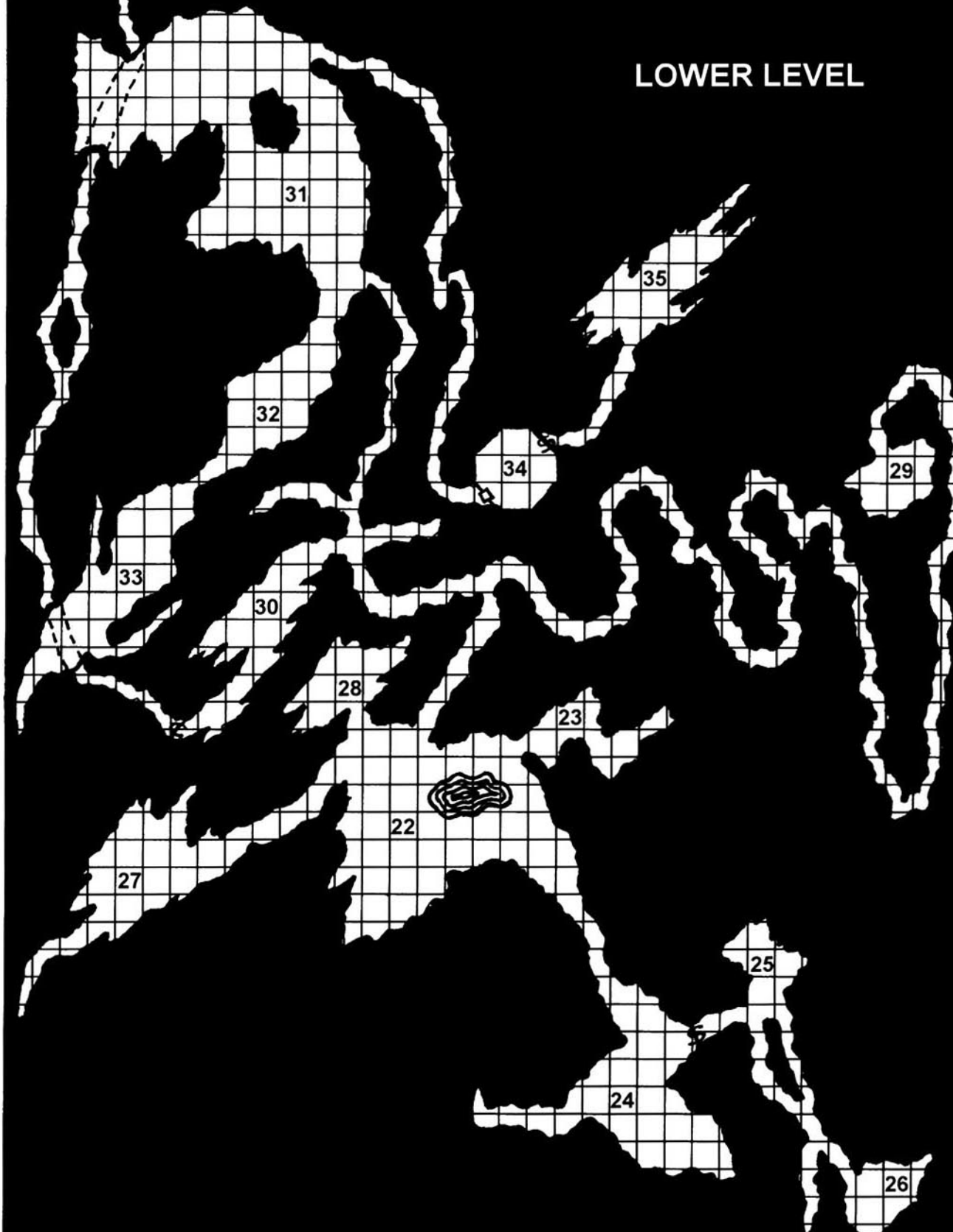
34. False Crypt of the Lilac High Priest:

Beyond the door that silently swings inward is an octagonal room covered with slabs of polished white marble with a violet tinge--certainly an appropriate place for the interment of the Lilac High Priest. In the crypt's center rests a marble sarcophagus with a huge ochre jelly (AC 8; MV 3"; HD 6; hp 48; #AT 1; D 3-12; SD immune to lightning; AL N; XP 438) completely covering its lid. The ravenous amoeba, in the absence of any flesh or cellulose to consume, spends its days atop the sarcophagus cover of purple ivory, the flavor of which gives it at least the semblance of eating. Naturally, any creature entering the chamber will draw an immediate attack from the relentless ochre jelly. The lid itself depicts with delicate artistry the Lilac High Priest in life, his fine, elegant features and long hair giving him an almost feminine appearance. His carved hands hold a profusion of massed lilac blossoms, the carvings of which blanket the entirety of the cover below his chest. The lid is

worth 10,000 g.p., being 100 pounds of pure purple ivory. Within the coffin is nothing but shriveled lilac petals that disintegrate into fine dust at a touch. Near the northeast wall a secret door set in the floor opens upward to reveal a rough tunnel 5' in diameter that drops 10' before heading to the northeast.

35. The True Crypt: Within this dry cave lies the naturally mummified corpse of the Lilac High Priest. Its long, sickly white hair resembles that depicted on the sarcophagus lid in room 34. Anyone checking the teeth of the mummy's rictus grin will easily see that its upper right first molar is the color of pale purple ivory: the third Tooth of the fabled Dahlver-Nar! It radiates intense alteration magic and is easily removed. The Tooth will turn the hair sickly white of anyone so foolhardy as to graft the Tooth into his own mouth. Even a *wish* cannot lift this curse, and the grafted Tooth can under no circumstances be removed from a man's mouth while he lives. The mummy holds in its bony clasp a bone scroll case that holds a piece of parchment covered with large letters of a dead language once used by scholars long ago. A *comprehend languages* spell can decipher its message: "Seventy miles northeast of that Wonder of the Wilderness, the renowned and unfathomable statue that looms more than fifty ells above, wait the Teeth of Dahlver-Nar in the hills north of the G__y Mountains." The statue referred to is described in hex 2009 of Wilderness Module 1: WORM WARS OF THE DWARVEN ICE KINGS, and the location given for the Teeth is hex 3402 of Wilderness Module 2: DESOLATION OF THE BLACK TERROR. The Dungeon Master might wish to conduct wilderness adventures across the intervening leagues, especially if he has access to either or both of the aforementioned modules. Alternately, he can pass over such overland travel and proceed immediately with Dungeon Module 2.

LOWER LEVEL





Cartography by Dion Williams (aka Burning ~ Torso)

1 hex = 5 miles