

GEIR LOE CYN-CRUL

DEAD HALLS OF THE GIANT ANCIENTS

ANTHONY HUSO

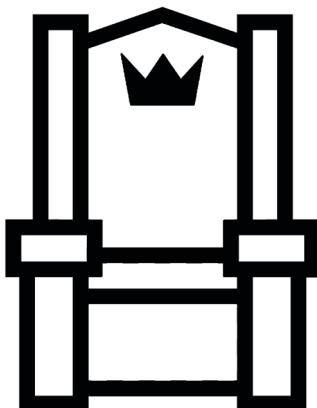
HU5

GEIR LOE CYN-CRULL

(DEAD HALLS OF THE GIANT ANCIENTS)

Anthony Huso

AN ADVENTURE FOR 6 OR MORE CHARACTERS OF 9th to 13th LEVEL



Cover Art by Paweł Hordyniak

Interior Art by me (and Kira Markvirer p.54)

Special Thanks to Allan Grohe; Tony Lee; Chris Chapman; Jason Fehling; Alan Blomquist; Steve Powers; Monte Martinez; George Royer; Jeremy Catlin; Ricardo Bare; Rich Wilson & to Gary for making the game of games.

<https://www.thebluebard.com>

August 2019

Module text is Copyright © 2019 Anthony Huso, All Rights Reserved. Advanced Dungeons & Dragons, AD&D and D&D are trademarks of Wizards of the Coast, and are used without permission. This product is not affiliated with Wizards of the Coast.

First Printing: 2019

FOREWORD

Decades ago, my high school friends tackled this dungeon in search of the Throne of the Gods. Their porter fell through the ceiling and died. I don't recall which, if any, managed to seat themselves on the Throne. Today, I have rewritten and polished much of the original, and modified the map to my liking.

Geir Loe Cyn-crul (pronounced Gear-Low-Sin-Krull) is a cloud giant holy site, hundreds of miles deep in the Amharc Mountains, beyond the Fallen Idol of Burim, through the Sun Gate and above the snow line, where finally rise the whitened Shoulders of the World.

A journey by foot will require mountaineering gear and perhaps three months' arduous travel. Giants, dragons, storms and canyons will levy many sessions worth of adventure and hardship before the final ascent to the temple can be realized. I do not provide for this leg of the journey, except to say that my hex crawl system is free and you can ping me for it directly.

The entrance to Geir Loe Cyn-crul is a towering doorway hidden in the crook of a precipitous ridge. As a manifestation of greed supplanting ancient veneration, the doors have been torn off and cast aside.

Beyond the archway, a staircase of gigantic proportions plumbs the mountain's frozen chest. It is here, on these steps, that the text of this module begins.

Make sure your party is composed of at least six characters (levels 9—13) and that they have brought every ounce of strength, wit and magic to deal with the shocking onslaught of horrors that dwell in Geir Loe Cyn-crul's deeps. Many of the combat set-ups will resolve more like open warfare than melee and enemies often number in the hundreds. This is a hack and slash if ever there was one.

- Roughly once per 100' traveled, roll on the **Random Occurrence Table** at the back of this book.
- If there has been no encounter during the past 10 rounds, also roll on the **Random Encounter Table**.

With these two procedures at the ready, steel yourself; for the cavernous halls of Geir Loe Cyn-crul have taken the wind out of mighty heroes who once stood where yours do now.

I hope you enjoy this adventure. It is written for the original, greatest (and now mostly-unplayed) ruleset available: Gary's magnum opus, AD&D. Tell me how you fared in the Halls at stonehold@gmail.com (or) visit www.thebluebard.com to download the free hi-rez full color maps (both player and DM version) suitable for your virtual tabletop.

Peace & Happy Gaming.

A handwritten signature in black ink, appearing to read "Anthony Huso".

Anthony Huso

27 July 2019

THE PEACEFUL HALLS

Ceilings are 100' unless noted with large, heavy stalactites throughout. Labradorite, basalt and feldspar compose the cyclopean bulk of the rough but beautiful masonry.

In general, you may describe the place as vacuous and echoing; troubled by wet, cold drafts and roughly but masterfully engineered. The stonework is black or dark gray, polished and sometimes lit by colorful inner fires similar to those found in an opal. Finally, it is cold and wet and overrun with beautiful mushrooms of innumerable variety. In some places ice or frost bristle across the walls and floors—a possible aid to tracking.

PCs WISHING TO FLY THROUGH THE HALLS have a 1in6 chance per round of lighting up 1d3 hungry Doombats' sonar [or] being bombed by a 4HD Piercer. These creatures are accustomed to darkness and target even invisible PCs with ease.

CAMPING IN THE DEAD HALLS always meets with failure due to interruption (either by giant cave crickets looking for food, or greater nuisances that prevent meditation, sleep and spell memorization). The singular exception to this rule is area 30. In all other cases, if the party needs to recoup they must leave the Dead Halls entirely. Note that the exterior of this dungeon is hardly more hospitable!

1. ENTRANCE:

Titan steps descend 330 feet, covering a quarter mile through basalt and feldspar. The somber gray walls modulate with whimsical colors (labradorescence) for labradorite gleams here in abundance. A 30' landing near the bottom offers a dirt-dulled floor-mural of majestic cloud-piled mountains and bears an inscription in Noctiluci (the Cloud Giant tongue):

GEIR LOE CYNCRUL

Geir = giant

Loe = venerable/ancient

Cyn = pathway/ascent

Crul = dead [or] peaceful

2. SIGNS OF ACTIVITY:

A stone's throw from the base of the stairs, a mammoth stalactite lies sundered. Gouges and scratches indicate chunks were dragged south (to 6) over the beautiful feldspar flooring.

A single ruby gold (missing its gemstone) rests in the rubble (50 sp value: see page 7).

3. HOMAGE TO LOVE:

A 60' arched recess houses a marvelous fresco of wedded stone giants tearing through plumes of sky astride stratocumulus chariots drawn by brass dragons; the whole charge lit with spectacular angled light. The husband/wife names are painted in Noctiluci:

RHÄHING & HALE'SUMTHA

4. MINER'S HAUNT:

A sundered pilaster forms a rough platform 20' above the floor. The remnants of a decades-old campsite sit atop it. Most of the gear is old and useless, but two pickaxes are in remarkable shape.

A leather pouch contains three gold nuggets: 1,200 sp; 1,350 sp; & 1,500 sp respectively.

Trap: to the south is a 10'x10'x10' block fall set by the Fire Giants (at 6). Chance of triggering: 50% for each PC passing through the red zone. Those outside (but touching) the zone save vs Petrification to avoid harm. Those in the red zone make a DEX check to earn a save vs Petrification. Save vs Petrification @ -2 or take 1d100 dmg + gear save vs Crushing Blow.

5. BEAR STEAKS:

A narrow gap between the basalt column and the wall allows unarmored individuals of <120 lbs to slip through. A huge block north of the gap has been used as a butcher block. No signs of bones or bodies, but a great quantity of blood is congealing. Ranger types notice tufts of bear fur and suspect the blood is also bear.

6. GUARDIANS OF THE HALL:

Colossal, tumbled basalt columns provide 25% cover to eight Imperial Fire Giants (**g**) who stand watch with their Red Dragon (**D**) companion. They hail from Chamada in Gehenna, the Furnace Citadel of Esgan and are sworn to guard these halls (and the Throne of the Gods) from all unworthy trespassers. None shall pass.

Trap: there are two block falls identical to the one described in area 4.

Elite Fire Giants x8: AC 0 | MV 12" | HD 11d10 | HP 71, 70, 70, 64, 61, 61, 59, 58 | THAC0 6 (or large missile rules) | DMG 1d20 +10 +1d6 fire (sword) 2d10 (rock hurl up to 20") in either case, gear saves vs Crushing Blow | Impervious to fire | XP: 3,836; 3,820; 3,820; 3,724; 3,676; 3,676; 3,644; 3,628

Red Dragon: AC -1 | MV 9/24 | HD 11 | HP 66 | THAC0 10 | DMG 3d12 (bite) 2d6 (x2 claws) 2d10 (tail) + gear saves vs Crushing Blow ea. hit | breath weapon 3"x9" cone | XP: 5,456

Each giant carries:

A flaming broadsword—of giant proportions—set w/ rubies worth 100,000 sp per sword.
A large purse w/ 1 TBRG (24,000 sp); 5 EWB* (20 sp); and 1 jug of flammable beard oil (2,000 sp)*

They also have a large amount of bear meat and spiced wine.

A 4-inch luminous red marble in the leader's sack will send everyone within 100' directly to the Citadel of Esgan if it is pulverized.

The dragon wears a golden collar set with jet and pearls (160,000 sp @ 50 lbs) and carries some provisions in a large satchel along with a journal (authored by the Fire Giant leader "Drersog") detailing the group's purpose.
Red dragon hide/scales (800,000 sp @ 400 lbs)

Total Value = 1,984,800 sp

7. SHRIEKS AND WINGS:

30' above the floor, a locked secret door hides arrow slits in its flinty surface. PCs entering this region will be subjected to 8 missile attacks per round from the drow (at 8). The drow will not reveal themselves but their attacks rouse 6 Doombats. Once shrieking starts, the drow cease firing and retreat to area 8. Due to the Doombats' familiarity with the halls, they attack at +3.

Doombats x6: AC 4 | MV 18 | HD 6+3 | HP 32 ea | THAC0 10 | DMG 1d6 (bite) 1d4 (tail vs up to 3 trailing/rear targets) | Shrieks = no spell casting & -1 to-hit | 20% chance of chronic or terminal blood disease per bite (DMG p14) | XP: 624 apiece

8. DROW OUTPOST:

A contingent of drow guard the secret passage, seeing everything beyond the doors to a range of 120'. Their camp is south of the 400' fissure at 8. Falling dmg at the fissure is 35d6. Both secret doors require keys.

Nilracim: 6/5 Cl/Ftr | AC -4 | MV 15 | HP 36 | THAC0 10 (bow) 13 (sword & dagger) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+3 (dagger) | MR 62% | XP 3,126

- Cause Fear, Spider Climb, Protection Good
- Hold Person, Silence 15', Speed Poison
- Animate Dead, Bastion

Drow Plate +3; Drow Shortsword & Dagger +3; 24 Drow Arrows +3; 30 PP (300 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Human Control (DMG p126); Vial of Sleep Poison (2,000 sp); secret door key

Anayebaz: 7/5 Cl/Ftr | AC -4 | MV 15 | HP 40 | THAC0 10 (bow) 13 (death lance) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d6+1d10+2 + save vs Poison or lose 1d4 levels (death lance: 4 charges) | MR 64% | XP 6,852

- Command, Spider Climb, Protection Good
- Hold Person (x2), Silence 15'
- Bastion, Dispel Magic
- Hammer of Damnation

Drow Plate +3; Death Lance (GDQ1-7 p124); 24 Drow Arrows +3; 30 PP (300 sp ea); 22 RGC (40 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Extra-Healing; Vial of Sleep Poison (2,000 sp); secret door key*

Adlere: 8/5 Cl/Ftr | AC -5 | MV 15 | HP 45 | THAC0 10 (bow) 13 (lesser purple tentacle rod) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 3 per hit or 18 + slowed for 9 rounds if all three tentacles hit (rod) | MR 66% | XP 7,846

- Cause Fear, Spider Climb, Command
- Hold Person, Silence 15', Speed Poison
- Bastion, Cause Blindness, Dispel Magic
- Hammer of Damnation

Drow Chain +4; Drow Shield +2; Tentacle Rod (GDQ1-7 p124); 24 Drow Arrows +3; 30 PP (300 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Speed; Vial of Sleep Poison (2,000 sp); secret door key

Ranoasel: 7/7 Ftr/MU | AC -6 | MV 12 | HP 39 | THAC0 8 (bow) 9 (mace) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d6+6 (mace: 3att/2 rounds) | MR 64% | XP 6,746

- Magic Missile x4
- Mirror Image, Ray of Enfeeblement, Web
- Fireball, Lightning Bolt
- Wall of Ice

Drow Plate +5; Drow Mace +5; 24 Drow Arrows +3; 20 TC (1,500 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Wand of Frost 20 charges (DMG p135); Vial of Sleep Poison (2,000 sp); secret door key*

The drow also have a well-trained attack beast:

Solifydra: AC 4 (body) 0 (heads) | MV 15 | HD 12 | HP 96 (16 per head) | THAC0 9 | DMG 4d4 + 50% grab (-4 to-hit rolls + auto dmg) | Only dead when all heads are destroyed | Blinding breath | Rear Web attack | Climbs walls as a spider | MR 46% | XP 6,636 (see appendix)

The Drow encampment on the southeast side of the fissure is elevated 8' above area 61. As such, those in area 8 enjoy 25% cover from adversaries in 61.

Camp treasure:

*Indigo silks & cushions (7,000 sp)
Drow gambling tiles (820 sp)
Fungi wine and delicate fried fish (1,200 sp)
Ranoasel's spellbook (340,000 sp)
One jug of Y'tophen: enough to keep all six slaves alive for three days (60,000 sp)*

The camp is tended by six strong but thin human slaves (non-combatants 1 hp ea) all very pale and blind. They have limited knowledge of the Drow Stronghold of **ELLA-LUNCI**—based on sound and smell. Each of them is addicted to y'tophen (see appendix). They become sick and crazed after twelve hours.

9. PIERCER COLONY:

A vast colony of Piercers roost in the shaded oval on the map. Any creature in this area is subject to 3 piercer attacks per round (if moving) or 1 attack per round (if standing still). The entire dungeon is plethoric with stalactites, so PCs will find it difficult to tell where the colony begins or ends.

Piercers x12,000: AC 3 | MV 1 | HD 4 | HP 18 | THAC0 15 (use large missile rules to-hit: no DEX adj) | DMG 4d6 + gear saves vs Crushing Blow | Piercers that hit do 1d6 additional dmg per round until slain | XP 132 apiece

These are of largest (500 lbs) size. Each falls from 100' so a miss results in a fatal explosion of rocky shards and pink guts. PCs 15' from a shattering piercer take 1d6 shrapnel dmg minus any DEX adj to AC.

There is a 5% chance per piercer of gems in the gizzard worth 1d100 x 20 sp. If the entire colony is slain by enterprising PCs (and they go through each gizzard) you may cap the gemstone haul at 600,000 sp value.

Veins of gold ore gleam in the walls and floor of this area—though significant effort would be needed to mine it (see DSG p51 for mining guidelines)

10. FUNGUS BEAST:

A large Boletesaur grazes on varietal fungus growing in icy moisture that drains off the southern wall and across the floor. Though piercers will attack it, they do not savor its juices and do no further dmg. Mind the spore clouds generated and any open flames.

Trap: floors here are treacherous w/ ice. To-hit rolls of 1 result in a fall, ending actions for the rest of the round.

Boletesaur: AC 8 | MV 12 | HD 18 | HP 81 | THAC0 5 | DMG 2d14 (bite) 1d12 (x4 claws) 1d10 (tail: rear only) | Flammable Spore Cloud; Explosive Death | HP Gain; Resistant to Fire, Cold, Electricity; Immune to Poison, Gas, Disease, Mental Attacks | MR 25% | XP 16,775 (see appendix)

The beast's size is monitored by the trolls to the north (who feed on it) and often reduced by purple worm attacks.

10d10 dream caps @ 2,500 sp ea may be harvested here from the floor (see appendix)

*SPECIAL TREASURE CONVERTER

Ancient Coins

BV	Brass Vault	2 sp
EE	Electrum Eye	30 sp
GT	Gold Tomb	40 sp
PP	Platinum Portent	300 sp
SC	Silver Chamber	25 sp
TC	Tunsian Crypt	1,500 sp

Humanoid Coins

BS	Bone Skull	2 sp
IT	Ivory Talon	10 sp
JF	Jade Fang	20 sp
RGi	Ruby Gold Intact	300 sp
RGm	Ruby Gold Missing Stone	50 sp
SB	Spice Bar	900 sp

Exotic Currency

EWB	Ebon Wood Bar	20 sp
MM	Mithril Moon	200 sp
RGC	Rose Gold Cuone	40 sp
TBRG	Trade Bar: Rose Gold	24,000 sp

11. TROLL WARRENS:

An enormous burrow defaces a mural depicting clouds, fiery chariots pulled by feathered dragons and a burning palace in the sky. A colonic, sour draft gushes from the burrow's moist blackness.

Here begins the dominion and lairs of the Blood-Coven of Zaejin-Jojin, a troll tribe both terrifying and rich. Atypically cunning, the Coven controls three purple worms (**p**) handled by shaman-types (**t.s**). If the burrow at 11 is entered, troll archers (**t.a**) fire down on the interlopers from 20' galleries while the purple worm charges through the lower tunnel east-to-west.

There are 78 trolls, 20 cuckolds, 10 witches, 10 giant two-headed trolls, the Troll King, and 99 young for a total of 218 trolls in the Blood-Coven. There are also 3 purple worms. The initial positioning of these forces is indicated on the map:

p: Purple Worm

Purple Worms: AC 6 | MV 9 | HD 15 | HP 90 ea | THAC0 8 | DMG 2d12 (bite) 2d4 (sting) | 4 above required to-hit roll = swallow whole (dead in 6 rounds + see MM p.80) | Stinger = save vs Poison or die | XP 6,700 apiece.

t.a: Archer-Hunters with bone great-bows and barbed arrows

6 Trolls: AC 4 | MV 12 | HD 6+6 | HP 33 ea | THAC0 13 | DMG 1d8+2 (arrows) or 1d4+4 (x2 claws) 2d6 (bite) | Fight 3 dif opponents at once | Regenerate 3 hp/round | XP 789 apiece

t.w: Warriors wearing bone armor, led by one Giant Two-Headed Troll Praetor

5 Trolls: AC 3 | MV 12 | HD 6+6 | HP 48 ea | THAC0 12 | DMG 1d4+4 (x2 claws) 2d6 (bite) | Fight 3 dif opponents at once | Regenerate 3 hp/round | XP 909 apiece

1 Giant Two-Headed Troll: AC 3 | MV 12 | HD 10 | HP 66 | THAC0 10 | DMG 1d6 + save vs Crushing Blow (x2 claws) 1d10 (x2 bites) | Regenerate 1 hp/round | XP 2,724

t.s: Shaman-Cuckolds & one Worm-Whisperer Witch

5 Shaman-Cuckolds: AC 4 | MV 12 | HD 6+6 | HP 33 ea | THAC0 13 | DMG 1d4+4 (x2 claws) 2d6 (bite) | Fight 3 dif opponents at once | Regenerate 3 hp/round | Darkness, Protection from Good, Sanctuary, Hold Person, Resist Fire | XP 964 apiece

1 Worm-Whisperer Witch: AC 3 | MV 12 | HD 6+6 | HP 54 | THAC0 12 | DMG 1d4+4 (x2 claws) 2d6 (bite) | Regenerate 3 hp/round | Charm Person, Shield, Shocking Grasp x2 (1d8+5), Mirror Image, Web, Haste | XP 1,132

t.n: Troll Nursery with Troll Young

78 Troll Young: AC 6 | MV 12 | HD 3 | HP 9 ea | THAC0 16 | DMG 1d4 (x2 claws) 1d4 (bite) | Regenerate 3 hp/round | XP 121 apiece

21 Troll Young: non-combatants.

T.C: Four-Headed Cabalist-King accompanied by Harem Witches and Elite Praetor Guards

Four-Headed King: AC 0 | MV 12 | HD 14 | HP 114 | THAC0 8 | DMG 1d6+7 + save vs Crushing Blow (x2 claws) 2d6 (x 4 bites) | Fight 4 dif opponents at once | Regenerate 3 hp/round | Darkness, Protection from Good, Sanctuary, Hold Person, Resist Fire | XP 7,866

6 Worm-Whisperer Witches: AC 3 | MV 12 | HD 6+6 | HP 54 | THAC0 12 | DMG 1d4+4 (x2 claws) 2d6 (bite) | Regenerate 3 hp/round | Charm Person, Shield, Shocking Grasp x2 (1d8+5), Mirror Image, Web, Haste | XP 1,132 apiece

4 Giant Two-Headed Troll Praetor Guards: AC 2 | MV 12 | HD 10 | HP 81 ea | THAC0 9 | DMG 1d6 + save vs Crushing Blow (x2 claws) 1d10 (x2 bites) | Regenerate 1 hp/round | XP 2,934 apiece

Each Troll's Treasure:

3 RGm; 6 JF; 12 IT; 20 BS (totaling 430 sp [34,000 sp for all 80]) + fungus, scraps of flesh and bone & 1 vial of Coven Blood.

(Trolls consuming coven blood [mixed w/ spice] gain +2 to-hit and 2x regeneration for 6 rounds)

Each Two-Headed Troll:

3 RGi; 6 RGm; 12 JF; 24 IT (totaling 1,680 sp [16,800 sp for all 10]) + fungus, chunks of bone, sinew and cartilage & 1 vial of Coven Blood.

Each Shaman:

3 RGm; 6 JF; 12 IT; 20 BS (totaling 430 sp [8,600 sp for all 20]) + fungus, scraps of flesh and bone & 1 vial of Coven Blood. Each also wears a heavy necklace of carved onyx and bloodstone.

(This necklace can be displayed as a Symbol of Fear (-4 save) to one creature per round within 10'. A successful save immunizes the viewer to ALL such shaman necklaces. USE GAZE ATTACK RULES TO DETERMINE IF THE SYMBOL IS VIEWED WHEN DISPLAYED: MM2 P55)

Each Witch:

3 RGi; 6 RGm; 12 JF; 24 IT (totaling 1,680 sp [16,800 sp for all 10]) + fungus, chunks of bone, sinew and cartilage & 1 vial of Coven Blood. She also wears a necklace of carved jet and spinel.

(This necklace can be displayed as a Symbol of Death (80hp or less = auto-kill) to one creature within 10'. Whether the creature dies or not, displaying the necklace also shatters it. USE GAZE ATTACK RULES TO DETERMINE IF THE SYMBOL IS VIEWED WHEN DISPLAYED: MM2 p55)

Zaejin-Jojin, the Troll King

1 SB; 320 RGi; 152 RGm; 98 JF; 137 IT (totaling 107,830 sp) one gnawed Fire Giant arm; 9 human skulls; 3 vials of Coven Blood and the Rod of Ackos (see appendix). He also wears a Ring of Fire Resistance (DMG p130) and an Amulet of Psionic Reflection: which protects the wearer from (and reflects back upon the attacker) all psionic blast attacks (Dragon Magazine #99 & credit to Roger E. Moore. Its value is 2,500 XP [or] 200,000 sp)

(The King automatically substitutes the Rod for one of his claw attacks if he drops below 50% hp)

Total personal treasure of all trolls in the Blood Coven, incl. Rod, Amulet & Ring = 880,670 sp

12. TROLL SCOUTS:

Massive columns of living gray rock labradoresce vividly under even subtle light. Countless frost-crowned flamingo toadstools sprinkle the expansive floor and gather near puddles and fallen rocks. The troll archers (**t.a**) to the west attack from their position on the sundered pilaster (20' above floor level w/ 25% cover). At the same time, the troll warrior units (**t.w**) charge. The remaining archer unit will seek to flank or cover the other archers. ANY BATTLE HERE NOTIFIES THOSE AT AREA 13.

13. STAIRS TO NOWHERE:

Enormous stairs flanked by pillared galleries and sundered by geologic fissures descend to a broken cliff that gazes into a void in the mountain. This void is a thousand feet deep and similarly stretches several hundred feet upwards. A portion of it transitions into a 400'+ deep crack that can be flown or precariously traversed. Fissure falling dmg is 35d6.

- Troll archers firing from the galleries have 25% cover.
- Warriors at the bottom of the stairs hide among boulders until they charge.
- All troll forces will be called forth to protect the King if necessary.
- Two purple worms will be herded to the party's rear if available, while a third is goaded north, through the boulder blockage as a last resort.
- Young in the nursery will be left unguarded in the event the party manages to keep the upper hand.

14. HIDDEN ESCAPE TUNNEL:

Using dust and worm-slime, the trolls have papered over this tunnel to form a concealed passage (discovered 3in6 from either direction). South of the paper-thin wall, a large boulder blocks the passage, requiring four creatures with 74 STR combined to push aside. IF THIS IS NOT DONE, ONLY 1 M SIZE CREATURE CAN SHIMMY PAST THE BOULDER PER ROUND.

15. KING'S GALLERY:

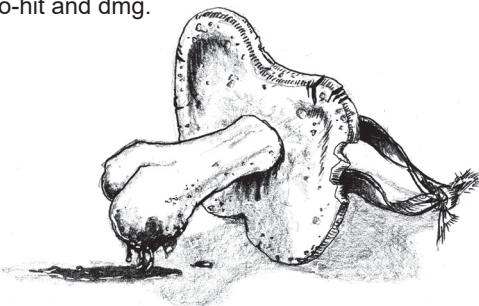
The mountain's dark wind gusts through a cave overlooking the bottom of the broken stairs (some 100' below). Forty bone great-bows and countless barbed arrows allow trolls in this room to quickly arm themselves. The gallery is plastered with dry troll feces of many colors, forming crude, nightmarish frescoes. A mighty throne hewn from the stump of a broken stalagmite and draped in the filthy purple funerary wrappings of a dead giant, rises from a fungi bed of luminous mushrooms, mold and slime. This nest is a silent-scream of pallid colors and obscene formations. Large grubs bore the fungus and serve as snacks to the King and his harem.

Piled in dry fungi-cap bowls, or strung up in crude glittering strings, are the treasures and victims of Zaejin-Jojin:

**4,200 RGi (1,260,000 sp)
356 RGm (17,800 sp)
5,000 JF (100,000 sp)
11,000 IT (110,000 sp)
31,000 BS (62,000 sp)
51 SB (45,900 sp)
Timeless Kingdom Plate Mail (see appendix)
Helm of Ackos (see appendix)
Scimitar of Speed (UA 106)
Longbow +1
Heward's Handy Haversack (UA p101)
Arrows +3 (x9)
Spear +2**

16. NURSERY:

The nursery is noisy, foul, and swarming with 99 ravenous troll young, 78 of which can and will attack PCs on sight. The other 21 are too young to defend themselves. The long low-ceilinged cave is cluttered with fungus, feces and many bones of baby trolls lost to cannibalism. The extreme oppressiveness of the ceiling prohibits missile weapons, limits melee to weapons of 3' length and forces PCs of 6' or taller to attack at -2 to-hit and dmg.



17. ASCENT TO RHAHOUL'S TOMB:

Stairs rise 30' to a landing with a dark, sour-smelling burrow to the east. Ice-rimed Fungi anchored to the floor glow with cadaverous light. These peculiar puffballs are between 3 and 6 inches in diameter and strung together by twine-like fibers, allowing them to float and drift in the gagging breeze from the burrow. Filled with gas, the eerie forms look like clusters of jellyfish in the dark.

These fungal thickets congest the landing and staircase between 17 and 18 to a depth of 9-ish feet, making it impossible to walk through them without disturbing them. Though harmless, they distract from the Shriekers (**s**) that cluster near the mouth of the burrow. Light within 30' or movement within 10' triggers their wail, summoning a purple worm and one shaman/witch unit to investigate (see area 11).

Shriekers x13: AC 7 | MV 1 | HD 3 | HP 12 ea | Wail for 1d3 rounds | XP 108 apiece

There are two landings with cavernous southern alcoves (both arched and 80' tall) spaced along the stairs' ascent to area 18. Each alcove contains a 13' tall urn glazed with sunrise-tints, patterned in gold scales and displaying wrap-around scenes of misty mountain tops and clouds. One urn is sealed with wax, but the easterly has broken open near its base. Gray-yellow piles of chunky dust and bone seep from the break.

Trap: both urns contain powdered trindixahht, mixed with cloud giant remains (see appendix)

The westerly urn is intact (8,500 sp)

18. RHAHOUL'S TOMB:

The curved southeastern wall is polished so exquisitely that it appears to be cast in glass. Light sources in the room behave mysteriously, gathering in the mirror-like depths of this wall and condensing as a point of light elsewhere in the room.

The north wall is a grand mural of a mountain stupa with the sun beaming down on a great throne set before a pool. A twisted and broken-looking giant sits on the throne holding a wood and gold-wrapped wand shaped like a Sheppard's crook.

If a point of light is focused on the sun in the mural, using the reflective wall, a deep stone sound emanates from under the floor. Three such points of light must be focused on the sun (or two continual light spells cast upon it) for the trigger to fully unlock. Only then will a magnificent, mural-decorated sarcophagus rise from the center of the room bearing an inscription:

Gold inlaid Noctiluci script (12,000 sp):

RHAHOUL THE MANGLED, HIS POWER IS THE SPICE

The lid requires a combined 100 STR to open. Within, the mummified form of Rhahoul the Mangled rises to smite defilers before the lid is fully off.

Rhahoul the Mangled: AC -3 | MV 15 | HD 16 | HP 128 | THAC0 7 | DMG 1d30 +12 + gear saves vs Crushing Blow (x2 stomps/fists per round) | Undead immunities | Half dmg from piercing and slashing weapons | His funk causes Weakness (no save as the Ring: DMG p132) in a 40' radius (STR and CON are regained at the same rate [1/turn] after leaving the area) | Lightning Bolt 8d8 1/day | Hurl Rocks for 2d12 @ 24" range (large missile rules) | Levitate twice per day | XP 10,410

Within Rhahoul's sarcophagus is the Staff of the Throne (see appendix). Topping Rhahoul's skull, a wrought iron crown displays a scarab clutching the moon, inlaid with mother of pearl, amethyst, and moonstones. Intact: 290,000 sp @ 150 lbs. Jewels only: 29,000 sp

19. SYMBIOTIC DEVOURERS:

A Boletesaur feeds on tumors of pale pink fungus. Hidden atop the fallen basalt column is an ethereal Intellect Devourer (**i**) that uses the brainless beast below as a lure. It takes 1 round to materialize/dematerialize. The devourer is immune to spore clouds (and explosions) even on the Prime Material Plane. Furthermore, the region is rife with insidious Violet Fungi (**v**).

Boletesaur: AC 8 | MV 12 | HD 18 | HP 81 | THAC0 5 | DMG 2d14 (bite) 1d12 (x4 claws) 1d10 (tail: rear only) | Flammable Spore Cloud; Explosive Death | HP Gain; Resistant to Fire, Cold, Electricity; Immune to Poison, Gas, Disease, Mental Attacks | MR 25% | XP 16,775 (see appendix)

Intellect Devourer: AC 4 | MV 15 | HD 6+6 | HP 47 | THAC0 13 | DMG 1d4 (x4 claws) | +3 or better weapons to hit (deal only 1 dmg [+STR & Magic bonuses]) | see MM p54 for other resistances | Become Ethereal or Astral at will | Psionics: 200 (100 ATT/100 DEF) Att Modes: CE; Def Modes: FG | XP: 1,886

Violet Fungi: AC 7 | MV 1 | HD 3 | HP 13 ea | THAC0 16 (use touch AC) | DMG save vs Poison or random body part rots away in a single round (x4 such attacks per round) | XP 187 apiece

20. GNOLL COMPANY:

Colossal stairs ascend from the south to a gleaming door of dweomered steel. The door is 8' wide x 20' tall and stands in a beveled ogive. Approaching it is a company of 144 gnolls. They have slipped into the temple via area 51 on an ill-conceived quest to resurrect their lord (area 34). Though headed the wrong direction, morale is good.

Platoon (**g4**) is currently attempting to open the steel door without success while the other platoons guard the great passageway. Cornered as they are, they defend the hall first, using the stone blocks for cover, then retreat incrementally up the stairs for a final stand.

g1, g2 & g3 platoon each consist of:

Gnoll Lieutenant Commander: AC 3 | MV 9 | HD 4 | HP 24 | THAC0 13 | DMG 1d10+4 / 3d6+4 (2-handed sword) or 1d4+2 (Gnoll heavy crossbow) | XP: 210

Gnoll Shamans x2: AC 4 | MV 9 | HD 3 | HP 18 ea | THAC0 15 | DMG 1d10 / 2d6 (halberd staves) | Spells: Cure Light Wounds, Resist Fear, Resist Fire | XP: 180 apiece

Gnoll Assassins x16: AC 5 | MV 9 | HD 2 | HP 16 ea | THAC0 15 | DMG 1d10+1 / 3d6+1 (2-handed sword) or 1d8 x2 shots (Gnoll great bow) | 1 poison gas flask per gnoll (90' range, burst in 10'x10' invisible cloud: save vs poison for half or take 24 dmg) | HIDE 15% | SILENT 21% | Backstab x2 (or) Assassinate at 2nd level ability | XP: 170 apiece

Gnoll Regulars x17: AC 5 | MV 9 | HD 2 | HP 9 ea | THAC0 16 | DMG 1d10 / 2d6 (halberds) | XP: 46 apiece

Gnoll Regulars carry: 10 BS; 5 IT; 3 JF; 1 RGM

Assassins carry: 10 BS; 5 IT; 3 JF; 1 RGM

Shamans carry: 20 BS; 10 IT; 6 JF; 2 RGM

Commander carries: 40 BS; 20 IT; 12 JF; 4 RGM & a gold necklace insignia (6,000 sp)

Total loot for all 3 platoons = 410 BS; 205 IT; 123 JF; 41 RGM & 1 gold necklace (13,380 sp)

g4 platoon consists of:

Gnoll High Commander: AC 0 | MV 9 | HD 7 | HP 56 | THAC0 9 | DMG 2 attacks per round @ 1d10+7 / 3d6+7 (2-handed sword +1) or 1d4+2 (Gnoll heavy crossbow) | Potion of Extra-Healing | XP: 1,285

Gnoll Lieutenant Commanders x4: AC 3 | MV 9 | HD 4 | HP 24 ea | THAC0 13 | DMG 1d10+4 / 3d6+4 (2-handed sword) or 1d4+2 (Gnoll heavy crossbow) | XP: 210 apiece

Gnoll Shamans x8: AC 4 | MV 9 | HD 3 | HP 18 ea | THAC0 15 | DMG 1d10 / 2d6 (halberd/witch-doctor staves) | Spells: Cure Light Wounds, Resist Fear, Resist Fire | XP: 180 apiece

Gnoll Assassins x23: AC 5 | MV 9 | HD 2 | HP 16 ea | THAC0 15 | DMG 1d10+1 / 3d6+1 (2-handed sword) or 1d8 x2 shots (Gnoll great bow) | 1 poison gas flask per gnoll (90' range, burst in 10'x10' invisible cloud: save vs poison for half or take 24 dmg) | HIDE 15% | SILENT 21% | Backstab x2 (or) Assassinate at 2nd level ability | XP: 170 apiece

Assassins carry: 10 BS; 5 IT; 3 JF; 1 RGM

Shamans carry: double

Commanders carry: quadruple & wear a gold necklace insignia (worth 6,000 sp)

Gnoll High Commander wears gold and gem-studded jewelry (120,000 sp) and carries 120 RGi + 6 SB in addition to his +1 great sword.

Total loot for g4 platoon = 550 BS; 275 IT; 165 JF; 55 RGM; 4 gold necklaces + the High Commander's special goods (195,300 sp)

21. TEMPLE OF WIND:

When Stronmaus was a godling he sealed this gleaming steel door. It cannot be damaged by any means but emits a beautiful looping tune. If this tune is hummed/played in perfect harmony for one loop (3 rounds) the door opens.

The cyclopean room beyond is painted with beautiful murals. A deep windy moan draws from the dark rift in the northwest corner.

Nestled in the fissure (**cs**) above the room, a colossal crab spider lurks. It attacks only if approached w/in 20' and automatically surprises.

Colossal Crab Spider: AC -2 | MV 18 | HD 15 | HP 90 | THAC0 8 | DMG 3d8 (x2 pincers) 3d6 + save vs Poison or die (bite) | Camouflage 90% invisible | Attacks with complete surprise (2 segments) though DEX may reduce/negate | XP: 8,650

The room's coruscating labradorite floor (inset w/ oval mirrors of hematite) reflect not only the party, but a ceiling fresco of churning golden clouds. Most startling, the east wall lets in radiant evening light. It is actually an open colonnade separating the room from a brimstone-yellow sky plumed with clouds—a permanent gate to the Plane of Air. This gate is easily traversed in both directions. Floating some 300 yards away is what appears to be a cube of stone (see area 56).

Each turn spent here induces a 10% chance that one of the following enters the room from the Plane of Air:

1. 1d6 Invisible Stalkers (MM p55)
2. A Djinn (MM p28)
3. 1d3 Spectres (MM p89)
4. A Monadic Deva (MM2 p43)
5. 1d3 Air Elementals of 16 HD (MM p37)
6. An Air Elemental of 32 HD (MM p37)

Trap: the two red zones near the altar discharge a 12die bolt of Chain Lightning (UA p59) each time they are entered.

Center of west wall, an altar bears a giant-size golden book (400 lbs). Inlaid in the floor is a magic circle. Any magic-user consulting the book may conjure an Invisible Stalker to the circle. The Stalker obeys the magic-user faithfully (for 24 hours) so long as the total HD of all conjured Stalkers does not exceed the HD of the magic-user. Breaking this limit irrevocably turns all stalkers against their summoners.

The rest of the book details, in Notiluci, the history of elevating kings to demigod status and explicitly outlines the ritual for seating one's self on the Throne of the Gods:

OH MIGHTY EMPEROR! HUMBLE THYSELF ADEQUATELY FOR THIS PROCESSION. APPROACH THE THRONE WITH CONTRITE HEART, FEARFUL OF JUDGMENT BUT HOPEFUL OF THINE ENTRANCE TO THE PANTHEON ABOVE THE CLOUDS.

ROBED IN SAFFRON AS AN OUTER-KING OF OLD,

AND HAVING KISSED THE SIGNET OF THE ETERNAL EMPEROR, NOW ASCEND THE APOTHEOIC STAIRS TOWARD THE POOL OF HEAVEN.

WITHIN THE DOOR OF DAWN, PLACE AN OFFERING OF GOLD UNTO THE SUN. AND THEN, WITHIN THE DOOR OF NIGHT, PLACE AN OFFERING OF SILVER UNTO THE STARS. THEREWITH, ALIGN THYSELF, EITHER UNTO THE DAY, OR UNTO THE NIGHT, AND LET THE SIZE OF THINE OFFERINGS REFLECT THY CHOICE.

WHEREUPON, AND FOREVER AFTER SKINNED IN DAY, OR SKINNED IN NIGHT, CONTINUE THINE ASCENT UNTIL, HAVING REACHED THE SUMMIT, REMOVE THY SHOES AND TREAD BAREFOOT INTO THE POOL OF HEAVEN, CROSSING FROM SOUTH TO NORTH IN THIS, THY FINAL APPROACH TO THE ALMIGHTY THRONE.

AT THE THRONE, TAKE UP THE CROOK OF GOLD AND SANDALWOOD, WHICH IS CALLED THE STAFF OF THE THRONE, AND RECEIVE IT INTO THY RIGHT HAND. SO EMPOWERED, THOU MAYEST NOW TOUCH THE FOOT OF THE THRONE OF THE GODS. IF IN THIS MOMENT THY LIFE IS SPARED, THOU MAYEST ASCEND THE FINAL STEPS.

HAVING DONE SO, TURN AND SEAT THYSELF UPON THE THRONE THAT THOU MAYEST RECEIVE WHATSOEVER BLESSINGS DISTILL FROM LOST EMPIRES IN THE SKY.

22. APOTHEOIC STAIRS:

This is where those seeking to sit on the Throne of the Gods must begin their ascent (see area 21) but only if they have kissed the signet ring of Emperor Tumulous (area 41 [or] 63) and donned saffron colored robes (area 91).

Operating in cooperation with those at area 6, are two Cloud Giant Centurions (**C**) supported by two Fire Giant Imperial Guards (**g**).

Cloud Giant Centurions x2: AC 0 | MV 15" | HD 12d10 + 2-7 | HP 83, 71 | THAC0 4 (or large missile rules) | DMG 1d24 +12 +1d6 frost (sword) 2d12 (rock hurl up to 24") in either case, gear saves vs Crushing Blow | Levitate 2/day | XP: 5,578; 5,386

Imperial Fire Giant Guards x2: AC 0 | MV 12" | HD 11d10 | HP 61, 58 | THAC0 6 (or large missile rules) | DMG 1d20 +10 +1d6 fire (sword) 2d10 (rock hurl up to 20") in either case, gear saves vs Crushing Blow | Impervious to fire | XP: 3,676; 3,628

All 4 Giants carry large cannon ball-like stones carved with war sigils, which they use for throwing.

The Fire Giants have flaming broadswords [useable only by giants]. Each sword, however, is set w/ rubies worth 100,000 sp per sword. Each also carries a large purse w/ 1 TBRG

(24,000 sp ea); 5 ebonwood bars (20 sp ea), and 1 jug of flammable beard oil (2,000 sp ea) They also have a portion of bear meat and spiced wine.

The Cloud Giants each wear jewelry (240,000 sp @ 120 lbs ea) and carry 1 TBRG (24,000 sp ea). Their silver-shod redwood clubs are cold-enchanted but only useful to giants.

23. BURNT OFFERINGS:

A door of golden brass, set in a beveled ogive shines with a fire-cushion-cut topaz of over 700 carats. The gem is surrounded by an etched sun ray design. The door is 8' wide and 20' tall.

Topaz (4,000,000 sp if it can be removed from the door without destroying it). This requires 1 hour of work with thieves' tools and a final DEX check against 5d6.

The door opens **ONLY FROM THE OUTSIDE** and only at the touch of one who has both kissed the signet of Emperor Tumulous AND wears saffron-colored robes. Beyond the door, a brass vault glows, reflecting any and all light brilliantly. A few chunks of stonework in the room also glow as if in a kiln.

Trap: any object entering the room begins to heat up. Treat this as a Heat Metal Spell with indefinite duration but affecting all substances. Ergo, leaving the room after one round prevents any dmg but leaving the room after three rounds would leave the victim badly disabled. Four rounds = unconsciousness. Six rounds = death. Offerings left in this room (except those made of stone) are entirely consumed after seven rounds.

Every 1,000 GP worth of gold left in the room causes a halo of light to brighten around the head of the PC who left the offering. Such a halo reaches maximum intensity at 10,000 GP. This halo persists for up to 1 week and adds 1 to the Throne Roll (for each increment of brightness up to a maximum of +10).

24. PREPARATORIUM OF NIGHT:

A door of dark metal, set in a beveled ogive sparkles with an array of 444 crystal stars. The door is 8' broad and 20' tall.

The door opens **ONLY FROM OUTSIDE** and only at the touch of one who has kissed the signet of Emperor Tumulous; wears saffron-colored robes AND has left an offering of gold in area 23.

Beyond the door, continual darkness reigns. This black mist can be manipulated and held at bay, usually only briefly, with various magics such as Gust of Wind. The mist smothers all light sources and makes breathing difficult. It also dissolves silver on contact. Any silver object touched by the mist is immediately ruined and vanishes completely in 7 rounds.

Trap: inhaling this mist for more than 1 round turns the breather's tissues permanently black. Even gums, internal organs and eye whites turn black. The pupils, however, reflect any light cast into them, producing an eerie bestial eye-shine. No simple cure (mundane or magical) exists for this condition, which is referred to hereafter as "Night-skinned" and bears a strong resemblance to Dark Elf physiology. Though the breather gains both 120' infra and ultravision, even common torchlight blinds them, while sunlight deals 1d4 dmg per round of exposure.

Every 20,000 SP worth of silver left in the room causes a black halo to darken around the head of the PC who left the offering. Such a halo reaches maximum darkness at 120,000 SP. This halo persists for up to 1 week and subtracts 1 from the Throne Roll (for each increment of darkness with a maximum adj of -6).

25. VAULT OF A CULT:

A steep, chute-like staircase rises from room 24, leaving the heavy black mist behind, and climbs into this concealed plenum whose peaked walls are hung with occult objects left over from the terrible giant-cult of Mastak, Sifter of Souls, whose symbol (a dead white eye surrounded by six boils) appears on the rattles, mirrors, tridents, and gruesome dolls displayed here.

The terrible white Eye is painted prominently on the black head of a large conga drum and leaning against it is a Staff of Withering with 13 charges (DMG p134)

Trap: anyone viewing an Eye (known as the **MARK OF THE OMEN**) must save vs Spells @ -4 or suffer a penalty of 1 to all rolls for the next 6 days. This curse is cumulative. Another save must be made each time the Mark of the Omen is viewed. The maximum penalty is 6 (against all rolls) for the next 36 days.

A book containing details of the black-skinned, yellow-robed stone giant cult indicates that they desecrated much of Geir Loe Cyn-crul and murdered the wife of Rhähing, Primate of Skoraeus. When Rhähing then went insane and began ruthlessly hunting the cult down with the aid of his cave bear, Mulgah, the cult hid their trappings in this room and attempted to flee. The account ends without indicating whether the author escaped.



26. POOL OF HEAVEN:

A pool rests at the bottom of an oval, two-tiered depression, encompassed by four massive columns of basalt. The oily, bright blue liquid in it is 2' deep and swirls restlessly with golden patterns. Any mortal being entering the pool other than barefoot is struck as if by a Power Word Kill, as are those who have not followed the ritual to this point. Ritual participants who enter the pool barefoot fall into two categories:

Night-skinned: those changed by room 24 are affected by the pool as if by a Wraithform (UA p69) at 30th level ability (1 hour duration).

Day-skinned: those not changed by room 24 are affected by the pool as if a Cure Serious Wounds had been cast on them.

27. THRONE OF THE GODS:

The Throne of the Gods and the steps leading up to it are darkened by numerous scorch marks and charcoal-skeletons.

The Throne is cut from the living labradorite of the mountain. It is gray, yet glows with many colors even in moderate light, and its backrest is set with three rubies, burning like church glass, all of impossible size and luster. Four steps lead to it, each of a different mineral and each cut with a Noctilucent inscription:

1. Polished Brown Marble
HILL, MOUNTAIN, & STONE
2. Polished Carnelian
SMOKE & FIRE
3. Gleaming Chalcedony
CLOUD & FOG
4. Lustrous Turquoise
STORM & ICE

The Staff of the Throne (see area 18) must be held in the **RIGHT** hand of whosoever touches either the steps or the Throne itself. There are no exceptions. Any being that does not classify as a lesser or greater Power, and who has not followed the ritual precisely (see area 21), is blasted out of existence when the steps or Throne are touched. Not even a Wish can return PCs from this brand of annihilation.

As the throne is ascended, one power is bestowed for each step, corresponding to those listed above:

1. Permanent +1 WIS (may exceed 18)
2. Permanent Protection from Good/Evil depending on Alignment
3. Permanent Immunity to Level Drain
4. Permanent +1 to Prime Requisite/Major Attribute (may exceed 18)

Each of these boons is bestowed only once!

For each PC who sits on the Throne of the Gods, consult the appendix of this book.

28. ANCIENT DECAPUS:

It is 60% likely that this passage will be mistaken for a dead end. Only a ranger or the like automatically picks a way through the collapsed jumble.

Characters >140 lbs must strip their armor to get through, while those >200 lbs are wholly stopped.

Trap: falling and shifting blocks deal 1d12 dmg to the first person who navigates the passage. Waiting at the eastern end is an Ancient Decapus, anchored directly above a pool of Green Slime.

The first PC to arrive will see the Green Slime, but the Decapus has disguised itself as a sheared stalactite with an eyebolt. Its tentacles appear to be new rope.

Given the constraints of the passage, it is likely only 1 or 2 PCs can face the monster at a time. The Decapus attacks with complete surprise unless the illusion is detected. Furthermore, if the eyebolt or ropes are handled, it strikes at +4 to-hit. If the Decapus is attacked by others while grappling a PC, it throws the grappled PC into the Slime and reaches for another.

Ancient Decapus: AC 3 | MV 12 | HD 10 | HP 55 | THAC0 10 | DMG 1d8 (x9 tentacles) 2d6 (bite only on grappled prey) | If four tentacles hit, prey is grappled and bitten next round: Open Doors check to escape grapple | Will not attack dwarves unless attacked first | Will not attack at all if offered large quantities of mule meat | Illusion at will | XP: 3,020

Green Slime: AC 9 | MV 0 | HD 4 | HP 32 | THAC0 nil | DMG Contact kills victim in 1d4 rounds (+1 round for Ring, Scale & Chain) (+2 rounds for Splint & Banded) (+3 rounds for plate) | Slime removal takes 2 rounds (or 1 round if assisted). Removal time MUST be LESS than the Kill Time rolled by the Slime or the character dies and cannot be resurrected | Allow magical armor to make a save vs Disintegration on the round scheduled for destruction | Cure Disease kills the slime | XP: 674

29. BEARD BLOCKADE:

A titanic staircase descends to a landing where stands a gleaming steel door. The dweomered door is 8' wide, 20' tall and cannot be damaged. High in the door's center, a giant face (also of steel) seems to yell. Its huge, silent mouth forms an oval framed by a steel beard. Within the mouth is a mirror.

To look properly into the mirror, a PC must be at least 15' above the floor. The door opens only when a giant-size person with a beard looks into the mirror. Others will be told via magic mouth, "Too small!" [and/or] "No beard!" Enlarging a bearded person is sufficient to meet the requirements and open the door. This same "lock" exists on both sides of the door.

Lying near a fallen block, the skeleton of an eleven fighter holds a broken sword. Though his pack and gear have crumbled, he still wears Fortalice Plate Mail (see appendix)

30. BLUE GOLEM DREAM:

Beyond the door, voracious silence fills a hall surmounting a staircase to the east. The staircase descends into structural failure and rubble. If lights are put out, phosphorescent molds can be seen, bathing the entire area with the brightness of starlight. Note that this room is the ONLY room where random encounters will not disturb a camping party.

Slumped against the west wall, is a Cloud Giant-sized Flesh Golem (G) which has run out of juice. A former guardian of the Throne, it is now inert.

Its frightening blue face and body are sheathed in ornamental brass armor which is inlaid with 300 lbs of Amber & Aquamarine worth a total of 600,000 sp

Any electrical stimulation instantly revives the golem (which promptly goes berserk).

Giant Flesh Golem: AC 9 | MV 12 | HD 16 | HP 80 | THAC0 7 | DMG 2d12, 2d12 + Gear saves vs Crushing Blow | Immune to most magic | Magic Weapons to hit | XP: 10,050

31. BLUSTERING LIZARDS:

A tremendous, collapsed frieze lies in beautiful shards and slabs along the wall. Numerous crevices and hollows provide 75% cover (+7 AC) for a clat of Ice Lizards, who remain deep in their hiding places but breath at passing PCs. Should the PCs flee, the lizards may emerge, polymorph into white dragons and attack. Any victims slain will be dragged back to the crevices and devoured in the shadows when the lizards revert to normal size.

Ice Lizards x12: AC 1 | MV 9/15 | HD 3+3 | HP 18 ea | THAC0 16 | DMG 1d6 (bite) 1d3 (x2 claws) | Breath Weapon Cone of Cold for 2d8 dmg 3x/day | Sleep Spell 2/day | Fear Spell 2/day | Susceptible to Charm and Hold (-2 on saves) | MR 80% | XP: 327 apiece

Dragon Form: as above but DMG 2d8 (bite) 1d4 (x2 claws) | When this form is abandoned, the lizard heals 1d12 hp. Breath Weapons will be used predominantly as no to-hit roll is needed.

Secreted in nooks under the slabs are 500 PP (150,000 sp total value).

Roll d% for the recoverable amount unless every rock is overturned. Additionally, the deeply wedged body of a female cleric, dismembered and devoured, retains some of her gear:

Plate Mail of Etherealness +3 (9 charges remaining: DMG p164); Potion of Super Heroism (labeled as such: DMG p127); Incense of Meditation (DMG p147); Scroll of Protection from Undead (DMG p129).

32. UMBER HULK GANG:

A young Purple Worm has been murdered among the blocks and a rabble of Umber Hulks are feeding. They will use the blocks as cover (or burrow out of sight) but can also hurl stones for 1d8 dmg up to 50'. If opportunity presents, they lather their hands in the worm's venom sacs. Poisoned claws last 2 rounds. They also attempt to throw victims into the nearby lava vent.

Umber Hulks x4: AC 2 | MV 6 | HD 8+8 | HP 49, 46, 45, 44 | THAC0 12 | DMG 3d4 (x2 claws [possibly poisoned]) 2d5 (bite) | Gaze attack: save vs Spells or Confused (PHB p63) | XP: 1,888; 1,852; 1,840; 1,828

33. BLOWING BUBBLES:

Monumental steps rise from the south, ending at a pair of mighty steel valves. The doors are 20' tall and cannot be damaged. Hitting them with least 6 dice of electricity causes them to swing inward on area 34.

A vertical stone ring, 10' in diameter, floats above a spacious landing near the stairs' midpoint. An oily, colorful membrane fills the ring (think bubble wand).

If the ring is blown at from the north, a bubble is produced and released, drifting down the stairs to the

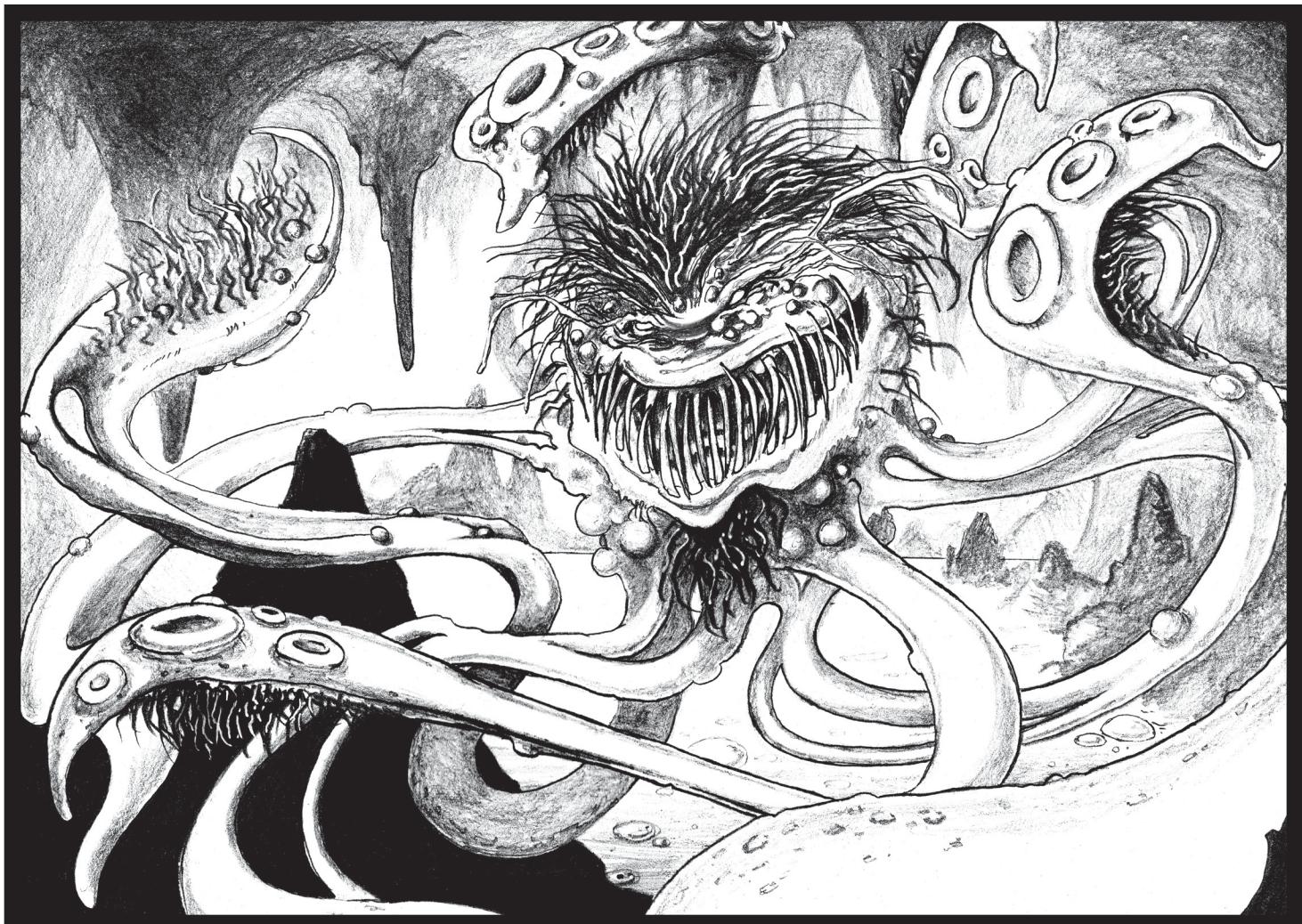
south. If the ring is blown at from the south, the bubble rises northward up the stairs.

The oil membrane reforms in the ring only after the current bubble pops. As the bubble travels, PCs will note the air within growing ever darker—toward black. Left undisturbed, each bubble wends its way either to the top or bottom of the stairs @ 30' per round for a max of 6 rounds—when it pops.

Bubbles that pop release a clap of thunder, a dark cloud-like vapor, and a radial flash of lightning + ozone smell. The intensity depends on the bubble's life span:

- 1 Round:** mild thunder + 1d8 lightning dmg w/in 10'
- 2 Rounds:** loud thunder + 2d8 dmg w/in 20'
- 3 Rounds:** 3d8 dmg w/in 30' + save vs Spells or deafened 1d6 rounds
- 4 Rounds:** 4d8 dmg w/in 40' + save or deafened 1 turn + Darkness same area for 1 round
- 5 Rounds:** 5d8 dmg w/in 50' + auto deafened 1d2 turns + Darkness same area for 2 rounds
- 6 Rounds:** 6d8 dmg w/in 60' + auto deafened 1d4 turns + Darkness same area for 3 rounds

A bubble that rises to the top of the stairs, opens the doors. Thunder is **VERY LIKELY** to draw an encounter!



34. DEMON LORD OF GNOLLS:

The doors to this room can be opened only as described in area 33. Once open, they remain so for six rounds, then crush anything in their path as they inexorably close. From the north side, there is no clue how to open them, but lightning of sufficient strength always works.

The room's expanse is topped by a dome intersecting a barrel vault, both of which are supported by wide cornices. Noise in this room echoes loudly and summons the Troll Shaman Cucks and their Worm-Whisperer Witch to investigate (see area 11). These in turn may summon archers who then use the cornices to rain arrows on the PCs. Floor to cornice is 80'.

Fragments of a destroyed sarcophagus linger near the doors, along with the formerly stately remains of a storm giant king—now scattered and singed as if by profligate hell hounds. Signs of earthquake damage mar the room's eastern half. Heaped at the foot of a hulking sarcophagus carved with blasphemies, sparkles a dragon-size trove the trolls once dared disturb.

What the Blood Coven left behind:

Scroll of Protection from ALL Elementals (DMG p128); Longsword +2 Giant Slayer (DMG p165); 11 arrows +1; Scale Mail +1; Dagger +3; Oil of Etherealness (DMG p126); Potion of Super Heroism (DMG p127); Potion of Speed (DMG p127); Scroll of Mordenkainen's Sword, Invisible Stalker, Death Spell, Passwall & Cone of Cold; Plate Mail +1; Philter of Persuasiveness (DMG p127); True Dart (see appendix); Gauntlets of Dexterity (DMG p145); Battle Axe +3; Wrought silver and gold coronet (20,000 sp); Emerald and gold earrings (120,000sp); wrought gold ring (26,000sp); gold and gems decanter (120,000 sp); gold buckle w/ exceptional gem (220,000 sp); platinum and gems medallion (80,000sp); 3,300 PP; 9,200 GT; 11,000 EE; 200,000 SC; 200 RG; 1,500 JF; 5,000 IT; 6 TBRG (144,000sp)

Total value of trove: 8,587,400 sp

Hidden in the horde, deathly still, are 6 Shoosuva who crawl forth most quietly.

Shoosuva x6: AC 3 | MV 15 | HD 6 | HP 48 ea | THAC0 13 | DMG 1d10+7 + save vs Paralyzation or Creeping Paralysis for 1d4+2 turns | Immune to Psionics, Enchantment, Charm | Turned as Special | Silver or magic to hit | Resistant to Cold, Heat, Electrical | MR 30% | XP 788 apiece

Touching anything magical conjures a Type V Demon to protect both the hoard and the evil sarcophagus:

Type V Demon: AC -7/-5 | MV 12 | HD 7+7 | HP 63 | THAC0 13 | DMG 2d4 (tail constriction) 1d8 (x6 weapons) | +1 or better weapon to hit | Resistant to Cold, Electricity, Fire, Gas | Darkness 5' radius; Charm Person; Levitate; Read Languages; Detect Invisible; Pyrotechnics; Polymorph Self; Project Image; Gate (MM p19); Teleport No Error; Infravision | MR 80% | Psionics: 130 (65 ATT/65 DEF) | Att Modes: AE; Def Modes: FGH | XP 3,756

If the unholy sarcophagus is actually opened (requiring combined 100 STR) all accomplices to this crime must roll their INT or less on 1d30 or go insane as the beastly, gaunt claws of Yeenoghu himself rise from the unclean interior. The Demon Lord inhabits a mummified avatar (of himself) interred here by the Stone Giant Cult of Mastak centuries past.

His avatar fights for only 6 rounds before losing its magic and crumbling to dust. This event however leaves behind:

A single dog-like toe wearing Lōvi: the 2nd Ring of Immortality (see appendix, also cf. The Mortuary Temple of Esma).

YEENOOGHU

S 21 I 20 W 15 D 18 Co 22 Ch 3

AC -5 | MV 18 | HD 22 | HP 100 | THAC0 3 | DMG 3d6+9 (x3 spiked balls): ball 1 = save vs Poison or afflicted w/ mummy rot; ball 2 = save vs Wands or paralyzed 3 turns; ball 3 = save vs Magic or Confused (PHB p63) | Resistant to Cold, Electricity, Fire, Gas | Summon 2d6+4 ghouls | Sees invisible, ethereal, astral | Darkness 10'; Magic Missile 3/day x 6 missiles @ 2d4 dmg each; Invisibility; Fly; Hold Person; Dispel Magic; Suggestion; Polymorph Self; Teleport No Error; Telekinese 1,000 lbs; Rock to Mud; Mass Charm; Gate 1d4+1 Type 1 Demons 80% | Constant: Fear 60' radius; ESP; Telepathy; Minor Globe of Invulnerability | All saves @ 2 | All spell-like abilities per GDQ1-7 p123 @ 16th level | Holy water deals 6 dmg on splash [or] 3d6+3 on direct hit | MR 80% | XP 54,500

35. BOULDERS AND BEETLES:

Feeding on fungi in the warm humidity around the lava vents are three Giant Rhinoceros Beetles (**b**)—easily mistaken for boulders and therefore surprise 3in6. SEE AREA 36 IF COMBAT ENSUES.

Giant Rhinoceros Beetles x3: AC 2 | MV 6 | HD 12 | HP 70, 63, 48 | THAC0 9 | DMG 3d6 (horn) 2d8 (bite) | XP 3,270; 3,158; 2,918



36. SALAMANDER Matriarch:

Five Salamanders (**s**) and their Begzadi Matriarch (**B**) bask at the vents. In search of the second Ring of Immortality, they have come through a gate—from Elemental Fire—that boils 30' below the pools. If they hear combat at 35, they evaluate whether to attack from a distance w/ spells and spears or hide and ambush.

Salamanders x5: AC 5/3 (+4 if 50% cover among rocks) | MV 9 | HD 7+7 | HP 40 ea | THAC0 12 | DMG 1d10 +1 +1d6 (great spear + fire) 2d6 +1d6 (constriction + fire) | Each also carries a Rod of Melting (10 charges ea) | Magic to hit | Immune to Fire, Sleep, Charm, Hold | +1 per die of dmg from Cold | XP 1,225 apiece

Begzadi (Female Commander): AC 4/2 | MV 9 | HD 12 | HP 72 | THAC0 7 | DMG 2d6 +2 +1d6 (scythe spear + fire) 2d8 +1d6 (constriction + fire) | +1 weapons to hit | Immune to Fire, Psionics and Mind Affecting | +1 per die of dmg from Cold | Fire Ball, Flame Strike, Wall of Fire (all at 12th level) | XP 5,552

If the Begzadi is endangered, she has reinforcements at 42. The pools are connected beneath the floor by large lava chambers allowing the salamanders to swim to one another's aid.

Each Salamander carries two spears +1—one to be thrown. Each also carries 1 flask of Dam Mamara (see appendix) and 1 flaming gem of elemental fire (20,000sp ea). The Begzadi's exotic weapon is +2; she wears a flaming crown of rose gold set with jewels of eternal elemental ice (300,000 sp). Note that all these objects deal 1d6 elemental dmg per round if handled w/o protection.

37. COLD TITANS:

A mighty support column, decorated with olden, glorious murals divides the staircase that climbs south. The murals feature a bearded Titan amid snowy peaks and the Noctiluci inscription:

EMPEROR TUMULOUS, NOW AND ALWAYS

The stairs are guarded by ten Frost Giant Skeletons (**g**), two on each landing. Those on the upper landings hurl glyph-carved stones at PCs engaged in melee. They take cover behind the columns if missile/spell fire targets them. They are mindless but programmed to defend the stairs efficiently.

Trap: floors here are treacherous w/ ice. To-hit rolls of 1 result in a fall, ending actions for the rest of the round.

Frost Giant Imperial Skeletal Guards x10: AC 1 | MV 12 | HD 10 | HP 60 ea | THAC0 8 | DMG 2d10+2 (gunstones @ 200' range: large missile rules) or 1d30+10 + gear saves vs Crushing Blow (maul) | Half dmg from sharp or piercing weapons | XP 3,110 apiece

Each skeletal giant is girded with pale blue enameled plate +2 (giant size); carries half a dozen +2 chiseled gunstones (for throwing) and wields a Maul of the Titans (each @ 175 lbs & DMG p150).

38. RED, WHITE & LIGHTNING BLUE:

A wonderland of ghostly colors lurk in the depths of this polished labradorite floor while the basalt walls devour light. To the south, a deep alcove rises to an 80' peak. To the west, a flight of steps descend into a broad vaulted hall of pigeon-white marble, where tiles are strewn with fallen masonry. A spectacular mural fills the east wall, showing a host of red and white dragons tearing through cumulus clouds. A god-like giant in the stormy background chases them and wields lightning.

Careful examination shows that a handful of the dragons are dying, transfixed by electrical bolts, which illuminate their bones. *In order, from left to right, the dying dragons are: Red, Red, White, Red, White, White.*

Those falling victim to the trap at 41, will arrive in the southern alcove at (**T**).

39. MAGNA OF ILLUSION:

A steep 80' archway grants access to this fissured room of cloudy marble and feldspar. There are deep claw marks in the floor and near the doorway as well as some fragments of bone and cloth. A sculptor might be able to detect that the claw marks are actually carved, meant to look like gouges. A wand of lightning with nine charges lies on the floor near the skeleton of an elf.

40. SHOCKING ASCENT:

A staircase of preposterous width is divided in half by the striking color of its materials. The southern steps are bloody carnelian sard. The north are cut from white marble. These two types meet in the middle along a common seam. The treads of all steps—both white and red—are carved with dragons racing through clouds.

Trap: the steps must be hit with electrical energy (Lightning Bolt, Shocking Grasp, etc. will suffice). And they must be hit in the following order: Red, Red, White, Red, White, White. There is no particular step that must be targeted so long as the color is correct. If the sequence is done correctly, grinding stone is heard, cold fresh wind courses into the hall from narrow slots and the sound of wind chimes jingles in the mountain's hidden cracks. The teleport trap (shaded 41) is now disabled for the next 24 hours.

A single chime sounds each time an application of electricity is applied correctly to the stairs, indicating PCs are on the right track.

41. CRYPT OF THE ETERNAL EMPEROR:

Trap: until the puzzle at 40 is solved, the entirety of the shaded area (all of 41) is fully blanketed by a Teleport trap. This teleport trap triggers on living matter (typically leaving armor and gear on the floor while teleporting the PC to 38 (T)). Those viewing the trap may believe their friends were disintegrated. (Note that dropped gear can be retrieved with Unseen Servant, Telekinesis and the like)

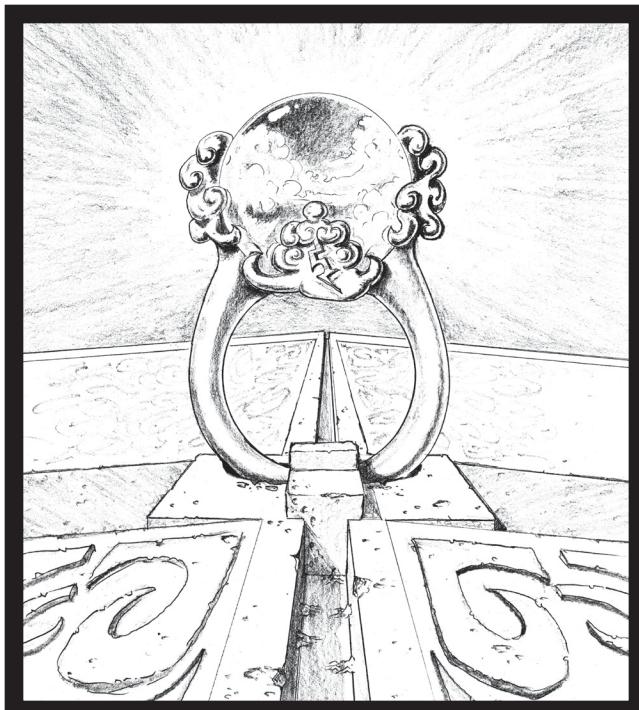
Each time a PC triggers the teleport trap, an illusory dragon is spawned in room 39: White if the player walked over white steps; Red if the player walked over red steps; One of each color if the PC walked over both White and Red steps.

These illusions operate on visual, auditory, thermal and olfactory vectors (Spectral Force) and are difficult to disbelieve. Each color of dragon must be disbelieved separately. When a dragon is successfully disbelieved, other illusory dragons of that color also vanish and can no longer affect that PC.

Illusory White Dragon: AC 2 | MV 12/30 | HD 7 | HP 56 ea | THAC0 11 | DMG 3d8 (bite) 2d6 (x2 claws) 3d8 (plated tail) | Save as 14 HD | Fear Aura saving throw at +1 | Cone of Frost 70' long | XP 1,835 apiece

Illusory Red Dragon: AC -2 | MV 9/24 | HD 9 | HP 72 ea | THAC0 10 | DMG 7d6 (bite) 2d8 (x2 claws) 3d10 (spade tail) | Save as 18 HD | Fear Aura saving throw at +1 | Cone of Fire 90' long | XP 3,664 apiece

The sarcophagus of Emperor Tumulous rests in the middle of the room. His two concubines rest in the indicated alcoves. The emperor's signet ring (whose loop is some 10 inches in diameter and whose jewel resembles a crystal ball filled with blue skies) rises from the sarcophagus lid in spectacular fashion.



Clambering on the lid to kiss the signet will bring no misfortune but opening any sarcophagus (combined 100 STR required) calls the enraged Titan and his skeletal concubines from beyond, all three soaring from their tombs.

Trap: floors here are treacherous w/ ice. To-hit rolls of 1 result in a fall, ending actions for the rest of the round.

Emperor Tumulous: AC 0 | MV 15 | HD 22 | HP 176 | THAC0 3 | DMG 8d6 + gear saves vs Crushing Blow | MR 60% | Levitate | Half dmg from sharp and piercing weapons | Clerical Spells @ 9th level ability: Sanctuary x4; Hold Person x4; Dispel Magic x4; Protection from Evil 10' x2; Protection from Good 10' x2; Flame Strike x2; Slay Living x2 | Magic-User Spells @ 9th level ability: Shocking Grasp x4; Pyrotechnics x4; Lightning Bolt x4; Ice Storm x2; Minor Globe of Invulnerability x2; Cloudkill x4 | XP 11,400

Skeletal Concubines x2: AC 1 | MV 15 | HD 15 | HP 74, 72 | THAC0 8 | DMG 7d6 + gear saves vs Crushing Blow | Levitate | Lightning Bolt 8d8 dmg 1/day | Immune to electricity | Half dmg from sharp and piercing weapons | XP 7,330; 7,290

Between the crowns, necklaces, arm bands and dangling jewels, the trio wear 600 lbs of kingly adornments @ 16,666 sp per lb (totaling 9,999,600 sp worth of beaten gold, platinum and gems)

42. SALAMANDER SOLDIERY:

Part of the Begzadi's entourage at 36, twelve Salamanders (S) keep watch here. Ensconced among the blocks, they have 50% cover or better from nearly all directions but do not carry Rods of Melting like their fellows. A Sheikh (S) basks in one of the lava pools. Those in the pools can easily submerge themselves for 100% cover and, as the pools are connected, move to another pool.

Salamanders x11: AC 5/3 (+4 if 50% cover) | MV 9 | HD 7+7 | HP 40 ea | THAC0 13 | DMG 1d10 + 1d6 (great spear + fire) 2d6 +1d6 (constriction + fire) Magic to hit | Immune to Fire, Sleep, Charm, Hold +1 per die of dmg from Cold | XP 1,225 apiece

Salamander Sheikh: AC 5/3 (+4 if 50% cover) | MV 9 | HD 7+7 | HP 56 | THAC0 12 | DMG 1d10 + 1d6 (great spear + fire) 2d6 +1d6 (constriction + fire) | Magic to hit | Immune to Fire, Sleep, Charm, Hold +1 per die of dmg from Cold | Summon 16 HD Fire Elemental if pressed | XP 1,660

The salamanders try to pull/push PCs into the pools.

Each carries two spears (one to be thrown); 1 flask of Dam Mamara (1,000sp per flask) and 1 flaming gem of elemental fire (20,000sp ea). The Sheikh carries 1 flask of Dam Mamara & 4 of these gems.

43. THE GREAT BLUE WYRM:

Approaching PCs are likely to note a trail of gold coins snaking across the floor. There are 225 GT (coins) in the trail, which is just over 300' long. Each coin emits a soft lustrous glow. If a coin is disturbed in any way, its glow fades and an ultrasonic tone sounds, audible only to the likes of dogs, cats, mules, most rodents... and dragons.

The trail ends in a treasure hoard at the base of an enormous rock, 30' tall. Atop the rock, hidden barely (but well) sleeps a Female Great Wyrm Blue Dragon (**GW**). She will not typically wake unless attacked or upon hearing one of the coins. Very careful, quiet looting of the hoard is possible. Scaling the rock may also wake the dragon.

Sabina the Great Wyrm: AC -3 | MV 9/24 | HD 10 | HP 120 | THAC0 4 | DMG 6d6+16 (bite) 2d6+18 (x2 claws) 6d6+16 (constrictor tail): all hits = Crushing Blow | Save as 30th level | Fear aura save at -5 | Detect Invisible at 120' | Lightning breath 10' wide by 100' long (can reach floor level 40' out from roost) | No spell use | Wears a Ring of Shooting Stars (DMG p130); and a Periapt of Proof against Missiles (see appendix) | XP 25,600

The Hoard:

300 delicate alabaster statues @ 12,000 sp & 200 lbs apiece
76 masterpiece paintings @ 50,000 sp & 5 lbs apiece
23 amphorae of scented oil @ 20,000 sp & 20 lbs apiece
300 magnificent silk, cotton and gold tapestries @ 8,000 sp & 30 lbs apiece
132,000 EE (3,960,000 sp)
17 enormous jewels @ 200,000 sp & 1 lb apiece
31 golden caskets @ 16,000 sp & 20 lbs apiece, containing:
5,000 GT (200,000 sp) each
3 potions of Fire Giant Strength (DMG p126)
1 Elixir of Health (UA p90)
1 vorpal long sword (DMG p166)
1 buckler +3
Sovereign Glue: 6 oz. (UA p103)
Pearl of Wisdom (DMG p151)
Tome of Understanding (DMG p155)
Doss Lute (DMG p148)
Lyre of Building (DMG p149)
Oyster Chest (see appendix)
Casket of Aldebaran's Aura (see appendix)
1 jewel-like blue dragon egg (100 lbs / value is speculative)

Total Hoard value: 28,394,000 sp

Sabina would rather see her treasures destroyed than taken from her. She will use the Spark Shower from her Ring of Shooting Stars to ignite the oil, tapestries, paintings etc. (see trap)

Trap: most of the hoard is fragile and highly flammable. A conflagration will quickly destroy the ENTIRE HOARD. The 23 amphorae of scented oil are positioned intentionally throughout the trove of paintings and rolled tapestries. Careless actions capable of starting a fire automatically succeed. Such a fire blossoms in a single round. Damage is limited to the shaded oval shown on the map: **ROUND 1:** 2d6 **ROUND 2:** 10d6 **ROUND 3:** 5d6 **ROUND 4:** 3d6 **ROUND 5:** 2d6 **ROUND SIX:** 1d6 **ROUNDS 7—37:** 1d4.

44. SABINA'S HATCHLINGS:

The Great Wyrm's offspring hunt this region, feeding on endless supplies of Giant Cave Crickets. Once the PCs are detected, they will work together to surround and kill prey.

(j) Juvenile Blue Dragons x3: AC 2 | MV 9/24 | HD 10 | HP 40 ea | THAC0 11 | DMG 3d6 (bite) 1d6 (x2 claws) 3d6 (constrictor tail) | Save as 4 HD | Detect Invisible 40' | Lightning Breath 10' wide by 100' long | XP 5,060 apiece

(y) Young Blue Dragons x2: AC 2 | MV 9/24 | HD 10 | HP 30 ea | THAC0 12 | DMG 3d6 (bite) 1d6 (x2 claws) 3d6 (constrictor tail) | Save as 3 HD | Detect Invisible 30' | Lightning Breath 10' wide by 100' long | XP 2,530 apiece

(h) Hatchling Blue Dragons x3: AC 4 | MV 9/24 | HD 10 | HP 10 | THAC0 14 | DMG 1d6 (bite) 1d3 (x2 claws) 1d6 (constrictor tail) | Save as 1 HD | Detect Invisible 10' | Lightning Breath 5' wide by 100' long | XP 1,265 apiece

Though they have no treasure, their hides may prove valuable.

45. JONESING FOR GEMS:

The South Wall contains an unfinished and unstable gate to Elemental Earth, which looks like a slick brown heart valve, sucking open and closed, accompanied by the arrhythmic whimper of damp air.

Four hidden Xorn (**x**) feed on labradorite. One of their number shuffles to any PC carrying gems and demands up to 6,000 GP worth of such material (per xorn!) Failure to appease causes the other 3 to emerge with immediate and ravenous aggression.

Xorns x4: AC -2 | MV 9 | HD 7+7 | HP 49, 46, 44, 42 | THAC0 13 | DMG 1d3 (x3 claws) 2d10+4 (bite) | Immune to Fire & Cold; Resistant to Electricity; see MM p102 for specific spell effects | Surprise 5in6 | XP 1,765; 1,735; 1,715; 1,695

In the vicinity are 100 rough obsidian gems (100 sp ea); a lustrous violet garnet (10,000 sp); a gorgeous green spinel (6,000 sp); and leaning casually against the room's north-most block at () is a Mattock of the Titans.*

46. THE CUNNING FLESH:

Far from the lava vents is a much colder and darker place of unfinished construction. Hidden at (m) is a Moorä, a most hideous form of cursed undead. She will emerge, pale, terrible, and ravening until slain.

Dangling wildly from her neck, is a gold, pearl & coral necklace worth 25,000 sp.

Moorä: AC 0 | MV 18 | HD 10 | HP 63 | THAC0 10 | DMG 1d4 (bite) 1d4 (x2 claws): each hit = save vs Paralyzation or stunned from Cold for 1d3 rounds + continuous Cold dmg (cf. sword of wounding DMG p166) | All dmg done is potentially permanent (see appendix) | Turned as Lich | Immune to Cold, Electricity & all spells of 1st & 2nd level | Sharp and piercing weapons do half dmg | +2 or silver to hit | XP 5,232 (see appendix)

47. DEVILRY AND DRIDERS:

The drow maintain a semi-permanent post here. If the fight goes badly, the drow will flee via dimension door for the concealed entrance at 48 or hide with their cohorts in the illusory column.

Trap: the bearded devils have hidden the lava pool to the east and created a false pool to the north. They do not need to concentrate on these illusions, but slaying a devil dispels the corresponding illusion.

(d) Driders x4: AC 3 | MV 12 | HD 6+6 | HP 30 ea | THAC0 13 | DMG 1d6 (x2 Longbow shots) or 1d8 (spear) or 1d4 + save vs Poison @ -2 or paralyzed 1d2 turns (bite) | All drow spell-like powers | Spells: Burning Hands; Charm Person; Magic Missile; Shield; Detect Invisibility; Mirror Image; Web; Fly; Lightning Bolt; Dimension Door | MR 15% | XP 1,115 apiece

(b) Bearded Devils x2: AC 1 | MV 15 | HD 6+6 | HP 30 ea | THAC0 13 | DMG 1d6 (glaive) or 1d2, 1d2, 1d8 (claws and beard) | Beard rash reduces DEX | Immune to Fire | Resistant to Cold & Gas | Charm Person; Suggestion; Illusion; Infravision; Teleport No Error; Know Alignment; Fear by touch; Animate Dead; Affect Normal Fires; Produce Flame; Summon Bearded Devil (35%) | MR 45% | XP 1,425 apiece

(a) Aroci: 7/7 Ftr/MU | AC -6 | MV 12 | HP 40 | THAC0 8 (bow) 10 (sword of wounding) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d8+3 + wounding: DMG p166 (att 3/2 rounds sword) | MR 64% | XP 6,573

- Charm Person (x2), Magic Missile: 4 (x2)
- Knock, Mirror Image, Web
- Lightning Bolt, Protection from Normal Missiles
- Ice Storm

Drow Plate +3; Drow Shield +2; Drow Sword of Wounding +3; 24 Drow Arrows +3; 30 PP (300 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Extra-Healing; Vial of Sleep Poison (2,000 sp)

(e) Ehuma: 5/5 Cl/Ftr | AC -2 | MV 15 | HP 38 | THAC0 10 (bow) 13 (tentacle rod) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 3 per hit or 18 + slowed for 9 rounds if all three tentacles hit (rod) | MR 60% | XP 4,852

- Darkness, Spider Climb, Protection Good
- Hold Person (x2), Silence 15'
- Bastion, Dispel Magic
- Hammer of Damnation

Drow Chain +2; Drow Shield +1; Tentacle Rod; 24 Drow Arrows +3; 30 MM (200 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Extra-Healing; Vial of Sleep Poison (2,000 sp)

(x) Xemlokh: 6/5 Cl/Ftr | AC -3 | MV 15 | HP 36 | THAC0 10 (bow) 13 (Mace & dagger) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d6+4 (mace) 1d4+3 (dagger) | MR 62% | XP 3,126

- Cause Fear, Cure Light Wounds, Protection Good
- Hold Person, Silence 15', Speed Poison
- Animate Dead, Bastion

Drow Chain +4; Drow Mace & Dagger +3; 24 Drow Arrows +3; 30 MM (200 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Human Control (DMG p126); Vial of Sleep Poison (2,000 sp)

48. THE FALSE-TRUE-FORTRESS:

The illusory column hides a Drow defensive position. The drow inside the illusion (low-status males) are free to fire spells and missiles—typically at the party's rear. The illusion must be disbelieved in order to bypass it. They have a Daern's Instant Fortress inside the illusion to which they may retreat (see area 90).

Drow x12: 2/5 Cl/Ftr | AC -1 | MV 12 | HP 21 ea | THAC0 10 (bow) 13/15 (swords/daggers) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+1 (dagger) | MR 60% | XP 688 apiece

- Command, Spider Climb, Cure Light Wounds (x2)

Each carries/wears: Drow Chain +3; Drow Shortsword +3; Drow Dagger +1; 24 Drow Arrows +3; 10 MM (200 sp ea); Silver Symbol of Lolth (150 sp); Potion of Healing; Vial of Sleep Poison (2,000 sp)

To the south, is an entrance to the Drow Stronghold of **Ella-Lunci**. It is hidden behind a slab of stone; easily moved aside. While slender Drow pass with ease, others must meet weight criteria: unarmored individuals of <120 lbs may slip through. Armored individuals must weigh <95 lbs to pass.

Trap: a tripwire just inside the concealed tunnel breaks a flask of Oil of Fiery Burning (5d6 dmg, save vs Spells for half).

49. BURNING ELEMENTAL:

A 12 HD Magma Para-Elemental haunts the lava pools and vents. It may appear in any of the nearby pools as they are connected beneath the floor by a large magma chamber.

Magma Elemental: AC 3 | MV 6 | HD 12 | HP 51 | THAC0 9 | DMG 4d6 | +1 or better weapon to hit | Constant Heat Metal w/in 20' radius (MM2 p98) | XP 3,615

50. THE ARCHDARK:

This tumbled, fissured region of basalt provides numerous hiding places for a flight of 20 shadows (**s**) under the control of an Archdark (**A**). So long as the Archdark lives, the shadows are turned as Specials and two of them will have the powers of regular Shadow Demons (**D**).

(A) Archdark Shadow Demon: AC 9/3/-1 | MV 12 | HD 12 | HP 68 | THAC0 9/7/5 | DMG 2d8 (bite) 1d12 (x2 claws) | +1 or better to hit | 90% undetected | Immune to Fire, Cold, Electricity, Gas | Teleport No Error | Summon shadow 50% | Promote Shadow to Shadow Demon | Darkness 10' at will | Fear 1/day 30' radius | Magic Jar 1/day | Half dmg from attacks in darkness | XP 7,038 (see appendix)

(D) Shadow Demons x2: AC 9/5/1 | MV 12 | HD 7+3 | HP 30 ea | THAC0 13/12/11 | DMG 1d8 (bite) 1d6 (x2 claws) | 90% undetected | Immune to Fire, Cold, Electricity | Leap 30' to attack w/ 4 claws | Darkness 10' 1/day | Fear 1/day 30' radius | Magic Jar 1/day: stunned 1d3 round if fails | Half dmg from attacks in darkness | XP 1,125 apiece

(s) Shadows x18: AC 7 | MV 12 | HD 3+3 | HP 19 ea | THAC0 16 | DMG 1d4+1 + STR drain | +1 or better weapon to hit | 90% undetectable | XP 331 apiece

51. PHANTROMAS' FALLEN PORTER:

A small hole in the ceiling allows a slender ray of light to trace and retrace the location where an adventuring company's porter once fell through the thin roof. Thoroughly searching the skeleton has a 1in20 chance (1in10 for Thieves; 1in8 for Clerics) of noticing that the bottom right cuspid bears a tiny gemstone and a gold filling in the shape of:

[]'s holy symbol.

This is the 27th tooth of Dahlver-Nar. When implanted, its owner ignores all side effects of Fear (both mundane and magical). Its value is 100,000 sp.

Ropes hang from the hole above the porter's body (recently deployed by the gnolls at 20). The hole emerges in a small wind gap not far (but somewhat hidden) from the monolithic approach to the temple's entrance. Thirty gnolls camped in this gap, await their comrades' return, but morale is low for these fellows believe the expedition is implausible and likely doomed.

Gnoll Regulars x30: AC 5 | MV 9 | HD 2 | HP 9 ea | THAC0 16 | DMG 1d10 / 2d6 (halberds) | XP: 46 apiece.

Each Gnoll carries: 10 BS; 5 IT; 3 JF; 1 RGM.

Total platoon loot = 300 BS; 150 IT; 90 JF; 30 RGm; (for a total value of 5,400 sp).

The gnolls have sufficient supplies for all 174 of their number for 20 days, though humans and demi-humans will find most of it inedible.

52. MOORÄ:

This partially collapsed and sunken annex harbors four unholy terrors: Mooräs (see appendix). Their locations are marked (**m**). They remain crouched and inert in the darkness until disturbed by light or sound. The western portion of the room has settled in a lopsided way, creating a 12'-15' elevation change on the north side of the pillar.

Moorä x4: AC 0 | MV 18 | HD 10 | HP 32 ea | THAC0 10 | DMG 1d4 (bite) 1d4 (x2 claws): each hit = save vs Paralyzation or stunned from Cold for 1d3 rounds + continuous Cold dmg (cf. sword of wounding DMG p166) | All dmg done is potentially permanent (see appendix) | Turned as Lich | Immune to Cold, Electricity & all spells of 1st & 2nd level | Sharp and piercing weapons do half dmg | +2 or silver to hit | XP 4,798 apiece

53. DIGGING DAEMON:

A Nycadaemon excavates rubble with its ponderous claws at the white (**n**); it seems oblivious to the PC's approach.

*T*rap: the digging daemon is a projected image. The real daemon—at the black (**n**)—is invisible, uses Telepathy to scan the thoughts of all creatures w/in 60' (as the helm), and quaffs its Philter of Persuasiveness to deliver telepathic suggestions WHILE the PCs are “sneaking” up on it. (Typical suggestions: Thieves should backstab their traitorous friends; Magic-Users should teleport home and take a nap; Clerics should use their most powerful spells on the Projected Image...)

After Suggestions, general order of operations:

1. Use Reverse Gravity up to twice
2. Fear (via the projected image if possible)
3. Dimension Door to the weakest target
4. Attack while spawning Mirror Images

Nycadaemon: AC -4 | MV 12/36 | HD 12+36 | HP 96 | THAC0 9 | DMG 1d8+8 + gear saves vs Crushing Blow (x2 fists) | +2 or better to hit | Immune to Paralysis, Poison, Gas, Mind-Affecting | Resistant to Acid, Cold and Fire | Regenerate 3 hp/turn | 4 mirror images x2/day; dispel magic x2/day; dimension door x3/day; etc. | Escape at will via Word of Recall | Graduated Magic Resistance (see FF p69) | XP 8,288

54. CLOAKER COUNTRY:

The shaded area of the map represents the extent of a vast Cloaker dominion AND the limits of their low-intensity subsonic-moaning. Because of the great number of Cloakers, the threshold duration of exposure is quartered:

Trap: anyone within the shaded zone for more than 15 consecutive rounds will fight at -2 to-hit and dmg (no save).

The dominion is focused on slow, alien mating rituals and a nearly-catatonic highly-cerebral meditation that makes the Cloakers slow to respond to interlopers.

All columns and walls in the shaded zone harbor Cloakers: roughly 6 individuals per 20'x20' column; double for large. The dominion consists of 620 individuals + one Velveteen Empress.

Cloakers x620: AC 3 (typically 1) | MV 1/15 | HD 6 | HP 27 ea | THAC0 13 | DMG 1d6 (x2 tail stabs) + 1d4 (bite during pin) | Never surprised | Tail has 16 hp to sever | Dmg dealt is 50% to Cloaker & 50% to victim pinned (or) 100% to both if AOE | Fear moan 30' range as spell: dur. 2 rounds | Weakness moan 30' cone as Stinking Cloud: dur. 1d4+1 round | Hold Person moan 30' range as Spell: 1 target | Shadow mirror images | XP 512 apiece

Velveteen Empress: AC 1 | MV 1/15 | HD 12 | HP 80 | THAC0 9 | DMG 1d12 (x2 tail stabs) + 1d8 (bite during pin) | Never surprised | Tail has 32 hp to sever | Dmg dealt is 50% to Cloaker & 50% to victim pinned (or) 100% to both if AOE | Fear moan 60' range as Wand: dur. 6 rounds | Weakness moan 60' cone as Stinking Cloud: dur. 2d4+1 round | Hold Monster moan 60' range as Spell: 1-3 targets | Shadow mirror images x4 constantly replenished (ergo 20% chance of hitting her with each attack) | XP 4,130

Bright light, flying, or loud noise in the shaded zone will precipitate relentless assault, with roughly 12 Cloakers at a time harrying the party. Should the combat persist longer than 3 rounds, a Lurker Above [and/or] a Trapper (roll 1d3) will join the fray. These are the enslaved-guardians [and] intelligent allies (respectively) that lie hidden throughout the shaded zone.

If combat persists for 5 rounds, there is a 1in6 chance per round thereafter that the Cloaker Empress will also be drawn to attack.

Lurker Above: AC 6 | MV 1/9 | HD 10 | HP 45 | THAC0 10 | DMG 1d6 per round + auto death in 1d4+1 rounds | Those trapped can only attack w/ daggers et. al. | MM p62 | XP 2,130

Trapper: AC 3 | MV 3 | HD 12 | HP 60 | THAC0 9 | DMG 4 + victim's AC (x4 attacks) + auto death in 6 rounds | Resistant to Cold & Fire | MM p95 | XP 3,810

One in six Cloakers displays a strange brooch-like organically-formed decoration set with a jewel, cultivated by the Cloaker. This beautiful thing, similar to an oyster pearl, is further surrounded by precious mineral extrusions and esteemed by their alien society. Each is worth 30,000 sp; but the Empress bears three such brooches worth 60,000 sp each.

55. ALTAR OF WIND:

A white altar carved with a giant god's face howls from the far end of a smooth passageway made of chalcedony and labradorite.

Trap: a permanent Silence 15' Radius (dashed circle on map) masks much of the hurricane wind blasting from the mouth. The wind's zone of influence is shown to the point it is sucked into the great fissure at 57. While PCs may notice a louder moan, as the wind whips over the column, odds of distinguishing it from the moan of the Cloakers (or determining its origin) are barely 10%. When the lead PCs are struck full force, consult the chart below:

- PCs weighing >320 lbs (inc. gear) will be able to walk (even toward the altar) at 1" MV.
- Those 280—320 are stopped by the wind and cannot move.
- 220—279 save vs breath weapon or tumble 1d6 x 10' with the wind (2 dmg per 10' traveled)
- 180—219 save at -2 or tumble 1d20 x 10' with the wind (2 dmg per 10' traveled)
- <180 = PC automatically blown all the way to the fissure and swept into it (STR check on d30)
- A fall into the fissure deals 35d6 dmg

Note that physically looking down the hall, toward the altar is not normally possible without being affected by the wind.

Resting atop the altar, is a gleaming Hammer of Thunderbolts (DMG p168) with the name "Ûtrocch" engraved in its head.

56. WELL OF SKIES:

Beautiful light emanates from this well in a 60' radius. Though Cloaker moans pervade the space, the creatures will NOT attack PCs in the light. Looking into the well reveals an endless forge-colored sky. This is the Plane of Air. The bottom side of the well-gate opens into the plane through one side of a 40' x 40' block of stone. This entry point to the plane is near the colonnade (see area 21) which inhabits a larger island of rock also floating nearby. Passage between the well and room 21 is relatively simple (cf. MoP p34).

Trap: Those staring at the sky for longer than 1 round have a 1in6 chance (roll once per PC) of drawing the attention of 1d3 hostile Air Elementals of 16 HD (or 25%) 32 HD.

57. MOUNTAIN'S BROKEN HEART:

The deep (400') fissure pulls the wind from 55 into it and sucks it northeast to the void beyond the troll king's holdings. Falling into this rift deals 35d6 dmg. The columns that the fissure travels around are quite sturdy despite the space below them. The undersides of columns A & B throng with giant spider life. They are unaffected by the Cloaker moans and feed on them regularly.

(A) Giant Crab Spiders x8: AC 1 | MV 18 | HD 5 | HP 30 ea | THAC0 15 | DMG 2d4 (x2 pincers) 1d6 + save vs Poison or die (bite) | Camouflage 90% invisible | XP: 760 apiece

(B) Colossal Crab Spider: AC -2 | MV 18 | HD 15 | HP 90 | THAC0 8 | DMG 3d8 (x2 pincers) 3d6 + save vs Poison or die (bite) | Camouflage 90% invisible | XP: 8,650

(B) Sphere of Many Eyes x2: AC 0/2/7 | MV 3 | HD 16 | HP 75 ea | THAC0 7 | DMG 2d4 (bite) | XP 14,400 apiece

No to hit rolls required for eye attacks:

1. **Charm Person** allows a save vs Spell.
2. **Charm Monster** allows a save vs Spell.
3. **Sleep** affects up to 4+4 HD creatures and offers no save.
4. **Telekinese** offers no save.
5. **Stoning** allows a save but remember System Shock when curing.
6. **Disintegrate** allows a save vs Spell.
7. **Fear** requires a save vs Wand or flee at top speed for 6 rounds.
8. **Slow** offers no save & up to 16 creatures can be affected.
9. **Cause Serious Wounds** offers no save (2d8+1 dmg).
10. **The Death Ray** automatically slays any creature of up to 8+3 HD. There is no save but magic resistance does apply.
11. **The Anti-Magic Ray** prevents a spell caster or magic item from casting/functioning. There is no save.

58. GOLIATH CUBE:

This network of halls has 40' ceilings, remarkably clean surfaces, and smells vaguely of citrus. The mother of all gelatinous cubes slides slowly and silently through the region. It is 40' x 40' x 40' and well-practiced at trapping creatures in dead ends. Flying PCs will likely penetrate deep into the cube without ever seeing it. It will generally move toward sound and light, while trying to cut off alternate paths.

Goliath Gelatinous Cube: AC 8 | MV 6 | HD 45 | HP 315 | THAC0 1 | DMG 14d4 + save vs Paralyzation at -4 or be paralyzed for 5d4 rounds | Immune to Cold (or slowed 50%) | Immune to Electricity | Typically surprises | cf. MM p43 | XP 19,025

60. HYDRA-FORM HORRORS:

Positioned on the walls just above the archway into this formerly beautiful fountained bath, are two enormous horrors that feed primarily on giant beetles.

Solifydra x2: AC 4 (body) 0 (heads) | MV 15 | HD 12 | HP 96 ea (16 per head) | THAC0 9 | DMG 4d4 + 50% grab (-4 to-hit rolls + auto dmg) | Only dead when all heads are destroyed | Blinding breath | Rear Web attack | Climbs walls as a spider | MR 46% | XP 6,636 apiece (see appendix)

The bath's tile work is lovely but shattered. The basin is dry, tiered, 13' deep and strewn with hundreds of beetle shells and giant cave cricket husks.

Forgotten in the shadows of the blocks at () is a Spade of Colossal Excavation (DMG p154)*

59. EYE ENSLAVERS:

Among the tumbled basalt blocks, soaring 100' walls and fallen statuary, two Spheres of Many Eyes tour the halls while their charmed guardians protect them:

(R) Roper: AC 0 | MV 3 | HD 12 | HP 72 | THAC0 9 | DMG 5d4 (bite) + 6 arms | arm hit automatically reduces STR by 50% over 1d3 rounds (regained 1d3 turns after escape) | Open doors to break free each round | each round victim dragged 10' closer to mouth | Prey at mouth automatically hit for 5d4 dmg per round | Immune to Electricity, Resistant to Cold, Vulnerable to Fire (-4 saves) | Detects invisibility 30% | XP 3,902

(S) Giant Slug: AC 8 | MV 6 | HD 12 | HP 96 | THAC0 9 | DMG 1d12 (bite) or Spit Acid (as dragon: 96 dmg save vs breath weapon for half*) | Immune to blunt weapons | Spittle hits 1in10 on first attempt; 5in10 thereafter modified up or down in 10% increments based on 60' range | XP 3,536

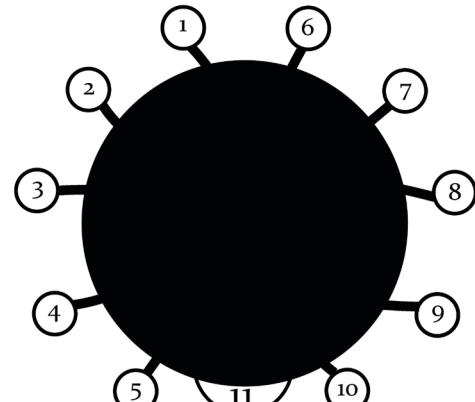
*per module GDQ1-7 p17 of the map booklet, this author uses the giant slug's hp as base damage for acid spit.

61. BEETLE BAILEY:

The vast cold expanse is teaming with both Giant Fire & Bombardier Beetles. They feed on tracts of fungus grown on Doombat guano. At a distance, the number of glowing red orbs moving through the darkness is unsettling. There is no useful limit to the number of beetles in this region. PCs passing through have a 10% chance of drawing aggression from a group of nearby beetles (+40% if carrying bright light and an additional +40% if talking or noisy). In such cases, 1d30 Fire Beetles and 1d20 Bombardier Beetles will coalesce around the PCs and attack.

Fire Beetles x1d30: AC 4 | MV 12 | HD 1+2 | HP 7 ea | THAC0 18 | DMG 2d4 (bite) | Prized glowing glands | XP 34 apiece

LOC	AC	HP	EFFECT	REF
Body	0	50	Bite 2d4 dmg	
Eye 1	2	12	Charm Person 120'	PHB p55
Eye 2	2	12	Charm Monster 60'	PHB p75
Eye 3	2	12	Sleep Spell 190'	PHB p68
Eye 4	2	12	Telekinese 250 lbs	PHB p82
Eye 5	2	12	Flesh to Stone 30'	PHB p86
Eye 6	2	12	Disintegrate 20'	PHB p83
Eye 7	2	12	Fear 60' cone	DMG p135
Eye 8	2	12	Slow 40'x40' @ 250'	PHB p75
Eye 9	2	12	Cause S. Wound 50'	PHB p48
Eye 10	2	12	Death Ray 40'	PHB p83
Eye 11	7	25	Anti-Magic 140'	PHB p82



Bombardier Beetles x1d20: AC 4 | MV 9 | HD 2+2 | HP 11 ea | THAC0 16 | DMG 2d6 (bite) [or 50% red acid cloud 8'x8'x8' for 3d4 dmg + 20% stun for 2d4 rounds all those w/in 16' & deafened for 2d4 additional rounds [or if not stunned] 20% deafened for 2d6 rounds | see MM p9 for details | XP 138 apiece

All beetles can fly short distances, sufficient to launch themselves at flying PCs and knock them out of the air. A flying PC so battered takes 3d4 dmg from a successful strike.

62. ASTRAL VAMPIRES:

Four Cu'Syth, marked (C) on the map, nest in the rubble of an ancient quake.

Cu'Syth x4: AC 0/7 | MV 3 | HD 10 | HP 60, 55, 53, 48 | THAC0 10 | DMG 1d12 x2 bites | Reverse Gravity | Domination | Psionic Blast | Psionics: 240 (120 ATT/120 DEF) Att Modes: AE; Def Modes: FH | XP: 3,840; 3,770; 3,742; 3,6672 (see appendix cf. Night Wolf Inn)

63. UNDEAD BRAIN EATER:

Steps ascend to a golden shrine that stands between two tall, sinister passageways leading west. The shrine features a 20' gold-plated statue of a Stone Giant, clad in holy raiment and religious crown accompanied by an enormous Cave Bear. A plaque at the statue's feet is engraved in Noctiluci:

RHÄHING, PRIMATE OF SKORAEUS

(Cf. Skoraeus Stonebones DDG p93) If the statue or passageways are approached, a magic mouth makes a demand in the Stone Giant tongue of Jotun:

NAME MY BELOVED OR PASS NOT THIS WAY!

Trap: if the answer, Hale-sumtha (found in area 3) is not given, anyone entering either of the westward passages will incur a Flame Strike (PHB p49) once per round until they retreat.

Making an offering at the shrine of 5,000 sp or more will bless the offering PC with protection from Earth Elementals for the next 6 turns and bestow Stoneskin (UA p57).

The westward halls connect directly to room 046 of the Night Wolf Inn Cellars (cf. *The Night Wolf Inn* p78) wherein Rhähing, the Lich and his undead Cave Bear, Mulgah lie in state. Emperor Tumulous' other signet ring is located in a giant chest among Rhähing's treasures.

If you do not have access to *The Night Wolf Inn* [or at DM discretion] the westward halls can lead anywhere the referee desires.

Northeast of the golden shrine at (m) lies the body of an illithid.

Its skeletal hand clutches a Staff of Torpor (see appendix) and, worn at its throat, is an Eye of Fury (see appendix).

The ancient corpse is inhabited by a Horned Devil that will animate the body if disturbed.

Horned Devil: AC -5 | MV 9 (this form) | HD 5+5 | HP 40 | THAC0 11 (staff) | DMG 1d6+3 + save vs Staff or be Feebleminded (staff) | Gaze attack save vs Spells or Enraged per DMG p78 psionic table (Eye of Fury) | Constant Fear 5' radius as Wand | Pyrotechnics; Produce Flame; ESP; Detect Magic; Illusion; Summon Horned Devil 50%; Triple strength Wall of Fire (6d4 dmg); Charm Person; Suggestion; Teleport No Error; Animate Dead | Immune to Fire | Resistant to Cold & Gas | MR 50% | Psionics: 114 (57 ATT/57 DEF) Att Modes: BC; Def Modes FGH | XP 3,560

64. PUDDING GATE

What looks like a vertical pool of jiggly mud fills a massive stone door frame. A large amount of this mud seems to have oozed out of the frame and pooled on the floor to the south (P).

The pool on the floor is actually an enormous Brown Pudding.

(P) Brown Pudding: AC 5 | MV 6 | HD 11 | HP 88 | THAC0 10 | DMG 5d4 | Immune to Acid, Cold, Poison | Lightning & Sharp Weapons split the pudding | Destroys leather and wood in 1 round regardless of enchantment | Cannot dissolve metal | XP 3,008

Trap: those staring at the mud in the doorway for longer than 1 round will feel something staring back and have a 1in6 chance (roll once per PC) of drawing the attention of 1d3 hostile Earth Elementals of 16 HD (or 25%) 32 HD.

Trap: if the mud is touched, it pulls the toucher irresistibly and spits them into room 45 through the slimy brown valve. Only one being can travel in this fashion per round. As the gate in room 45 is unfinished, this is a one-way trip. PCs making this trip are coated in mud and suffer a -3 to their DEX for the next 4 rounds.

65. FEAST HALL FIREPLACE

An eldritch bonfire roars on a titan hearth. The florid, otherworldly flames bewitch a dizzying feast hall. Everything the firelight touches, gleams as if new. Tapestries glitter. Shields glint on the walls. A kingly banquet beckons with delicacies and goblets of dazzling gold. But where the firelight's spectral cone touches not, the feast vanishes into barren, icy dust.

Entering the ghostly firelight of the hall's ancient past (shaded on the map) heals the PC as a Cure Critical Wounds (3d8+3)—or deals a like amount of dmg to undead. Eating or drinking from the table cures any disease [and/or] poison and heals an additional 1d4+8 points of damage. There is no limit to the number of times the firelight may be entered or the banquet food eaten.

Objects from the enchanted past cannot be removed from the area of firelight.

Trap: each time the firelight is entered [or the banquet is sampled] the PC so doing must save vs Breath Weapon. Failure means the PC becomes part of the enchantment and is forever trapped in the area of firelight. Only a Wish can free them. For each occasion that the PC has previously entered the firelight [or] eaten from the banquet, their saving throw is penalized by -1. A PC who is trapped in the enchantment and walks out of the firelight disappears while feeling a deathly chill. Failure to immediately return, vanishes them forever.

66. SLAGGED TREASURY DOORS.

Two mammoth staircases descend to grand foyers that herald entry in Noctiluci to:

THE TREASURY OF THE GODS

Unfortunately, the plaques embellish lintels above empty door frames, whose formerly grand valves of enchanted steel met a force that melted them into slag. What is left of the doors now occupies the tiled floor.

Clambering over the heaps of metal gives PCs a disappointing view of yawning emptiness. The vault is barren, icy-cold and windy. Fresh air pulls from a tunnel in the southern reaches where howling gusts have sculpted the ice into fantastic forms.

67. REMORHAZ NEST

Five Remorhaz are indistinguishable from the bizarre ice formations; two adults (R) and three young (r). Due to torpor they are surprised 3in6 by quiet parties. Thanks to camouflage, they surprise noisy parties 4in6.

Trap: floors here are treacherous w/ ice. To-hit rolls of 1 result in a fall, ending actions for the rest of the round.

(R) Remorhaz Adults: AC 0 (body) 2 (head) 4 (belly) | MV 12 | HD 14 | HP 112, 99 | THAC0 8 | DMG 6d6 (bite) | Nat 20 to hit = instant death from swallow whole + intense heat | Immune to Cold and Fire | MR 75% | XP 3,492; 3,284

Up to 2 characters may attack the head and if the bite misses, they may attack the belly. Anyone attacking the body has a 50% chance of being attacked by the tail (and hot protrusions). Only one such tail attack may be made per round but a hit deals 10d10 dmg.

Any weapon hitting the body is 60% likely to contact the cherry-red protrusions. Non-magical weapons are automatically destroyed while magical weapons must save vs Fireball.

(r) Remorhaz Instar Nymphs: AC 0 (body) 2 (head) 4 (belly) | MV 12 | HD 8 | HP 64, 56, 47 | THAC0 12 | DMG 4d6 (bite) | Cannot swallow whole | Immune to Cold and Fire | MR 75% | XP 2,624; 2,496; 2,352

Only 1 character may attack the head of a nymph. Any weapon hitting the body of a nymph is 70% likely to contact the cherry-red protrusions. All other details same as adults.

The worms excavated the tunnel leading west. It travels 3,000 feet and empties into a snowy but sheltered valley where the Remorhaz hunt.

7 icy eggs with throbbing pink hearts are worth 100,000 sp each

68. LOST CROWN OF RETORSION

A goblin leaps from shadowy rubble fallen near the fissure. It wears a whimsical crown of great beauty: spun from white mithril & rose gold & set with 7 padparadschas that flash like pieces of a sunset. The goblin swings a saw-tooth blade covered in thick rust.

Crown of Retorsion (see appendix)

The "goblin" is a Nilbog and therefore healed by the crown's curse. He never misses to-hit rolls. If slain, the crown is easily removed.

Trap: floors here are treacherous w/ ice. To-hit rolls of 1 result in a fall, ending actions for the rest of the round.

Nilbog: AC 6 | MV 6 | HD 1-1 | HP 4 | THAC0 never misses | DMG 1d6 + save vs Poison or contract super tetanus: fatal in 6 days | Once per round a random PC within 30' will perform an action that is contrary to their normal desires (no save) | XP 57

69. LANTHORN OF THE ABYSS

3-inch ice covers this pool, enough to step on but transparent enough to see five pale bone fish gliding. A portable shrine of tarnished silver is frozen at the center of the ice. From its undercarriage hangs a golden chain, also frozen in the ice, but dangling into the deep water. Suspended 20' down, a lanthorn, studded w/ gems and fashioned from pale green-gold metal illuminates the pool but reveals no visible extents.

The pool is a window on the limitless Plane of Water. The ice supports 250 lbs before breaking.

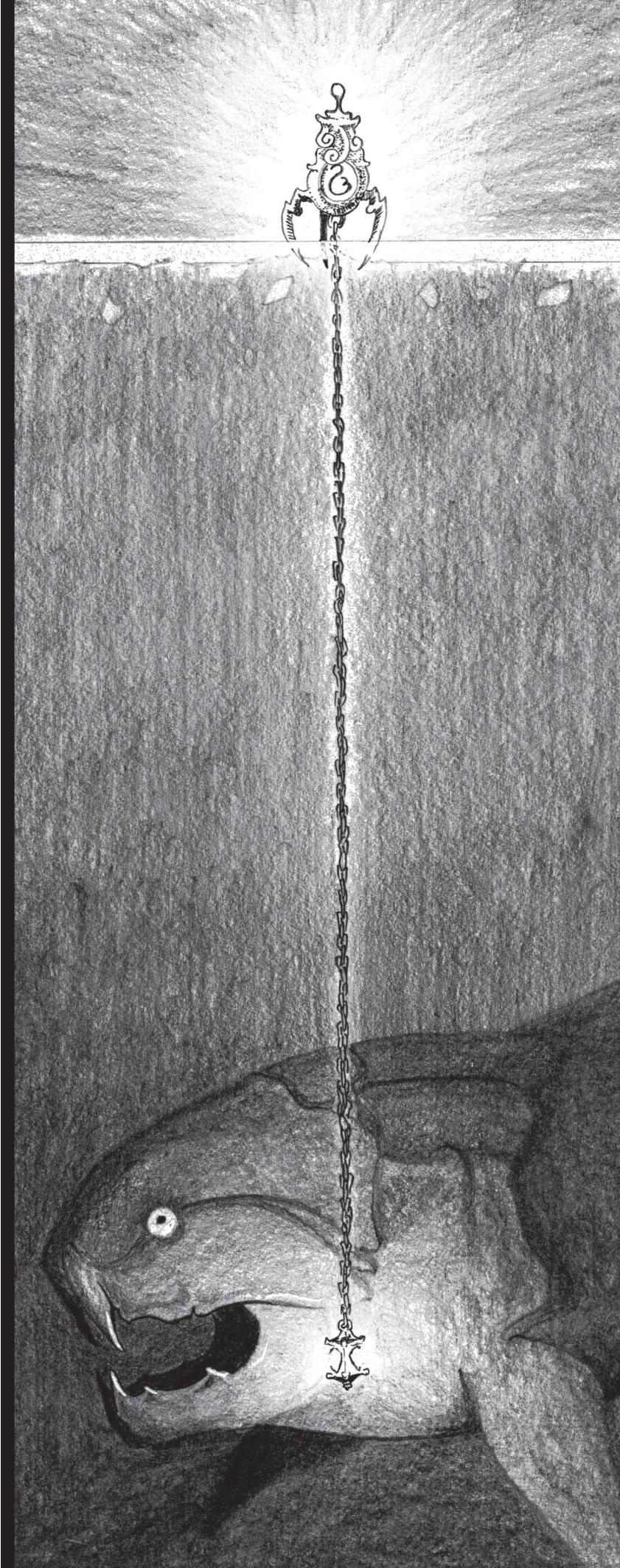
Trap: if the ice breaks, an Elder Weird rises from the pool, shattering the surface completely. It uses its main "head" to drag PCs into the water, where the Bone Fish will frenzy.

Elder Weird: AC 4 | MV 12 | HD 8 | HP 36 | THAC0 8 | DMG Save vs Paralyzation or dragged into water (main head) [and] 2d8 (x 2 ice tentacle bludgeons) | Stabbing or slashing weapons deal only 1 dmg | XP 1,735 (see appendix)

Bone Fish x5: AC -1 (0 if charging) | MV 18 | HD 15 | HP 75 ea | THAC0 8 | DMG 7d6 + save vs Crushing Blow (bite) | Half dmg from slashing weapons | Charge every other round: x2 MV; +2 to-hit; natural 18 or better = swallow whole | Internal AC = 9 but dmg is at a cumulative -1 per round | XP 9,250 apiece (see appendix)

*Silver portable shrine to Diancastra (5,400 sp)
20' chain of gold (180,000 sp)
Lanthorn of the Abyss (see appendix)*

If the shrine/chain/lanthorn fall into the Plane of Water, they sink to a depth of 100' before the neutral gravity (common to all Elemental Planes) halts them.



70. DROW BORDER PATROL

Drow mind the border of the Cloaker dominion with Zombie Monsters—each heavily dusted in jempooth (see appendix). Any successful hit on a Zombie Monster releases a puff of the ochre-colored dust into the air. Check for each PC within 5' and assume a 1in6 chance of exposure.

Zombie Monsters x20: AC 6 | MV 9 | HD 6 | HP 27 ea | THAC0 13 | DMG 4d4 + 1in6 chance of jempooth exposure | Attack Last | Half dmg from blunt weapons | Turned as ghosts | XP 312 apiece

80' back from the patrolling dead, a contingent of drow males monitor the border from a position of 50% cover (-4 AC bonus).

If the zombies are engaged, the Solifydra (**S**) and drow infantry (**d**) will run interference while their leader, Anibno (**a**), conjures an air elemental. Anibno will give his vial of jempooth to the elemental, which will then crush the vial to fill its form with deadly poison.

(a) Anibno: 8/10 Ftr/MU | AC -7 | MV 12 | HP 34 | THAC0 true darts x3 [or] 9 (sword of wounding) | DMG 1d3 + save vs Poison @ -4 or sleep 2d12 turns (true dart) 1d8/1d12+3 + wounding: DMG p166 | MR 70% | XP 7,573

- Charm Person (x2), Magic Missile: 5 (x2)
- Invisibility, Mirror Image, Strength, Web
- Lightning Bolt, Haste, Slow
- Ice Storm, Minor Globe of Invulnerability
- Conjure Air Elemental, Teleport—used to escape to area 91 and warn the drow stronghold

Drow Chain +5; Drow Shield +3; Drow Sword of Wounding +3; 3 true darts; 30 PP (300 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Extra-Healing; Vial of Sleep Poison (2,000 sp); Vial of Jempooth (30,000 sp); spell book (940,000 sp)

(S) Solifydra: AC 4 (body) 0 (heads) | MV 15 | HD 12 | HP 96 (16 per head) | THAC0 9 | DMG 4d4 + 50% grab (-4 to-hit rolls + auto dmg) | Only dead when all heads are destroyed | Blinding breath | Rear Web attack | Climbs walls as a spider | MR 46% | XP 6,636

(d) Drow x12: 2/2 Cl/Ftr | AC 0 | MV 12 | HP 12 ea | THAC0 13 (bow) 15/17 (swords/daggers) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+1 (dagger) | MR 54% | XP 344 apiece

- Command, Cure Light Wounds

Each carries/wears: Drow Chain +2; Drow Shortsword +3; Drow Dagger +1; 24 Drow Arrows +3; 10 MM (200 sp ea); Silver Symbol of Lolth (150 sp); Potion of Healing; Vial of Sleep Poison (2,000 sp)

Air Elemental: AC 2 | MV 36 | HD 16 | HP 78 | THAC0 7 | DMG 2d10 (see MM p37 for bonuses) | +2 weapons to hit | XP 4,020

71. ANCIENT SPELL BATTLE RESIDUE

Throughout the shaded area, trauma to the stonework is evinced by deep pits and cavities, as though gouged by millennia of water or acid. A subtle violet shimmer in the air might be noticed with the same probability as concealed doors.

Each magical object brought into this zone must be diced for. ARTIFACTS ARE NOT AFFECTED. Roll 1d20:

1. Loses all beneficial powers and becomes a cursed item of DM choice
2. Permanently disenchanted / drained
3. Acquires permanent MAJOR malevolent effect (roll alphabet dice on Table IV DMG p163): present as long as the item is owned.
4. Acquires permanent MINOR malevolent effect (roll 1d24 on Table III DMG p162): present only as long as the item is owned.
5. Disenchanted / drained for 1 month
6. Disenchanted / drained for 1 week
7. Disenchanted / drained for 1 week
8. Disenchanted / drained for 3 days
9. Disenchanted / drained for 3 days
10. Disenchanted / drained for 1 days
11. Disenchanted / drained for 1 days
12. No affect
13. No affect
14. No affect
15. 1 charge restored if rechargeable
16. 1d3 charges restored if rechargeable
17. 1d6 charges restored if rechargeable
18. Fully recharged or gains an enchantment level (max of +5) potions & scrolls unaffected
19. Gains a MINOR benign power (roll alphabet dice: Table I DMG p162) potions & scrolls x2 potency
20. Gains a MAJOR benign power (roll alphabet dice: Table II DMG p162) potions & scrolls x4 potency

Each NON-CLERICAL spellcaster entering the zone must also roll 1d8:

1. All memorized spells forgotten & all spell casting ability drained for 1 week
2. All memorized spells forgotten
3. 1d6 random memorized spells forgotten
4. No effect
5. No effect
6. No effect
7. 1d3 previously cast spells re-memorized
8. All previously cast spells re-memorized

72. BOLETESAUR BOMB ZONE

This cold expanse of exotic fungi is grazed by two Boletesaurs, who are watched carefully by Drow archers at 76 & 86. If the PCs engage the Boletesaurs—or simply come within range of their spore clouds—the Drow will rain flaming arrows on the beasts.

Trap: the parapets at 76 & 86 are 50' above the floor & collapse into 45° slides under more than 200 lbs, dumping PCs down to 72 for 15d6 falling damage.

Boletesaurs x2: AC 8 | MV 12 | HD 18 | HP 70 ea | THAC0 5 | DMG 2d14 (bite) 1d12 (x4 claws) 1d10 (tail: rear only) | Flammable Spore Cloud; Explosive Death | HP Gain; Resistant to Fire, Cold, Electricity; Immune to Poison, Gas, Disease, Mental Attacks | MR 25% | XP 16,500 apiece (see appendix)

Note that the secret door from the parapet to area 76 is locked.

DROW STRONGHOLD

Ella-Lûnci was cut from the black basalt of the giant halls, and is positioned comfortably 50' above the floor. Its cave system slopes down to floor level as it proceeds east, ultimately entering an engineered spiral that connects to the Underdark—thousands of feet below.

The passageways and rooms of Ella-Lûnci are 12' high unless noted. They are universally unlit unless noted and carved with smooth spidery designs.

Trap: *there are three false doors throughout the stronghold, marked red, which look identical to all other doors. If their pull-rings are used, they pop free, releasing a seal on pressurized gas: treat as Stinking Cloud (see PHB p72: areas of effect are shaded on the map) while simultaneously sounding an alarm throughout the stronghold.*

All portcullises are controlled by nearby levers (marked in green recesses).

REFERENCE FOR ALL DROW:

- Save vs all Magic at +2
- Communicate silently via complex signs
- Ambidextrous
- Use sleep poison (save at -4)
- Infravision 12"
- Lose 2 DEX and -2 to-hit within bright light
- Attack brightly lit targets at -1
- Continually seek to extinguish light sources via innate Darkness Spells
- All Drow: Dancing Lights, Faerie Fire, Darkness ea once per day
- Drow >4th lvl: Detect Magic, Know Alignment, Levitate ea once per day
- Female Drow: Clairvoyance, Detect Lie, Suggestion, Dispel Magic ea once per day
- Armor, Cloaks & Weapons irreversibly decay when removed from Drowic lairs and radiations and therefore have no external value

FINAL NOTE:

The drow will seek to capture PCs if at all possible, strip them of their gear and add them to the slave pen at 102. Therefore, lethal/KO damage and/or party wipes may very well lead to far grimmer fates than death—or hold out the opportunity of rescue...

73. ASCENT TO ELLA-LÛNCI.

The vicinity below Ella-Lûnci is clear of random occurrences & encounters for the drow hold sway here.

The parapets of 74 are connected to the floor of 73 by two teleportation zones that function in both directions. The zone at floor level is hidden inside an illusory column (identical to area 48) however there is no Daern's Fortress here.

Trap: *both teleportation zones are visible only to creatures with sensitivity to underground radiations, and then appear as circles of glowing violet. The zones move a maximum of two M-size creatures per round, taking the full round to transport and reset. THEY ARE ACTIVATED BY POSITION AND WILL TRANSPORT UNWITTING PCs WITHOUT WARNING.*

Trap: *piled stone blocks at the base of 74 invite climbing. They have been greased at key hand positions starting 20' up. I.e. check every 6' traveled starting at 20' (5 times total) to the top of the parapet and multiply chances of falling by x10 (Eg. a 10th level thief will have a 10% chance of falling at each check).*

Trap: *along the walls that lead to the stronghold's main entrance are three pressure plates marked by red squares. If 200 lbs or more is applied, a bellows expels powdered jemooth (see appendix) through blow holes in the nearby wall. The poison cloud is 10'x10'x10' and those on the pressure plate must save.*

74. GATES OF ELLA-LÚNCI.

This parapet of basalt provides the Drow stationed here with a panoramic view. It is 50' above floor level and lined almost entirely with arrow loops.

Scouts positioned here retreat to the areas marked 75 before PCs arrive; the loop-lined hall will be dark and silent and the gate will be closed.

Trap: when the gate is closed, the pit traps on either side of it are active. The counterweighted lids swallow PCs >50 lbs. Pits are 20' deep (3d6 dmg).

The arrow assault begins immediately (see area 75)

In the second leg of the hall, is a second gate and beyond it, an adamantine door (which, like all drow gear, decays if removed from the fortress). The drow release three Eye Killers into this second hall and shut the door, hoping to punish any remaining light-bringers. Meanwhile, those in 75 continue firing arrows.

Eye Killers x3: AC 5 | MV 9 | HD 4 | HP 18 ea | THAC0 15 | DMG 1d6 constriction | Death Stare vs bright light usable once per day | FF p35 | XP 222 apiece

75. WELCOME TO HELL

Twelve female Drow archers in each of these halls fire relentlessly on PCs in area 74. They enjoy 90% cover behind the arrow loops and +3 to-hit (point-blank range). The drow use Darkness as often as necessary to extinguish light sources.

Drow x24: 2/2 Cl/Ftr | AC 0 (-10 w/ cover) | MV 15 | HP 12 ea | THAC0 10 (point-blank bow) [13 norm] 15/17 (swords/daggers) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+1 (dagger) | MR 54% | XP 344 apiece

• Command, Cure Light Wounds

Each carries/wears: Drow Chain +2; Drow Shortsword +3; Drow Dagger +1; 24 Drow Arrows +3; 10 MM (200 sp ea); Silver Symbol of Lolth (150 sp)

76. BARRACKS

Web-like slings form hammocks throughout this room. The female archers from areas 75 normally sleep or relax here. A key to both secret doors hangs high on the wall.

Below, the room is casually arranged with ebonwood chairs and tables, set with mushroom wine, marinated cave cricket cutlets and appointed with luxurious blankets and cushions.

Half a jug of y'tophen hanging from the ceiling is well out of the slaves' reach: (30,000 sp)

Eight emaciated/bruised human & moon elf slaves (all addicted to y'tophen) tend to the drow's every pleasure. They are non-combatants with 1 hp apiece.

77. COURT

The adamantine door to the north has 25 structural points and does not take ordinary damage.

The court itself is grand, festooned with gossamer phosphorescent drapery, which provides no substantive illumination. These decorations frame black reliefs of lolthesque demons and demon-spiders cut directly into the basalt walls. An ebonwood table with high-backed chairs occupies the center. This will be turned over to provide 50% hard cover for drow shooting at PCs coming through the front door.

There are 24 additional female drow archers here along with their captains, plus any archers from 75 and 86—firing from nearly every direction:

Drow x24: 2/2 Cl/Ftr | AC 0 (-5 w/ cover) | MV 15 | HP 12 ea | THAC0 10 (point-blank bow) [13 norm] 15/17 (swords/daggers) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+1 (dagger) | MR 54% | XP 344 apiece

• Command, Cure Light Wounds

Each carries/wears: Drow Chain +2; Drow Shortsword +3; Drow Dagger +1; 24 Drow Arrows +3; 10 MM (200 sp ea); Silver Symbol of Lolth (150 sp)

(a) Allome: 5/5 Cl/Ftr | AC -6 | MV 15 | HP 37 | THAC0 10 (bow) 13 (tentacle rod) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 3 per hit or 18 + slowed for 9 rounds if all three tentacles hit (rod) | MR 60% | XP 4,842

• Command, Spider Climb, Protection Good
• Hold Person (x2), Silence 15'
• Bastion, Dispel Magic
• Hammer of Damnation

Drow Chain +4; Drow Shield +2; Tentacle Rod (GDQ1-7 p124); 24 Drow Arrows +3; 30 MM (200 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Healing; Vial Sleep Poison (2,000 sp)

(b) Bhabzu: 6/5 Cl/Ftr | AC -3 | MV 15 | HP 49 | THAC0 10 (bow) 13 (sword & dagger) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+3 (dagger) | MR 62% | XP 4,126

• Cause Fear, Spider Climb, Protection Good
• Hold Person, Silence 15', Speed Poison
• Animate Dead, Dispel Silence

Drow Chain +4; Drow Shortsword & Dagger +3; 24 Drow Arrows +3; 30 MM (200 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Human Control (DMG p126); Vial Sleep Poison (2,000 sp)

78. KITCHEN

Sweet, savory and fungal smells mix not unpleasantly. Large ovens built into the curved wall emphasize iron filigree doors, giving the illusion of demons dancing

against the flames. Food here is edible but strange. Bottles of cheap mushroom wine top a large island.

Copper cookware = 50,000 sp @ 100 sp per lb

79. LARDER

Here are the jars of beetle fat; rothé, worm and other weird meats plus varieties of delicacy fungus and rothé cheese. The value of these things is speculative.

7 dream caps (see appendix): 17,500 sp

80. PANTRY

Spices, breads, sauces, plus bottled vegetables and fruits of terribly alien appearance share shelf space with pickled meats and desserts. Value is speculative.

81. COMBAT TRAINING

Numerous web-like hammocks string the upper reaches of these caves. The males sleep here in the damp and the cold, but have perfumed rothé fur blankets to keep them warm.

Below, a few wooden dummies and archery targets dot the uneven terrain. 13 male drow move to ambush positions if they hear the stronghold being breached. They are accompanied by 3 well-trained Eye Killers.

Each ambushing drow surprises 4in6, gains +4 to hit (on surprise segments) and deals x2 dmg as a thief.

(d) Drow x13: IvI 2 Ftrs | AC -5 | MV 12 | HP 18 ea | THAC0 13 (bow) 15 (sword) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) | MR 54% | XP 250 apiece

Each carries/wears: Drow Chain +3; Drow Shield +2; Drow Shortsword +3; 24 Drow Arrows +3; 5 MM (200 sp ea); Silver Symbol of Lolth (150 sp)

Eye Killers x3: AC 5 | MV 9 | HD 4 | HP 18 ea | THAC0 15 | DMG 1d6 constriction | Death Stare vs bright light usable once per day | FF p35 | XP 222 apiece

82. ARMORY

Assuming the stronghold is under attack, the armory will be denuded of weapons and armor. Nevertheless, a few things remain on the racks:

*3 Drow Chain +3
2 Drow Shields +2
3 Drow Short Swords +3
2 Drow Daggers +1
4 Drow Cloaks
4 Drow Boots
4,200 Drow Arrows +3*

The Armory is guarded by a Phase Spider that exits the Ethereal (100% surprise: 3in6 = complete surprise).

Phase Spider: AC 7 | MV 6/15 | HD 5+5 | HP 24 | THAC0 15 (13 on surprise) | DMG 1d6 + save vs Poison at -2 or die | Ethereal at will | XP 844

83. MALE LOUNGE

Two female moon elf slaves (non-combatants w/ 1 hp ea) cower among the chaises and tables of strange refreshments and drug paraphernalia. A succubus lingers, uninterested in defending the stronghold.

Xissyss the Succubus: AC 0 | MV 12/18 | HD 6 | HP 33 | THAC0 13 | DMG 1d3 (x2 claws) +1 weapons to hit | Resistant to Cold, Electricity, Fire, Gas | Kiss drains 1 level | At will: Teleport no Error, Darkness 5' r., Ethereal, Charm Person, ESP, Clairaudience, Suggestion, Shape Change, Gate 40% success: (Type IV 70%) (Type VI 25%) (Lord or Prince 5%) | MR 70% | Psionics: 200 (100 ATT/100 DEF) Att Modes: D; Def Modes: G,I | XP: 2,298

84. BATHS / PRIVIES

These chambers contain toilets, baths & towels

Oil, cologne, perfume & luxury soap (collected from all four rooms) = 22,920 sp @ 191 sp per lb.

85. FEMALE LOUNGE

2 male moon elves & 2 human females serve as slaves. The room's appointments are similar to those in 83. A well-endowed incubus waits for playmates.

Praxed the Incubus: AC 0 | MV 12/18 | HD 6 | HP 33 | THAC0 13 | DMG 1d3 (x2 claws) +1 weapons to hit | Resistant to Cold, Electricity, Fire, Gas | Kiss drains 1 level | At will: Teleport no Error, Darkness 5' r., Ethereal, Charm Person, ESP, Clairaudience, Suggestion, Shape Change, Gate 40%: (Type IV 70%) (Type VI 25%) (Lord or Prince 5%) | MR 70% | Psionics: 200 (100 ATT/100 DEF) Att Modes: D; Def Modes: G,I | XP: 2,298

86. ELITE DROW ARCHERS

These female archers have high WIS w/ bonus spells.

Drow x12: 3/4 Cl/Ftr | AC -3 (-13 w/ cover) | MV 15 | HP 26 ea | THAC0 11 (bow) 13/16 (swords/daggers) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+1 (dagger) | MR 58% | XP 1,032 apiece

- Command, Darkness, Spider Climb x2
- Hold Person, Silence 15'

Each carries/wears: Drow Plate +3; Drow Shortsword +3; Drow Dagger +1; 24 Drow Arrows +3; 10 MM (200 sp ea); Silver Symbol of Lolth (150 sp); Potion of Healing



87. ROYAL ANTECHAMBER

2 Mezzodaemons wait in this beautiful black marble room shot with veins of white. They wield drowic great swords but are bound here and cannot leave. Sinister but beautiful tapestries and soft benches line the walls.

Mezzodaemons x2: AC -3 | MV 15 | HD 10+40 | HP 95, 92 | THAC0 4 | DMG 1d10+9 (Drow two-handed sword +3) | +1 weapons to hit | Immune: Charm, Suggestion, Paralysis & Poison | Resistant: Acid, Cold, Fire | Dimension Door 2x/day; Ethereal 1/day; Magic Jar 1/day; Passwall 4x/day; Repulsion 1/day; Wind Walk 1/day; Word of Recall 1/day | At will: Comprehend Languages; Detect Invisibility; Detect Magic; ESP; Invisibility; Levitate; Polymorph Self; Read Magic | MR special (see FF p66) | XP 4,030; 3,988

Both doors are locked adamantine (cf. room 77). Pick lock attempts suffer -20%.

88. WASTE BIN

The north door opens onto a walkway some 13' above the central pit. The smell is terrible. This walkway slopes down into the pit after its second turn—just above the archway leading to the portcullis.

Garbage thrown from the upper walkway (and the bodies of several slaves) has filled the pit to a depth of 7 feet, obscuring most of the archway and making walking impossible. ACCESSING THE ARCHWAY REQUIRES 10 ROUNDS OF DIGGING.

Contact with the garbage may cause disease (10%).

Note that the portcullis is closed but openable from the switch on the south side (which is hidden entirely by the angle of the west wall).

Under the garbage is a Neo-Otyugh of astonishing size. The garbage acts as armor.

Neo-Otyugh: AC 0 (-2 under garbage) | MV 6 | HD 12 | HP 96 | THAC0 9 | DMG 1d8 (bite) 2d8 (x2 arms) | Each hit 90% likely to infect with typhus | XP 2,940

89. KNIGHT OF DARKNESS

The spacious suite of Kelni Airzot, Anti-Paladiness of Lolth and Defender of Ella-Lûnci, soaks in lightless luxury. It is locked and occupied by slaves, pets and body guards.

Kelni, 9th lvl Anti-Paladin: AC -9 | MV 15 | HP 83 | THAC0 8 | ATT 3/2 | DMG 1d8+9 + save vs Poison or die (sword) | Lay on Hands 18 dmg | Cause Disease | Immune to disease | Protection from Good 10' r | +2 on all saves (+4 vs magic) | +4 to-hit Backstab for x2 dmg | Affects undead, demons, devils and good paladins as an evil cleric of 7th level | MR 68% | XP 10,237

- Command, Endure Cold, Cure Light Wounds

Drow Plate +4; Drow Shield +3; Drow Sword = to both Sharpness & Wounding +3 (DMG p166); Ring of Invisibility; Potion of Power (see appendix); Slippers of Spider Climb (UA p103); 40 PP (300 sp ea); 20 MM (200 sp ea); Platinum & Diamond unholy symbol of Lolth (12,000 sp); Keys to the Adamantite door in area 77; the secret doors in area 76; her own room 89; the secret door at 94 & the temple vault 96

Dryvyd: 7/7 Ftr/MU | AC -4 | MV 12 | HP 42 | THAC0 8 (bow) 10 (Frostbrand) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d8+4 | Resistant to Fire | 50% extinguish any flame including wall of fire & fireball | MR 64% | XP 6,746

- Magic Missile x4
- Mirror Image, Ray of Enfeeblement, Web
- Fireball, Lightning Bolt
- Wall of Ice

Drow Chain +5; Frost Brand Longsword +3/+6; 24 Drow Arrows +3; 20 TC (1,500 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Wand of Viscid Globs 20 charges (GDQ1—7 p124); Vial of Sleep Poison; Potion of Extra-Healing

Drow x4: 3/4 CI/Ftr | AC -3 (-13 w/ cover) | MV 15 | HP 26 ea | THAC0 11 (bow) 13/16 (swords/daggers) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+1 (dagger) | MR 58% | XP 1,032 apiece

- Command, Darkness, Spider Climb x2
- Hold Person, Silence 15'

Each carries/wears: Drow Plate +3; Drow Shortsword +3; Drow Dagger +1; 24 Drow Arrows +3; 10 MM (200 sp ea); Silver Symbol of Lolth (150 sp); Potion of Healing

Exceptional Yeth Hound: AC 0 | MV 15/27 | HD 3+3 | HP 27 | THAC0 15 | DMG 1d8+2 (bite) | Ghastly baying = save vs Spells or flee in panic for 3 rounds + drop whatever is held 60% - lVlx5% | Silver or +1 weapons to hit | Magic weapons deal dmg = to enchantment level | XP 343

Six male human slaves with their eyes put out (non-combatants w/ 1 hp ea) stand in the dark, awaiting commands. As the others, they are addicted to y'tophen. Half of them are also diseased by Kelni.

The suite contains:

Good map of the Dead Halls w/ miniatures marking all drow positions: (7&8) (47&48) (70) (73—103). The map also calls out:

- The Throne of the Gods (27)
- Position of the signet ring and the solution to the puzzle (38—41)
- Lair of Blue Wyrm (43)
- Extent of the Cloaker Dominion (54)
- Dangerous magical residue zone (71)

6 expensive bottles of fungus wine (1,500 sp ea)
Large marble bath + exotic soaps and oils (800 sp)

Large exquisitely carved ebonwood bed (73,000 sp @ 650 lbs & luxury linens: 6,000 sp)
Folding screens and lux draperies (14,000 sp)
Large ebonwood conference table, also exquisitely carved w/ demon motif (45,000 sp & 350 lbs)
Library of drow and moon-elen history, pseudo science, magic, math & tactical-studies-rules, suitable for research purposes. (720 books @ 1,666 sp & 5 lbs apiece = 1,199,520 sp & 3,600 lbs)
Half a jug of y'tophen (see appendix) (30,000 sp)
Pouch of Trindixahht (see appendix) (30,000 sp)
Sprigs of Filimorae (see appendix) (9,000 sp)

90. NECROMANCER OF LOLTH

This is Anibno Yalvid's room (see area 70). Despite being the highest ranking male, Kelni (room 89) and Obucryss (room 90) customarily disparage him. Female drow joke that his room is next to the trash—and a very faint smell of garbage can be detected near the (locked) secret door.

If Anibno has teleported back from area 70, he is here, hoping the others will deal with the intruders.

His servants/guardians occupy the room:

Skeletons x3: AC 7 | MV 12 | HD 1 | HP 6 ea | THAC0 19 | DMG 1d6 | Half dmg from slashing & piercing | XP 11 apiece

The suite contains:

2 expensive bottles of fungus wine (1,500 sp ea)
Large marble bath + exotic soaps and oils (800 sp)

Large, carved ebonwood bed (20,000 sp @ 400 lbs & luxury linens: 2,000 sp)
Folding screens and lux draperies (4,000 sp)
Large ebonwood workbench strewn with books & spell components, carved w/ spider motif (10,000 sp @ 250 lbs)

Library dedicated to spell research. (1,720 books valued @ 950 sp & 8 lbs apiece = 1,634,000 sp & 13,760 lbs)

Scroll of Protection from Demons

Scroll of Protection from Daemons

Scroll of Magic Missile; Charm Person; Strength & Lightning Bolt (all at 10th level ability)

Scroll of Haste; Ice Storm; Animate Dead; Conjure Air Elemental (all at 10th level ability)

Trap: Cursed Scroll—Explosive Runes deal 6d4+6 no save: see PHB p73 plus possible damage to nearby treasure)

Pouch of Trindixahht (see appendix) (30,000 sp)
Sprigs of Filimorae (see appendix) (9,000 sp)
Key to this room's Secret Door and the Secret Door at 94.

91. HIGH PRIESTESS OF LOTH

The commander of Ella-Lûnci, Obucryss Dur, controls all facets of the stronghold from her suite. It is nighted-black, basalt, marble, wood, fabric and all. Nothing in the room betrays this strict adherence to color save sixteen globes seething with glow worms. This faint blue bioluminescence casts no substantive light, serving only to make the blackness richer.

The secret door to the south is locked. The only key is in this room. Pick lock attempts suffer -20%.

Trap: This room has been established as Desecrated Ground and may bar entry to PCs of varying alignments (see appendix)

Obucryss, 14/10 Cl/Ftr: AC -7 | MV 15 | HP 68 | THAC0 8 (demon staff) | ATT 3/2 | DMG 1d6+3 + save vs Poison or sleep 2d12 turns (bow) 4d6+Fear no save, dmg can only be healed at a rate of 1/day, summon Type I demon once per day or Polymorph Self into Type III demon & heal 10-60% of current dmg (staff) | MR 78% | XP 10,237

- Endure Cold, Endure Heat, Darkness x2, Portent, Protection from Good, Spider Climb x2
- Hold Person x3, Silence 15'r x3, Wyvern Watch x2
- Animate Dead, Bastion, Dispel Magic x2, Feign Death, Paralyze x2
- Cure Serious Wounds, Cause Serious Wounds, Divination, Hammer of Damnation x2, Spell Immunity
- Flame Strike, Plane Shift, Slay Living
- Blade Barrier, Harm

Drow Plate +6; Demon Staff (GDQ1—7 p124); Ring of Invisibility (DMG p130); Ring of Free Action (DMG p130); Cloak of Arachnidia (Web unused, UA p98); Potion of Power (see appendix); Platinum & Diamond unholy symbol of Lolth (12,000 sp)

Trap: the desk is locked. Pick attempts suffer -10%. The lock bears a Glyph of Warding: Drain 1 level.

On the magnificent desk sits a black keyring w/ keys to every lock under drow control and: A black tome of clay golem creation (150,000 sp)

Contents of desk drawer:

Scroll of Harm; Stone Tell; Dispel Good; Flame Strike; Neutralize Poison; Animate Dead (all at 14th level ability)
Scroll of Protection from Daemons
Scroll of Protection from Demons
Scroll of Protection from Devils

Obucryss is attended by her clay golem:

Clay Golem: AC 7 | MV 7 | HD 11 | HP 50 | THAC0 10 | DMG 3d10 & this dmg can only be healed by a cleric of 17th or greater level | struck only by BLUNT magical weapons | after 2 rounds of combat, hasted for 3 rounds | Immune to almost all spells (see MM p48) | Cumulative 1% chance per round of combat of evil spirit possession | XP 3,600

Two yeth hounds of extraordinary size

Yeth Hounds x2: AC 0 | MV 15/27 | HD 4 | HP 32 ea | THAC0 14 | DMG 1d8+3 (bite) | Ghastly baying = save vs Spells or flee in panic for 3 rounds + drop whatever is held 60% - lVlx5% | Silver or +1 weapons to hit | Magic weapons deal dmg = to enchantment level | XP 560 apiece

And her personal, evil, moon elven toy

Aired Halafarin 5/6/4 Cl/Ftr/MU: AC -10 | MV 12 | HP 20 | THAC0 10 | DMG 1d6+6 (mace) | 90% resistant to illusions, sleep & charm | Detect lies 70% | Ultravision | Save vs Poison @ -2 | Cold Iron deals +2 per die | Innate Hypnotism | XP 5,412

- Cure Light Wounds x2, Darkness x2, Protection from Good
- Hold Person x2, Resist Fire, Silence 15'r x2
- Bastion, Dispel Silence
- Charm Person, Hold Portal, Shocking Grasp
- Mirror Image, Web

Drow Plate +5; Drow Shield +3; Drow Mace +5; Silver Symbol of Lolth (150 sp); Potion of Extra-Healing; Slippers of Spider Climb (UA p103)

The suite also contains:

13 rare bottles of fungus wine (2,500 sp ea)
Black marble bath + exotic soaps and oils (2,800 sp)
Large exquisitely carved ebonwood bed (100,000 sp @ 800 lbs & luxury linens 14,000 sp)
Ebonwood folding screens and lux tapestries (24,000 sp)
Large ebonwood desk, also exquisitely carved w/ demon motif (345,000 sp @ 450 lbs)
Jug of y'tophen (see appendix) (60,000 sp)
Pouch of Trindixahht (see appendix) (30,000 sp)
Sprigs of Filimorae (see appendix) (9,000 sp)
Black Diary re. the drow campaign to control the Throne of the Gods & the command word to Daern's Instant Fortress (area 48) & the watch word to the Underdark (area 103)
Ebonwood trunk bound in tunsia (8,000 sp)

Trap: the ebonwood trunk is warded with Wyvern Watch (UA p35).

Trap: pick lock attempts on the trunk suffer -10% & the lock bears a Glyph of Warding: Drain 1 level.

Contents of the ebonwood trunk:

- 6 Beautiful yellow robes of finest saffron-dyed silk (420 sp ea)
- 16 TBRG (384,000 sp)
- 1,300 PP (390,000 sp)
- 2,200 MM (440,000 sp)

92. GREAT HALL

Wickedly artistic, a Lolthian relief cut into the convex basalt wall and buffed to a sheen—contrasts with the natural black cave surfaces across the room. The space seems important, perhaps ceremonial, and is hung with spider tapestries.

16 bruised, blind and addicted slaves of various race and gender cower in the concavity of the south wall.

93. SECRET PASSAGE

The north end of this secret passage stinks of rotting garbage. Piles of the stuff (including bodies of several slaves) press against the portcullis, which is closed. Opening the portcullis allows the trash to spill into the passageway. From this direction, it takes 5 rounds of digging to access room 88.

Secret doors in this hall are locked. Attempts to pick the one leading to room 91 suffer -20%.

94. GATE CONTROLS

The portcullis to 97 is shut. The gate controls are deep in the wall, not visible from the far side. Attempts to bend bars/lift gates suffer -20%.

95. UNHOLY TEMPLE APPROACH

Trap: this black corridor has been established as Desecrated Ground and may bar entry to PCs of varying alignments (see appendix)

Trap: an invisible mezzodaemon guards the hall at midpoint. It is bound to this location and cannot leave.

Mezzodaemon: AC -3 | MV 15 | HD 10+40 | HP 82 | THAC0 4 | DMG 1d10+9 (Drow two-handed sword +3) | +1 weapons to hit | Immune: Charm, Suggestion, Paralysis & Poison | Resistant: Acid, Cold, Fire | Dimension Door 2x/day; Ethereal 1/day; Magic Jar 1/day; Passwall 4x/day; Repulsion 1/day; Wind Walk 1/day; Word of Recall 1/day | At will: Comprehend Languages; Detect Invisibility; Detect Magic; ESP; Invisibility; Levitate; Polymorph Self; Read Magic | MR (see FF p66) | XP 3,848

Trap: the adamantine door to 96 (identical to that in room 77) is locked, incurs -20% to pick attempts, and bears a Glyph of Warding: Drain 1 level.

96. TEMPLE TO LOLTH

Trap: this room has been established as Desecrated Ground and may bar entry to PCs of varying alignments—even those that managed to successfully enter area 95 must check again! (see appendix)

Trap: the door to this 60' spherical black room opens at the equator. There is no proper floor. The basalt interior is cut with the seamless design of a surrounding web. Though otherwise completely dark, a small blue light opposite the door acts as a disorienting lure. For those that enter quickly, it is a steep tumble to the bottom of the sphere (3d6 dmg).

The bottom of the sphere is punctured with one inch bore holes and, if examined under bright light, caked with the grime of drained sacrifices.

The blue light originates from the belly of a basalt and platinum filigree statue of a 6' widow spider, which is fitted into the wall by mortise and tenon. The spider's abdomen contains a socket w/ an hourglass thronging with glow worms. Polished web reliefs immediately surrounding the statue glisten in this very faint light.

The statue's platinum-capped fangs curve in meat-hook fashion, and the latest sacrifice still hangs from them, strands of congealed gore dangling toward the room's lower hemisphere.

8 sapphire eyes of unbelievable luster occupy the statue's head (1,000,000 sp ea)
2 platinum fangs (7,000 sp ea)

Trap: should the statue be desecrated, a blue whorl-shaped gate opens near the top of the sphere and a retriever drops through on a strand of silk, sent to bring the defiler to Lolth.

Retriever: AC -2 | MV 18 | HD 10 | HP 65 | THAC0 10 | DMG 3d6 (x4 bladed legs) | Fire, Cold & Lightning 60' eye rays deal dmg = retriever's current hp (1/2 if save vs Breath Weapon) gear must also save | transmutation eye ray turns to target to gold/stone/mud/lead (random) unless save vs Petrification (see FF p75) | Each eye usable once per six rounds | Creatures of less than 6 HD must save vs Spells or flee | XP 5,860

97. GLOWING GROTTO

Though entry points to this vast cavern are roughly 20' high, the ceiling quickly domes to 60' where the ghostly bioluminescence of a million worms undulates.

The cavern is empty, but noise summons the cunning inhabitants of 99 (whose lair is screened by natural columns). They come among the columns near the ceiling with great stealth, surprising 4in6.

98. WATER SOURCE

The 20' ceiling is spangled with blue glow worms whose light reflects faintly in a pristine pool.

Hidden near the ceiling among the columns are ten driders (d) who encircle silently before attacking.

(d) Driders x10: AC 3 | MV 12 | HD 6+6 | HP 30 ea | THAC0 13 | DMG 1d6 (x2 Longbow shots) or 1d8 (spear) or 1d4 + save vs Poison @ -2 or paralyzed 1d2 turns (bite) | MR 15% | All drow spell-like powers | Spells: Burning Hands; Charm Person; Magic Missile; Shield; Detect Invisibility; Mirror Image; Web; Fly; Lightning Bolt; Dimension Door | XP 1,115 apiece

99. BEHIRS

This colorful cul-de-sac sparkles with unmined turquoise and gold, serving to camouflage a pair of semi-trained Behir and their adult offspring. Ambush hunters, they surprise 4in6. (see DSG p51 for mining)

Behir x3: AC 4 | MV 15 | HD 12 | HP 85, 66, 42 | THAC0 9 | DMG 2d4 (bite) 1d6 (x6 claws) 1d4+1 (constriction) | Immune to electricity & poison | Swallow whole on 4 better than required to-hit: death in six rounds | Internal AC 8 & dmg reduced by 1 cumulatively per round | Once per turn 20' lightning stroke for 4d6+24 dmg (save vs Breath Weapon for half) | XP 4,210; 3,906; 3,522

100. EMERGENCY Go-ROOM

If the PCs have been captured and thrown into the slave pen, their gear will be here, in five large black iron chests at the southern-most part of the cave. Marloys watch the chests from nooks near the 27' ceiling.

Marloys x8: AC 2 | MV 6/12 | HD 6 | HP 30 ea | THAC0 13 | DMG 2d4 (bite) 2d4 (horn) 1d6 (x2 claws) | Surprises 80% | +1 or better weapon to-hit | XP 530 apiece

Trap: the chests are locked and dusted w/ a contact poison known as trindixahht (see appendix). Even if gloves are used to carry the chests, there is a 1in6 chance of exposure.

In addition to PC gear, the chests contain contingencies should Obucryss wish to flee:

Slippers of Spider Climb (UA p103)
Potion of Human Control (DMG p126)
Vial of Sleep Poison (2,000 sp)
Potion of Spider Control (see appendix)
Staff of Swarming Spiders w/ 15 charges (Cf. UA p95)
Cloak of the Bat (UA p98)
Sword +2 Life Stealer (DMG p166)
Dagger of Venom (DMG p168)
Drow Chain +3
Drow Cloak

Drow Shield +3

24 Drow Arrows +3

101. TORTURE & POTIONS & POISONS

A wildly elaborate alchemical/potion-making lab occupies the northern part of this cave. A sinister and eccentric Dark Stalker serves as the drow brewer.

Dark Stalker Alchemist: AC 0 (8 if illuminated) | MV 9 | HD 2+2 | HP 9 | THAC0 15 | DMG 1d6+1 (magical short sword) | Ring of Blinking | Thief abilities at lvl 4 (x2 backstab on fortuitous blinks) | Detect Magic at will | Extinguish lights w/in 50' 3x/day at will (magical light sources save vs Frost) | Wall of Fog 2x/day | If slain, explodes as 3-dice Fireball | XP 227

On the Stalker's lab table:

Potion of Healing x8
Potion of Extra-Healing x2
Potion of Fire Resistance (DMG p126)
Potion of Storm Giant Strength (DMG p126)
Potion of Invulnerability (DMG p126)
Potion of Restoration x3 (see appendix)
Potion of Spider Control (see appendix)
Potion of Invisibility x2 (DMG p126)
Potion of Speed (DMG p127)
Potion of Power (see appendix)
Oil of Disenchantment (UA p90)*
Potion of Delusion (DMG p125)*
Elixir of Madness (UA p90)*
Philter of Stammering (UA p91)*
Dust of Disappearance (3 pinches: DMG p143)
Dust of Choking and Sneezing (DMG p143)
Dust: Trindixahht (see appendix)

**These cursed flasks change appearance to match potions nearby. Dice can determine whether one is drunk by mistake.*

The southern part of the room contains the worst torture devices that drow can dream. An evil emerald-skinned Djinn w/ huge black horns (coughed from the Elemental Plane of Smoke) oversees the slave pens and enjoys a regular docket of murder.

Ghamun the Dark Djinn: AC 2 | MV 9/24 | HD 10 | HP 80 | THAC0 10 | DMG 3d8 + gear saves vs Crushing Blow + save vs poison or die (obsidian scimitar from Plane of Smoke) | +1 weapons to-hit | Immune to Poison | Resistant to Cold, Fire & Electricity | Once per day: Invisible, Gaseous Form, Enlarge, Detect Magic, Illusion, Wall of Fire, Form a Whirlwind (slaying creatures of <3HD), Stinking Cloud; Cloudkill, Fulfill another's Wish | XP 5,360

Ghamun is bound to an ornate bottle of green and black glass, fitted with an iron swing-top stopper. The bottle is hidden in a crevice near the ceiling on the south side of the room's natural stone column. Only Obucryss and her trusted cohorts know its location.

As the djinn cannot manipulate his own bottle, he is "free" so long as he serves the drow. Whosoever picks up the bottle can command the djinn & force him into his prison.

102. SLAVE PEN

PCs "killed" by drow likely wake up here, naked in the dark. The cave is slippery and reeks from excrement, urine and vomit. Nearby, "others" moan, rock, or make tentative forays into cannibalism.

Note that the teleportation zone is one-way from area 101 and the cruelty of the drow provides hope to only the skeletal and starving. Individuals of <110 lbs are able to slip through the narrow tunnel to room 101.

103. SPIRAL OF DESPAIR

The black cave system gradually transitions to smoother, engineered stone as it travels east into a downward spiral. This spiral does not end until it reaches the Underdark many thousand feet below.

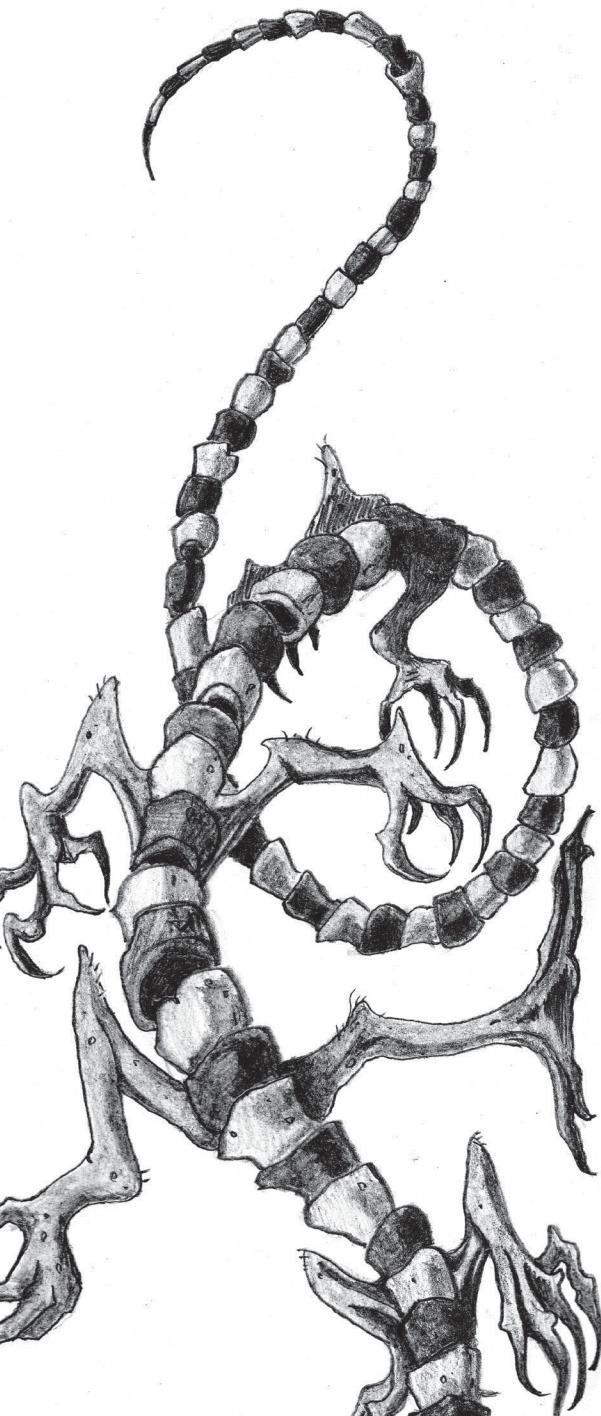
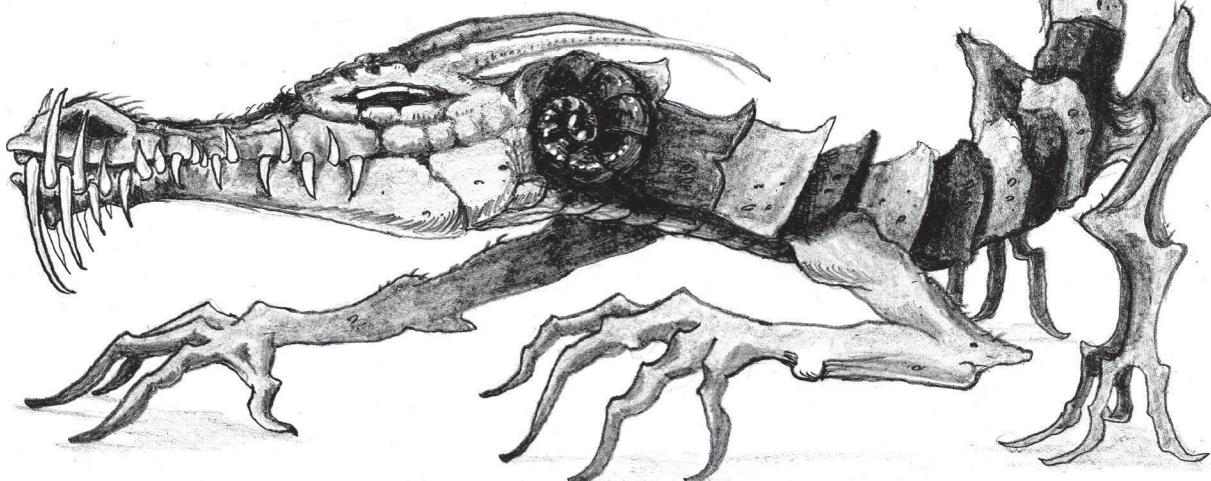
At the top of the spiral is a magic mouth which will ask in under-common for the watch word (Tenebenezar).

Should PCs attempt to pass this point without the correct answer, a Symbol of Discord appears, floating in the passageway. All proximal PCs are affected with no opportunity of saving throw. Whether the party begins fighting each other or not, their bickering shouts will certainly bring drow forces to investigate.

THUS ENDS

THE DEAD HALLS OF THE GIANT ANCIENTS

© GEIR LOE CYN-CRUL ©



RANDOM OCCURRENCES

{ Every 100' traveled, roll 1d3 + 1d100 & embellish. Occurrences happen once; cross them off as you go. Duplicate rolls indicate no occurrence that check. }

1 d3 ROLL

1. Broken musical instrument
2. Crushed and leaking lantern
3. Broken wand
4. Copper buckler +1
5. Corks & broken bottle of bubbly
6. Dented helm & 3 brass vaults*
7. Splintered spear
8. Working compass
9. Moldering spellbook (useless)
10. Char mark & blackened bones
11. Tin mess kit & 2 electrum eyes*
12. Pack of useful supplies
13. Jar of pickled pig's feet
14. Glyph of Warding (Electric 22 dmg)
15. Glyph of Warding (Cold 24 dmg)
16. Potion of Healing
17. Glyph of Warding (Blind 22 turns)
18. Glyph of Warding (Drain 1 level)
19. Fire Trapped gem (1d4+18 dmg)
20. Gem base 100 GP value
21. Continual Light Stone
22. Rusted & shredded ring mail
23. Sundered shield
24. A brass knob & 1 gold tomb*
25. Scroll tube w/ Cure Critical Wounds
26. Tripwire to poisoned crossbow
27. 1-charge wand w/ Contact Poison
28. Doombat skeleton
29. Fallen pouch & 24 scattered silver chambers*
30. 3 vials of acid in a belt case
31. Partially devoured bear carcass
32. Pressure plate spear trap w/ poison
33. Pile of empty rotting sacks
34. Bottle of good wine near blood stain
35. Rabbit's foot on broken chain
36. Scattered playing cards & 2 platinum portents*
37. Drow territorial mark
38. Key to the Coffer
39. Coffer: Trapped: Contains Treasure Type X
40. Drow abortion
41. Campfire remains & blood stains
42. Floating fungus (see area 17)
43. Dream caps †
44. Expanse of pink toadstools
45. Large puddle of water or ice

46. Brown Mold (MM p71)
47. M-U bones w/ scroll of 9-dice Fireball
48. Good frozen rations (7 days)
49. Shriekers (MM p87)
50. Violet Fungi (MM p42)
51. Psionic Yellow Mold (MM p71)
52. Ring of Warmth: DMG p131
53. Piercer attack (see area 9)
54. Piercer attack (see area 9) & 2 tunsian crypts*
55. Piercer attack (see area 9)
56. 2 Drow arrows +3 ‡
57. Quiver of 8 Drow arrows +3 ‡
58. Clay crock of Jempooth †
59. Pouch of Trindixahht †
60. Small bag of Filimorae †
61. Potion of Power †
62. Potion of Delusion (labeled flying)
63. Broken bear trap
64. Potion of Shouting †
65. Wand of Magic Missiles: 4 charges: DMG p136
66. Crude bone statuette †
67. Dented tin of ancient tea
68. Set of Ivory dice: 280 sp
69. Book of ancient language: 450 sp
70. Living pile of boletesaur feces
71. A usable torch
72. Skeleton w/ pouch of holding (250 lb)
73. Lucky coin †
74. Gruesome shrine to Lolth & 3 mithril moons*
75. 1d4 Phycomids (MM2 p101)
76. A small jug of Y'tophen (6 cups) †
77. A small jug of Y'tophen (4 cups) †
78. 8 Giant Cave Crickets (MM2 p23)
79. Megalo-Centipede (MM2 p24)
80. Large hidden sack of 320 bone skulls*
81. Lost, platinum holy symbol: 600 sp
82. Drow Pit Trap (30' deep)
83. Drow Pit Trap (30' deep)
84. Partial Map of the Dead Halls †
85. Dead adventuring party w/ gear
86. Case of 20 +1 crossbow bolts
87. Chime of Hunger: DMG p140
88. Bones wearing Cloak of Poisonous: DMG p141
89. Jar w/ 1 dose Keoghtom's Ointment: DMG p149
90. Scroll of Detect Traps
91. Scroll of Protection from Petrification: DMG p128
92. Periapt of Foul Rotting: DMG p151

- 93. Necklace of Strangulation: DMG p151
- 94. Throwing/Hand Axe +3
- 95. Javelin of Lightning: DMG p149
- 96. An open Portable Hole: DMG p152
- 97. Helm of Opposite Alignment: DMG p146
- 98. Javelin of Piercing: DMG p149
- 99. 20 scattered ivory talons*
- 100. Morning Star +2

2 d3 ROLL

- 1. Intermittent dust-fall from overhead
- 2. Giant frosted cobwebs (very old)
- 3. Single copper piece
- 4. Set of thieves' tools & 5 rose gold cuones*
- 5. Doombat guano
- 6. Broken pry bar
- 7. Old leather boot
- 8. Flask of oil
- 9. Large patch of common black mold
- 10. Broken 10' pole
- 11. Beautifully glazed pottery shards
- 12. 50' of good rope
- 13. 10' of rusted chain
- 14. Nest-like pile of filthy rags
- 15. Stones laid in a directional arrow: roll 1d8
- 16. Giant-size chisel and hammer
- 17. Numerous wax drippings
- 18. Giant-size sword hilt
- 19. Empty, rotting wooden box
- 20. Glass bottle of bleach
- 21. Packet of charcoal drawing sticks
- 22. Giant-size cask of spoiled ale
- 23. Filthy giant-size bedroll
- 24. Strange drawing in colored chalk
- 25. Giant-size lantern w/ 5 gal good oil
- 26. Giant-size whetstone
- 27. Rusty Giant-size anvil & hammer
- 28. Giant-size pail of hardened plaster
- 29. Large wooden chest w/ 1 trade bar of rose gold*
- 30. Small box of coal
- 31. Rotting tapestry
- 32. Handbell
- 33. Small unnerving jade idol †
- 34. Fine wooden smoking pipe: 120 sp
- 35. Dented brass thurible
- 36. Unlit votive light
- 37. Rusty, bloodstained thumbscrews
- 38. Engraved silver whistle: 275 sp
- 39. 100' Roll of copper wire: 50 sp
- 40. Symbol of Stunning PHB p92
- 41. Symbol of Sleep PHB p92
- 42. Symbol of Pain PHB p92
- 43. Flask of Acid (10 vials equiv.)
- 44. Smeared pentagram in white chalk
- 45. Giant-size cooking pot w/ dry stew
- 46. Human skull w/ Drow markings
- 47. Carboy of Acid (100 vials equiv.)
- 48. Gold corkscrew w/ beryls: 1,000 sp
- 49. Broken dowsing rod
- 50. Giant-size wooden shield
- 51. Small stack of firewood
- 52. Silver trade bar: 6,000 sp
- 53. Large empty nest of dead brambles
- 54. Small rift/gate to Ethereal Plane
- 55. Huge pile of animal bones

- 56. Lost fire opal pendant: 30,000 sp
- 57. Electrum & moonstone medallion: 8,000 sp
- 58. Lurker Above (MM p62)
- 59. Mimic (MM p70)
- 60. Gold cup & ruby lip ring: 125,000 sp
- 61. Ivory game piece: 300 sp
- 62. Green slime falls from far overhead (see area 28)
- 63. Tentamorts x4 (FF p86)
- 64. 3" solid gold ball: 2,000 sp
- 65. Rose gold flute with ivory inlay: 8,500 sp
- 66. Disturbed Doombats x4 (FF p27)
- 67. Disturbed Doombats x2 (FF p27)
- 68. Drow gold ankus w/ ruby: 86,000 sp
- 69. Polished jet imp ring with gold eyes: 15,000 sp
- 70. Toxic geothermal fumes 30' radius
- 71. Toxic geothermal fumes 20' radius
- 72. 5 silver arrows +1
- 73. Gold & tiger eye hair pin: 375 sp
- 74. Slight tremor in the mountain
- 75. Small quake: falling stones DEX check or dmg
- 76. Stack of 30 ebonwood bars*
- 77. Footman's Flail +2
- 78. Med quake: rockfall: dmg + Knockdown
- 79. Large quake: 100' radius: PHB p52
- 80. Vial of holy water
- 81. Magic fry pan that needs no fire
- 82. Animated Practice Dummy w/ 0 INT
- 83. Iron Flask w/ Type V Demon
- 84. Magic wineskin that purifies water
- 85. Wand of candle extinguishing
- 86. Bison horn dice that roll the desired number
- 87. Flask of Curses: DMG p145
- 88. Dull gray loun Stone: DMG p147
- 89. Magic Pouch of Protection †
- 90. Glasses of Sight †
- 91. Secreted chest w/ 5,500 gold tombs*
- 92. Destroyed laser rifle
- 93. Temporal distortion: 1 PC >> 1 turn into the future
- 94. Treasure map †
- 95. Gold ring: 300 sp
- 96. Leomund's Trapped gem: 9,000 sp
- 97. Bag of Devouring: DMG p137
- 98. Bones wearing Power Plastic Armor †
- 99. Ray gun w/ 8 shots †
- 100. Jet pack w/ 3 hour charge †

3 d3 ROLL

- 1. Giant dripping ice formation
- 2. Slippery terrain: 100'r requires fumble rules
- 3. Weak floor: cave-in causes 20' fall (3d6)
- 4. Vein of gold: see DSG p51 for mining
- 5. Sinkhole opens: 30'r: DEX check or fall 100'
- 6. Giant-sized pulley system
- 7. Hogshead of frozen lard
- 8. Pocket of mineable gemstones: see DSG p51
- 9. Pair of rusted, broken crampons
- 10. Busted pickaxe & 12 jade fangs*
- 11. Desiccated corpse of a mule
- 12. Starved fearful dog in a leather harness
- 13. Shriekers (MM p87)
- 14. Shriekers (MM p87)
- 15. Shriekers (MM p87)
- 16. Dying cleric: 1 hp "Alcanthus" LVL 8
- 17. Giant-size campsite w/ sitting stumps
- 18. Giant-size sword: still sharp

19. Tin of sardines
 20. Spider ring: prevents common bug bites
 21. Giant-size sack of delousing powder
 22. Denzelian egg (FF p25)
 23. Clutch of Anhkheg eggs
 24. Dead outworlder with inoperable gear
 25. Functional laser rifle: 12 shots †
 26. Box of rat poison pellets
 27. Growth of small humming crystals
 28. Growth of large humming crystals
 29. Magic Scarf 24' †
 30. Belt pack of fresh bandages
 31. Hard to see poison caltrops: 10'r
 32. Hard to see poison caltrops: 5'r
 33. Large steaming pool of beast urine
 34. Tooled magical leather jack †
 35. Heavy fresh beast manure: meaty!
 36. Mildewed pornographic journal
 37. Large slithering pattern on floor
 38. Silver singing ring †
 39. Cube of Silence †
 40. Rotten, explosive Remorhaz egg
 41. 10HD Roper (MM p83)
 42. 12HD Roper (MM p83)
 43. Drow boots (FF p34, ¶ 3) ‡
 44. Tiny undead piglet on a leash
 45. Dead canary in a cage
 46. Three swollen cans of beans: boom!
 47. Boots of Speed: DMG p139
 48. X-Ray Glasses: as the Ring: DMG p132
 49. Potion of poison & Drow Cloak (FF p34 ¶ 3) ‡
 50. Burlap sack full of spoiled apples
 51. Bottle of milk solidified into cheese
 52. Silver+Jet magnifying glass: 300 sp
 53. Charred bones in melted plate mail
 54. Burnt pine statue of a screaming man
 55. Pack of butterfly wing cigarettes: 45 sp
 56. Jeweled spyglass: 990 sp
 57. Pouch of Qaam-dihet (drugs): 50 sp
 58. Clay jar of Green Slime (see area 28)
 59. Skeleton clutching love letter
 60. Bottle of expensive whiskey: 800 sp
 61. Jar of Sovereign Glue
 62. Drow book of grisly tales
 63. Giant dead blue bottle fly
 64. Three Beads of Force: UA p97
 65. Arrow of Slaying: Elves: DMG p168
 66. Coffin Corpse pinned under rubble (FF p19)
 67. Star map to the Dead Halls from other worlds
 68. Dagger of Venom (DMG p168)
 69. Skeleton w/ Gauntlets of Ogre Power: DMG p145
 70. Ring of Weakness: DMG p132
 71. Necklace: fake gold & paste gems
 72. Token of Heat Metal †
 73. Exo-torch w/ 6-hour batteries †
 74. Stunjelly 12 HD (FF p84)
 75. Doombat x1 (FF p27)
 76. Vial bright phosphorescent dye x3
 77. Dart +2
 78. Chalk graffiti reads, "Don't Sleep!"
 79. Saurian-cursed coins †
 80. Sack of 30 sling bullets +3
 81. Trident +2
 82. Font of Childhood †

83. Strange Magnetic Sphere †
 84. 2 ruby golds (intact)*
 85. Two-handed sword +1
 86. 5 ruby golds (missing stone)*
 87. Dust of Choking pressure trap 5'r: DMG p143
 88. Stack of giant-size, graven throwing stones
 89. Drow short sword +4: 1d7+4 dmg ‡
 90. Drow buckler +3 ‡
 91. Drow chain mail +4 ‡
 92. Open pit trap 30' deep
 93. Inanimate giant skeleton & sack w/ 1 bar of spice*
 94. Jar of mountain honey (still good)
 95. Lunar Torch †
 96. A seed of Ailwin Niu †
 97. Ghost of Ocbar †
 98. 2 Arrows of Charming (Dragon Magazine #91)
 99. Potion Mind Restore (Dragon Magazine #91)
 100. Demonbane (Dragon Magazine #91)

* indicates special treasure/coin type (see special treasure converter table)

† indicates special item (see appendix)

‡ indicates drow item, which will decay when removed from Geir Loe Cyn-crul

SPECIAL TREASURE CONVERTER

Ancient Coins

BV	Brass Vault	2 sp
EE	Electrum Eye	30 sp
GT	Gold Tomb	40 sp
PP	Platinum Portent	300 sp
SC	Silver Chamber	25 sp
TC	Tunsian Crypt	1,500 sp

Humanoid Coins

BS	Bone Skull	2 sp
IT	Ivory Talon	10 sp
JF	Jade Fang	20 sp
RGi	Ruby Gold Intact	300 sp
RGm	Ruby Gold Missing Stone	50 sp
SB	Spice Bar	900 sp

Exotic Currency

EWB	Ebon Wood Bar	20 sp
MM	Mithril Moon	200 sp
RGC	Rose Gold Cuone	40 sp
TBRG	Trade Bar: Rose Gold	24,000 sp

RANDOM ENCOUNTERS

{ If PCs travel >10 minutes w/o encounter, roll 1d30 & embellish. Encounters happen once; cross them off as you go. Duplicate rolls indicate no encounter that check }

1. Greftzeus' Cortege
2. Shadow Dragon
3. Small Sphere of Many Eyes
4. Mezzodaemon
5. Purple Worm
6. Bulette
7. Drow Scouting Party
8. Shoosuva x6
9. Lurker Above
10. Doombats x4
11. Doombats x2
12. Green Slime drop
13. Phycomids x2
14. Blue Dragon (age category 3)
15. 4HD Piercer Attack
16. 4HD Piercer Attack
17. Violet Fungi
18. Violet Fungi
19. Giant Cave Crickets
20. Giant Cave Crickets
21. Giant Cave Crickets
22. Giant Cave Crickets
23. Giant Cave Crickets
24. Giant Cave Crickets
25. Giant Cave Crickets
26. Giant Cave Crickets
27. Giant Cave Crickets
28. Giant Cave Crickets
29. Giant Cave Crickets
30. Giant Cave Crickets

1. GREFTZEUS' CORTEGE

A fog giant lord and his retinue are exploring the Halls. They are thoroughly evil but may bargain with a powerful party in good health.

Greftzeus, Fog Giant Lord: AC -2 | MV 15 | HD 14d10 | HP 99 | THAC0 3 (or large missile rules) | DMG 1d24 +12 +1d6 (ornate frost sword) 2d10 (rock hurl up to 20") in either case, gear saves vs Crushing Blow | Resistant to Cold (magical white dragon armor studded w/ silver) | 1/day: Wall of Fog, Cone of Cold | XP 5,732

Fomorian Body Guards x2: AC 3 | MV 9 | HD 13d10+1-3 | HP 71 ea | THAC0 5 | DMG 1d20 + 12 + gear saves vs Crushing Blow | XP 4,028 apiece

Verbeeg Soldiers x12: AC 4 | MV 18 | HD 5d10+5 | HP 44 ea | THAC0 12 | DMG 1d10 + 6 + gear saves vs Crushing Blow (great sword) 1d6 + 6 @ 9" (spear) | Each carries 6 spears | XP 539 apiece

Shadow Mastiffs x6: AC6 | MV 18 | HD 4 (-1 hp/die in bright light) | HP 20 ea | THAC0 15 | DMG 2d4 | Baying causes panic unless save vs Spells | Hide in Shadows | XP 265 apiece

The verbeeg are saddled w/ the cortege's gear and treasure:

6 half-hogs; 60 large fresh pike; 6 casks of ale; camping paraphernalia; 14 cave bear robes (900 sp ea); 14 dire wolf capes (600 sp ea); 1 cape of winter wolf pelts (300,000 sp); a large sack of gold nuggets (420,000 sp); 1 dead mountain goat dragged on a chain.

2. SHADOW DRAGON

This ancient creature has slipped up from the Underdark for it knows the watch word @ 103. It stalks the Dead Halls in search of prey and treasure for its lair and hoard are located far below.

Cadogan, Ancient Shadow Dragon: AC -6 | MV 18/24 | HD 6 +1 per die | HP 66 | THAC0 9 | DMG 2d6+4 (x2 claws) 3d8+4 (bite) 3d8+4 (whip tail) | Save as 17 HD monster | Fear Aura saves @ -1 | Magic Resistance 20%. | Hide in Shadows 63% base | Magic Weapons to hit | Immune to level drain and darkness | See MM2 p58

Assume the dragon's tail can attack only those not in front of it.

Thrice per day the dragon can breathe a cloud 40'x30'x20'. All inside this cloud must save vs Breath Weapon: Success = Level loss of 50% round all fractions up. Fail = Blinded & Level loss of 75% round all fractions up. (This effect does not stack)

The effects of this breath weapon last for 8 turns.

3. SMALL SPHERE OF MANY EYES

This ancient, shriveled specimen has no treasure.

Sphere of Many Eyes: AC 0/2/7 | MV 3 | HD 10 | HP 45 | THAC0 10 | DMG 2d4 (bite) | XP 13,800 apiece

See also room #59 for additional combat statistics. It is looking for the Font of Childhood (p45) and will not attack if led to its location.

4. MEZZODAEMON

A Mezzodaemon scouts the Halls on order of its Drow masters. It has no treasure.

Mezzodaemon: AC -3 | MV 15 | HD 10+40 | HP 85 | THAC0 4 | DMG 1d10+9 (Drow two-handed sword +3) | +1 weapons to hit | Immune: Charm, Suggestion, Paralysis & Poison | Resistant: Acid, Cold, Fire | Dimension Door 2x/day; Ethereal 1/day; Magic Jar 1/day; Passwall 4x/day; Repulsion 1/day; Wind Walk 1/day; Word of Recall 1/day | At will: Comprehend Languages; Detect Invisibility; Detect Magic; ESP; Invisibility; Levitate; Polymorph Self; Read Magic | MR special (see FF p66) | XP 3,890

5. PURPLE WORM

A great purple worm is drawn up through the floor by the sounds/vibrations of the party.

Purple Worm: AC 6 | MV 9 | HD 15 | HP 120 | THAC0 8 | DMG 2d12 (bite) 2d4 (sting) | 4 above required to hit roll = swallow whole (dead in 6 rounds + see MM p.80) | Stinger = save vs Poison or die | XP 7,300

6. BULETTE

This creature of largest possible size has been foraging in the mountain and explodes from the rock, gaining surprise 4in6.

Bulette: AC -2/4/6 | MV 14/3 | HD 9 | HP 72 | THAC0 12 | DMG 3d6 (x2 claws) 4d12 (bite) | 8' jump attack with 4 claws | XP 3,164

7. DROW SCOUTING PARTY

A party of Drow are creeping through the halls. They will almost certainly attack with complete surprise.

Ollubi: 6/5 Cl/Ftr | AC -3 | MV 15 | HP 49 | THAC0 10 (bow) 13 (sword & dagger) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+3 (dagger) | MR 62% | XP 4,126

- Cause Fear, Spider Climb, Protection Good
- Hold Person, Silence 15', Speed Poison
- Animate Dead, Dispel Silence

Drow Chain +4; Drow Shortsword & Dagger +3; 24 Drow Arrows +3; 30 MM (200 sp ea); Iolite & Silver Symbol of Lolth (500 sp); Potion of Human Control (DMG p126); Vial Sleep Poison (2,000 sp)

Drow x4: 3/4 Cl/Ftr | AC -3 | MV 15 | HP 26 ea | THAC0 11 (bow) 13/16 (swords/daggers) | DMG 1d6+3 + save vs Poison @ -4 or sleep 2d12 turns (bow) 1d7+3 (sword) 1d4+1 (dagger) | MR 58% | XP 1,032 apiece

- Command, Darkness, Spider Climb x2
- Hold Person, Silence 15'

Each carries/wears: Drow Plate +3; Drow Shortsword +3; Drow Dagger +1; 24 Drow Arrows +3; 10 MM (200 sp ea); Silver Symbol of Lolth (150 sp); Potion of Healing

8. SHOOSUVA x6

These ghastly gnoll-liches haunt the Dead Halls for they are drawn by the presence of their lord in area 34.

Shoosuva x6: AC 3 | MV 15 | HD 6 | HP 48 ea | THAC0 13 | DMG 1d10+7 + save vs Paralyzation or Creeping Paralysis for 1d4+2 turns | Immune to Psionics, Enchantment, Charm | Turned as Special | Silver or magic to hit | Resistant to Cold, Heat, Electrical | MR 30% | XP 788 apiece

9. LURKER ABOVE

Sensing an opportunity to feed, a lurker sails silently down from the ceiling.

Lurker Above: AC 6 | MV 1/9 | HD 10 | HP 45 | THAC0 10 | DMG 1d6 per round + auto death in 1d4+1 rounds | Those trapped can only attack w/ daggers et. al. | MM p62 | XP 2,130

10. DOOMBATS x4

A cloud of bats wheels in on the party

Doombats x4: AC 4 | MV 18 | HD 6+3 | HP 32 ea | THAC0 10 | DMG 1d6 (bite) 1d4 (tail vs up to 3 trailing/rear targets) | Shrieks = no spell casting & -1 to-hit | 20% chance of chronic or terminal blood disease per bite (DMG p14) | XP: 624 apiece

11. DOOMBATS X2

Doombats x2: AC 4 | MV 18 | HD 6+3 | HP 32 ea | THAC0 10 | DMG 1d6 (bite) 1d4 (tail vs up to 3 trailing/rear targets) | Shrieks = no spell casting & -1 to-hit | 20% chance of chronic or terminal blood disease per bite (DMG p14) | XP: 624 apiece

16. 4HD PIERCER ATTACK

Same as 15 above.

Piercer: AC 3 | MV 1 | HD 4 | HP 18 | THAC0 15 (use large missile rules to-hit: no DEX adj) | DMG 4d6 + gear saves vs Crushing Blow | Piercers that hit do 1d6 additional dmg per round until slain | XP 132

Of largest (500 lbs) size, this horror falls from 100'—so a miss results in a fatal explosion of rocky shards and pink guts. PCs 15' from a shattering piercer take 1d6 shrapnel dmg minus any DEX adj to AC.

12. GREEN SLIME DROP

Green Slime: AC 9 | MV 0 | HD 4 | HP 32 | THAC0 nil | DMG Contact kills victim in 1d4 rounds (+1 round for Ring, Scale & Chain) (+2 rounds for Splint & Banded) (+3 rounds for plate) | Slime removal takes 2 rounds (or 1 round if assisted). Removal time **MUST** be LESS than the Kill Time rolled by the Slime or the character dies and cannot be resurrected | Allow magical armor to make a save vs Disintegration on the round scheduled for destruction | Cure Disease kills the slime | XP: 674

17. VIOLET FUNGI

Blending somewhat into the fungal fantasy of the Dead Halls, is a Violet Fungi.

Violet Fungi: AC 7 | MV 1 | HD 3 | HP 13 | THAC0 16 (use touch AC) | DMG save vs Poison or random body part rots away in a single round (x4 such attacks per round) | XP 187

13. PHYCOMIDS X2

Lurking among the beautiful and frost-crusted fungus are two horrors:

Phycomids x2: AC 5 | MV 3 | HD 4 | HP 18 ea | THAC0 15 | DMG 1d4+2 (x2 alkaline globs) + save vs Poison or die in 1d4+4 turns | Save vs Fire at +4 and resistant to fire | Immune to charm et al | see MM2 p101 | XP 370 apiece

18. VIOLET FUNGI

Same as 17 above.

Violet Fungi: AC 7 | MV 1 | HD 3 | HP 13 | THAC0 16 (use touch AC) | DMG save vs Poison or random body part rots away in a single round (x4 such attacks per round) | XP 187

14. BLUE DRAGON (AGE CATEGORY 3)

A stray from the brood located at area 44. It is very hungry.

Young Blue Dragon: AC 2 | MV 9/24 | HD 10 | HP 30 ea | THAC0 12 | DMG 3d6 (bite) 1d6 (x2 claws) 3d6 (constrictor tail) | Save as 3 HD | Detect Invisible 30' | Lightning Breath 10' wide by 100' long | XP 2,530

19—30. GIANT CAVE CRICKETS

These fungi-eaters are the staple most other monsters feed on.

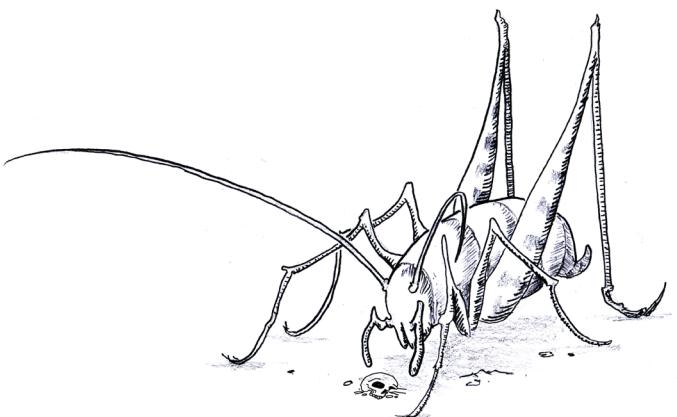
Giant Cave Crickets x1d8: AC 4 | MV 6/3 | HD 1+3 | HP 8 ea | THAC0 n/a | Chirp drowns out speech + 2in6 chance of drawing predators | If frightened 1in6 chance leaping on PC and dealing 1d4 dmg by accident | XP 36 apiece

15. 4HD PIERCER ATTACK

Sudden piercer attack from above.

Piercer: AC 3 | MV 1 | HD 4 | HP 18 | THAC0 15 (use large missile rules to-hit: no DEX adj) | DMG 4d6 + gear saves vs Crushing Blow | Piercers that hit do 1d6 additional dmg per round until slain | XP 132

Of largest (500 lbs) size, this horror falls from 100'—so a miss results in a fatal explosion of rocky shards and pink guts. PCs 15' from a shattering piercer take 1d6 shrapnel dmg minus any DEX adj to AC.



APPENDIX

BONE STATUETTE:

XP 100 SP: 1,300

This crude and terrible talisman is carved in the likeness of a face without a mouth. Whosoever touches it is both stricken mute and gains +1 WIS for 24 hours.

CASKET OF ALDEBAREN'S AURA:

XP: 200 SP: 1,500

This small steel box is 1' on any side. Any object(s) placed in it for 24 hours acquire a semi-permanent aura, glowing with a soft lustrous light. The owner of the casket is thereafter able to handle these objects freely. However, if anyone other than the owner of the casket touches the objects, their light quickly fades and an ultrasonic tone will sound (audible only to the likes of dogs, cats, mules, most rodents, and dragons). The tone is quite loud and lasts for 1 segment.

CROWN OF RETORSION:

XP 0 SP: 10,700

A whimsical crown of great beauty: spun from white mithril and rose gold and set with 7 padparadschas. Whomsoever touches it is compelled to place it on their head (no save). The wearer will always hit their target in combat. If the die indicates a miss, the crown wearer loses a number of hit points equal to the difference between the failed to-hit roll and the number needed to hit the target. This loss is doubled for creatures requiring +1 weapons, trebled for creatures requiring +2 weapons and so on. The crown remains on the wearer's head until removed by a Wish or Exorcise spell. (Thanks to Stephen Martin for his original Everstriking Sword template on which this item is based)

CUBE OF SILENCE:

XP 50 SP: 700

This 1-inch cube of golden well-oiled oak has a permanent silence 15' radius cast on it. It is otherwise unremarkable.

DAM MAMARA:

XP 0 SP: 1,000 per flask

Dam Mamara, or Mamre's Blood, is a thin oily fluid of coral-rose tint. The visual impact of such vibrant color is boosted by the fact that Dam Mamara burns when exposed to air. The color of flame produced is rosy at the source but turns sky-blue in the outer cone.

It is not explosive; the flames are a manifestation of the fluid's evaporation—but when sprinkled, splashed or misted, beautiful firework-like displays occur. Dam Mamara is not consumed by a chemical reaction; rather, as it evaporates it incandesces and "seems" to burn. Therefore, even though Dam Mamara evaporates very quickly, a spilled flask will burn much longer than a flask of burning oil.

Dam Mamara uses no oxygen, requiring it only for evaporation. Stranger still, as Dam Mamara evaporates it produces additional oxygen.

One flask of Dam Mamara will typically light an oil lamp for up to 4 days before evaporating through the wick. The color of the light produced ranges through pink, lilac and blue. A hurled flask of Dam Mamara will do 1d6 dmg per round for up to 20 rounds unless it is made inert with a dilution of other fluids. (The DM may gauge the evaporation rate to be a bit faster than gasoline)

A flask of Dam Mamara is very hot and will sear unprotected hands. Anything touching a flask of Dam Mamara must save vs Normal Fire. The liquid cannot be cooled by any known means, so the transport of large quantities is problematic.

If the stopper on a flask of Dam Mamara is popped, a bright flame will immediately shoot from the mouth and can serve as a light source which could last up to 2 days.

Parties sealed in a tomb could add fresh oxygen to their prison by dumping a flask on the floor. The uses of this alien fluid are limited only by Player imagination.

DREAM CAPS:

XP 0 SP: 2,500 ea

This tropical blue mushroom has chocolate brown splotching and scarlet gills. When eaten fresh, it causes immediate sleep (no save) and automatic transition to the Astral Plane. Dried or powdered, the effect is much weaker, with only a 20% chance of success and a 30% chance of 24 hour stomach illness.

EXO-TORCH:

XP 0 SP: 250

This is essentially a powerful flashlight that works even underwater or in the void, similar to a bullseye lantern but with a 100' range. Its batteries, if fully charged, last 72 hours.

EYE OF FURY:

XP 2,000 SP: 240,000

An electrum brooch/clasp fashioned like a closed eye may be worn at the throat to secure a cape et.al. When the command word (Ocul'Apert)—which is engraved on the back—is spoken, the eye snaps open, revealing an iris that coruscates with many colors. All those within 30' who are facing the brooch must roll against the Gaze Table (MM2 p55). If the gaze is met, the eye turns red and the viewer(s) become enraged per DMG p78 under table IV.C. whereupon the eye snaps shut. If the gaze is not met, the eye remains open until it successfully enrages at least one target.

FILIMORAE:

XP 0 SP: 9,000 per sprig

This bluish purple herb smells similar to blueberries and is responsible for Potions of Power. One small pouch (2 sprigs) makes one potion at no cost.

FONT OF CHILDHOOD:

XP 0 SP: 0

An ice-crusted fountain gurgles and sputters in the middle of whatever area it is found. Quarried tan, cream and marbled gray blocks have been chiseled into giant masterpiece-depictions of plump cherubs riding over-size maggots in the water. The cherubic expressions are beautiful but empty. The children and grubs are skinned in ice: pouring, peeing and squirting in carefree fashion.

Drinks or baths in the fountain permanently reverse-age to a four-year old equivalent for race.

FORTALICE PLATE:

XP 3,500 SP: 410,000

This striking gray-blue plate mail is lined w/ dove-colored velvet. The word "Fortalice" is stitched into the neck with silver thread. It is weightless, +2, and the wearer gains +5 to saving throws vs Evocation magic. The armor protects completely against Magic Missiles.

GHOST OF OCBAR:

XP 10,000 SP: 0

The ghost of an ancient and richly-dressed explorer appears in the Dead Halls. It beckons, whispering unrepeatable secrets of the multiverse, then seems to cry out and fade away.

Each PC to witness the ghost gains 10,000 XP but also ages 10 years (no save). A system shock check is required to survive the experience. The hair of those who do turns instantly and permanently white as snow.

GLASSES OF SIGHT:

XP 0 SP: 57,000

These small circular spectacles with delicate chains cure blindness so long as they are worn. The power is so strong that it provides limited (20') sight even through a Darkness spell or when no light is present.

HELM OF ACKOS:

XP 3,500 SP: 300,000

This helm of rose gold is studded with flashing red garnets. It adds a bonus of 1 to the wearer's AC but does not modify saving throws except as noted below. The wearer is immune to psionic attack—but is also prevented from using psionics. Finally, the wearer gains +4 to saving throws vs Enchantment/Charm spells.

JADE IDOL:

XP 0 SP: 3,000

A two-foot, 70 lb jade idol lies on the floor. It features a primitive two-faced cyclops god. One cheek is spider-webbed with cracks and a portion of the front-facing eye is missing. The rear-facing eye contains a striking crystal iris.

In situations where enemy monsters must decide which PC to target [and/or the targeting is random] each monster has a 5in6 chance of targeting the last PC to touch this idol.

This curse is only lifted if:

- Someone else touches the idol
- A Dispel Evil is cast on the last person to touch the idol

JEMPOOTH:

XP 0 SP: 30,000

An ochre-colored dry or powdered herb. This poison kills, on touch, any creature of 4 HD or less without saving throw. Creatures of 5 + HD subtract their HD from 21 to determine their saving throw. E.g.: A 5 HD PC must roll 16 or higher on 1d20 to avoid death ; a 6 HD PC must roll 15 + and so on.

Though DEX adj for aiming the rifle is allowed, DEX adj to the target's AC is not.

Finally, armor that bestows AC 2 or better must save vs Disintegrate: Success = lose one enchantment level (or) be destroyed; only after such armor is destroyed does the target take dmg.

Forcefields take dmg until downed w/ residuals applied to the target.

JET PACK:

XP 0 SP: 32,000

This strange ecru, leather-like back pack requires the wearer to don a control glove. If the controls can be mastered, it provides anti-grav flight (MC A) for 80 minutes at 24" MV before its power source is depleted.

LÖVI, THE SECOND RING OF IMMORTALITY:

XP 0 SP: Speculative

This ring classes as an artifact. It may only be worn on the index finger of the right hand. If no other rings of immortality are worn, Lövi grants its wearer 20 extra hp.

When the ring is put on, the wearer instantly knows the location of the Third Ring of Immortality.

Lövi grants the following: DEX set to 18, Heal 1/day, Reduce all aging by 10%.

LANTHORN OF THE ABYSS:

XP 4,000 SP: 340,000

This electrum lantern is studded with gems of jet, sea-green, indigo and violet. It normally weighs 40 lbs but see below.

The lanthorn has four shuttered lenses that allow for signaling. On command, the lanthorn fills with either Continual Light [or] Continual Darkness (60'r). Note the bearer is provided no special sight.

If three lenses are shuttered, the lanthorn's light will reach 80' (cf. bullseye lantern).

- A second command extinguishes the light [or] darkness.
- A third command causes the light [or] darkness to be visible ONLY to the bearer.
- A fourth command (usable 1/day) intensifies the light, acting as both a Protection from Evil 5' radius & Protection from Undead Scroll (DMG p129)—both lasting 5d4 rounds.
- A fifth command changes the color of the light to any desired by the bearer.
- A sixth command (usable 1/day) mesmerizes one to four fishes within 60' (cf. Hold Monster PHB p80) for 10 rounds.
- A seventh command (usable only in water) changes the lanthorn's buoyancy. It can be made to sink (like a 300 lb stone), remain neutrally buoyant, or rise with a maximum of 300 lbs upthrust.

LUCKY COIN:

XP 1,000 SP: 2,500

Each time a saving throw is failed, there is a 25% chance that the lucky coin will vanish forever and the saving throw will succeed instead.

LUNAR TORCH:

XP 0 SP: 500

This torch sputters to life with a bloody orange complexion, but quickly turns green, then brightens to an ethereal white. Thereafter, it emits no heat and cannot be extinguished even when submerged. It is not affected by spells such as pyrotechnics, burns for 1 hour and only a darkness spell can blot it out.

A lunar torch illuminates a 60' radius and automatically reveals secret doors (and anything similar: such as the hidden lids of pit traps). Although such things are revealed, the methods of opening or disarming are not.

MAGIC LEATHER JACK:

XP 100 SP: 6,000

This tooled leather drinking cup holds up to 1 gallon of fluid (despite appearing to hold only 1 quart), keeps any liquid within at 36° F, and will not spill a drop even if turned upside down unless the user so wills.

LASER RIFLE:

XP 0 SP: 5,000,000

Though not magical, this rifle operates like a device during the melee round (cf. staves DMG p133). It has up to 20 charges, a range of 800' and a single shot deals 5d6 dmg to size S/M or 3d6 dmg to size L.

MAGIC SCARF:

XP 500 SP: 50,000

This multi-colored striped scarf is 24' long and functions as a Rope of Climbing (DMG p153) though it can only support 300 lbs.

OYSTER CHEST:

XP 1,500 SP: 300,000

(credit to Nick Kopsinis)

A small, square, wooden coffer, 2' in length along any side. The inside is lined with red velvet, which has numerous soft, cushiony folds. Hidden between the folds is a command word "Moreh'Jinju" stitched in the velvet itself. If 1-5 grains of sand are placed within the folds and the command is spoken, the coffer magically locks itself shut until the command is spoken again. Each day the coffer re-mains locked, the grains of sand accrue 1d3 GP value as they transform into flawless non-magical pearls.

If the coffer is left locked for longer than 300 days, there is a 1% cumulative chance per day thereafter of the pearls becoming misshapen and worthless. If the coffer is broken/forced open [or] opened via Knock spell, without using the command word, the pearls inside turn to dust and the coffer loses its magic forever.

PARTIAL MAP OF THE DEAD HALLS:

XP 0 SP: Speculative

See the Player Handout in this book.

PERIAPT OF PROOF AGAINST MISSILES:

XP 2,000 SP: 300,000

This gorgeous amethyst charm, worn as a necklace, inures its wearer to magic missiles and small projectiles (arrows, bolts, bullets, etc.) of +2 or weaker enchantment level. Such attacks will fizzle or miss the wearer completely. Note that the periapt does not protect against large missiles or arrows of slaying.

POTION OF POWER:

XP 600 SP: 30,000

Upon drinking, this brightly glowing cobalt potion (which smells and tastes like blueberries) the drinker's STR is instantly increased by 2 (up to a max of 18). Furthermore, the drinker's HP are boosted by 20 (even above max). These phantom HP are applied first toward any dmg. Both the STR boost and any unused HP bestowed by the potion are lost ten rounds after drinking the potion. If, after drinking a potion of power, another potion is consumed prior to 24 hours elapsing, consult the Potion Miscibility Table (DMG p119)

POTION OF SHOUTING:

XP 200 SP: 7,000

This dark red potion slides out of a metal vial like finger jello. It tastes like apples dipped in honey and gives the drinker a huge booming voice, like that of a giant. Unfortunately it is also 50% likely to make the drinker deaf for the same duration (1d4+1 turns).

POTION OF SPIDER CONTROL:

XP 4,000 SP: 16,000

This potion is a black bubbling syrup (almost indistinguishable from Extra-Healing). It smells sweet but slightly toxic and there are hundreds of poppyseed-like spider eyes in the mixture. Up to four arachnids of any sort (barring Lolth) may be put under the effects of a Charm Monster spell. If one arachnid is targeted, its save is at -4; two at -2; three at no adjusted save. If four arachnids are target-ed, each saves at +2. Control lasts for 8d6 rounds. The drow use these to slowly train Soliflydras.

POTION OF RESTORATION:

XP 700 SP: 100,000

Like a liquid light bulb: intense, warm, white and sufficient to illuminate a 60' radius. It smells green and vibrant. This potion restores 1 level lost to energy drain so long as the drinker has not gained a level in the meantime.

POUCH OF PROTECTION:

XP 200 SP: 4,200

This soft cloth pouch will hold anything up to 6 inches long or roughly the size of a softball. Such objects are weightless inside the pouch and cannot be broken by external forces.

POWER PLASTIC ARMOR:

XP 0 SP: 550,000

This light-as-leather, tight-fitting armor is highly flexible and comes in a variety of aesthetic styles. MV rate is 12". It provides AC 3 to the wearer, has a 10 hp/round forcefield, and is immune to Crushing Blows.

More than 10 dmg in one round collapses the forcefield, which returns 24 hours later.

RAY GUN:

XP 0 SP: 500,000

Though not magical, this gun operates like a device during the melee round (cf. wands DMG p135). It has up to 20 charges, a range of 120', and a single shot incapacitates the target via overwhelming illness for 3d10 rounds minus the target's CON score.

Creatures of 6 HD or more are allowed a saving throw vs Poison.

Though DEX adj for aiming the gun is allowed, DEX adj to the target's AC is not.

ROD OF ACKOS:

XP 5,000 SP: 400,000

A brilliant ruby tops this lordly, rose gold rod. Though usable by both fighter and cleric types, it requires a 17 STR to wield. The rod strikes as a +3 mace (In Zaejin-Jojin's hands is is fully +6 to-hit & +9 to dmg). Every time the mace hits it drains 3 charges and does the following:

- Drains 1d8 hp from the target and bestows them upon the wielder
- Requires the target to save vs Paralyzation or be paralyzed for 1d6 rounds
- Requires any gear struck to save vs Crushing Blow.

Lastly, if the Rod is raised above the wielder's head and the name Ackos invoked, ALL creatures in a 30' radius swoon (treat as a Sleep spell). This power affects double the normal number of creatures, lasts 10 rounds and drains 2 charges. The rod currently has 32 charges of 50. It can be recharged at a cost of 20,000 sp per charge.

ROD OF MELTING:

XP 6,000 SP: 300,000

This rod can be used to strike at any magical metal object (sword, armor, shield, etc.) Doing so, counts as an attack for that round. When attempting to hit a metal object, the AC of the object is modified by the wearer's DEX and by any Ring of Protection if worn. Base AC of objects:

Armor: 8 (5d6) 5 charges +1 per enchtmt level
 Shield: 6 (4d4) 3 charges +1 per enchtmt level
 Weapon: 5 (3d3) 2 charges +1 per enchtmt level/
 Ego Point, whichever is higher
 Ring/Jewelry: 3 (1d3) 1 charge +1 per 1,000 XP
 value

If the object is hit, it must save vs Disintegrate w/ standard bonuses for enchantment levels. Artifacts are never affected. If the object fails, it is reduced to white-hot slag and the wearer takes dmg corresponding to the parenthesized dice on the table above. The rod is powerless against golems, has 50 charges at most and cannot be recharged. Thanks to Richard Lucas (Dragon Magazine #99) for the original inspiration for this device.

SAURIAN-CURSED COINS:

XP 0 SP: 64,000

A hellish curse afflicts this terrible chest of rose gold coins, crowns, and adornments (total value 1,000,000 sp). Anyone viewing the beautiful gold from 10' or less has a 50% chance of needing to save vs Death Magic. Those touching the gold must always make a save vs Death Magic. All bonuses to this saving throw are ignored and it cannot be re-rolled even with divine aide. Those failing the save are slain and instantly reincarnated as Saurians. This happens so fast that

the victim appears to polymorph, but no System Shock/Resurrection Survival Roll is required. Physical Ability Scores STR, DEX, CON as well as CHR must be re-rolled. Treat the new character as a modified Lizard Man. Nothing short of a Wish can undo this curse.

SEED OF AILWIN NIU:

XP 0 SP: 1,000

If one of these tea-pearls is dropped into at least 40 gallons of water, it unfurls in a single round, absorbing that much moisture and becoming a full-sized Shambling Mound.

The beast automatically attacks whatever is nearby and, should it survive, behaves as a normal Shambling Mound thereafter (see MM p87)

SILVER SINGING RING:

XP 50 SP: 1,000

This silver ring emits a constant haunting, yet angelic song that is audible in a 120' radius. Any child age 10 or less automatically falls asleep unless they have slept for 8 hours within the past 24.

STAFF OF THE THRONE:

XP 0 SP: n/a

A sandalwood and gold-wrapped crook that must be held while sitting on the Throne of the Gods to avoid instant vaporization. If the staff is carried more than 1 mile from the Throne of the Gods, it will begin dealing divine dmg (1d20 per round from the Upper Outer Planes) to the last being that touched it/moved it/or caused its departure from the Throne. Damage ceases if the staff is re-turned to the Throne's vicinity. If this divine dmg kills the creature, their burnt husk will be beyond the power of resurrection. Once the guilty creature is destroyed, the Staff of the Throne will lie in wait for the next creature, the process repeating until it is carried back to the Throne. Whomsoever holds the Staff of the Throne gains a +5 bonus to all saving throws and is immune to both Positive and Negative energy (including level drain) stemming from those planes and from beings such as Xag-Ya & Xeg-Yi. The Staff of the Throne qualifies as an artifact.

STAFF OF TORPOR:

XP 6,000 SP: 360,000

This light black staff of alien aesthetic is made of unknown metal with a gauzy brushed finish and curiously organic lines. Numerous, polished white marbles peak from the staff's upper region with a drowsy, half-lidded look. The staff is +3. Each successful hit drains 1 charge and Slows the target (no save) for the next three rounds. Furthermore, on each round the target is so affected, it must save vs Staff or collapse for the duration of that round. The round following such a collapse, the target will still be slowed; attack at -4 to hit; and is unable to cast spells.

THRONE ROLL TABLE

DAY SKINNED		NIGHT SKINNED
>9	Player Choice	Night Skinned PCs Roll:
9	Raise 1 ability score 3 points (25 max)	1d10 minus 4 (-1 per 20K SP down to -6 halo max)
8	Quest 1/day	[see room 24]
7	Teleport No Error 1/day	
6	Choice: immune to Charm [or] Hold [or] Fear	Instantly slain, but may be raised
5	Cast Cure Light Wounds 1/day	Incurable body rot: death at end of 6th year
4	Cast Light 1/day	Sitter ages 10 years: system shock check
3	Body glows brightly for 24 hours	Forever powerless against monster type X
2	Body glows brightly for 24 hours	Owned magic item drained of all power
1	Must consume 1 extra ration per day	Sunlight causes 1 dmg / round exposed
0	All gear saves vs Normal Fire	All gear saves vs Frost
-1	All gear saves vs Magical Fire	Hair turns permanently white
-2	Berserk rage: attack for 5d4 rounds	Hair turns permanently white
-3	Divine smite: blind 48 hours	Gain infra 120' and ultravision
-4	Divine smite: deaf & dumb 72 hours	Wraithform 1/day UA p69
-5	Divine smite: incapacitated 96 hours	Improved Invisibility 1/day
-6	Instantly slain, but may be raised	Gain +1 back stab multiplier
-7		Choose 1 thief function PHB p28 @ 14th lvl
-8	Day Skinned PCs Roll:	Gate 1/day @ 50% success
-9	1d10 minus 7 (+1 per 1K GP up to +10 halo max)	Raise 1 ability score 3 points (25 max)
<-9	[see room 23]	Player Choice

STRANGE MAGNETIC SPHERE:

XP 50 SP: 2,500

This steel ball is 1.5 inches in diameter. Any metal that is normally subject to magnetism becomes strongly magnetized whenever it is within 20' of the sphere. As such, PCs wearing metal armor will be slowed. And those wielding metal weapons will attack at -2 to hit and dmg. PCs of 18+ STR are not affected.

TIMELESS KINGDOM:

XP 9,000 SP: 1,300,000

This rose gold plate mail is lined w/ crimson velvet. Broad panels across the chest and other areas are inset with red dragon scales. The armor's name is embossed in pure gold at the back of the collar. Timeless Kingdom is +5, weightless, allows for a 12" MV, and functions as a Ring of Fire Re-sistance. In addition, the armor acts as a Ring of Spell Turning. Each turned spell drains 1 charge. The armor currently has 21 charges of 50 possible. It can be recharged at a cost of 20,000 sp per charge.

THRONE OF THE GODS:

XP Special SP: N/A

The throne is immovable. Not even a Wish can alter its position. For the ritual approach and seating ceremony, see rooms 21—27. Each PC who sits on the Throne rises to the beginning of the next experience level in EACH of their classes and must dice 3 times on the Throne Roll Table above. DUPLICATE ROLLS ARE ALWAYS CUMULATIVE! If the PC survives, they may thereafter sit upon the Throne whenever they wish, without ceremony and without fear—no further rolls are made for such characters.

TOKEN OF HEAT METAL:

XP 100 SP: 1,500

This druidic knot carved from black locust produces a constant 10' radius AOE of Heat Metal cf. PHB p56. Metal objects entering the radius rapidly heat as indicated by the spell, while those leaving the radius cool as described.

TREASURE MAP:

XP 0 SP: Speculative

This treasure map shows the location of one cache from the Random Occurrence Table. Coordinates must be determined by the DM. Treasure at the location may be either 2.91 (the secreted chest of gold tombs) [or] 3.00 (the sword Demonbane).

TRINDEXAHHT:

XP 0 SP: 30,000 per small pouch

This yellow-gray leaf covered in velvet fuzz is a powerful skin modifier. It turns flesh to leather on contact. Loss of fingers, portions of muscle etc. result from contact and only Heal or Regeneration will restore them. Damage is 12 points/segment of contact (save vs Poison for half).

TRUE DART:

XP 1,500 SP: 100,000

This dart of Ebonwood is inlaid w/ red stone along the barrel. It bears a tunsia point and a scarlet-feathered flight. This extremely rare weapon always hits its mark (up to 45' range). Though it has no enchantment level and gains no bonus to dmg, it will strike and damage creatures requiring even +4 weapons.

Y'TOPHEN:

XP 0 SP: 60,000 per jug (18 cups)

This sweet, glowing, lilac-colored syrup is highly addictive. For each taste, the taster must save vs Poison or become addicted. The addict must then drink at least one $\frac{1}{2}$ cup every 12 hours. Missing one dose causes sickness and insanity, which is reversed almost immediately with a dose. Missing a second dose (24 hours without the drug) kills the addict.

NEW HORRORS

ARCHED DARK SHADOW DEMON

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 9, 3, -1

MOVE: 12

HIT DICE: 12

% IN LAIR: 90%

TREASURE TYPE: Nil

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2d8 (bite) 1d12 (x2 claws)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITY: Nil

LEVEL/X.P. VALUE: VIII / 5,950 +16/hp

An Archdark Shadow Demon is an ascended Shadow Demon, both extraordinarily rare and powerful. It appears identical to a normal shadow demon but for being slightly larger and sprouting two small up-curved horns from its forehead.

Like shadow demons, it cannot be detected 90% of the time and is easily confused for a mundane shadow in low light. In daylight, it is AC 9; in torchlight, AC 3 and its attacks are +2 to-hit. In darkness or near-darkness it is AC -1; gains +4 to-hit; and takes half-damage from all attacks.

It is immune to Fire, Cold, Lightning, and Gas, but light spells affect it as if they were 5-dice Fireballs. +1 or better weapons are required to hit the Archdark. It may use Teleport No Error at will. Furthermore it may summon a shadow (of the undead variety) with a 50% chance of success, and may do so once per round until it fails, at which point it must wait 24 hours to try again. The Archdark automatically controls shadows it encounters (up to 24 at a time) and may (at will) transform up to two shadows under its control into actual Shadow Demons, though if the Archdark is slain, these "lieutenants" revert to being regular shadows. As such, the Archdark will **ALWAYS** have one or two shadow demon lieutenants under its control

until its pool of shadow underlings has been completely destroyed.

Finally, an Archdark is able to cast darkness 10' radius at will, canceling even continual light spells; Fear 1/day in a 30' radius (as the wand); and make a Magic Jar attack 1/day as well. Unlike normal Shadow Demons, the Archdark is not stunned if the Magic Jar fails.

All shadows/shadow demons under the control of an Archdark are turned as Special, as is the Archdark itself. Regular shadow demons often revere Archdarks but, due to their nature, are never likely to serve them for long.



BOLETESAUR

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 8

MOVE: 12

HIT DICE: 18

% IN LAIR: 90%

TREASURE TYPE: Nil

NO. OF ATTACKS: 5 + 1 Tail

DAMAGE/ATTACK: 2d14 (bite) 1d12 (x4 claws) 1d10 (tail)

SPECIAL ATTACKS: Spore Cloud

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 25%

INTELLIGENCE: Non

ALIGNMENT: Neutral

SIZE: L

PSIONIC ABILITY: Nil

LEVEL/X.P. VALUE: X / 14,750 +25/hp

Pale six-legged behemoths with long tails, voracious maws and numerous luminous eyes, these beasts appear to be composed entirely of fungus.

The Boletesaur gains 18 hp at the end of any round during which it receives damage and simultaneously releases a cloud of spores in a 30' radius. These highly flammable spores hang in the air for three rounds.

Any open flame will ignite the spore cloud as a 5-die Fireball.

Though the Boletesaur is resistant to fire, the dmg from such a blast will release another spore cloud at the end of the round.

Exposure to the spores requires living creatures to save vs Poison each round they are exposed or be stricken with both a terminal Respiratory and Skin Disease (see DMG p. 14). Death follows in 1d12 weeks when the afflicted transforms into an 18 hp boletesaur.

The boletesaur is resistant to Fire, Cold and Lightning and is immune to poison, gas, disease and mental attacks.

If the Boletesaur ever reaches 144 hp, it explodes in a massive spore cloud as above but impacting a 70' radius. Those within 30' of the explosion take 3d6 dmg from heavy chunks of fungus and are automatically diseased as above with no save allowed. The 70' r spore cloud lingers for 3 rounds, but if ignited, deals dmg as a 15-die fireball.

Boletesaur spores are unable to develop in Drow tissues/blood. Drow have a method of herding these beasts and often eat cuts of raw boletesaur taken directly from the living creature. It is possible that this diet is partially responsible for the magic resistance of the dark elves.



BONE FISH

FREQUENCY: Rare

NO. APPEARING: 1d2

ARMOR CLASS: -1 (0 if charging)

MOVE: 18"

HIT DICE: 15

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 7d6 bite

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low

ALIGNMENT: N

SIZE: L (20 + feet long)

PSIONICS: Nil

LEVEL/X.P. VALUE: X / 7,750 + 20/hp

weapons affect it normally.

Once every other round, the Dunkleosteus may charge. This attack doubles its movement and gives it +2 to hit. Furthermore, any unmodified to hit score of 18 or greater on a round during which it charges indicates that a man-sized or smaller target has been swallowed whole.

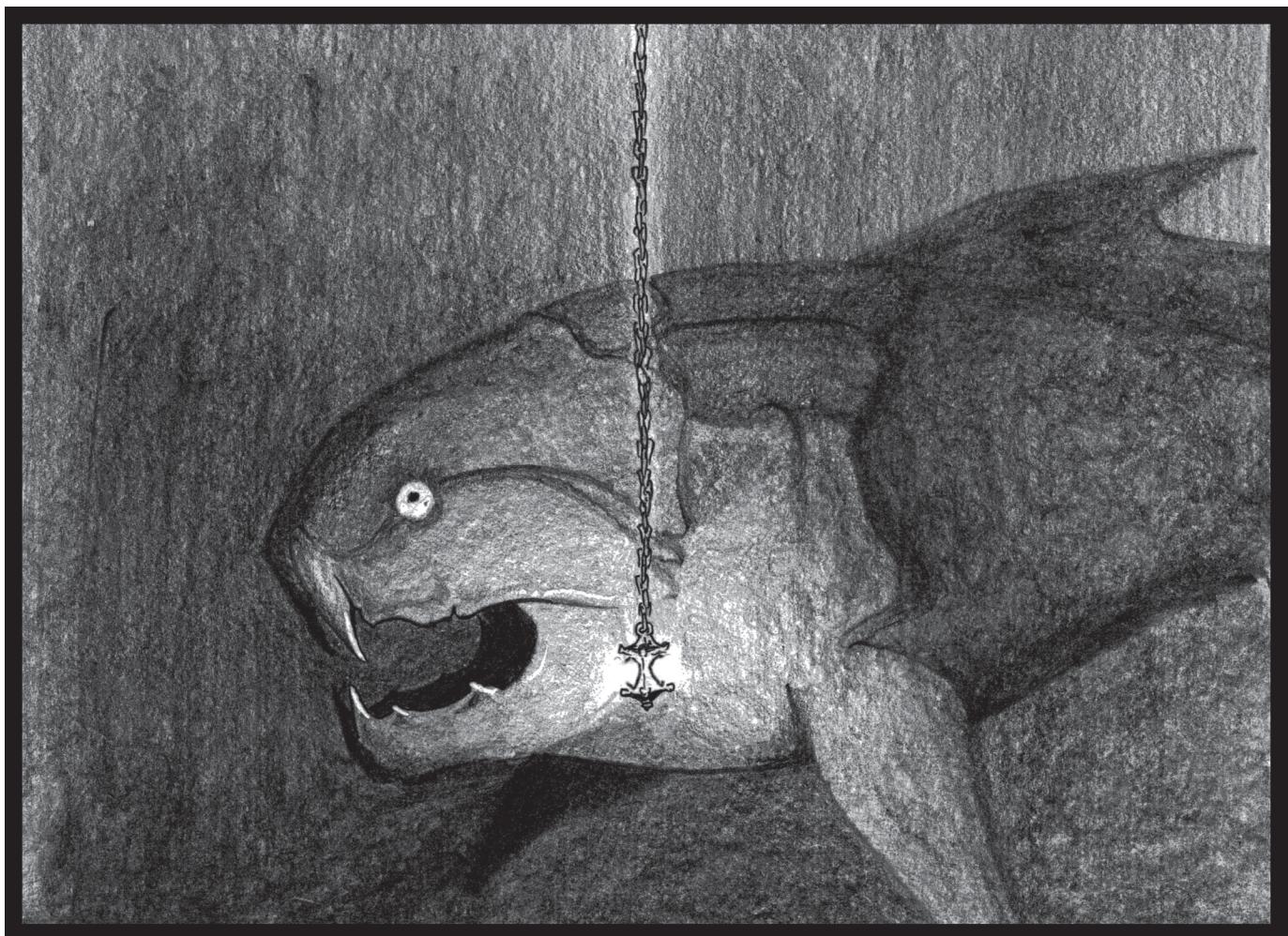
The Dunkleosteus' AC is penalized by 1 on rounds during which it charges.

Each successful bite from a Dunkleosteus requires relevant gear (typically armor) worn by the victim to save vs crushing blow.

Any victims swallowed whole automatically die on the sixth round.

Prior to death, swallowed prey can attempt to cut its way out. The inside of the Dunkleosteus is AC 9 but all damage done is at a cumulative -1 penalty.

Therefore: the round after the victim was swallowed, each of the victims attacks suffer a -2 penalty to damage. The third round after swallowing will be at -3 and so on.



CU'SYTH

FREQUENCY: Very Rare

NO. APPEARING: 1d2

ARMOR CLASS: 0 (front) 7 (rear)

MOVE: 3

HIT DICE: 10

% IN LAIR: 90%

TREASURE TYPE: G

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d12, 1d12

SPECIAL ATTACKS: Reverse Gravity

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: None

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic Evil

SIZE: L

PSIONICS: 70-120 ATT / 70-120 DEF

Attack Modes: A & E

Defense Modes: F & H

Disciplines: Domination PHB p.112 & Astral Projection

PHB p.114

LEVEL/X.P. VALUE: X / 3,000 + 14/hp

Cu'syth resemble enormous white ticks, fully engorged and nearly spherical. Small but powerful legs drag the creature around. Numerous gray pearls dimple the expansive flesh and serve as eyes. The head—which is dark and wrinkled like a raisin—can open into a surprising gape much like that of a python.

Cu'syth feed opportunistically on anything from fresh meat to carcasses and offal. They are unconcerned with their physical selves and arbitrarily consume whatever they can in order to continue their Astral lives. As such a Cu'syth's psionic ability will always be 20 points less than maximum, having spent (10 ATT &

10 DEF points) on Astral Projection.

Cu'syth are always aware of their physical body's surroundings and are never surprised. If discovered suddenly, however, they will appear to be sleeping on the first round and may be struck at +4 to hit. All Cu'syth have an innate ability to return to their bodies in one round and on the second round they will be fully engaged with their "food".

A Cu'syth hoards its psionic strength, reserving mind blast and domination for powerful foes. Psychic Crush can of course only be used against other psionic creatures.

The soft look of a Cu'syth is deceiving as their leathery bodies—though pliable—are surprisingly tough and thick. They are able to pivot quickly and attack foes in close range with a bite that strikes twice every round.

In addition to this bite a Cu'syth may affect any one creature per round that is within 60' with a Reverse Gravity effect cf. PHB p88. The victim gains no save vs this effect and immediately falls upwards 16' and then down 16' in the same segment, possibly taking dmg twice. Such a creature can do little else during the round as it recovers its feet. Damage from the fall is recommended at 3d6 each way.

If things go badly, domination will be used to pacify and conduct enemies away. Psionic blast will be used to neutralize, but the Cu'syth will be loath to drop below 20 ATT & DEF points.

A domination aimed at forcing suicide will only be used if the foe seems otherwise unbeatable as such a tactic will require triple points.



ELDER WEIRD

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE: 12
HIT DICE: 8
% IN LAIR: 50%
TREASURE TYPE: I, O, P, Y
NO. OF ATTACKS: 3
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Drowning
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
SIZE: L (60' Long)
PSIONIC ABILITY: Nil
LEVEL/X.P. VALUE: VIII / 1,375 +10/hp

The Elder Weird is a water weird that has attained great age. It appears identical to a normal water weird excepting its great length and two additional tendrils/tentacles of water, which it can control in addition to its head.

The Elder Weird attacks as a 14 HD monster. Sharp and piercing weapons do but 1 point of damage per hit. Blunt weapons do full. As with a normal weird, the creature reforms in 2 rounds after "death". Cold slows it. It is resistant to fire. Purify water slays it outright. An Elder Weird can take over a water elemental on a score of 5 or better on a d20.

The Elder Weird's head has a reach of 40' from its pool. If the head hits, the PC must save vs Paralyzation or be dragged into the pool. PCs dragged into the pool are "constricted" by the water current of the weird's "coils" where they take drowning (subdual dmg) equal to 25% of their hp per round until death. The weird is able to hold a maximum of three M size creatures in its "coils" below the water.

Unless the victim's STR is 1800 or higher, escaping the coils is impossible without the aid of ropes and friends etc.

The tentacles of the Elder Weird act independently of the head, can reach up to 40', and form instantly into icy bludgeons when swung.

MOORÄ

FREQUENCY: Very Rare
NO. APPEARING: 1d4
ARMOR CLASS: 0
MOVE: 18
HIT DICE: 10
% IN LAIR: 90%
TREASURE TYPE: R
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1d4 (bite) 1d4 (x2 claws)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
LEVEL/X.P. VALUE: VII / 4,350 +14/hp

The moorä is a particularly hideous form of cursed undead, appearing as a pale skeleton draped in a grave shroud, almost always with a wild shock of white hair clinging to the back of the skull. The lower jaw is distended and the taloned hands exaggerated in both size and length.

The moorä is immune to Cold, Electricity and all spells of 1st and 2nd level. Furthermore, sharp and piercing weapons do only half dmg against it and +2 weapons (or silver) are required to hit. It is turned as a Lich. Worse yet, every icy wound the moorä inflicts stuns its target for 1d3 rounds unless a save vs Paralyzation is made. Each wound also deals continuous negative energy damage similar to a sword of wounding (1 hp per round). This phenomenon is visible as a bleaching of the skin and tissue, which turn milk-white and spread every round until the affected areas are rubbed and warmed by another living being (requiring 1 full round of physical contact). Aside from the living touch of another, there is no known cure for this lethal condition that sages refer to as the "cunning flesh". Victims that die of the cunning flesh become moorä.

Damage from a moorä (including that from the cunning flesh) cannot be regenerated (by ring, CON, or even normal rest) and must be tallied separately. When the first curative magic, be it spell or potion, is used on the victim of a moorä, the total healing rolled is deducted from the moorä's damage tally (up to that point). Any residual moorä damage not healed by that single curative roll becomes permanent damage and lowers the victim's hp forever. Note that curative spells and potions will not halt the cunning flesh, which may continue afterwards, forming a new running tally of moorä-related damage until halted by another warm body.

SOLIFYDRA

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 4 (body) 0 (heads)

MOVE: 15

HIT DICE: 12

% IN LAIR: 90%

TREASURE TYPE: I

NO. OF ATTACKS: 6

DAMAGE/ATTACK: 4d4 (x6 bites)

SPECIAL ATTACKS: Web

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 46%

INTELLIGENCE: Low

ALIGNMENT: Neutral

SIZE: L

PSIONIC ABILITY: Nil

LEVEL/X.P. VALUE: IX / 5,100 +16/hp

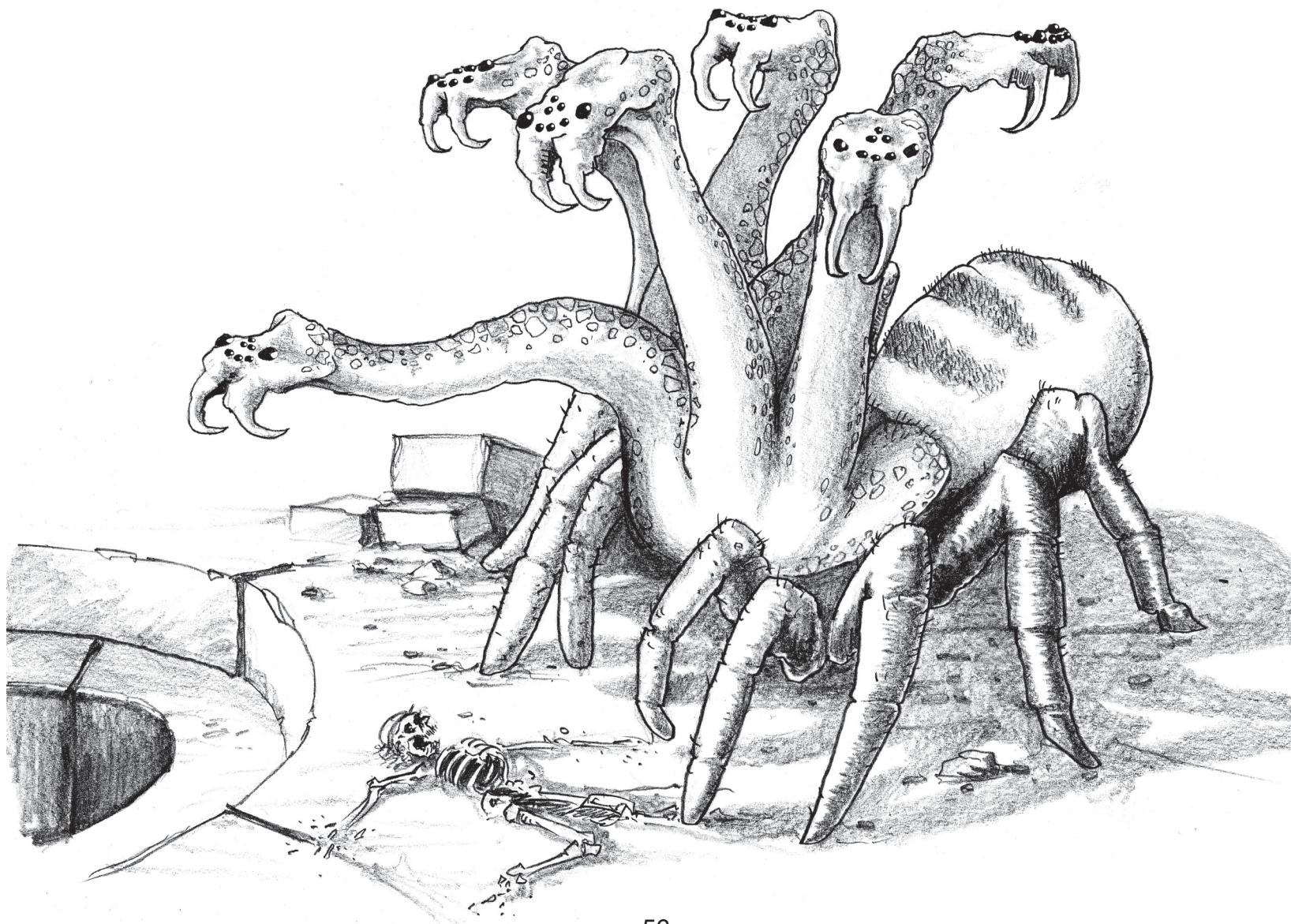
Damage to the body is useless, as the creature will only die once all six heads are destroyed. Each head has between 2 and 16 hp.

Each round, the Solifydra uses each head to either bite or expel a cone of mist 1'x10'x10' long. The mist is an acidic irritant: save vs Breath Weapon or be Blinded for 1d12 rounds. Each successful bite has a 50% chance of grabbing the victim. Grabbed victims take automatic bite dmg each round and attack at -4 to hit. A successful hit on the head automatically frees the victim.

Those behind or flanking the Solifydra are subject to a Web attack each and every round, similar to the spell (at 3rd level ability) but non-magical in nature.

The Solifydra can move over walls and ceilings as easily as regular terrain and is highly resistant to magic.

Dark brown banding marks this pale, enormous spider-thing's legs and grossly fat abdomen. From its thorax rises a host of ivory necks ending in camel-spider-like heads.



NEW SPELLS

BASTION (ABJURATION)

Level: 3 (cleric) Components: V,S,M
Range: Touch Casting Time: 1 round
Duration: 2 rounds/level Saving Throw: None
Area of Effect: One creature

Explanation/Description: This spell is similar to the first level cleric spell Sanctuary qv. PHB p. 44. Bastion, however, requires creatures to save vs Spells at a penalty equal to the cleric's level divided by two. In addition, the cleric gains a magic resistance bonus equal his or her level. Thus a 7th level cleric casting this spell would gain 7% MR and enemies would need to save vs Spells at -4 in order to attack her. Any offensive action by the cleric ends the spell immediately.

CONSECRATED/DESECRATED GROUND (ABJURATION)

Level: 3 (cleric) Components: V, S, M
Range: Touch Casting Time: 1 turn
Duration: Permanent Saving Throw: None
Area of Effect: 5' x 5' per level

Explanation/Description: This spell protects an area from incursion by those of alignments that differ from that of the caster. Any such being attempting to enter is allowed only ONE roll. Failure means they are barred from entry until the consecration/desecration is neutralized.

NEUTRALS who set foot on either consecrated or desecrated ground have a 55% chance of being forced back due to deep cosmic unease. NEUTRALS who enter suffer -2 on ALL ROLLS (or 10% on percentile rolls) for as long as they remain.

GOODS entering desecrated ground have a base 0% chance of being forced back, which INCREASES by 10% for each level below 11th, so that a 1 HD good creature has a 100% chance of being barred. GOODS

who enter suffer -1 on ALL ROLLS (or 5% on percentile rolls) for as long as they remain.

EVILS entering consecrated ground have a base 100% chance of being forced back, which DECREASES by 5% for each level below 11th, so that a 1 HD evil creature has a 50% chance of being barred. EVILS who enter suffer -3 on ALL ROLLS (or 15% on percentile rolls) for as long as they remain.

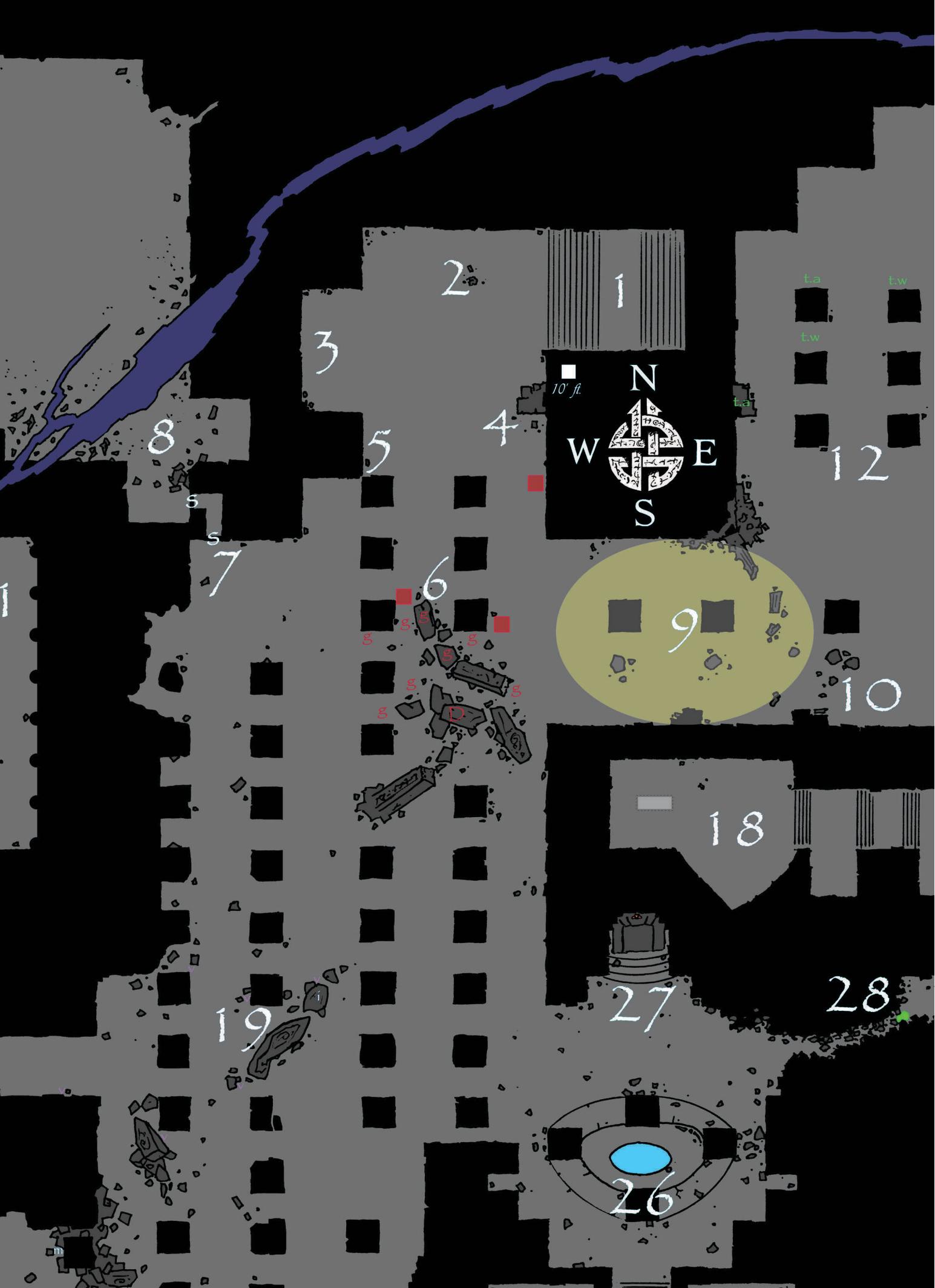
Consecrated/Desecrated ground can be dispelled by a Remove Curse with a probability of success equal to 10% per caster level.

Material component is 1 vial of holy/unholy water per 5'x5' section.

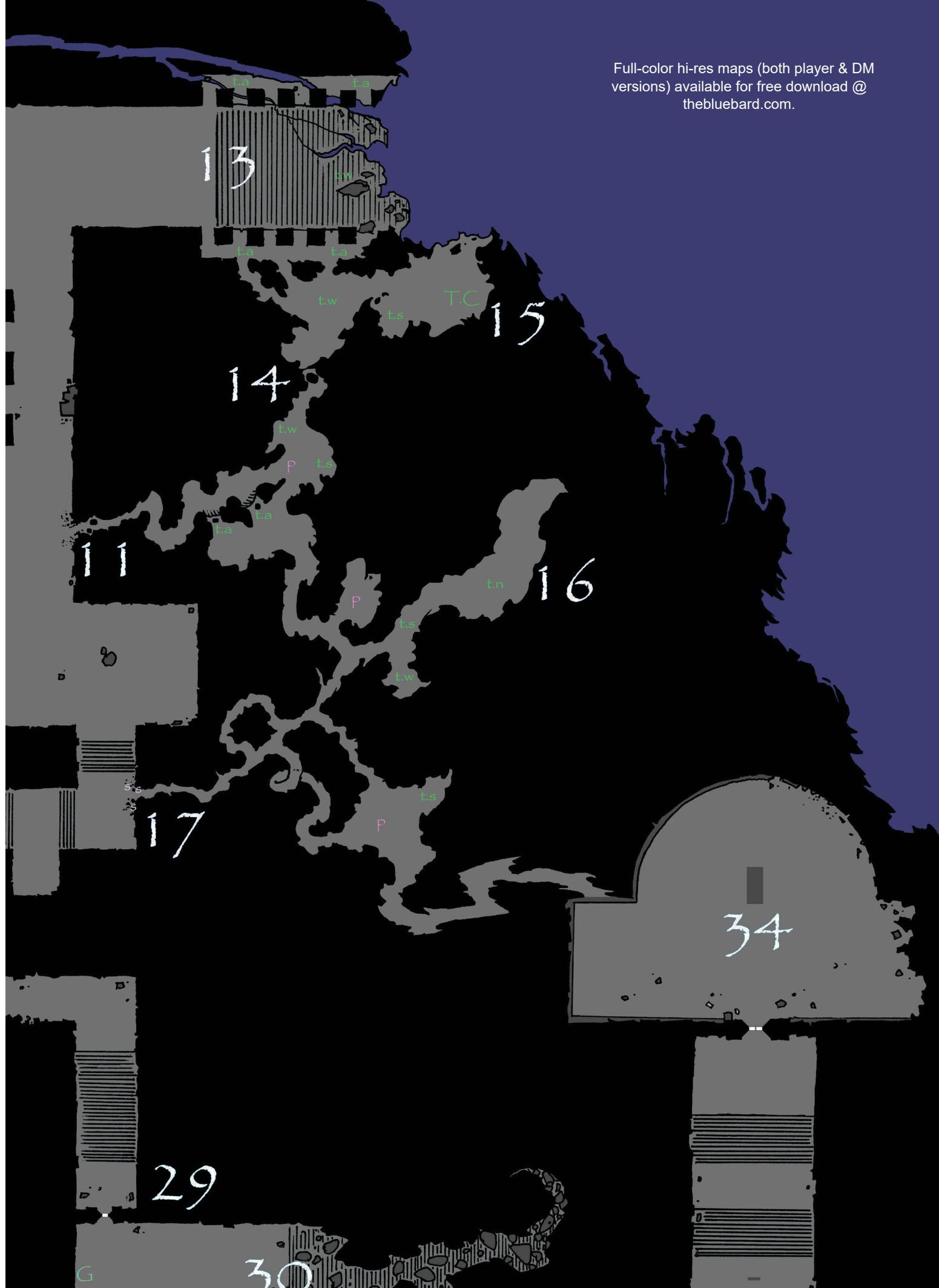
DIVINE HAMMER/HAMMER OF DAMNATION (INVOCATION)

Level: 4 (cleric) Components: V,S,M
Range: 6" Casting Time: 7 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: One opponent at a time

Explanation/Description: This spell is similar to the second level cleric spell Spiritual Hammer qv. PHB p46. The Divine or Damned Hammer, however, needs no concentration and will attack any foe within range according to the cleric's whim. The hammer always strikes as a +2 magical weapon with the same chance of hitting as the cleric casting the spell. STR adjustments to-hit and dmg are therefore allowed. The hammer deals $1d6+2$ dmg to M/S size and $1d4+2$ to L size creatures. Finally, if the Hammer is cast by a GOOD aligned cleric, any EVIL creature struck must save vs Wands or flee in terror for 1d6 rounds. If the Hammer is cast by an EVIL aligned cleric, any GOOD creature must save vs Wands or be stunned for 1d6 rounds.



Full-color hi-res maps (both player & DM
versions) available for free download @
thebluebard.com.





63

C

62

C

64

P

65

66

67

B
B
SR
59

60

S

S

58

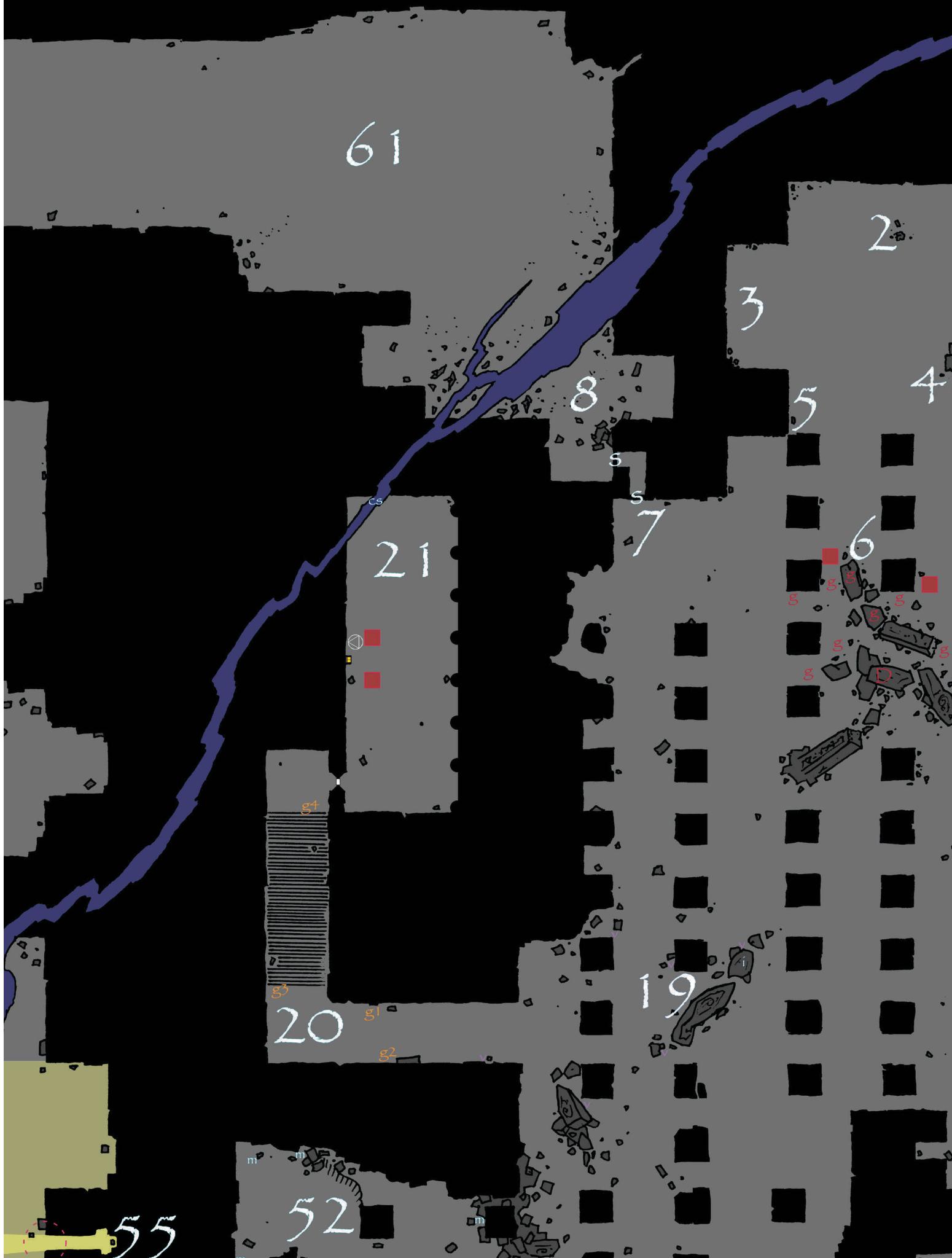
B

57

R

R

R



58

66

67

69

70

zombie
monsters

٥٦

68

A

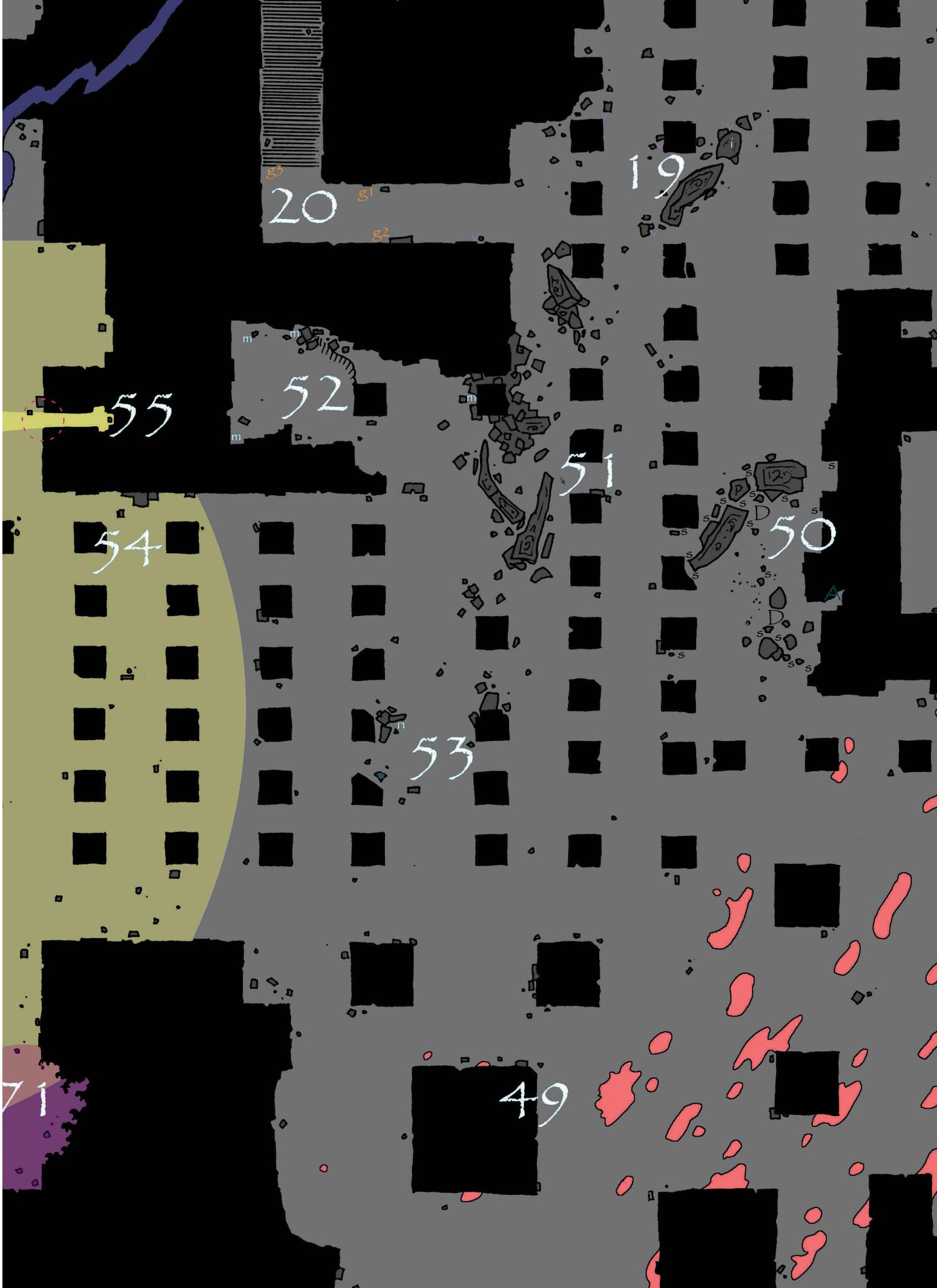
57

B

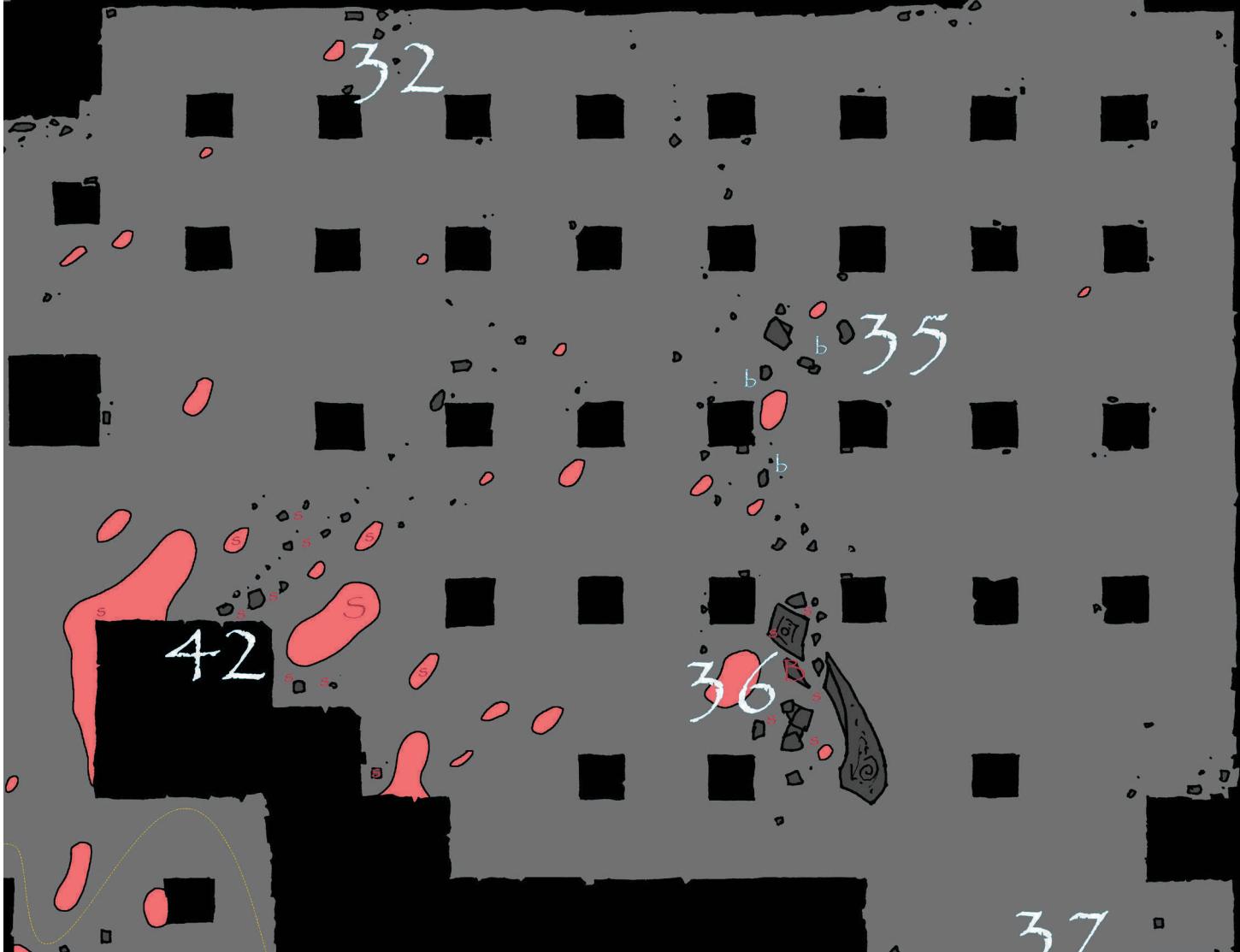
illusory
column

۷۲

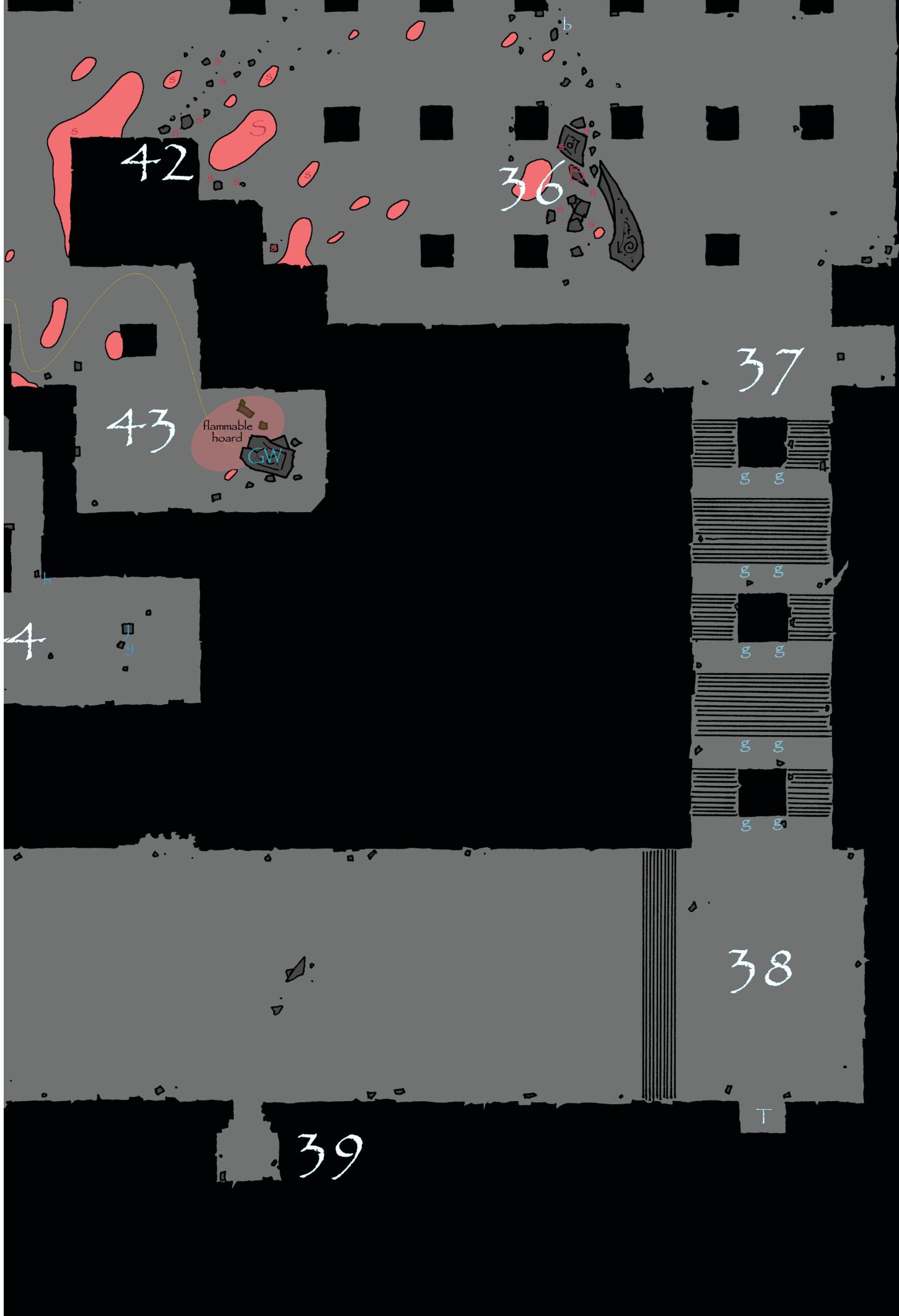
7

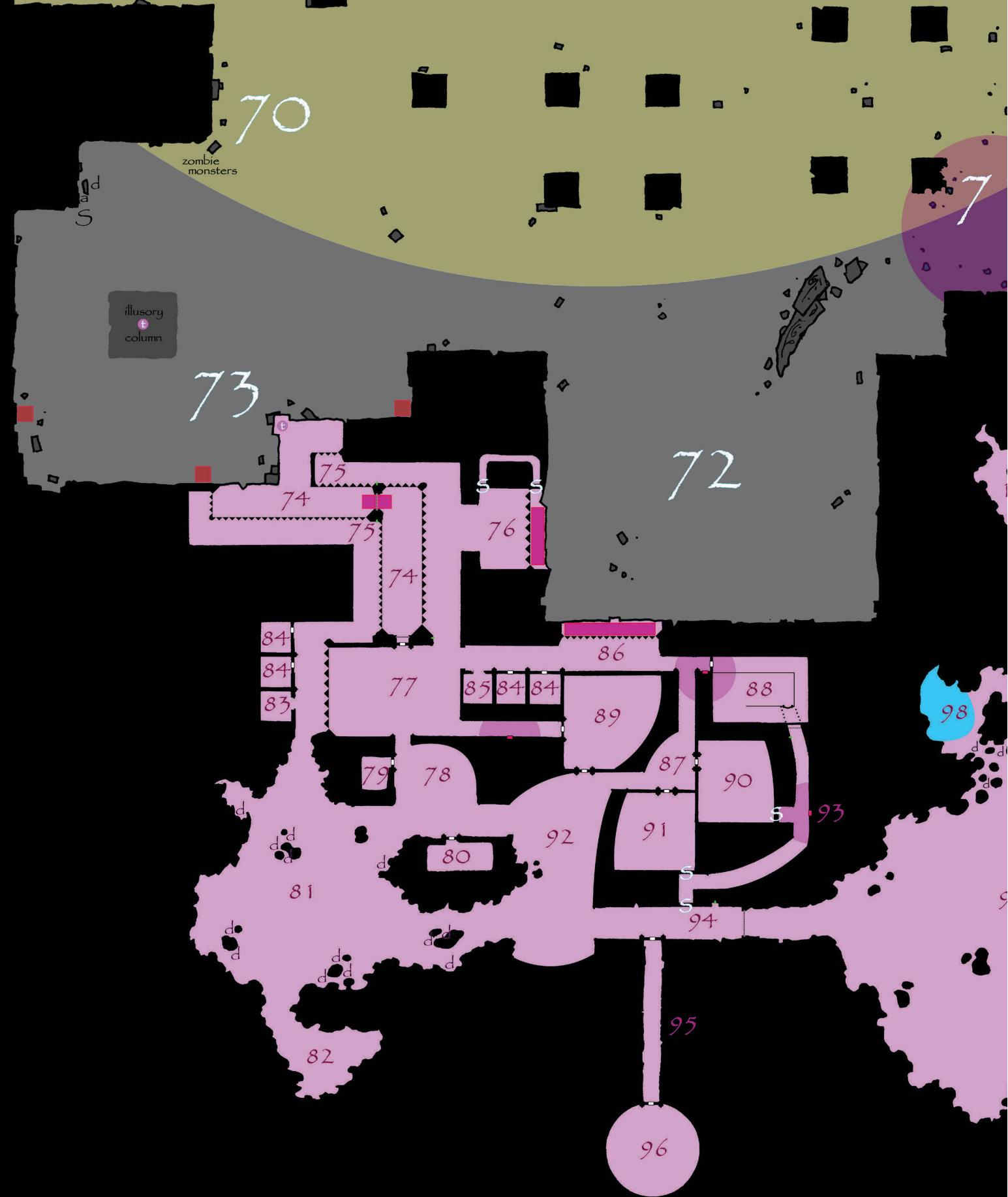














GEIR LOE CYN-CRUL

DEAD HALLS OF THE GIANT ANCIENT

BLOOD-COVEN HP ROSTER

You may find regeneration easier to track by marking off each HP of fire or acid damage w/ pen & all other dmg w/ pencil

T.A. TROLL ARCHER UNIT (6 ARCHERS AT 33HP EA.)

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□	□□□	□□□	□□□	□□□	□□□

T.A. SQUAD 1

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□	□□□	□□□	□□□	□□□	□□□

T.A. SQUAD 2

T.A. SQUAD 3

T-A. SQUAD 4

T-A- SQUAD 5

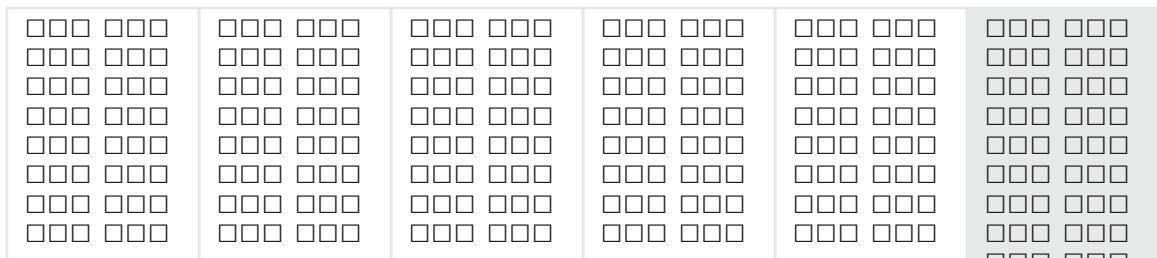
TA-SQUAR 6

— 3 —

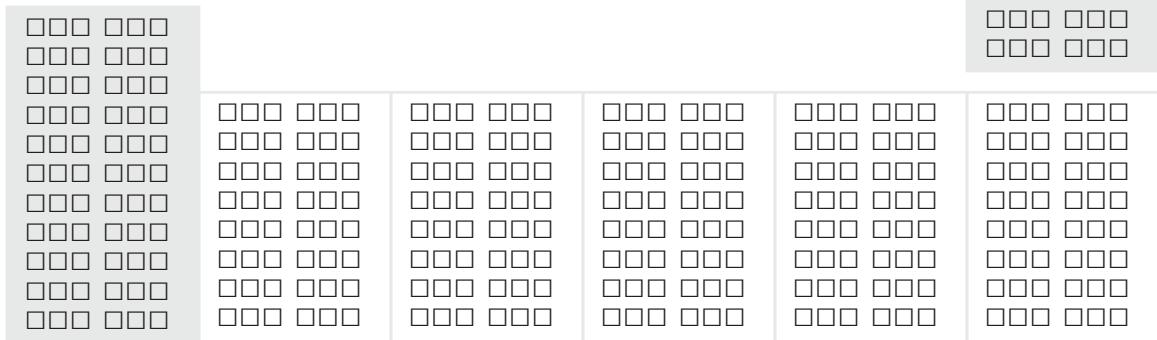
A 6x10 grid of 60 empty square boxes arranged in six rows and ten columns. The grid is composed of thin black lines forming a 6x10 grid of squares. The entire grid is contained within a single rectangular frame.

T.W. TROLL WARRIOR UNIT (5 TROLLS AT 48HP EA. + 1 GIANT 2-HEADED TROLL AT 66HP)

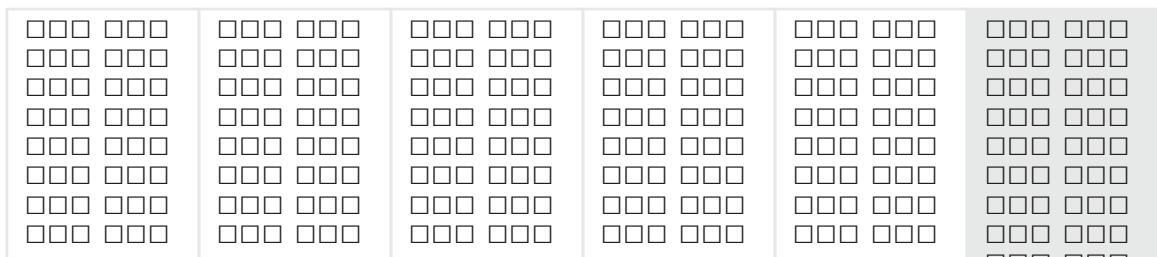
T.W. SQUAD 1



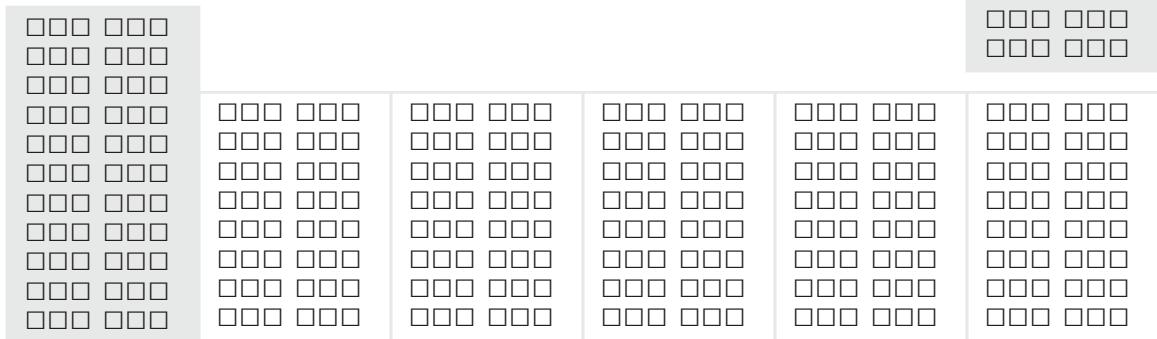
T.W. SQUAD 2



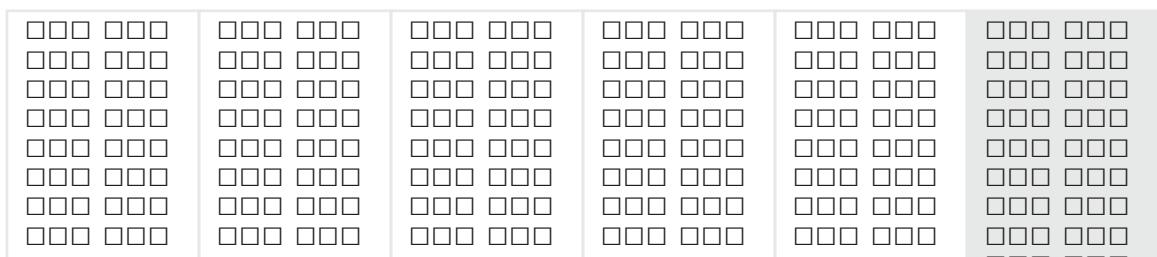
T.W. SQUAD 3



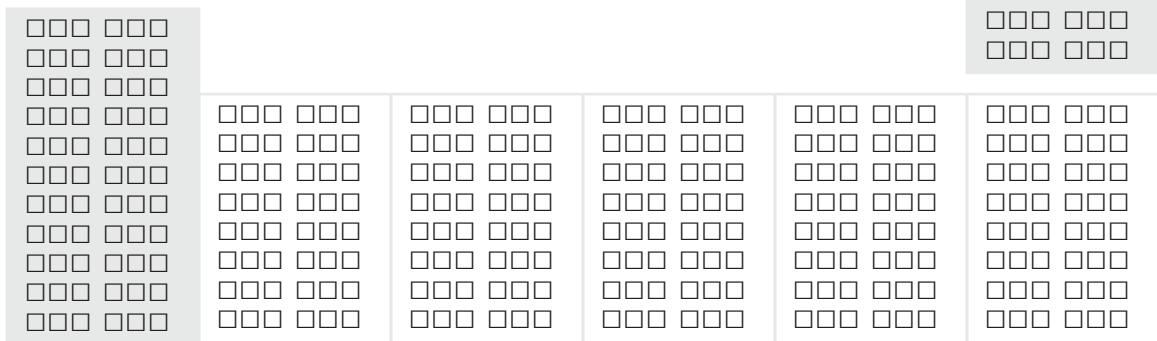
T.W. SQUAD 4



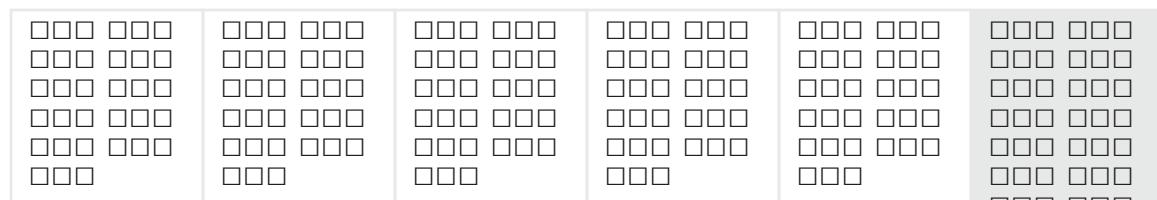
T.W. SQUAD 5



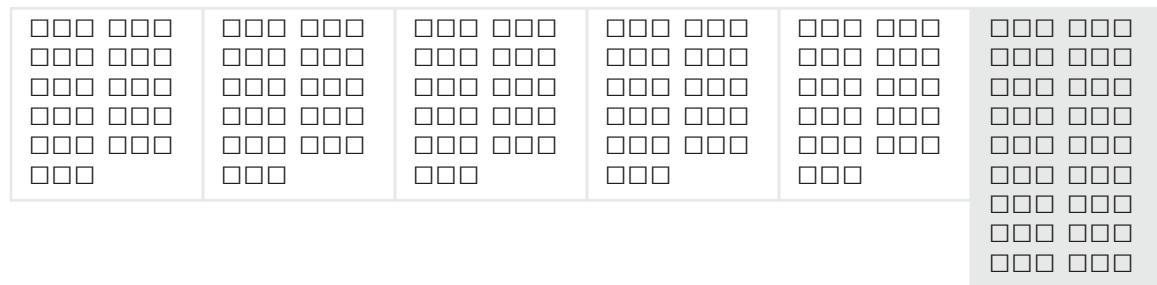
T.W. SQUAD 6



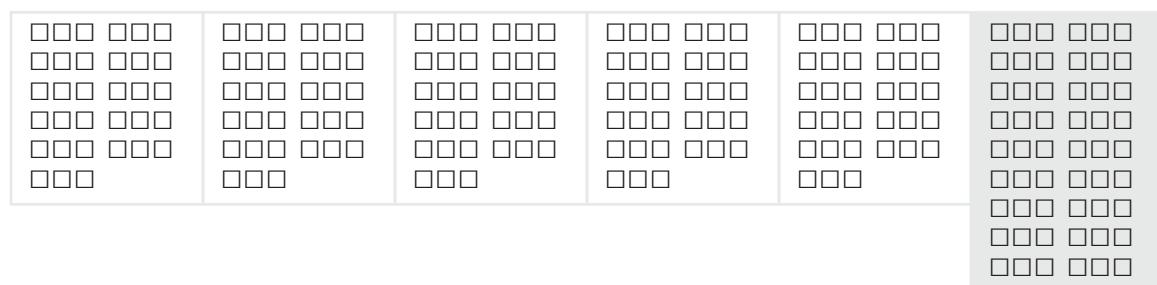
T.S. TROLL SHAMAN UNIT (5 SHAMAN-CUCKS AT 33HP EA. + 1 WORM-WHISPERER WITCH AT 54HP)



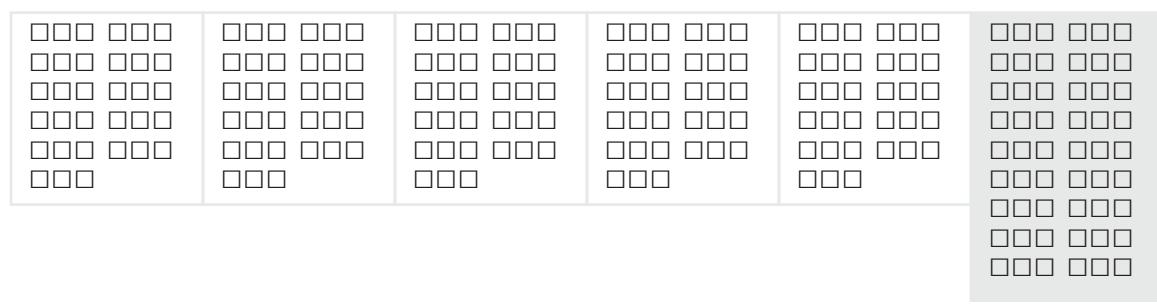
T.S. SQUAD 1



T.S. SQUAD 2

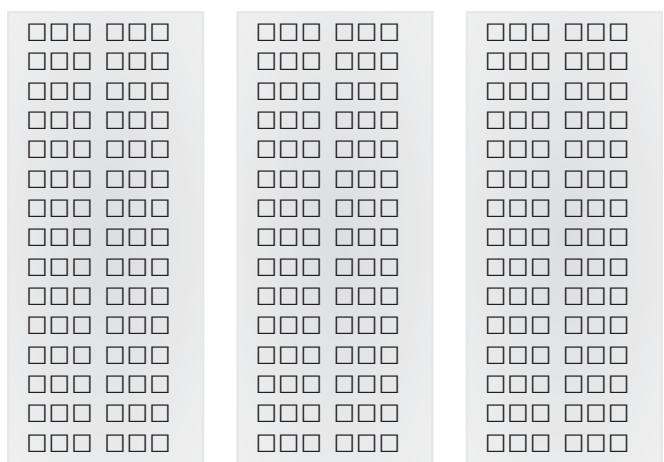


T.S. SQUAD 3

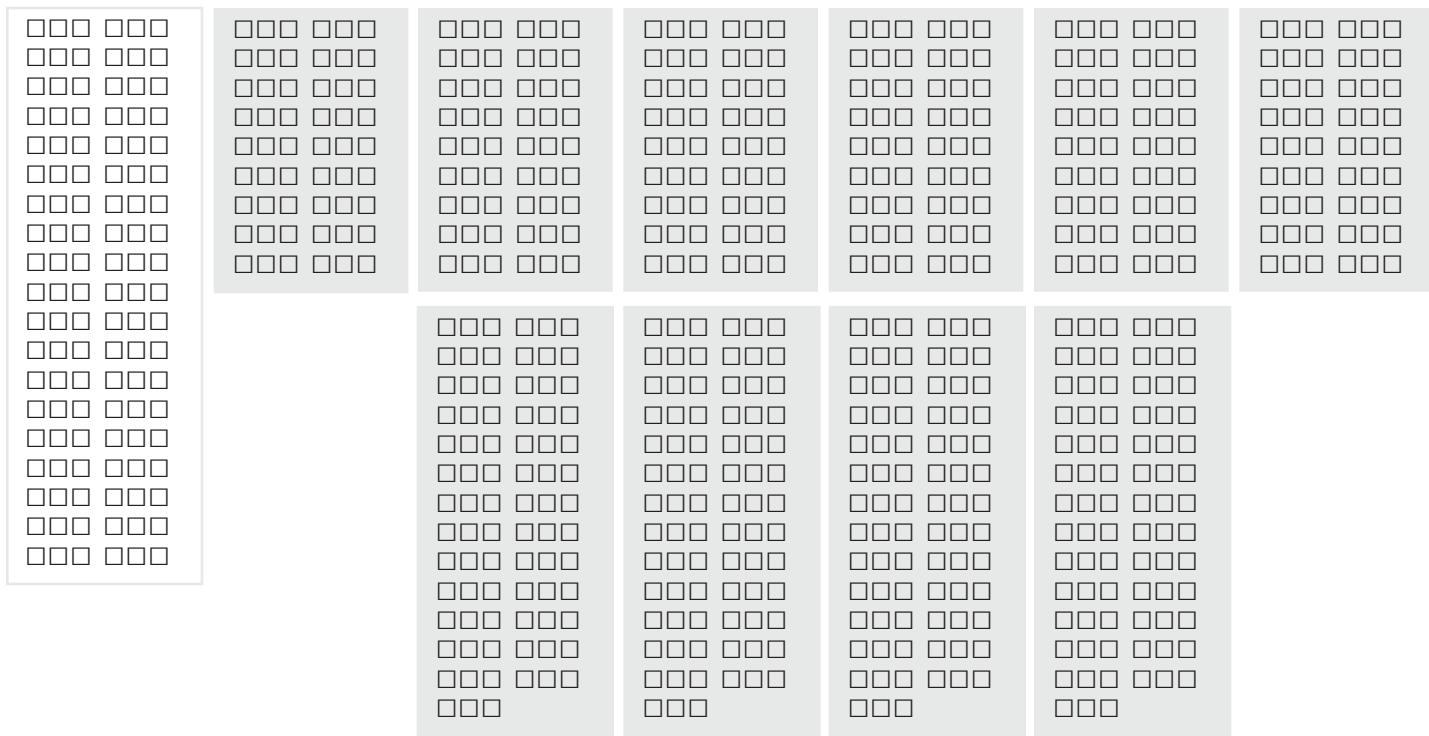


T.S. SQUAD 4

P PURPLE WORM OF THE BLOOD-COVEN (3 TOTAL AT 90HP EA.)



**T.C. TROLL CABALIST-KING UNIT (ZAEJIN-JOJIN AT 114HP + 6 WORM-WHISPERER WITCHES AT 54HP EA.
+ 4 GIANT 2-HEADED PRAETOR GUARDS AT 81HP EA.)**



T.N. TROLL NURSERY (78 COMBATANT TROLL YOUNG AT 9HP EA.)

PLAYER HANDOUTS

On the final pages are the player handouts, consisting of the Partial Map and the Ritual of the Throne (assuming the party copies it from the golden book in area 21).

OPTIONAL EXTERIOR ENCOUNTERS

You may use these pre-rolled encounters in a pinch for the mountains beyond the dungeon.

1. Lone Yeti: AC 6 | MV 15 | HD 4+4 | HP 30 | THAC0 15 | DMG 1d6 (x2 claws)
2. Wyverns x7: AC 3 | MV 24 | HD 7+7 | HP 39 ea | THAC0 13 | DMG 2d8 (bite) 1d6 + poison or die
3. Giant Wolverine: AC 4 | MV 15 | HD 4+4 | HP 30 | THAC0 11 | DMG 1d4+1 (x2 claws) 2d4 (bite) | Skunk spray | +4 to hit | Save vs Death (13) each round reduced to zero hp or less to keep fighting.
4. Winter Wolves x5: AC 5 | MV 18 | HD 6 | HP 30 ea | THAC0 13 | DMG 2d4 (bite) + breath 1" frost for 6d4 | Immune to cold | pelt 100,000 sp apiece
5. Will o' the Wisp: AC -8 | MV 18 | HD 9 | HP 41 | THAC0 12 | DMG 2d8 | Immune to most magic
6. White Dragon: AC -1 | MV 30 | HD 7 | HP 70 | THAC0 8 | DMG 2d6+8 (x2 claws) 3d8+8 (bite) 3d8+8 (tail) + Crushing Blow | 7" cone breath | -3 Fear save | Saves @ 18th level | Detect Invis 110'
7. Roc: AC 4 | MV 30 | HD 18 | HP 90 | THAC0 6 | DMG 3d6 (x2 claws) 4d6 (beak) | Grabs horses and goes
8. Perytons x12: AC 7 | MV 21 | HD 4 | HP 20 ea | THAC0 13 | DMG 4d4 (horns) | Shadow gaze attack: save vs spells or paralyzed w/ fear [or] if save = -2 per die of dmg due to fear
9. Ogres x30: AC 5 | MV 9 | HD 4+1 | HP 19 ea | THAC0 12 | DMG 1d4+6 + Crushing Blow /// Ogre Mage: AC 4 | MV 15 | HD 9 | HP 72 | THAC0 9 | DMG 1d6+6 + Crushing Blow (ebon club) & 12 Chained Souls in Torment @ 1 dmg per hit | Regen 1 hp/round | Invis, Fly, Darkness, Charm Person, Ray of Cold (8d8)
10. Werebear (Auberon): Ftr 7: AC 9/2 | MV 12 | HD 7+3 | HP 42 | THAC0 11/10 (spear +1) | DMG 1d3+3 (x2 claws) 2d4+3 (bite) 2d8 (hug) 1d8+3 (spear) | Cure Disease | Immune Disease | Summon bears | Regen | Carries mead, purple drug honey, bread and jerky
11. Leucrotta x9: AC 4 | MV 18 | HD 6+1 | HP 30 ea | THAC0 13 | DMG 3d6 (rear kick 1d6) | Immitation
12. Harpies x13: AC 7 | MV 15 | HD 3 | HP 18 ea | THAC0 16 | DMG 1d3 (x2 claws) 1d6 (short sword) | Singing = save vs Spell or move toward harpy | Touch = save vs Spell or charmed
13. Banshee: AC 0 | MV 15 | HD 7 | HP 30 | THAC0 13 | DMG 1d8 | Shriek = save vs Spell w/in 3" or die
14. Frost Giants x4: AC 4 | MV 15 | HD 10+1d4 | HP 60 ea | THAC0 6 | DMG 1d14+10 + Crushing Blow | Rocks for 2d10 @ 20" large missile
15. Ghost: AC 0/8 | MV 9 | HD 10 | HP 50 | THAC0 10 | DMG age 10-40 | On sight save vs Spells or age 10
16. Ettins x6: AC 3 | MV 12 | HD 10 | HP 50 ea | THAC0 10 | DMG 2d8 & 3d6 + Crushing Blow
17. Gnolls x50: AC 5 | MV 9 | HD 2 | HP 12 ea | THAC0 16 | DMG 1d10 (halberd) 1d8 (x2 great bow)
18. Bulette: AC -2/4/6 | MV 14 | HD 9 | HP 63 | THAC0 12 | DMG 4d12 (bite) 3d6 (x2 claws) | 8' jump 4 attacks
19. Griffons x5: AC 3 | MV 30 | HD 7 | HP 35 | THAC0 13 | DMG 1d4 (x2 claws) 2d8 (bite) | looking for horses
20. Griffon nest w/ 3 eggs

N

2nd ring of immortality

verpal blade

throne of the gods

timeless kingdom

W E

S

trolls...
so many trolls

Rhaoul the
Mangled

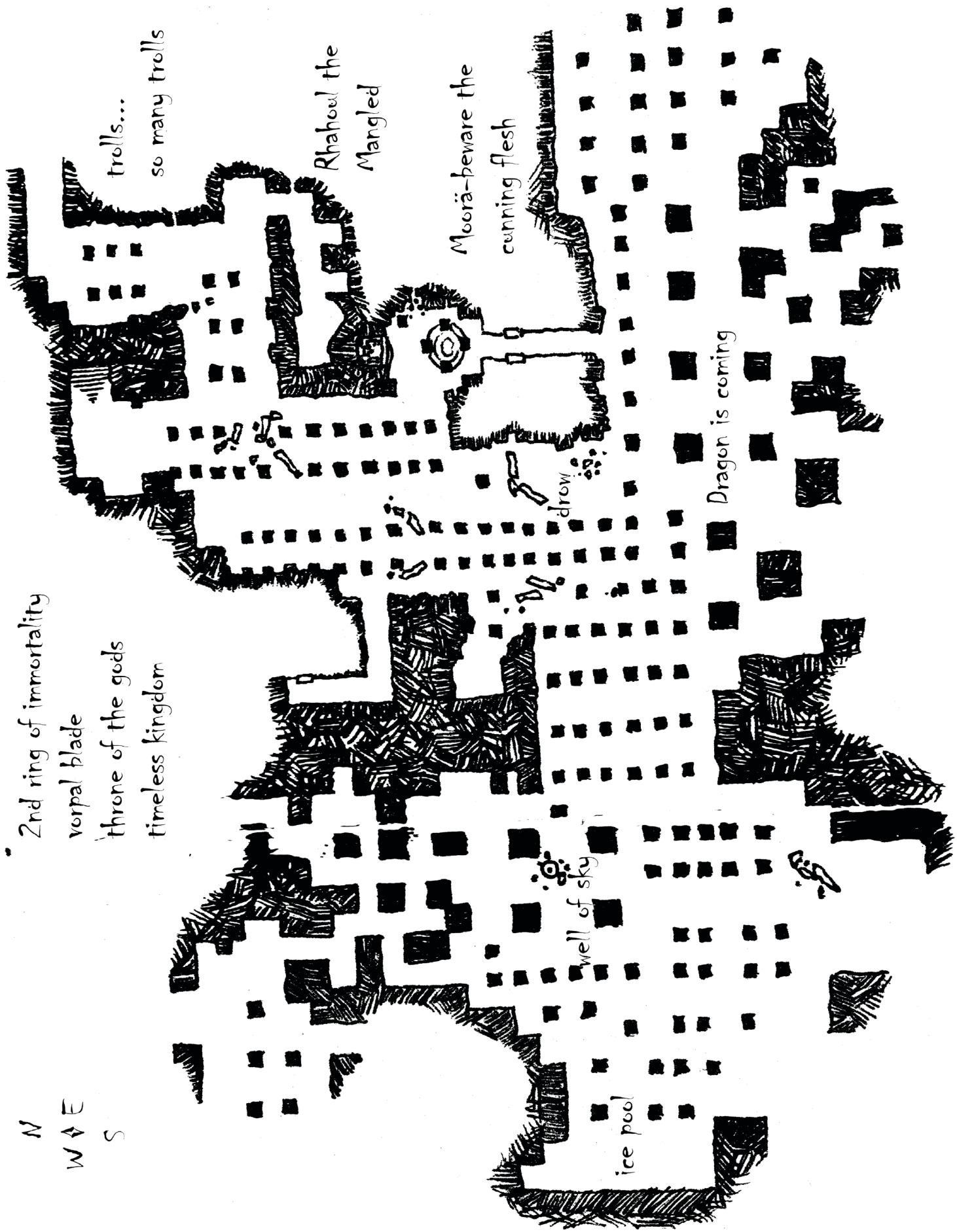
Moorä-beware the
cunning flesh

drow

well of sky

ice pool

Dragon is coming



RITUAL OF THE THRONE

TRANSCRIBED FROM THE GOLDEN BOOK

OH MIGHTY EMPEROR! HUMBLE THYSELF ADEQUATELY FOR THIS PROCESSION. APPROACH THE THRONE WITH CONTRITE HEART, FEARFUL OF JUDGMENT BUT HOPEFUL OF THINE ENTRANCE TO THE PANTHEON ABOVE THE CLOUDS.

ROBED IN SAFFRON AS AN OUTER-KING OF OLD, AND HAVING KISSED THE SIGNET OF THE ETERNAL EMPEROR, NOW ASCEND THE APOTHEOIC STAIRS TOWARD THE POOL OF HEAVEN.

WITHIN THE DOOR OF DAWN, PLACE AN OFFERING OF GOLD UNTO THE SUN. AND THEN, WITHIN THE DOOR OF NIGHT, PLACE AN OFFERING OF SILVER UNTO THE STARS. THEREWITH, ALIGN THYSELF, EITHER UNTO THE DAY, OR UNTO THE NIGHT, AND LET THE SIZE OF THINE OFFERINGS REFLECT THY CHOICE.

WHEREUPON, AND FOREVER AFTER SKINNED IN DAY, OR SKINNED IN NIGHT, CONTINUE THINE ASCENT UNTIL, HAVING REACHED THE SUMMIT, REMOVE THY SHOES AND TREAD BAREFOOT INTO THE POOL OF HEAVEN, CROSSING FROM SOUTH TO NORTH IN THIS, THY FINAL APPROACH TO THE ALMIGHTY THRONE.

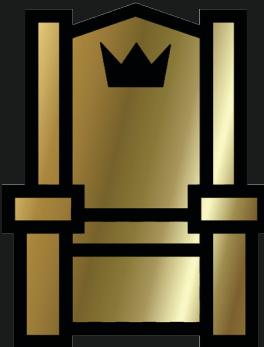
AT THE THRONE, TAKE UP THE CROOK OF GOLD AND SANDALWOOD, WHICH IS CALLED THE STAFF OF THE THRONE, AND RECEIVE IT INTO THY RIGHT HAND. SO EMPOWERED, THOU MAYEST NOW TOUCH THE FOOT OF THE THRONE OF THE GODS. IF IN THIS MOMENT THY LIFE IS SPARED, THOU MAYEST ASCEND THE FINAL STEPS.

HAVING DONE SO, TURN AND SEAT THYSELF UPON THE THRONE THAT THOU MAYEST RECEIVE WHATSOEVER BLESSINGS DISTILL FROM LOST EMPIRES IN THE SKY.

HU4

GEIR LOE GYN-CRUL

ANTHONY HUSO



The Dead Halls of the Giant Ancients...

That is the crude translation out of Noctiluci, the language of the Cloud Giants. But this mighty redoubt was only a tomb for the Kings of Giantkind. Much more than this, Geir Loe Cyn-crul was always rumored to be the sacred location of the Throne of the Gods.

This module is designed for a minimum of six characters of at least 9th — 13th level.