

# **LAIR OF THE DEMODAND**

by Craig Pitt

A 1<sup>st</sup> edition AD&D module

For 6-10 characters of level 8-12

## Lair of the Demodand

This 1<sup>st</sup> edition AD&D module has been designed for 6-10 characters, of level 8-12. The village can be placed in any campaign. If the DM so desires, NPC's in the village can be created to suit the campaign. A single map accompanies this module.

Acknowledgements: Most of the idea's in this module are my own, but I have drawn strong inspiration for several room encounters from Grimtooth's Traps, Dragon Magazine and Tomb of Horrors.

Many characters can accumulate a large amount of magic items over the course of adventures. One solution to having a character with too many magic items is to place magic items that only have a set number of uses (e.g. potions, charges in a wand). This module was created with this in mind.

This dungeon complex was the lair of an evil **archmagi** who summoned fiends from the Lower Planes. When the **archmagi** summoned a **SHATOR DEMODAND**, it killed him and decided to stay on the Prime Material Plane for a while, to collect treasure and slaves. The **DEMODAND** is waiting for a party of adventurers to kill the other inhabitants of the dungeon and collect all of their treasure. The **DEMODAND** is reluctant to fully explore the dungeon, in case it is accidentally trapped in a magical prison created by the late **archmagi**. Once the party reaches the **DEMODAND**'s lair, the party will be sufficiently worn down for the **DEMODAND** to kill them, leaving the **DEMODAND** with all treasure to take back to the Lower Planes.

The **archmagi** was very experienced in creating magical tomes, books and manuals. He also had a complete collection of **ioun stones**. The spell books of the **archmagi** were destroyed in the battle with the **DEMODAND**, and the monsters in the dungeon have appropriated most of the remainder of his treasure.

As your party of adventurers nears the small village you have been searching for, you recall the meeting with the King only a week ago. He explained that his army was engaged on the border and could not be spared to investigate the reports of monster troubles in a small isolated village on the other side of the kingdom. The King had heard of your party and their deeds. Based upon your good reputation, the King offered the party 100 gp each in travelling expenses to investigate and resolve the monster problems that the village was having. The party could also keep all the treasure they found, tax-free.

As you enter the village, it appears to have about a hundred people in it, and be quite poor. The citizens are wary as you move towards the only inn in the village, but they do not appear to be craven or unfriendly. Your party settles down for lunch and a drink inside the inn, to observe the villagers and to rest after your journey.

As you finish your meal, an old man approaches the your table and announces that he is the Village Elder. You ask him to join you and explain that the King has sent you to investigate and resolve the monster troubles that were reported to the capital. With this news, the Village Elder smiles broadly and thanks you for coming to their aid. He explains that seven of the village inhabitants have disappeared, and it appears that some local **dwarves** and **elves** are missing too, as inquires have been made at the

village about any recent sightings of **elves** and **dwarves**. The Village Elder implores you to rescue them if they are still alive, or bring back their bodies if not. He knows of an old dungeon complex about eight miles away, and suggests you start there.

Taking up the offer of free food and lodgings, your party unpacks, then visits the village's small church. It is dedicated to a Good Deity (DM to determine) and is run by a 3<sup>rd</sup> level **cleric**. With little else to do, you prepare for the expedition tomorrow, rest for the night and leave for the dungeon complex at first light.

The eight mile journey to the dungeon is uneventful, as the directions were quite precise. The entrance is dark and filthy, and is partially disguised by branches. However, even a casual glance clearly shows the cave entrance in the cliff face, and the tracks of some large and powerful creature.

Just inside the cave entrance are large claw marks that have dug deeply into the rock. Such powerful claw marks could not have been made by a mere giant, or even a dragon. Looking at each other with alarm, you realize that whatever caused such terrible damage to the walls must surely be more than a normal monster. Perhaps it was some powerful enchanted-creature from another plane!

Most of the monsters from the dungeon normally do not attack the peasants from the local village, to avoid drawing attention to the lair. However, the **SHATOR DEMODAND** is not concerned about this, and has abducted whomever it can.

If the party makes camp in or near the dungeon at night, the **PENANGGALAN** from area 10 will attack a PC (see monster description). There are no other random encounters in the dungeon.

All dungeon rooms are 20 ft high, and all passages are 10 ft high. The southern entrance to the dungeon was at one time hidden behind branches, but the **SHATOR DEMODAND** has not bothered with maintaining this disguise since it has taken over the lair. The dungeon is unlit, unless noted otherwise.

### **1:**

This room is magically kept very cold, and there is an ice layer over the floor, walls and ceiling. An illusion shows vague humanoid shapes moving beneath the ice floor, to distract the party from the Puddings. PC's cannot stay in this room for more than 10 rounds without cold weather clothing or magical assistance.

Three **WHITE DEADLY PUDDINGS** (hp: 50, 46, 41) inhabit this room. They are currently on the ceiling, and will move to attack any creatures that enter the room. An iron chest stands in the center of the room. Surrounding the chest is 62 gp scattered on the floor. The chest is hollow and locked, and is virtually indestructible by normal means. Noise from damaging it may attract monsters from nearby rooms. If a character manages to open the chest, a **curse** takes effect. The **curse** is that that character will fail their next saving throw.

The whole room and the chest radiate magic, but the coins do not. Nothing else is in this room. The room is lit by **continual light** spells.

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**2:**

The 5 ft x 5 ft square area of floor in front of the door acts as a **rod of cancellation** (once only). It is the same colour as the rest of the floor, and the whole corridor and door radiate magic. The area will effect the first magic item that touches it (boots, staff, sword, etc....).

The last 30 ft of the corridor also has a **continual darkness** spell cast on it.

A **BROWN DEADLY PUDDING** (hp: 66) is magically trapped in the last 60 ft of this passage. It hangs on the ceiling at the moment. It attacks anything that enters the passage. It has no treasure.

**3:**

An iron door opens into a 30 ft x 70 ft room. It is barred from the inside.

15 **CYCLOPSKIN** (hp: 35, 34, 32, 32, 30, 29, 28, 27, 27, 26, 25, 25, 22, 20, 18) lair in this room. They raid periodically from this room, but are all here at the moment. The room is full of junk, broken furniture and bones. The late **archmagi** cast several **continual light** spells in here for the **CYCLOPSKIN**, as a bribe for them to stay. If not surprised, they hide until the whole party enters the room, then they attack. Treasure: **tome of understanding**, **potion of extra-healing**, 12 000 gp in gems, 7000 gp, 45 000 sp, and a large silver key that radiates magic but is merely a trinket worth 20 sp

The treasure is in a large locked wooden chest in the NW corner. The most powerful **CYCLOPSKIN** has the key in a bag on his belt..

A natural fountain is set into the west wall. The water is cool and fresh, and totally harmless.

**4:**

This natural cavern leads to the outside some 500 ft to the west. The cavern ceiling is between 20 ft and 50 ft high. Natural lighting offers 20 ft vision range in this cavern. Six **ACHAIERAI** nest in here, with their lair in the southern portion of the cave. Their lair consists of various bones that have been picked clean and assorted junk. They hunt from the western entrance to the cave, and have little to do with the other creatures in the dungeon. They stole the treasure from a creature that stumbled into their lair a few days ago. The **ACHAIERAI** will attack any party that enters the cavern.

Treasure: **ring of anti-venom (18)**, **ioun stones (scarlet & blue, dull grey, pearly white)**, **book of exalted deeds**, **potion of super-heroism**, 22 000 gp in jewels, and 8000 sp.

**5:**

The door leading into this 30 ft passage is a heavy 2 ft thick stone door with many symbols etched onto it. Either magic or a combined strength of 50 is needed to open the door. Both sides of the door, the pedestal and the entire 30 ft passage beyond it radiate magic.

Trapped in the last 20 ft of the passage beyond the door is a **ARCANADAEMON** (HP: 121). It can only attack those who enter the last 20 ft of the passage, and cannot move out of that area at any time. The **ARCANADAEMON** has the spell ability of a 12<sup>th</sup> level **magic user**, but cannot **gate** in any assistance. So long as the party stays out of the last 20 ft of the corridor, the **ARCANADAEMON** cannot attack them or cast spells at them, even if the party is attacking it or casting spells at it.

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Spells available to the **ARCANADAEMON**: **sleep, shield, magic missile, identify, detect good, fools gold, web, scare, haste, hold person, lightning bolt, slow, minor globe of invulnerability, wall of ice, fear, fire shield, cloudkill, wall of force, magic jar, cone of cold, death spell.**

At the end of the 30 ft passage is a pedestal with a large heart shaped Ruby on it. The ruby glows dimly, and radiates magic. The ruby stands upright in the pedestal, inset slightly into the top of the pedestal. The ruby is a worthless fake, and has no powers. However, lifting the ruby off the pedestal releases pressurized poison gas from a small chamber below the ruby. The ruby's weight seals the small chamber in the pedestal, and keeps the gas from escaping. The gas effects a 5 ft x 5 ft x 5 ft area around the top of the pedestal, and requires a save v. poison or die if inhaled. It is impossible for a **thief** to detect the chamber by detecting traps without releasing the gas (though a PC may guess this due to the gem being set into the top of the pedestal).

The treasure is in fact inside the heavy stone door. The secret compartment is accessed from the top of the door, but the person does not have to enter the last 20 ft of the passage to get to the treasure, thus the **ARCANADAEMON** cannot attack the person unless they willingly enter it's area. As the top of the door is 8 ft off the ground, the secret compartment in the door might not be seen if a **wand of secret door & trap location** is used from ground level.

Treasure: **ioun stones (pale blue, blue, pink, pink & green, dull grey, dusty rose, pale green, pale lavender), manual of quickness of action, tome of clear thought, tome of leadership, manual of bodily health, manual of puissant skill at arms, book of vile darkness, 75 000 gp in jewels, 66 000 gp in gems, helm of telepathy, ring of mind shielding, gauntlets of ogre power, boots of striding and springing, and a light crossbow of speed.**

## 6:

10 **SHADOW MASTIFF'S** (hp: 28, 26, 24, 23, 23, 20, 18, 17, 16, 14) inhabit this area. They have an understanding with the **THESSALHYDRA** in area 7 (neither attacks each other).

They immediately attack any party that enters their lair. Their treasure is located under a flagstone in the SW corner (100% chance of finding it if searched for). The late **archmagi** placed his trained **SHADOW MASTIFF'S** in here as guards. There is no light source in this room.

The ceiling is completely covered with cobwebs that house hundreds of (harmless) spiders. The webs will burn in seconds, but will not harm any occupants (apart from the spiders).

Treasure: 3 **javelins of lightning, ioun stones (dull grey, deep red, incandescent, clear, iridescent, vibrant purple, lavender & green), potion of healing, and a potion of climbing.**

## 7:

A **THESSALHYDRA** (hp: 75) lives in here, occasionally raiding into the nearby countryside. The **THESSALHYDRA** has a small amount of difficulty getting in and out of the dungeon, but it's lair is just big enough to accommodate it. It attacks anyone who enters it's lair. Sounds of battle from area 6 will draw it's attention.

No light is present in this room. 11 giant mushrooms live on the floor of this room. They feed off the waste from the **THESSALHYDRA**. The mushrooms are safe to eat, very nutritious and can act as iron rations (11 weeks worth) if stored dryly. The creatures treasure is located amongst the mushrooms.

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There is a secret door on the northern wall, which leads to area 17.

On the western wall is a false door. However, if the false door is destroyed and the stone wall behind it exposed, a secret door can be detected. If an attempt to open the secret door is made by pulling it open from the wall, **GREEN SLIME** is sprayed from above the doorway down onto anyone within 5 ft of the door. The secret door has no handles, so hands must be used to grip the stone door and pull it open (unless magic is used). The secret door only opens several inches, and there is nothing behind it. This false door trap is purely mechanical, and radiates no magic.

Treasure: **collar of stiffness** (Book of Marvelous Magic – page 25), **amulet of life protection**, 16 000 gp in gems, and a huge iron key (for chain lock in area 15).

### **8:**

The passage ends at a wall made of stone that has a waterfall coming out of it at the top 3 inches of the wall. The waterfall covers the entire wall and drains into the grate in area 9. An 8 ft x 8 ft secret door is set into the wall behind the waterfall.

If the secret door is opened (it has hinges at the top of the door and opens back into the passage) all the water from the pond on the other side of the secret door will burst through the doorway and push all PC's in front of the secret door onto the grating (or into the crevice if the grating has already fallen open). The grating floor will give way if it has not dropped already and drop all the PC's on the grating into the crevice.

Any party members caught by the secret door swinging upwards by the initial force of the water escaping will receive 1d12 damage (no hit roll is required) and be thrown backwards into the path of the escaping water.

Magical flying or protection could save a PC from being thrown onto the grating, or falling into the crevice (DM to decide).

Beyond the secret door is a small pond, which contains 5 **SCARECROW'S** (hp: 35, 30, 27, 22, 19). Created by the late **archmagi**, they will attack any adventurers that are not dropped into the crevice.

The water is clean and good for drinking. Trout occasionally enter the pond. The underground streams entering and leaving the pond are too small for characters to travel through.

Trapped in stasis on the bottom of the pond is an **ASTRAL DEVA**. The **DEVA** can be freed by destroying the **SCARECROW'S** and removing him from the pond area. The **DEVA** will waken and remain groggy for 2 rounds, and after that will be cautious until the parties alignment is revealed. The **DEVA** belongs to a Deity of the DM's choice.

If the party is Good aligned, the **DEVA** will cure any wounds, diseases, etc... that the party has (to the best of his ability) then depart. The **DEVA** may be called upon one time in the future for advice by the party.

If the party is Neutral aligned, the **DEVA** only cures the party (as described above), and then leaves.

### **9:**

The western 40 ft of this passage floor is a grating over a crevice that goes deep into the earth. Only the last 10 ft of passageway before area 8 is normal tunnel flooring.

The grating floor is a pit trap and will drop open when the weight of a single adventurer is placed on it, and drop any persons on it into the crevice. Any PC who falls to the bottom of the crevice is killed and lost beyond recovery (unless some magical means prevents this).

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**10:**

A thick wooden door leads into this room. It can be easily opened.

There are pieces of several **FIRE GIANTS** scattered around the room. The same claw marks that were present at the dungeon entrance are present here on the walls and floor. The remains of the **FIRE GIANTS** have been torn asunder with ease, by what appears to be large claws as well.

A **PĚNANGGALAN** (hp: 23) hunts from this lair. It has no treasure. The room contains debris, bodily remains and filth, and has nothing of value (except a barrel of vinegar) and contains no light source.

If the party enters the room during the day, they will see the **PĚNANGGALAN** as a woman chained to the west wall, and lying on the floor. If a **know alignment** spell is used, she will appear as Chaotic Good. The woman will say she is a 2<sup>nd</sup> level **thief**, and she wishes to join the party to see if any of her fellow adventurers are still alive. She states she cannot remember too many details due to a spell cast on her, but she was part of a group of adventurers that entered the dungeon to explore it, and she remembers some of the rooms they had entered.

If the party enters during the night, they find the headless body of the woman, but no **PĚNANGGALAN**. The **PĚNANGGALAN** will be stalking the party and waiting for the best time to strike.

**11:**

The 10 ft square area of corridor outside the door has a dozen **magic mouth** spells cast on it. As soon as someone enters that 10 ft square area, the **magic mouths** scream “ALARM” until that person leaves the 10 ft square area.

Inside this room a 21 HD **ENVELOPER** (hp: 210) is magically trapped. It cannot leave, regardless of whether the door is open or not. It will attack any creature that enters the room. The late **archmagi** fed it constantly in order to see what abilities it gained and how many hit points it could accumulate.

A wooden chest on the northern wall contains a **necklace of strangulation**. The room is otherwise bare and dark.

**12:**

This room contains barrels of food (salted meat, grain, honey, dried fish, sugar and fruit) and water, clothes, furniture, cutlery and several rolled up rugs. Only the food is of value from this collection, but it is perfectly safe to eat. Several **continual light** spells in this room give it complete illumination.

In addition, 10 false pressure plates are located in this room. Stepping on one merely creates a loud **CLICK**, but is harmless.

A **PROTEIN POLYMORPH** (hp: 55) inhabits this lair. It is disguised as a large stack of rolls of silk and barrels, and waits for a chance for a surprise attack.

It hunts in the local area, but will be in its lair when the party enters this room. Its treasure is hidden inside one of the barrels.

Treasure: **rod of absorption**, **manual of gainful exercise**, 2700 ep, 1100 pp, 2000 gp, 5000 gp in gems, and a heavy mallet.

The heavy mallet is a trap. Hidden inside the head is a **bag of holding**. The mallet itself radiates magic, but offers no bonus in combat. If the mallet is used in combat, there is a 1 in 20 chance per hit that it will shatter. The mallet is small enough to put inside a **portable hole**, with the obvious consequences (see DMG).

**13:**

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The door can easily be opened, swinging back into the corridor. Inside the room is an enormous variety of traps and weapons, pointed directly at the doorway. Trip wires, pits and pressure plates are obvious, but are so thick that it seems impossible to enter the room. At the rear of the visible traps an iron statue (not animated) looks at the door in front of the traps.

Large amounts of wood are used in the traps, so a Fireball spell would start a large fire that could remove all oxygen from this part of the dungeon.

The visible traps are all fake. The true trap is waiting for those adventures who take the roughly cut secret passage to the western half of the room. The western half of the floor is a tilting floor trap (tilting north to south). Once the heaviest portion of the party moves to the southern half of the western 20 ft of the room, the floor tilts down and drops all people on the western 20 ft section of the floor down a 50 ft hole. The floor then rights itself again, sealing the survivors in the pit. The pit walls are smooth, and there is no light in the pit. Non-magical attempts to **climb walls** will fail, due to the extreme smoothness of the walls.

The false door is recessed into the wall to allow the floor to tilt.

The whole room, contents and doors radiate magic. And both halves of the floor will show up if a **wand of secret door & trap location** is used, as the eastern half of the floor can be magically lifted off the ground (there is only solid rock beneath it though). All four walls are covered with secret doors that open onto solid rock. Thus a **wand of secret door & trap location** will show many secret doors in the room, but they will all look the same.

The true secret door on the southern wall can be reached easily by teleportation or in gaseous form. Several **continual light** spells illuminate this entire room.

#### **14:**

A **VISION** (hp: 35) is magically bound to this area. The **archmagi** was immune to its attacks, and thus was placed here as a guardian. It attacks all that enter this room.

The whole room and the dead body radiate magic, but the room has no light source. Lying in the center of the room is the dead body of a human. He has no visible wounds on him, and appears to have died several days ago.

On the walls of this room are several dozen holes, at various heights, roughly dug out of the walls. They go into the rock about 30 ft, but are otherwise harmless. Each hole is between 1 ft-2 ft wide. Hanging out of some of the holes are the skeletal remains of what appears to be giant snakes.

The floor of this room has 20 pressure plates that loudly click when stepped upon. The southernmost 19 plates are harmless, but the northern plate (just before the northern exit) releases an 18d6 electrical shock (save for half) on the first person stepping on it. Each person walking into the northern corridor has a 1 in 4 chance of stepping on it, unless they deliberately follow in each other's footsteps. The electricity only works once before being drained.

#### **15:**

A large set of false stone doors are set against the eastern wall, with a gigantic chain and lock strung across the middle of the doors and set into the stone walls at each end. This room contains 7 stone statues of adventurers and monsters (an **orc**, a **hill giant**, one **cleric**, two **fighters**, a **magic user** and a **dwarf**), all with looks of horror on their face, and all facing the false doors. None of the figures appear to be carrying any weapons or armour. The walls are covered in images that are carved into them.

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The whole room, the doors and all the statues radiate magic, but has no light source. The entire room has a permanent **silence** spell cast on it, to mislead a party.

Three **STONE GOLEMS** wait in this room. The first is the statue of the **hill giant**, and the other two are set flush into the wall on either side of the false doors (they appear as wall images until they attack). The **hill giant** statue is directly in front of the false doors.

The **STONE GOLEMS** may be able to achieve surprise. As soon as a PC moves within striking distance of any one of the **GOLEMS**, they all attack, attempting to strike with surprise.

The remaining 6 stone statues may be turned back into living beings again by **a stone to flesh** spell (or similar). They are an **orc**, a 4<sup>th</sup> level **cleric** (NG), two 2<sup>nd</sup> level **fighters** (N), a 1<sup>st</sup> level **magic user** (LN) and a 5<sup>th</sup> level **dwarven fighter** (LG). They have no treasure, weapons or equipment. All except the orc will serve loyally as hirelings for 1-4 years if given adequate equipment and pay.

The chain and lock are solid iron, and the arms of each link and the lock are about 1 foot thick. Any weapon used to smash the chain or lock will have no effect, and must make a saving throw or be destroyed. The chain is incredibly tight and cannot be moved. The doors appear to open back into area 15, but the chain won't allow the doors to move at all. If the key from area 7 is used (or some other means is used) to open the lock, the roof collapses in the whole of area 15, causing 10d6 damage to all in the room (no save). Survivors are able to exit the room after shifting some rubble. If for some reason the lock is opened before the **STONE GOLEMS** are activated, they attack any surviving characters. All the statues except the **hill giant** will be destroyed in the collapse.

In the western wall is a ½ ft wide tunnel that goes into the rock for 30 ft, then stops. The late **archmagi** put this tunnel here to give the impression to a party that there was a secret room at the other end of the tunnel.

## **16:**

This room is completely illuminated by **continual light** spells. The walls, floor and ceilings once looked tidy and clean, but are now dirty and damaged. Furniture and belongings from the late **archmagi** lay scattered around the room. The remaining food and water supplies of the late **archmagi** lay next to the prisoners, to keep them alive. A **SHATOR DEMODAND** (hp: 95, Magic Resistance: 88% with **amulet of 30% magic resistance**) is currently occupying this room, gathering treasure and slaves to take back to the Lower Planes with it. The **DEMODAND** wears the **ring of 4 wishes**, the **ring of x-ray vision** and the **amulet of 30% magic resistance** listed below.

The **DEMODAND** cannot summon any help from the Tarterus, due to the protective enchantments placed upon this room by the late **archmagi**. The **DEMODAND** is unable to teleport out of the room for the same reason, so if battle goes badly for the **DEMODAND**, it will try to escape through the passageway into the dungeon.

Prisoners: 3 **elves** (1<sup>st</sup>, 2<sup>nd</sup> and 4<sup>th</sup> level **magic users**), 2 **dwarves** (both 2<sup>nd</sup> level **fighters**), 6 **halflings** (all 1<sup>st</sup> level **fighters**), 6 **humans** (all 0-level), 1 **gnome** (3<sup>rd</sup> level **illusionist**) and an infant **STORM GIANT**. All prisoners are Good aligned. None of the prisoners have any possessions, beyond the simple clothes that they are wearing. Only one of the prisoners has angered the **DEMODAND** so far, by trying to escape. The **DEMODAND** ate and killed the human (in that order), but it has not abused the rest of the prisoners, as they are valuable slaves that can be sold on the Lower Planes.

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The **elves** and **dwarves** wish only to return to their homes, but will send a party that frees them 100 gp per **elf** and **dwarf** that survives. The rescuing party of characters will be proclaimed as friends of both the **elvish** and **dwarvish** clans forever. The DM may wish to create details to suit the campaign.

The **halflings** are a party of adventurers that was captured entering the dungeon. If freed they will send the party a **potion of speed**, and each character will receive a very expensive bottle of brandy (100 gp each) as a reward. Their own items that they entered the dungeon with have been discarded by the **DEMODAND**.

5 of the **humans** are local villagers (men and women) that were captured, but have little to offer as a reward. The 6<sup>th</sup> **human** is the cousin of a powerful Noble in the nation. The Noble (DM to create details to suit the campaign) will be very grateful to the party, and will grant the party one (reasonable) request at any time in the future. The Noble could become an excellent long-term contact in the ruling body of the nation (DM to determine details).

The **gnome** (NG) is an adventurer, who may become a **henchman** to the right PC. Otherwise, he can offer no reward for his rescue.

The infant **STORM GIANT** was out exploring when he was captured by the **DEMODAND**. He is too young to be powerful enough to escape, but old enough to realize that he is in real danger from the fiend. He has decided the best course is to wait until he is rescued. Both of his parents are frantically searching for him, and if the party escorts him back to the local village, the **STORM GIANT** mother will find the party on the road just outside the village. A Good rescuing party will receive 5000 gp reward and make life-long friends with all three **STORM GIANTS**, and the **GIANTS** would make excellent NPC contacts for information in a campaign. A Neutral rescuing party will receive 5000 gp in gems as a reward, but the **GIANTS** will not maintain contact with the party afterwards.

Treasure: **ring of 4 wishes** (worn by **DEMODAND**), 12 **potions** (DM to determine), 4 **scrolls of protection** (elementals, magic, possession and undead), **wand of secret door & trap location** (47), 10 pounds of adamantine, 20 pounds of mithril, **arrow of demon slaying**, 12 bolts of silk (2000 gp each), 10 casks of spices (1000 gp each), 22 000 gp, 30 000 sp, 7000 pp, ruby and gold crown (40 000 gp), sapphire and gold scepter (30 000 gp), jar of incense (3000 gp), **rod of cancellation**, 14 **arrows +4** (Optional detail: Short bow type), **bag of devouring**, **ring of x-ray vision** (worn by **DEMODAND**), **rod of rust monsters** (14) in a wooden case, **candle of invocation** (Lawful Good), **long sword of dancing**, and an **amulet of 30% magic resistance** (worn by **DEMODAND**)

The entire floor is covered with a thick layer of very fine dust. The **DEMODAND** can flap it's wings (with no loss of attacks) and cause a dust storm that reduces visibility to 10 ft in the entire room for a full melee round.

## **17:**

This natural funnel goes down several hundred feet to an underground stream, and goes upwards for 80 ft to a ceiling.

A magical **+1 dagger** was placed 50 ft up the funnel above the passageway to make adventurers waste spells and magic investigating it. From the passageway, the **+1 dagger**'s light can plainly be seen, and it will appear if a **detect magic** is used.

The **dagger** has a one time only magical effect when removed from it's small ledge. Upon removal from the ledge, an **anti-magic shell** spell is activated around the **dagger** for 1 round. If a PC is using magic to fly or levitate and holds onto the

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**dagger**, they will fall down the funnel into the river for 20d6 damage, and be swept away down the underground river and lost forever (unless some magical means prevents this). However, simply throwing the **dagger** away will reactivate the PC's magic or spells.

Otherwise, it is a standard **+1 dagger**.

**18:**

At this intersection, a pit trap is present. It can be detected as normal. The pit trap lid falls away to the western side of the pit when the weight of 100 pounds or more is put on it. Behind the fallen trap door lid is a secret door and passage that goes to area 13. While the trap door lid is down, the secret door may not be able to be detected (DM to determine by circumstances). The pit is 30 ft deep, with spikes on the floor. Falling into the pit does 6d6 damage from falling and the spikes.

The late **archmagi** would **fly** down into the pit, then reset the trap door lid and go through the secret door into his lair.

**19:**

A sign on the wooden door says, "Guest Quarters". The door is unlocked and swings into the room if opened.

Inside the room are a bed, shelves, desk, full-length mirror and a fountain. The fountain looks like a typical wall fountain with a large bowl that collects the water. The mirror and desk radiate magic, but are not magical. The shelves and bed are non-magical.

The fountain and the water radiate magic, but if the water is removed from the fountain, it no longer radiates any magic, and does not have any special properties. In the bowl of the fountain are 16 gems (average of 10 gp each), 23 ep, 12 gp and 4 pp. Drinking the water directly from the fountain has the following random effect (1d8):

- 1 – Drinker dies immediately (but can be raised or resurrected as normal).
- 2 – Drinker is fully healed of all damage (permanent).
- 3 – Drinker loses 2 levels of experience (permanent, but can be restored as normal).
- 4 – Drinker gains 1 point to a random ability (permanent).
- 5 – Drinker regains all spells cast in the last 24 hours (only up to the maximum allowed).
- 6 – Drinker turns to stone, as the spell (permanent, but can be reversed).
- 7 – Drinker becomes violently insane, and attacks anyone they see (permanent, but can be cured as normal by magic).
- 8 – Drinker gains 1 hit point to their maximum score, permanently.

The late **archmagi** was trying to isolate effect #5, and disguised the fountain as a Guest Quarters washing basin.

Characters teleported at the trap in area 20 will have their possession's teleported here. The late **archmagi** used to collect them periodically, but they will remain here until the party discovers them.

**20:**

A heavy-duty portcullis seals a 10 ft wide passageway heading west. A lever is present on the wall 10 ft to the north of the portcullis, between areas 20 and 12.

The lever is in the "up" position. If a person pulls the lever completely down, he or she is teleported naked to the pit in area 13 (no save, but Magic Resistance does apply). The person is not harmed, but will be trapped until rescued. All the person's

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belongings are teleported to area 19. The lever automatically returns to the raised position, which resets the trap.

The portcullis is too strong to bend or destroy by normal means, but can be raised if a Lift Gates roll is successful. Both the portcullis and lever radiate magic.

**21:**

Thick spider's webs block the entrance to this room, and cover the ceiling. Attempting to cut through them would quickly render a character entangled. Beyond the 10 ft or so of webs can be seen the scattered remains of 6 humans, with equipment. The bodies are dry husks, long since dead. In the NW corner is an enormous glass cube that can vaguely be seen from the door.

Around the remains are 2 glowing swords, a staff, a mace, 3 shields and a scattering of gems and coins. The armour, weapons and staff all radiate magic, but are worthless (as are the gems and coins).

Something very big can be seen in webs on the ceiling. This is a **GIANT SPIDER** (hp: 24). The PC's cannot hit it with arrows or bolts however, due to the thick webs in the way.

The late **archmagi** made this room into a trap. Should a party burn the webbing to clear the room and kill the spider, a fake strand of webbing will be broken and a spell will be released. The nearest person to the portcullis will be subject to attack by a **power word, kill** spell (no save). If no-one is within 20 ft of the portcullis when the trap is sprung, the spell is expended but does not effect anyone.

This trap only works once. The late **archmagi** would reset the trap and put another spider in the room after collecting any treasure left behind.

In the NW corner of the room is a 10 ft x 10 ft x 10 ft glass cube. In the center of the cube is a jar, filled with a white substance. The glass is covered in runes that radiate magic, and stop any **detect evil** examination of the inside of the cube. The jar and it's contents radiate magic.

The late **archmagi** placed a **white robe of the archmagi** in the jar. He did not want to destroy it, but also did not want to store it too close to himself. The glass cube is normal thick glass, and the jar is magically protected and suspended in place. Burning the webs will not destroy the cube. But a **fireball** spell or a strike by a weapon will. Inside the glass cube is a trapped **GHOST** (hp: 62). The **GHOST** will immediately attack the party as soon as the cube is broken.

**22:**

In this 10 ft section of the passage appears to be the remains of several adventurers under a 10 ft x 10 ft section of the west wall that has fallen over onto them. About 6 ft off the floor on the eastern wall is a lever with a plaque beneath it saying "Iron Chest". Many items beneath the fallen slab radiate magic if they are detected for.

The fallen slab has not completely crushed the bodies. The slab is about 3 inches off the floor, implying that some magic items may have survived the impact of the falling wall. It is apparent that nothing can be taken from beneath the slab until the slab has been raised. Nothing radiates magic, except for the magic items beneath the slab. The party can walk on the slab quite safely.

The fallen slab is in fact a trap created by the late **archmagi**. The slab is hollow and contains a highly compressed poison gas. When the slab is being lifted, it snaps in half at a weakened section and instantly releases the gas into a 20 ft section of the passage way (centered on area 22). The poison gas will kill any breathing persons who fail their saving throw (save at -4 v. poison).

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The magic items beneath the slab are fakes and quite worthless. A **thief** cannot detect the trap in the fallen slab, as the wall is one solid piece of stone, despite being hollow and having a weakened section.

**Magic Items:**

**Rod of rust monsters:** This bone **rod** has 1-20 charges when found, and cannot be recharged. It will effect metal as a **RUST MONSTER** if the rust coloured tip is touched to it. Each such effect drains one charge. The rust effect occurs regardless of whether the user intends it to happen or not, and a charge is drained. Therefore, extreme care must be taken in handling the **rod**, especially during combat.

Any class of character may use the **rod**.

G.P. Sale Value: 40 000

Experience Point Value: 4000

Lair of the Demodand

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