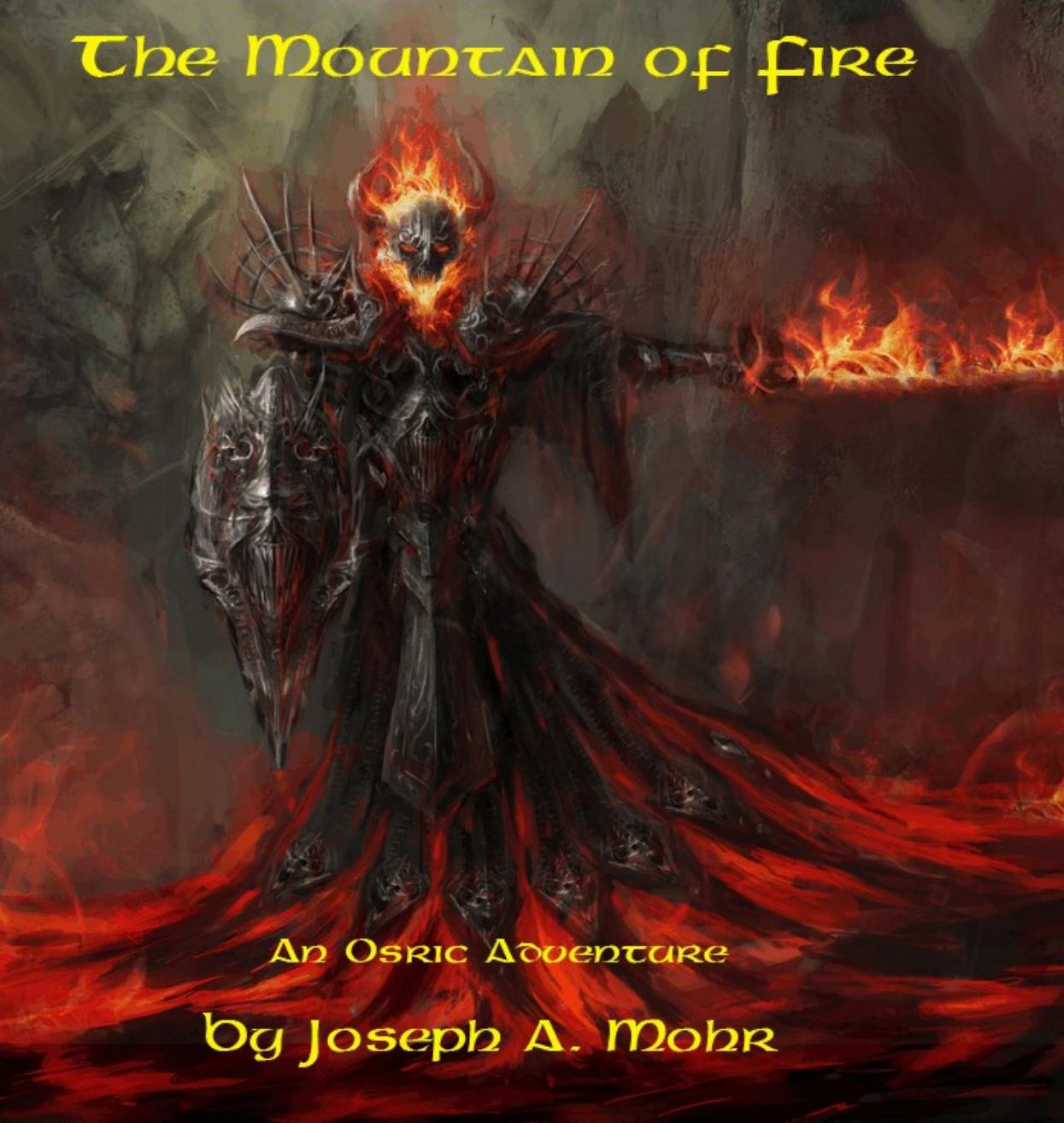


The Mountain of Fire



An OSRIC Adventure

By Joseph A. Mohr

the mountain of fire

An OSRIC Adventure

for 4-6 Characters of 11th to 15th level

by Joseph A. Mohr

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Joseph A. Mohr

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background information

The Mountain of Fire is the fourth and final installment on my series of adventures involving Malcon the Firebringer. Malcon is an extremely powerful Lich. Once while he was still human he attempted to seize the throne of Zanzia from the rightful rulers of the kingdom. He had been a faithful and loyal servant to the king for many years and served as the Grand Vizier and High Adviser to the king. But he grew envious of the power and the wealth of the king and ultimately decided to take it for his own.

He led a powerful army of undead and sacked the capital city of Onm after a long siege. The siege was eventually broken up by the Zanzian army led by a paladin named Antovinious. Antovinious was an old friend of Malcon but they became estranged after Malcon began to turn to evil. During this siege the king and queen of Zanzia were killed but their son and only heir was rescued and taken to safety to rule the Kingdom in the future. Malcon and his army were chased to the blood river and there an epic battle was staged. Malcon's army was crushed and he was driven back into his volcanic lair where he was sealed in for over one hundred years. During that time he transformed into a Lich.

Gnomish archeologists broke the ancient seals on the mountain about ten years ago and accidentally released the Lich once more into the world. They had been looking for evidence of the ancient Dunars that once ruled this continent.

Not long after the breaking of the seals Malcon was confronted by powerful

adventurers and defeated in combat. But these adventurers were foolhardy and failed to destroy his phylactery. Instead, they sold it on market not realizing it's true nature.

Malcon has now returned to plague the land once more. Those adventurers were slain by assassins one by one and no longer pose a threat to him. Now he is rebuilding his army with the help of his friends and allies. Soon they will be powerful enough to once more challenge the king for control of the land.

same master notes

This installment could be played alone or it could be played as part of the series of adventures. The order of the installments are:

The Oracle at Gula
The Temple of Domi
Castle of Aandoran the Defiler
Mountain of Fire

Malcon is the true villain behind all of the problems plaguing the land of Zanzia. Malcon is a follower of the Demigod Simaru. Simaru is known as the God of Chaos. He is often depicted as a large red clay demon with large glowing gems for eyes and ivory teeth. He is usually depicted holding a bowl of fire. His idols can be found everywhere in dungeons and lairs of evil creatures across Zanzia. His followers are unseen but are clearly numerous in the land. Even some former kings and nobles of Zanzia have been known to be members of this cult of chaos.

Destruction of Malcon and his Phylactery will put an end to the current problems plaguing Zanzia. But these tasks will not be easy. For Malcon resides in an

active volcano. And this lair is nearly as dangerous as the Lich himself. Eruptions are frequent in the volcano and cave ins are common as well. The creatures that live within the mountain are numerous and powerful. This is a high level adventure and those who are not prepared will perish in the fires of the mountain.

After the completion of the Castle of Aandoran adventure the players will have discovered evidence that Malcon is behind the problems that the king is concerned about. The king will again summon the adventurers to his court for one final quest. The quest is to destroy the Lich for eternity and free Zanzia from this evil. For this service the king will offer each of the surviving adventurers a single wish granted by his most powerful wizards. The reward for this service is great but the risks are great as well.

special notations within this adventure

At the end of the monster statistic blocks you will find notations indicating which source book the creature can be found in. These notations are as follows:

MM	=	Monster Manual
MM2	=	Monster Manual 2
MONM	=	2 nd Edition Monstrous Manual
FF	=	Fiend Folio
NM	=	New Monster
UA	=	Unearthed Arcana
PHB	=	Players Handbook
DMG	=	Dungeon Master's

Guide

beginning the adventure

Malcon was known to reside in the Mountain of Fire. This mountain is an active volcano within the Dragon Teeth Mountain Range which is in the northwestern corner of Zanzia near the borders with the Jural Empire and the Barbarian Lands. The journey to this volcano is about ten days ride from the city of Barrowmar (or about thirty days on foot). The journey will not be without risk either. For the Lich is fully aware that his allies have been slain by powerful adventurers and he will send his minions to seek out and destroy those approaching his mountain lair. The normal random encounters will not be met along this journey but instead the minions of Malcon will be encountered frequently.

RANDOM ENCOUNTERS ON THE JOURNEY TO THE MOUNTAIN OF FIRE

Encounters will be met on a roll of 1-2 in 6. These encounters should be rolled for both day and night.

1. Flight of Red Dragons
2. Pack of Wyverns
3. Vrocks
4. Undead Patrol.
5. Zanzian Patrol
6. Roll twice

Flight of Red Dragons

Malcon has dispatched these allies to find and destroy anyone approaching the mountain. They will swoop down and attack as one group. Each of these red dragons is an adult and is quite dangerous alone. But together they are a fearsome group. None of

these dragons speak or use magic.

Red Dragons (Adult) (4): AC -1; MV 9/24; HD 10; HP 50 each; # AT 3; Dmg 1-8/1-8/3-30; SA breath weapon (fire) for 50 damage or save versus breath weapon for half; AL CE; MM page 33.



Undead Patrol

Malcon has an army of Undead at his command. The vampire Aandoran was preparing this army for Malcon but his preparations may have been cut short by the adventurers destruction of Aandoran and/or his Organ of Evil. But Malcon already has forces at his disposal and this group is part

of that force.

Death Knight (1): AC 0; MV 12; HD 9; HP 75; # AT 1; Dmg 1-10+3 (two handed sword +3 and +6 for strength); SA 18/00 strength (+3 to hit and +6 to damage); SA continually generates fear in a 5' radius; SA at will it can use the following powers: **wall of ice, detect magic, detect invisibility**; SA twice per day it can use the following powers: **dispel magic, gate** in a type I demon (20%), type II (25%), type III (30%), type IV (20%), type VI (5%) with a 75% chance of success; SA once per day the death knight can use the following powers: **symbol of pain/fear** or generate a 20 hit dice **fireball**; SA all spells used by the death knight are at 20th level of magic use; SD the creature has a 75% magic resistance and on a roll of 11 or below the spell cast at the creature is reflected back at the caster; Magic Resistance 75%; AL CE; FF page 23. He carries a **+3 two handed sword** and rides a nightmare. He wears a special golden circlet that controls the two skeletal warriors with him. Should he be destroyed the two skeletal warriors will flee. Anyone attempting to wear this special circlet must save versus magic or go insane and turn chaotic evil. The circlet is made of gold and is worth 2500 gold pieces.

Nightmare (1): AC -4; MV 15/36; HD 6+6; HP 30; # AT 3; Dmg 2-8/4-10/4-10; SD breathes out smoking hot cloud during combat that obscures vision and makes victims choke; SD all combat with the creature by those affected by this smoke fight at -2 to hit and to damage; SA can fly; SA can become ethereal; SA can project into the astral plane; AL NE; MM page 74.

Skeletal Warriors (2): AC 2; MV 6; HD 9+8; HP 60 each; # AT 1; Dmg 1-10+3; SA +3 to hit probability with weapons; SA each carries a **+3 two handed sword**; SA each

was a 13th level fighter in life; SA each wears a golden circlet that controls them (which the death knight controls); SD cannot be turned; SA fear in creatures below 5HD causes them to flee; Magic Resistance 90%; AL NE; FF page 79. Each of the golden circlets are worth 1000 gold pieces. Should these circlets be removed from the warriors before they are slain the warriors could be controlled by someone wearing them and seeing them. Each of these warriors is mounted on a skeletal horse which could normally be easily turned but will not turn in the presence of the Death Knight.

Skeletal Horses (2): AC 8; MV 18; HD 3; HP 15 each; # AT 1; Dmg 1-6; SD sharp weapons do only one half damage; SD usual immunities associated with undead like: cold, hold, sleep, charm, death magic, paralysis, poison; AL N; MM2 page 109 modified.

Vrocks

These Type I Demons have been summoned to this plane and sent by Malcon to seek out and destroy anyone who approaches the mountain.

Type I Demons (6): AC 0; MV 12/18; HD 8; HP 35 each; # AT 5; Dmg 1-4/1-4/1-8/1-8/1-6; SA darkness 5' radius at will; SA detect invisible objects at will; SA telekinesis at will; SA gate in another type I demon at will (10% chance of success); Magic Resistance 50%; AL CE MM page 18.

Pack of Wyverns

These wyverns live in the mountain range and are merely out foraging for food. They have not been sent by Malcon but will certainly attack travelers that they come

across. They may settle for snatching one or two or might even settle for a horse or two.

Wyverns (6): AC 3; MV 6/24; HD 7+7; HP 40 each; # AT 2; Dmg 2-16/1-6; SA poison stinger (save versus poison or die); AL NE; MM page 102.

Zanzian Patrol

Despite the dangers posed by Malcon and his army of undead the king of Zanzia has dispatched some of his bravest soldiers to keep eyes on the happenings near the Mountain of Fire. While these patrols are not particularly dangerous to Malcon they are capable of eliminating some of the weaker raiding parties and criminals that might be normally found in traveling this part of Zanzia. These patrols will not attack adventurers and will aid them should they be encountered at the same time as one of the other random encounters. But they will not accompany the adventurers into the mountain itself.

Lieutenant (1): P4: AC 0; HP 32; wears **plate mail +1** and carries a **+1 shield**; rides a white heavy warhorse with plate barding; carries a **+2 bastard sword** and a heavy lance; his armor has golden etching with the symbols of the church that he belongs to and the royal seals of the kingdom of Zanzia; he is a zealous advocate for the king and serves faithfully; AL LG.

Men at Arms (20): F0: AC 4; HP 4 each; chain mail and shield; half carry horseman's mace and the other carry horseman's flails; all carry light crossbows and 20 bolts; each rides a light war horse; all are neutral good in alignment.

the mountain of fire

After the long and perilous journey the adventurers will see the volcano in the distance rising high above the other mountains nearby. Smoke rises from the peak of the volcano as if beckoning the adventurers to come closer. High the clouds above the mountain many winged creatures can be seen flying patrols. Dragons, gargoyles, and other winged creatures watch all approaches to the volcano.

When the adventurers come within a quarter mile of the volcano they will notice a cave entrance in the side of the mountain. Two large stone obelisks beside this cave entrance contain strange magical runes which cannot easily be deciphered. It appears that both of these obelisks were damaged many years ago and they now only faintly glow of magic. Close inspection of the area around the volcano will take time and bring many random encounters. But anyone doing this will also notice many other obelisks like these two damaged ones. These were the magical seals that once kept Malcon imprisoned here. Now that these two seals are broken he is free to come and go as he pleases. These other obelisks have now also been damaged by minions of the Lich so that he can stay free to pursue his plans for conquest.

Anyone approaching the cave will immediately notice the heat coming from within the volcano. Anyone spending time within this mountain will suffer 1 hit point of damage every turn from the intense heat within this mountain. Those wearing armor will suffer 3 hit points of damage per turn from this. Those wearing or using fire resistance magic will suffer none of these

effects.

None of the rooms within this mountain are lit unless otherwise specified. Those areas that are near molten lava will be lit by the lava alone. No doors within the complex are locked unless otherwise stated. All rooms have a ceiling at least twenty feet high to accommodate the many giants patrolling these rooms and caverns. All doorways are big enough to allow access for these giants. Cave ins and eruptions are frequent. Sleep is nearly impossible within the volcano. Random encounters within the mountain are also frequent. Malcon's many servants and minions patrol regularly looking for invaders. Ever since Malcon's last brush with near destruction he has become much more vigilant in his own self preservation.

RANDOM ENCOUNTERS WITHIN THE MOUNTAIN

Encounters will be indicated by a 1 or 2 out of 8. Encounters will be rolled every four hours while in the volcano.

1. Undead Patrol
2. Fire Giant Patrol
3. Volcano Giant Patrol
4. Fire Giant Patrol
5. Cave In
6. Hell Hound Pack
7. Eruption
8. Roll Twice (second group will be an add 1-3 rounds into the encounter)

Cave In

Cave ins are a frequent occurrence within these caves. The constant eruptions from the volcanos makes every chamber and room unstable. The cave ins can take place even in the stone rooms which occupy certain levels of the complex. Malcon does not mind these

occurrences as he is an immortal Lich anyway. Such occurrences will do 3-30 points of damage to all those in the area (save versus dexterity using 4D6 to avoid one half of the damage).

Eruptions

Eruptions of the volcano are also a frequent occurrence. Generally these eruptions will not cause lava to flow in the area that the adventurers are located but they might (10% chance). Generally these occurrences are merely frightening and will disturb attempts to sleep. No one could sleep through these eruptions unless they have cast silence on the area in which they are sleeping. Should lava actually begin flowing in the area where the players are located (this can only occur on the cavern maps where lava is present) it will not immediately threaten the players but may block paths that were previously available to them.

Fire Giant Patrol

These patrols consist of eight warriors and a shaman and a witch doctor. They are also accompanied by two hell hounds. These patrols are a threat on all levels of this complex. A small tribe of these giants lives within the caves and will be encountered at various fixed points in the tunnels and halls.

Fire Giant Warriors (8): AC 3; MV 12; HD 11+3; HP 50 each; # AT 1; Dmg 5-30; SA throw rocks for 2-20 damage as a missile weapon; SD impervious to fire; AL LE; MM page 44.

Fire Giant Shaman (1): AC -1; MV 12; HD 15 +3; HP 70; # AT 1 Dmg 2-20 +10; SA throw rocks for 2-20 damage; SD impervious to fire; SA spell use as a 5th level cleric; AL LE; MONM at page 137. Spells

known: **command, resist cold, protection from good, silence 15' radius, hold person, chant, dispel magic.**

Fire Giant Witch Doctor (1): AC -1; MV 12; HD 15 +2; HP 65; # AT 1 Dmg 2-20 +10; SA throw rocks for 2-20 damage; SD impervious to fire; SA spell use as a 4th level cleric/3rd level magic user; AL LE; MONM at page 137. Cleric spells known: **cure light wounds, curse, sanctuary, silence 15' radius, hold person, prayer.** Magic user spells known: **magic missile, charm person, web.**

Hell Hounds (2): AC 4; MV 12; HD 7; HP 30 each; # AT 1; Dmg 1-10; SA breathe fire for 7 hit points of damage (save versus breath weapon for one half damage); SA surprise on 1-4 out of 6; SA keen hearing allows them to be surprised only on a 1 out of 6; SA keen sight allows them to see invisible creatures and objects 50% of the time; SA can breath and bite in the same round; AL LE; MM page 51. Each wears a golden medallion and a spiked collar. The medallion has the letter "M" stamped upon it and is worth 500 gold pieces.

Hell Hound Pack

The fire giants release hell hounds into the tunnels to patrol for them. These hell hounds return to base only to sleep or be fed by the giants. They are well cared for and are loyal to their masters.

Hell Hounds (12): AC 4; MV 12; HD 7; HP 30 each; # AT 1; Dmg 1-10; SA breathe fire for 7 hit points of damage (save versus breath weapon for one half damage); SA surprise on 1-4 out of 6; SA keen hearing allows them to be surprised only on a 1 out of 6; SA keen sight allows them to see invisible creatures and objects 50% of the time; SA can breath

and bite in the same round; AL LE; MM page 51. Each wears a golden medallion and a spiked collar. The medallion has the letter "M" stamped upon it and is worth 500 gold pieces.

Undead Patrol

This is the same patrol from above without the mounts which are obviously not needed here. Should this encounter already have occurred outside of the mountain and these creatures already destroyed then roll again.

Volcano Giant Patrol

A small tribe of Volcano Giants live within the caverns. While they are not evil they respect power and magic. And Malcon has plenty of both. They are allies of the Lich and protect his lair from enemies.

Volcano Giants (10): AC 6; MV 18; HD 17; HP 95 each; # AT 1; Dmg 2-24 (stone spear); SA breath sulfuric gas in a 30 foot cone (save versus poison or suffer -4 to hit and damage rolls for 10 rounds); SD impervious to fire; SD weak to cold (50% extra damage from this); SD can catch boulders thrown at them; AL CN; NM see below.

KEY TO THE MOUNTAIN OF FIRE

The cave entrance to the mountain is a natural entrance from lava flow. The walls are made of cooled lava but the walls glow at several places in the caverns due to the intense heat of the volcano.

KEY TO LEVEL ONE

1. Simaru Welcomes

In the center of the large entrance cave is an enormous statue of Simaru. Simaru is known to Zanzians as the God of Chaos. Throughout the years this demigod has been responsible for so many crimes and atrocities they cannot be counted. This large clay idol is formed into this demonic figure. He holds a large brazier between his two giant hands. A fire burns in this brazier. His shining eyes are made from clear gems that must be diamonds. His ivory teeth smile as if to welcome the adventurers to hell itself. The idol stands forty feet tall.



The statue radiates both magic and evil. No fuel seems to burn in the large bowl held by the idol but clearly fire burns there.

Anyone who approaches the idol will feel uneasy within a 25 feet radius of it. Those who come within that distance must save versus paralysis or flee from the statue for one turn. Should the statue be touched it will let out an incredibly loud scream. This scream will bring about a random encounter roll. The scream will last for one full round and be deafening. Those within twenty five feet of the statue will be unable to hear for 2-5 rounds and unable to cast spells during that time due to their inability to hear themselves speak.

The Eyes

The gem eyes are indeed diamonds and are worth 5000 gold pieces each. They are both trapped however and anyone attempting to take the gems from the idol will set this trap in motion. The statue of Simaru will turn it's head towards one of the adventurers and let loose a spray of molten lava in a cone fifty feet long and ten feet wide. Those within the area of effect must save versus breath weapon or take 6D6 damage (save for half damage).

The Teeth

The ivory teeth of the idol are worth 100 gold pieces each. There are twenty of these teeth to collect. One of the twenty teeth is also trapped. Should anyone attempt to pull this tooth the statue will begin wailing loudly. This wailing is the equivalent of a sonic attack and those within fifty feet of the statue must save versus magic or take 1-10 damage per round. The wailing will last for

five rounds. For each of these rounds roll a random encounter chance. The wailing is so incredibly loud that those in the caverns cannot help but hear it and investigate.

The Bowl

Anyone investigating the bowl will find that the fire that lights it is magical indeed. Nothing else is in the bowl yet it burns bright and hot. Should a weapon blade be placed within the fire it will glow magically. This glow will last for one turn and will provide light as well as an additional +1 to hit and to damage for the full turn it glows.

2. Intersection in the Tunnels

This is a busy intersection. Any time the adventurers visit this point roll a random encounter chance. Signs of recent traffic can be easily detected here if the party has a ranger with them.

3. Chute Trap

This chamber is quite large. It appears to be the home of some kind of giant. There is an enormous bed of matted furs in one corner of the room. In another is a strange shrine to some unrecognizable giant god. Those with specialized knowledge about fire giants might recognize this deity but no one else could. This shrine is along the eastern wall of the cave. Hanging from the ceiling along the north wall of the room are tapestries depicting some kind of royal family. Again, if someone has specialized knowledge about fire giants they might recognize the family crest of Abamor a fire giant king of some renown.

Anyone getting too close to the shrine may step on a loose piece of lava rock and trigger

a chute trap. This trap will drop the adventurer into the river of lava in area 9. The person can swim to the relative safety of the bridge at area 6 but will find that bridge occupied by fire giants unless this area has already been cleared. It will take 3-12 rounds to swim to the bridge and unless the person is resistant to fire they will suffer 2-16 damage from the heat of the lava each round that they are within it. All weapons and armor must make saving throws from the intense heat of the lava (use the fireball column).

4. Lava Weird

This room contains a large pool of molten lava which dominates most of the room. The lava bubbles and glows red hot. The heat of this chamber is intense. A circle of cooler lava rocks circles this molten pool. Hiding within this pool is a **lava weird** waiting to ambush the unwary.

Lava Weird (1): AC 0; MV 12; HD 10; HP 50; # AT 1; Dmg 1-8+7 + fire damage of 1-8; SA fire damage; SA grapple and drag down into lava; SA drowning of victims; SA disruption and not death from combat at zero hit points; SA only cold based attacks can permanently kill this creature; SA a lava weird can control earth elementals and fire elementals that are present near them as they are creatures of both elements; SA surprise on 1-4 out of six while hiding in lava; AL CE; NM see below.

5. Guard Post One

This small cave is a forward guard post for the fire giants that live on this level of the volcano. These guards are not overly alert as they have two hell hounds with them that are. These giants sit around a table made of lava rock and sit on chairs made of the same.

The two hell hounds lie on the ground near the entrance to the chamber. The hell hounds are alert and can smell and hear exceptionally well.

On the table are some large dice that the giants are using to gamble with. Also on the table are numerous coins that are stacked up and being bet on the game. There are 545 platinum pieces and 434 gold pieces on the table. Beside them is a fine golden ring with a large sapphire in it worth 1750 gold pieces and a necklace made of the finest pearls worth 1250 gold pieces.

Should these guards still be here when a battle erupts on the bridge in area 6 they will certainly hear the sounds and move to investigate within 2-5 rounds.

Fire Giant Warriors (8): AC 3; MV 12; HD 11+3; HP 55 each; # AT 1; Dmg 5-30; SA throw rocks for 2-20 damage as a missile weapon; SD impervious to fire; AL LE; MM page 44.

Hell Hounds (2): AC 4; MV 12; HD 7; HP 25 each; # AT 1; Dmg 1-10; SA breathe fire for 7 hit points of damage (save versus breath weapon for one half damage); SA surprise on 1-4 out of 6; SA keen hearing allows them to be surprised only on a 1 out of 6; SA keen sight allows them to see invisible creatures and objects 50% of the time; SA can breath and bite in the same round; AL LE; MM page 51. Each wears a golden medallion and a spiked collar. The medallion has the letter "M" stamped upon it and is worth 500 gold pieces.

6. The Stone Bridge

A stone bridge crosses a river of molten lava. The bridge allows access to another portion of the caverns which can be seen beyond.

Walking on this bridge, however, are fire giant warriors and hell hounds. These guards will attack anyone that they do not recognize. The sounds of battle on this bridge will cause guards from area 5 to come investigate with 2-5 rounds. The sounds may also draw interest from the guards in area 7 which is just beyond the bridge. Those guards have a 10% chance (cumulatively) of hearing the sounds of battle here each round. They will come investigate the sounds within 2-5 rounds of hearing them.

Fire Giant Warriors (4): AC 3; MV 12; HD 11+3; HP 55 each; # AT 1; Dmg 5-30; SA throw rocks for 2-20 damage as a missile weapon; SD impervious to fire; AL LE; MM page 44.



Fire Giant Shaman (1): AC -1; MV 12; HD 15 +3; HP 67; # AT 1 Dmg 2-20 +10; SA throw rocks for 2-20 damage; SD impervious to fire; SA spell use as a 5th level cleric; AL LE; MONM at page 137. Spells known: **command, cause fear, curse, silence 15' radius, hold person, augury, dispel magic.** She wears a necklace made of the finest fire opals worth 7750 gold pieces. She also wears a large golden ring with an enormous ruby worth 5500 gold pieces.

Hell Hounds (2): AC 4; MV 12; HD 7; HP 30 each; # AT 1; Dmg 1-10; SA breathe fire for 7 hit points of damage (save versus breath weapon for one half damage); SA surprise on 1-4 out of 6; SA keen hearing allows them to be surprised only on a 1 out of 6; SA keen sight allows them to see invisible creatures and objects 50% of the time; SA can breath and bite in the same round; AL LE; MM page 51. Each wears a golden medallion and a spiked collar. The medallion has the letter "M" stamped upon it and is worth 500 gold pieces.

Anyone dunked in the lava river by the chute trap in area 3 might be able to swim to this bridge to escape the lava. Climbing onto the bridge would not be difficult as it has low walls that would allow easy climbing from the river. Of course, the guards on the bridge will immediately attack anyone who does climb onto the bridge.

7. Guard Post Two

This is the primary guard post for the fire giants. Their group uses this chamber as their sleeping quarters. Bedding lies on the ground here consisting of matted animal skins. Many such beds are here. Many more than the number of giants present in the room.

Should they hear sounds coming from the

bridge they will move to investigate and will arrive in 2-5 rounds. There is a 10% chance per round of battle on the bridge that these giants will hear the battle and move to investigate.

Fire Giant Warriors (8): AC 3; MV 12; HD 11+3; HP 55 each; # AT 1; Dmg 5-30; SA throw rocks for 2-20 damage as a missile weapon; SD impervious to fire; AL LE; MM page 44.

Fire Giant Shaman (1): AC -1; MV 12; HD 15 +3; HP 73; # AT 1 Dmg 2-20 +10; SA throw rocks for 2-20 damage; SD impervious to fire; SA spell use as a 7th level cleric; AL LE; MONM at page 137. Spells known: **command, cause fear, curse, silence 15' radius, hold person, augury, dispel magic, prayer, cure serious wounds.** He wears a strange head piece made of platinum and studded with emeralds and rubies. This head piece is worth 4750 gold pieces and wears a mink fur cape worth 2700 gold pieces.

Hidden beneath the piles of matted fur bedding in the room are: a diamond necklace worth 3500 gold pieces, a golden chalice with opals and jade worth 2750 gold pieces, 455 platinum pieces and 543 gold pieces. There is also a bone scroll tube with a magic user scroll inside of it with the following spells: **teleport, passwall, reincarnation, guards and wards, phase door.**

8. Lava Pool/Lava Lizards

This large chamber has a huge molten lava pool in the center of it. Lounging near the pool are three lizards which appear to be glowing like molten lava themselves. But they are not alone. For swimming in the lava are four more of these creatures.

Lava Lizards (7): AC 0; MV 12/9 (run/swim); HD 9; HP 35 each; # AT 1; Dmg 3-24 + fire damage of 2D6 (save vs breath for half); SA fire damage; SA heat aura does 1D4 damage to all those within 10 feet radius of creature (save vs breath negates); AL N; NM see below.

Floating in the lava pool itself (about a foot deep) is a **long sword +3, flame tongue: +4 vs regenerating creatures, +5 vs cold using, inflammable, or avian creatures, +5 vs undead.** This sword will only be found if the players search the lava pool itself or cast a detect magic to find it. This sword was left here by another adventurer who died fighting these lava lizards.

9. River of Lava

The mountain of fire is an active volcano. Rivers of lava crisscross the levels of the complex. Anyone falling into this lava take 2-16 damage each round until they are extracted from it. It is possible for one to swim in this lava to a safe place but one will take damage each round unless they are resistant to the intense heat of it.

10. Cinder Knight and Friends/Stairs to Level Two

This natural cavern is made from cooled lava like many of the other chambers within the volcano. This one, however, has a spiral stair case leading downward which is made from obsidian. The black stairs lead downward at least thirty feet.

Standing guard in this room is a strange looking knight. He wears black armor. Where the eyes and mouth would be on the helm of this knight fire can be seen. Smoke rises from the armor. This creature is a fearsome sight. It is a cinder knight. Beside him are eight fire

giant warriors.

damage; Magic Resistance 20%; AL N; NM see below.

Fire Giant Warriors (8): AC 3; MV 12; HD 11+3; HP 50 each; # AT 1; Dmg 5-30; SA throw rocks for 2-20 damage as a missile weapon; SD impervious to fire; AL LE; MM page 44.



Cinder Knight (1): AC 2; MV 12; HD 15; HP 110; # AT 1; Dmg 1-10 +3 (**+3 two handed sword**) +1D6 fire damage (save vs breath for half); SA carries a +3 two handed sword; SA heat aura does 1D6 damage to all within a 10 feet radius of him (save vs breath negates); SD vulnerable to cold (double damage); SD immune to fire

Key to level two

Unlike the previous level this one is not natural caverns. Instead there are stone walls, floors and ceilings. There are doors made from stone. Unlike the previous level this one is much cooler. Even those in heavy armor will take no heat damage here. It will not be entirely comfortable however.

1. Entry to Level Two

This large circular room has a high domed roof. A door leads south from here. Painted on the ceiling and walls here are disturbing images from Malcon's bloody history. Scenes of him leading his undead army at the sacking of the city of Onm are depicted. Bloody and evil rituals performed by the evil wizard are gleefully presented in full color on the walls of this room.

2. Death Trap

This room appears to be a site of a battle. Broken arrows litter the ground. A broken sword lies just inside the doorway. A bent shield lies near the center of the room. Skeletal remains of several humans or humanoids can be seen near these other objects. Beneath one of the skeletons is a scroll tube made of black metal. In the hand of that skeleton is a badly abused mace which

has seen better days. Inside the tube is a scroll with a symbol of death inscribed upon it. Any person attempting to read what is on this scroll must save versus magic to avoid the affects. Anyone with less than 80 hit points who fails the saving throw will fall dead.

3. Riddle of the Mountain

This room has walls that are shiny like mirrors. They are made from some kind of peculiar metal which is unknown to the adventurers.

In the center of this room is a black pedestal. Atop this pedestal is a small red pillow. And on that red pillow is a ring which shimmers with magical energy. A **prismatic sphere** covering the top of the pedestal prevents anyone from touching the ring.

A lightning bolt bounces between the metal walls of this room. Anyone stepping into the room has a 25% chance of being struck by this lightning bolt each round. Even standing in the doorway a person has a 10% chance of being struck by the bolt. The bolt is a 25HD bolt of lightning.

Should anyone be struck by this bolt it will be fully absorbed by the person doing so. It might be possible to put someone or something else in the way of this bolt to absorb the energy and make the room safe to walk inside of.

Etched on the base of the pedestal are runes in the language of elves.

“I am the red tongue of the Earth,
that buries cities.”

The Answer to this riddle is: Lava from a volcano. Should this answer be spoken

aloud the prismatic sphere will drop layer by layer giving access to the ring. It is a **ring of fire resistance**.

Should a wrong answer be given the **prismatic sphere** will explode outward giving the effect of a **prismatic spray**. All those in the room will suffer from a color of the spray. The ring will no longer be present in the room.

4. Riddle of the Skull

This room contains a black pedestal with a white skull resting on it. The eyes and mouth of the skull are lit with fire. Four other black pedestals surround the one with the skull atop it. On these other pedestals are golden rings which shimmer with magical energy. Each is surrounded by a prismatic sphere.



The skull speaks when anyone enters the

room. It asks a riddle.

“To catch me you must trap me in a place
that has no cracks,
If you're game enough to try, you will see.
And you must not leave me where I can see
the golden sun.
Do so and you'll be setting me free.”

The Answer: Water. Should anyone speak this answer aloud the skull will disappear and the four prismatic spheres will disappear allowing access to the rings. The rings are as follows:

- #1 **Ring of Weakness**
- #2 **Ring of Faerie** (UA) (aligned towards good)
- #3 **Ring of Blinking** (UA)
- #4 **Ring of Clumsiness** (UA)
(secondary power is feather falling)

Should anyone speak the wrong answer, however, all of the prismatic spheres and rings will disappear as well as the skull. The Five remaining pedestals will polymorph into black puddings and attack.

Black Puddings (5): AC 6; MV 6; HD 10; HP 50 each; # AT 1; Dmg 3-24; SA dissolve wood and metal; SD blows and lightning cause it to split; SD immune to cold; AL N; MM page 10.

5. Chamber of Horror

This room appears to have been used as a torture chamber for enemies of the Lich. An iron maiden, a rack, a brazier with red hot irons in it and a cage with skeletal remains inside of it are present in the room. The walls here are painted with disturbing images of torture and murder. Use of detect magic will reveal that all of these features have a magical aura including the paintings.

The room is well lit from the fiery brazier.

The Paintings of Torture

Anyone touching one of the paintings must save versus magic or be teleported into the iron maiden.

Iron Maiden

Anyone examining the iron maiden will notice that it will not open. There is no hinge allowing the device to be opened. How one would be put inside of the device is unknown. There is no air inside of the iron maiden. Anyone teleported into it will begin suffocating. Each round they must make a saving throw versus their constitution on 4D6. A roll of higher than the constitution indicates death from suffocation. The Iron Maiden has 500 hit points and an AC of 10. It could be hacked open but it will take a while.

The Cage

The skeletal remains in the cage are old. If touched these remains will crumble to dust. Anyone who inspects the remains closely may realize that the skeleton is that of a gnome. Anyone touching the cage must save versus magic or be teleported onto the rack which will begin stretching the victim immediately.

Brazier

The Brazier is red hot. Yet the coals inside do not appear to be burning. In fact, they appear to be black. If taken out of the brazier the coals will prove to be cool to the touch. Hidden beneath these coals is a star ruby worth 10000 gold pieces.

Red Hot Irons

Anyone who touches one of the red hot irons must save versus magic or feel compelled to put the irons to use on anyone nearby. Once engaged in this activity the person will feel compelled for 2-5 rounds to strike others present in the room with the irons. The irons will do 2-8 damage each time they hit someone. After the person has returned to normal they will no longer be affected by the irons.

The Rack

The rack is empty at the moment. The shackles are a bit old and rusty but dried blood can still be seen on them. Should anyone be teleported onto the rack after touching the cage the rack will begin stretching the victim on its own. The victim will suffer 2-8 damage per round that the device is allowed to work on them. The shackles are ordinary steel and can be cut with a sword with a normal to hit roll. They are AC 0 and have 20 HIT points per shackle. It will take at least one round (or more than one person) to cut both shackles from either the arms or legs. None of the shackles have a lock to pick. In fact, none of the shackles can be opened at all. If anyone bothers to look closely at the shackles this fact might be noticed. If only one shackle is cut the person will still take 1D4 damage until the other is cut.

A secret door leads to area 5 where the torturer will be watching the adventurers through a peephole. He will attack at his best opportunity. If the adventurers become distracted with one of the devices he will attempt to surprise them.

6. The Torturer/Secret Room

Hiding in this room is a Fomorian Giant named Algolen. He is the master's torturer.

This secret room is his private quarters. A large oversized (giant sized) bed occupies much of the west of the room. Beside this bed is a trunk made of banded iron. It has an iron lock on it.

The Torturer (Fomorian Giant) (1): AC 3; MV 9; HD 13+3; HP 80; # AT 1; Dmg 4-32; SA +3 to surprise rolls; SD never surprised; SA swings a chain with a heavy spiked ball which he uses as his primary weapon; AL NE; MM2 page 68.

Trunk

The trunk is locked and trapped. Anyone attempting to pick the lock on this chest will find that it has a very advanced and difficult lock to pick. Thieves will find that their chances to pick this lock have been reduced by 50%. The Chest is made of iron as well as the lock. Should the chest be bashed open it will have an AC of 10 and HP of 200. Bashing the chest open will destroy any potions inside of the chest. The potions will spill onto the fur and ruin it as well.

Inside the chest are several potions wrapped up carefully in a giant sized sable coat worth 8500 gold pieces. The potions are:

Frost Giant Strength

Delusion

Poison (Type E ingestive)

Oil of Ethereallness

Superheroism

Ultra Healing (equivalent to heal spell)

Oil of Fiery Burning (UA)

Philter of Stammering and Stuttering (UA)

Ventriloquism (UA)

Also in the trunk are 275 gold pieces and 250 platinum pieces. There is also a golden arm band (giant sized) with a ruby in it worth 5750 gold pieces.

7. Guest Room

A large party of drow are encamped in this room. These are honored guests of Malcon and have come to the mountain to discuss their role in the impending war against the king of Zanzia. Malcon has promised them great riches for their assistance. To this point they have not committed. They are here to negotiate and see what the Lich might be able to provide them in the way of magical compensation for their efforts. Two of the lower level male fighters guard the doorway to prevent anyone from surprising them. Both guards are highly alert and will not be surprised. The room is not lit as drow prefer the darkness.



Leader, Nakiasha Ilimaris, Female, C16: AC -4, HP 70, wears **drow chain mail +5**, carries a **drow buckler +3**, carries a **drow mace +4**, AL CE, Spells Known: **curse, command, cause fear, detect good, cure light wounds, sanctuary, protection from good, darkness, resist cold, silence 15' radius, hold person (x3), resist fire, know alignment, find traps, chant, augury, dispel magic (innate to female drow), feign death, locate object, speak with dead, animate dead, prayer, bestow curse, cause blindness, continual darkness, cure serious wounds, detect lie, divination, protection from good 10' radius, tongues, exorcise, cure critical wounds, flame strike, dispel good, slay living, insect plague, harm, heal, blade barrier, destruction.** She wears a platinum locket on a silver chain around her neck. This locket is worth 500 gold pieces. She also has a pair of silver armbands each with diamonds decorating it. Each is worth 1250 gold pieces. She carries a **staff of the serpent (adder version)**. She is 82% magic resistant.

Ailred Zingolor, Male, MU12: AC 4, HP 35, he carries a **drow dagger +3** and wears black robes. His AL is CE. He is 74% magic resistant. He holds a **wand of paralyzation** with 12 charges on it.

Spells memorized: **charm person, magic missile, spider climb, shocking grasp, web, mirror image, ray of enfeeblement, scare, lightning bolt, hold person, phantasmal force, fireball, confusion, wall of fire, ice storm, fear, cone of cold, conjure elemental, wall of force, magic jar, death spell.** He carries a travel spell book with those spells in it. He wears a golden scull cap with rubies decorating it worth 2750 gold pieces.

Druindar Magzeiros, MU12: AC 2; HP 32, He carries a **drow dagger +3** and wears black robes and a black hat. He is 74% magic resistant. He holds a **wand of lightning** with 15 charges on it.

Spells memorized: **magic missile, sleep, burning hands, shield, mirror image, pyrotechnics, shatter, rope trick, haste, fireball, slow, suggestion, dimension door, charm monster, fire charm, polymorph other, cloud kill, telekinesis, feeblemind, passwall, disintegrate**. He carries a travel spell book with those spells written in it. He wears three golden rings on his right hand.. Each is decorated by a different colored stone (emerald, ruby and sapphire. Each ring is worth 1250 gold pieces. On his left hand he wears a **ring of protection +2**.

Mylaerla Beixidor, Female, F9: AC -4, HP 75, she wears **drow chainmail +5** and carries a **drow buckler +3**. She carries a **drow one handed crossbow**. This crossbow uses small bolts which are poisoned. Each does 1-3 damage upon a hit and makes the victim unconscious (save versus paralyzation at -4). She also carries a **drow short sword +4**. She wears a golden necklace with a platinum medallion bearing the crest of her royal drow family. It is worth 1000 gold pieces. She has six of the poison darts for the crossbow. The darts cannot be reused. She is 68% magic resistant. She strikes 3 times every 2 rounds.

Leilatha Venrie, Female, F9: AC -4, HP 60. She wears **drow chain mail +5** and carries a **drow buckler +3**. She wields a **drow adamantine flail +4** and carries an atlatl and three javelins coated with the same poison as the darts above. This device is +3 to hit at short range, +2 to hit at medium range and +1 to hit at long range (9" max range). She wears platinum earrings with

pearls in them worth 750 gold pieces each. She is 68% magic resistant. She strikes 3 times every 2 rounds.

Lethhone Eilnala, Female, F9: AC 0, HP 65. She wears **drow chain mail +5** and wields a **drow adamantine two handed sword +3**. A golden clasp with a star sapphire in it holds her dark cloak around her neck. This clasp is worth 1250 gold pieces. She is 68% magic resistant. She strikes 3 times every 2 rounds.

Selphie Yllawenys, Female, F9: AC , HP 62. She wears **drow chain mail +3** and wields a **+3 drow buckler**. She carries a **drow adamantine spear +5**. Around her head is a platinum band which holds her hair from getting in her way during combat. It is worth 500 gold pieces. She is 68% magic resistant. She strikes 3 times every 2 rounds.

Other Male Fighters F7 (8): AC 0, HP 35 each. Each wears **drow chain mail +2** and carries a **+2 drow buckler**. Each carries a **+3 drow short sword**. They are 64% magic resistant. They strike 3 times every 2 rounds.

All of the drow have the following attributes: in addition to their innate magic resistance they also make all saving throws (after applying magic resistance) at +2. All can use the following spells once per day: **dancing lights, faerie fire, darkness, detect magic, know alignment, levitate**.

The females can also use the following spells once per day: **clairvoyance, detect lie, suggestion, dispel magic**.

8. The Dark Mage

The door to this room is locked. The door is enchanted and this will be detected if

someone casts a detect magic. If anyone attempts to open the door, bash the door open, pick the lock or in any other way enter the room a magic mouth will appear on that outside of the door and begin screaming for help. The door will then magically fly open and the Vrocks will advance to the doorway.

This room is a well appointed residence for one of Malcon's henchmen. A wizard named Urlok has made this into his personal quarters. With him are Vrock body guards that he has summoned to this plane to aid his master. They were out searching for travelers to the mountain but have returned to their master to guard him against intruders in the mountain.

A large feather bed sits northwest wall. Hidden behind this bed is a secret door that will be difficult to detect until the bed has been moved. Any attempt to find this secret door will have a 50% less chance of success while the bed is still in place.

Two large paintings occupy the east wall and the south wall of the room. Each painting depicts Malcon the Fire Bringer in action. The first shows him leading his army against the city of Onm. The second shows him atop this mountain as a Lich. Both paintings are seven feet tall and five feet wide.

Urlock The Dark - MU18; HP 40; AC 3; wears a **robe of the magi (black)** and a **ring of protection +2**; he carries a **wand of conjuration** with 15 charges on it and wears a **ring of electrical resistance**; AL CE. The robe is evil and allows him 5% resistance to magic as well as a +1 to all saving throws. Spells memorized: **magic missile, hold portal, friends, ventriloquism, shield, mirror image, darkness 15' radius, web, ray of enfeeblement, levitate, fireball, lightning bolt, slow, hold person, haste,**

confusion, dimension door, ice storm, wizard eye, fumble, cloud kill, conjure elemental, teleport, wall of force, hold monster, death spell, disintegrate, repulsion, power word stun, phase door, delayed blast fireball, incendiary cloud, clenched fist, gate. His traveling spell book is hidden within the room at the top of the northeast corner of the room near the ceiling. It has been turned invisible. The travel spell book includes all of the spells he has memorized.



Type I Demons (6): AC 0; MV 12/18; HD 8; HP 37 each; # AT 5; Dmg 1-4/1-4/1-8/1-8/1-6; SA darkness 5' radius at will; SA detect invisible objects at will; SA telekinesis at will; SA gate in another type I demon at will (10% chance of success); Magic Resistance

50%; AL CE MM page 18.

Paintings

Each of the paintings is worth 1500 gold pieces to collectors of historical art. The frames are worthless so the paintings could be rolled up and safely transported.

Bed

The mattress of this bed is stuffed with gems. The mattress would need to be cut open to find them. Inside are: A black sapphire worth 5000 gold pieces, A blue diamond worth 7500 gold pieces, five large pearls worth 500 gold pieces each.

The secret door behind the bed leads to area 9.

9. Secret Room

The wizard is using this space to hide some of his more valuable possessions. A large chest sits in the center of the floor here. It is locked and has multiple traps on it.

Traps

- #1 Anyone attempting to pick the lock will be pricked by a poison needle in the lock. The poison is type D insinuative. See DMG page 20.
- #2 Anyone opening the chest in any way without disabling the trap will release poison gas into the room. This poison comes from a bladder in the side of the chest. All those within 10 feet of the chest when opened must save versus poison or die in 1-3 rounds.
- #3 A symbol of discord has been placed

upon the inside lid of this chest. Anyone opening the lid and anyone close enough to see the lid will be affected by it and must make saving throws versus its effects. See PHB page 91.

Inside the Chest

The contents of the chest are a mink cape worth 2700 gold pieces, three oriental emeralds worth 5000 gold pieces each, 1000 platinum pieces, 2000 gold pieces, and a golden figurine of a manticore with diamonds for the eyes worth 2750 gold pieces. There is a bone scroll tube with illusionist spells written on the scroll inside: **prismatic wall, mass suggestion, astral spell, chaos, shadow magic**. Wrapped up in a piece of fine red silk is a **ring of multiple wishes** on it (1 wish left).

10. Troll Pen

This room is locked and has a bar on the outside of the door to prevent whatever is within the room from escaping. The smell coming from within is horrid.

Held in this pen are many trolls. They are minions of the Lich but they are being kept separate from many of the master's other servants until they are needed for the upcoming war. The room is filthy and completely dark. Bones litter the floor.

Trolls (25): AC 4; MV 12; HD 6+6; HP 30 each; # AT 3; Dmg 5-8/5-8/2-12; SD regeneration of 3 hit points per round; SA acute sense of smell; SA infravision; SA limbs severed will rebond; SD must be killed with fire or acid; AL CE; MM page 97.

The trolls have no treasure of their own but one of their victims did. On one of the small

finger bones in the room is a ring. One would need to do a great deal of searching to find it. It is a **ring of telekinesis** and has five charges on it.

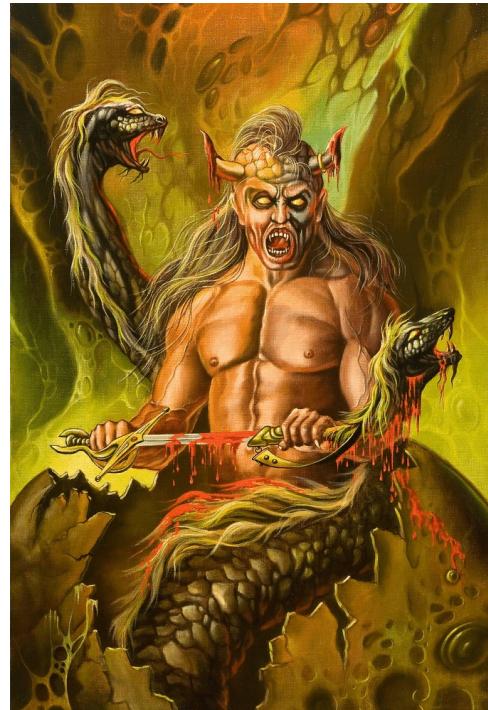


11. Summoning Chamber

This octagonal chamber has a large circle of burning flames in the center of it. A pentagram burns within the circle. Two creatures enter the room through the gate that is formed within the fiery circle. Each of the creatures carries a wicked looking whip

with many tails.

Type VI Demons (Balor) (2): AC -2; MV 6/15; HD 8+8; HP 50 each; # AT 1; Dmg 2-13; SA whip and flame (4-24 damage if someone is dragged into the flames); SD **darkness 10' radius** at will; SA at will can use the following abilities and spells: **cause fear (as wand), detect magic, read magic, read languages, detect invisible objects, pyrotechnics, dispel magic, suggestion, telekinesis, symbol (fear, discord, stunning), gate** in a type III demon (80%) or type IV demon (20%) with 70% chance of success; AL CE; MM page 19.



12. Stairs/Ambush

This large chamber has a spiral staircase leading downward. Guarding these stairs are four creatures wearing matted furs and carrying spiked clubs. Each of these humanoid creatures has two heads. But what is not immediately apparent to anyone initiating combat with these ettins is that there are two secret doors and two separate groups of guards waiting to join the fight. Area 13 and 14 both contain other guards that will join this fight a round later.

This room is well lit by torches every ten feet in sconces in the walls.

Ettins (4): AC 3; MV 12; HD 10; HP 45 each; # AT 2; Dmg 2-16/3-18; SD surprised only on a 1; AL CE; MM page 40.

13. Fire Giant Guards

Hiding in this room are guards that wait in ambush for someone to engage the Ettins in area 12. After one round of combat in area 12 these guards will burst in and join the fight.

Fire Giant Warriors (4): AC 3; MV 12; HD 11+3; HP 52 each; # AT 1; Dmg 5-30; SA throw rocks for 2-20 damage as a missile weapon; SD impervious to fire; AL LE; MM page 44.

14. Dark Nagas

In this dark room are three serpent like beasts. They are dark in color and blend easily with the Magic darkness of the room. If they hear noise from combat in area 12 they will move to investigate and will join the combat against the enemies of the Ettins

as they too are servants of Malcon. Each of these Nagas wears a diamond collar around their snake like neck. Each of these collars is worth 2000 gold pieces.

Nagas, Dark (3): AC 6; MV 13; HD 9; HP 40 each; # AT 2; Dmg 1-4/2-8; SA esp up to 80 feet; SA non poisonous bite and poisonous tail stinger (save vs poison or fall asleep for 2-8 rounds); SA spell use as a 6th level magic user and each of the Nagas have the following spells prepared: **magic missile, charm person, shield, sleep, ray of enfeeblement, mirror image, lightning bolt, slow;** SD immune to poison, acid and all venoms; SA can use it's tail stinger and either bite or cast spells in same round; SD resistant (+2 to saving throws) against: **charm, sleep, hold spells;** AL LE; MONM page 267

15. Mirror

This room seems empty except for a mirror in the south east corner of the room. The mirror is fairly large. It is about six feet tall by three feet wide. It radiates magic if detected for. Should anyone look into the mirror they will see a normal reflection in it. There is a secret room which can only be reached from this room yet there is no secret door to be found here. In order to travel to area 16 one needs to merely walk into the mirror and they will find themselves in the hallway to area 16. Should the mirror be removed from the wall there is no way to get to area 16. The mirror, if replaced on the wall, will continue transporting to area 16. If it is placed anywhere else it will not do so.

16. Riddle

A statue of a skeletal knight stands in the center of this room with open hands extended. The statue is made of stone. It radiates magic if detected for. In the language

of elves are words etched on the base of the statue.

“A dragons tooth in a mortals hand, I kill, I maim, I divide the land.”

The answer to this riddle: A sword. Should the answer be spoken nothing will happen. But if someone puts a sword in the hand of the statue (magical or otherwise) it will be pleased. The statue will grab the sword and hold it tightly. The person doing this will be blessed by the statue with two extra permanent hit points. The sword will then disappear as will the statue. Should any other answer be spoken aloud or any other object placed in the hand of the statue will explode doing 2-16 damage to all within a 10' radius of the statue (save versus magic for one half damage).

17. Magic Circle

A circle drawn in blood dominates the center of this large room. The rest of the room is empty. The circle radiates magic if detected for. Should anyone step into the circle it will burst into flames and the person will feel a tingling sensation. At this point the secret door to area 18 will shimmer and be visible to the person in the circle. This person alone may walk through the magical secret door. All others will find the wall solid rock.

The secret door is in the eastern wall of the room. While it can be found it cannot be opened by any means other than described above.

18. Puzzle

A statue of the Lich Malcon stands in the center of this room. The statue holds a staff with one hand and wears a crown upon it's skull. Should the staff be touched the skull

of the statue will burst into flames and light the room. Should the crown be touched the heat from it will cause 2-16 damage. The other hand of the Lich holds nothing in it. Close inspection of the arms of the statue will reveal that the arms are hinged. Should anyone try to move the statue's hands they will find that the hands are easily manipulated. Should the second hand be brought to touch the staff it will grab tightly with both hands and the staff tip will also burst into flames. The crown upon the head of the statue will turn into a real crown made of gold and with fire opals decorating it. It is worth 20000 gold pieces.

19. A Multi-Eyed Horror

This room contains a foul creature alien to the land of Zanzia. It is from another plane and has been summoned to this volcanic lair by Malcon. Like the others in this complex the creature is evil and is a willing servant of Malcon. The creature is blue and about 20 feet in diameter. It is a slithering blob with many eyes and one large central eye. It also has many pseudopods with fanged teeth with which it can hold weapons or other objects.

This creature is an Argos and it seems somewhat intelligent. But it is also ravenously hungry and will attack any living thing that it encounters in order to feed it's hunger. Oddly, the creature holds a shimmering halberd with the teeth of several of it's mouths.

Argos (1): AC 0; MV 9; HD 10; HP 75; # AT 3 (per victim) + 1D10 eyes; Dmg 1-4 (bite) or eyes; SA the creature may attack with 1-3 mouths to bite a victim for 1-4 damage each bite; SA on a natural 20 it envelopes a victim and swallows them whole; SA anyone swallowed whole takes 2-8 damage per round from the creature's

digestive juices; SA anyone swallowed whole may cut their way out with short weapons by doing more than 8 hit points of damage from within; SA the eyes of the creature have special powers (see table below); SA 1D10 eyes may be used to attack in a single round; SA creature has nearly 100 eyes; SA central eye can only attack those in front of creature; SA each point of damage taken by creature indicates a destroyed eye; SA central eye can attack each round by casting one of the following spells: **ray of enfeeblement, alter self, color spray**; SA all spells are cast at 10th level of MU experience; AL NE; MONM page 9 modified.

Eye Attack Table

1. Blindness
2. Burning Eyes (hands)
3. Charm Monster
4. Clairvoyance
5. Confusion
6. Darkness 15'
7. Dispel Magic
8. Emotion
9. ESP
10. Fumble
11. Gaze Reflection
12. Heat Metal
13. Hold Monster
14. Improved Phantasmal Force
15. Magic missile
16. Light
17. Slow
18. Suggestion
19. Tongues
20. Flesh to Stone

The halberd held by the Argos is a **+3 halberd, +5 versus creatures from the astral plane**.

20. Falling Block Trap

This room has a low ceiling. Holding this ceiling up is a wooden staff which is wedged between the floor and the ceiling above it. The staff radiates magic if detected for. The staff itself is worthless. It has had a Nystal's Magic Aura cast upon it but it has no magical powers at all. Should the staff be pulled away the ceiling will fall and anyone present in the room when this occurs will take 10-100 points of damage from the block of stone above.

21. Tilting Floor Trap

The floor of this room tilts either to the north or to the south depending upon what weight is on the floor. In the center of the room a steel beam beneath the floor keeps the entire floor from falling when one walks upon it. Anyone walking on the floor must make a saving throw of 4D6 against their dexterity to avoid falling into the pit beneath the floor. The pit is 60 feet deep and lined with spikes at the bottom. Anyone falling in will take 10D6 damage from the fall and another 3-18 damage from the spikes below. The spikes are also poisoned and anyone falling into them must save versus poison or begin suffering 2-5 damage per round for 2-5 rounds from the poison.

There is a secret door here leading to area 22.

22. Secret Room

A large pile of coins fills this hidden room. Thousands of gold, platinum and silver coins fill nearly every space. Buried beneath these coins, however, is a terrible creature called a Deepspawn. It looks like a gray sphere of rubber. It has six arms. Three of these arms end in fanged mouths. Three arms are tentacles. It has many eye stalks from which it sees.

Deepspawn (1): AC 6; MV 6; HD 14; HP 101; # AT 6; Dmg 3-12 x 3 (bites)/2-5 x3 (slap); SA every three rounds it can cast a hold spell at a victim; SA anyone held will be constricted by the creature for 2-5 damage per round (hit is automatic if victim is held); SA a held victim will be used by the creature as a weapon to strike others for 1-2 damage or as a shield to protect itself from attack by others; SA creature is incredibly strong and the only way to be released by it is to kill the tentacle arm itself by inflicting 2HD of damage to it or if one wishes to try a strength roll against the creature they may do so; SA tearing away requires victim and deepspawn to roll a D20 and add it to the strength and compare (deepspawn has 17 strength); SA a roll of higher means victim escapes the hold; SA can use **esp** at will; once per day it can use a **heal** spell (self only); SD immune to all venoms and poisons; AL CE; MONM page 53.

The coins are as follows: 4353 platinum pieces, 24132 gold pieces and 12313 silver pieces.

23. Mosaic

On the south wall of this room is a peculiar and disturbing mosaic. The image in the work of art is that of the face of Malcon the Firebringer after he turned into a Lich. The pattern of the mosaic causes each person to see it to feel as if Malcon is truly before them. Each person seeing the work must save versus paralysis or flee the room for 2-8 rounds. Anyone touching the mosaic will cause an unseen voice to speak. The voice is loud and the sound of it echoes through the halls of this level. This will require a random encounter check as the guardians of this place know of this room.

The voice will say:

“Welcome to my mountain. You shall soon become permanent residents of it.”

The mosaic radiates magic as well as evil should they be detected for. Should the mosaic be attacked it will crumble into pieces after being struck even one time. The dust from the pieces of the art work are coated with poison and all those within a ten foot radius of it must save versus poison or die in 1 round.

24. Fire Beetle Swarm

This door is locked, and seems to be made of iron, unlike the other doors in the complex. When the door is opened the light from within the room is blinding. All those who are looking into the doorway when it is opened will need to make a saving throw versus breath weapon or be temporarily blinded for 2-5 rounds from the intense light from within the room. This effect will cause those affected to strike at -4 to hit and to damage until this effect is over unless a cure blindness spell has been cast upon them. For within this packed room is a huge swarm of fire beetles which Malcon has had placed in this room for the unwary intruders to come across. Once the door is opened the beetles will immediately rush the doorway to get out of the packed room.

Fire Beetles (150): AC 4; MV 12; HD 1+2; HP 4 each; # AT 1; Dmg 2-8; AL N; MM page 9.

25. Statues of Malcon

This room contains four statues of Malcon the Firebringer. Each has a hand extended outward pointing towards a pedestal which sits in the center of the room. The pedestal is

made of obsidian. Atop the pedestal is a book. Protecting this book is a wall of force which shimmers occasionally with magical energy. The statues, the pedestal, the force field and the book all radiate magical energy if detected for. Evil is not detected in the room.

Should anyone get within five feet of the pedestal the four statues will activate. They will not animate but will merely cast a spell in the direction of anyone near the book. They will also cast spells depending on the conditions listed below.

Statue One

Stands in the NW corner of the room.

Anyone within 5' of the book: statue will cast five magic missiles at the target or various targets within that range.

Attacking a statue: will cast a 10 dice lightning bolt at the person doing so

Attacks on force field: casts a 10 dice fireball into the center of the room

Statue Two

Stands in the NE corner of the room.

Anyone within 5' of the book: statue will cast hold person on one or more targets.

Attacking a statue: will cast a 10 dice fireball at the person doing so

Attacks on force field: casts a ray of enfeeblement towards the pedestal

Statue Three

Stands in the SW corner of the room.

Anyone within 5' of the book: statue will cast confusion on the person or persons near the book.

Attacking a statue: will cast an ice storm into the doorway of the room

Attacks on force field: casts a death spell towards the pedestal

Statue Four

Stands in the SE corner of the room.

Anyone within 5' of the book: statue will cast fear on the person or persons near the book.

Attacking a statue: will cast a cone of cold towards the doorway of the room.

Attacks on the force field: statue casts a flesh to stone spell towards the pedestal.

The Pedestal

The force field can be destroyed by the normal means for destroying a wall of force. Sitting atop the pedestal is a **manual of bodily health**. Should the book be lifted from the pedestal a cloud of gas will billow quickly from the pedestal. All those within a ten foot radius must save versus poison or go temporarily insane. Each person affected will go into a berserk rage attacking anyone close for 2-5 rounds.

The Statues

Each statue is AC 0 and has 100 hit points. Each round that they are attacked the statue and the others of it's kind will fire off their spells to defend each other and themselves. A dispel magic cast upon one of these statues will disable that statues abilities. All spells cast by the statue will be at the 15th level of

ability.

key to level three

Like the previous level this one is made from stone. The walls, floors and ceiling are all made from white stone. This level is not as hot as the other levels that are naturally formed. Even those wearing armor will not take heat damage from the volcano while on this level.

1. Level Three Entrance/Many Pillars

This large room has a very high ceiling which is held up by several pillars. The ceiling here is thirty feet above the floor. Hiding behind the pillars are four Mezzodaemons which guard the entry into this level of the complex. They will attempt to ambush once they sense that someone has come down the staircase.

Mezzodaemons (4): AC -3; MV 15; HD 10+40; HP 90 each; # AT 7-12/7-12; SA 18/00 strength; SA dimension door twice daily; SA ethereal once daily; SA magic jar once daily; SA repulsion once daily; SA wind walk once daily; SA pass wall four times daily; SA word of recall once daily; SA at will they can use the following abilities: comprehend languages, detect invisibility, detect magic, esp, invisibility, levitate, polymorph self, read magic; SD +1 or better weapons to hit; SD immune to paralysis, poison, acid; SD acid, cold and fire do one half damage (or no damage with save); SD immune to charm and suggestion; Magic Resistance: scales downward from

95% to first level spells and dropping by 5% per level of spell cast at them; SA telepathy for communication; SA infravision and ultravision; AL NE; FF page 66.

2. Statue of Malcon the Fire Bringer

A life sized replica of Malcon the Firebringer (as a Lich) stands in the center of this room on a rotating base. The room is circular and has a high domed ceiling above it. Strange frescoes cover this domed ceiling depicting Malcon leading his army of undead with dragons and demons flying above while he overlooks the siege of the city of Onm.

The statue radiates magic and evil. The Lich statue has his hands stretched outward as if he is casting a spell. The statue will immediately swivel and point towards the first person entering the room. It will then swivel randomly towards others in the room. Each time it points at a person it will randomly cast a spell from the following list:

1. Lighting bolt (10HD)
2. Magic Missile (5 missiles)
3. Fear
4. Confusion
5. Fireball (10HD)
6. Teleport the person pointed at to the outside of the volcano
7. Ice Storm (10HD)
8. Feeblemind
9. Hold Person
10. Disintegrate

The Statue

Attacking the statue is possible. It has an AC of 0 and HP of 500. The statue is made of granite and is quite hard. Casting a dispel magic upon the statue may or may not affect it. The statue has a magic resistance of 75%. If the spell is not resisted then it will no

longer function.

All spells cast by the statue will be at the 15th level of ability.

3. Illusion/Riddle

When the door to this room is opened a triggered illusion of the Lich Malcon appears in the center of the room. It asks a riddle:

“Swings by his thigh / a thing most magical!
Below the belt / beneath the folds
Of his clothes it hangs / a hole in its front
end,
stiff-set and stout / it swivels about.

Levelling the head / of this hanging tool,
its wielder hoists his hem / above his knee;
it is his will to fill / a well-known hole
that it fits fully / when at full length

He's oft filled it before. / Now he fills it
again.”

Answer: A key. If this answer is spoken aloud the illusion will disappear and a robe will be left on the floor where it had been. The robe is a **robe of powerlessness**. Should an incorrect answer be given the illusion will cast a massive fireball towards the players. Of course, the fireball, is just an illusion. All those present must roll a saving throw if they wish to disbelieve the illusion. Failing the saving throw will require those present to save again versus magic to take one half damage from the fireball. The fireball will be a 20HD variety. Armor and weapons will not be required to make saving throws as the fireball is just an illusion.

4. Fire Pit

A large brazier lights this room. When it is

approached a strange voice will be heard from the fire inside the pit. It asks a riddle:

“It stands alone, with no bone or solid form.
Adamant, it prospers never wrong,
though hurt it may.
Twistable, malleable, might it be,
but always straight as an arrow.”

Answer: Truth. Should this answer be given the fire in the brazier will extinguish and in the pit will be a **sword of truth**. Should an incorrect answer be given the brazier will explode and all those present in the room must make a saving throw versus breath weapon or take 10HD explosion damage (half for save).

5. Room Trap

In the center of this room is a large white pedestal. Atop the pedestal is a wand which radiates magical energy if detected for. Surrounding the wand is a wall of force.

This wand is, of course, a fake. It merely has Nystal's Magic Aura placed upon it to appear as if it is a valuable object. It is, in fact, just a stick of wood which is painted. The purpose of the wand is to draw thieves into the room.

The floor is trapped. Should more than five pounds of additional weight be added to the floor it will collapse fifty feet into a large pool of lava below. The fall alone will cause 5D6 damage to anyone who takes the plunge. The lava will continue doing 2D8 damage per round until the victim can be rescued or find a way out of the pool. All valuables dunked in the lava will, of course, require saving throws.

The pedestal and the wand will also fall into the lava and be destroyed.

6. Room Trap

In this room is an orc sitting upon a throne. He looks bored when he sees the adventurers in the doorway. The room is well lit by torches in the wall. The orc wears a golden crown.

The orc, the torches, the throne and even the floor itself are illusions. Should anyone walk into the room they will discover that there is no floor here. There is just an open pit of lava. Anyone who steps into the room may disbelieve to avoid falling in. The lava will do 2D8 damage per round and all valuables will need to make saving throws to avoid damage or ruin.

7. The Small Room

This room appears to be only ten foot by ten foot. On the north wall is a painting of Malcon prior to his conversion to a Lich. In the painting he is casting a spell while reading from a thick black tome. Before him a massive army flees in terror.

Should anyone step into the room they will discover that the room is much bigger than previously believed. It seems nearly endless should they walk towards the north wall where the painting is. Every step seems to make the room grow bigger. Before long one can no longer see any of the walls as they are too far distant. Should one disbelieve the illusion the room will become normal. Otherwise each round the persons in the room will become more disoriented. In order to find one's way back to the original doorway one will need to roll a saving throw of four D6 versus their intelligence or become lost.

The painting radiates magic if detected for.

It will also radiate evil.

Should anyone touch the painting the voice of the image of Malcon will speak. It will begin casting a confusion spell towards the person doing so any anyone near by. Should the painting be removed from the wall a scroll will be found hidden on the back side of it. Should the scroll be removed, however, a symbol of discord will be found hidden by the scroll and those viewing it will be affected unless they make the appropriate saving throws.

The Scroll is a magic user scroll with the following spells: **trap the soul, shape change**.

8. Altar of Simaru

This room radiates powerful evil which anyone will sense the moment that the door is opened. This room is well lit by black candles on the altar itself as well as in holders in the walls every five feet. The candles also radiate evil and magic if detected for. The altar appears has a fresh blood stain which covers most of it. A sacrifice appears to have recently been performed here.



Should anyone touch the altar without uttering the name of Simaru, the God of Chaos, the person doing so will be affected randomly as follows:

- 1 is aged 10-100 years
- 2 becomes enraged and violent and will attack the others present for 2-5 rounds
- 3 is disintegrated
- 4 suffers an alignment change to chaotic evil
- 5 polymorphs into a rat
- 6 is teleported alone into the pit of lava in room 4 of the first level where they will take 2D8 damage per round until they can swim to the shore of that room

Should the name of Simaru be spoken before one touches the altar it will grant a wish to the first person who does so. The second person that touches the altar will also get a wish but will instead get the reverse of what they asked for.

Should the altar be destroyed those of good alignment will gain an additional 10000 experience points for doing so. But they will also gain the eternal enmity with Simaru himself who will send minions and assassins after them at a later time. The altar is AC 10 and has 200 hit points.

9. Secret Room/Priests Chamber

The high priest of Malcon uses this hidden room as his personal quarters. It is much cooler and more comfortable than most other places in the temple. She is Elincia Orileth a drow from an ancient royal family which is aligned with Malcon and his allies. She hates his volcanic lair but serves Malcon as his religious adviser as he is a powerful ally and her family has required it of her.

The quarters are fairly spartan. There is a bed here as well as a chair and a desk. The room is dimly lit by black candles in holders along the walls. And she is seated at the desk unless the altar in the other room has been destroyed. She will be alerted by any significant noise in the other room and will wait here in ambush.

Elincia Orileth, Drow, Cleric: C18: AC: -3, HP: 75, S12 I15 W18 D12 C13 CH 12, wears **drow chainmail +5**, carries a **drow mace +5**, she wears a platinum necklace around her neck with a golden medallion with her family crest worth 7500 gold pieces, on her right hand she wears a **ring of protection +3**, on her left hand she wears a **ring of lightning resistance**, she wears a dark cloak over her

armor which is a **drow cloak of elvenkind** and she also wears **drow boots of elvenkind**, she has infravision up to 12", she has a 75% chance of achieving surprise, her cloak gives her +6 to saving throws versus fire, all saving throws are made at a minimum of +2 and she has a general resistance to magic of 86%, she has the follow innate powers to use as a female drow once per day: **dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic**, she also has the following clerical spells prepared: **curse, command, resist cold, protection from good, sanctuary, detect magic, detect good, cause light wounds, cause fear, purify good and drink, augury, chant, hold person, silence 15' radius, resist fire, slow poison, spiritual hammer, snake charm, detect charm, know alignment, animate dead, continual darkness, cause blindness, cause disease, dispel magic, feign death, prayer, bestow curse, speak with dead, cause serious wounds, divination, tongues, protection from good 10' radius, sticks to snakes, lower water, neutralize poison, exorcise, speak with plants, cause critical wounds, dispel good, flame strike, slay living, true seeing, insect plague, harm, blade barrier, animate object, aerial servant, destruction**; FF page 33. She is chaotic evil. She wears a golden tiara studded with diamonds worth 2750 gold pieces and has golden arm bands on both arms with rubies and sapphires worth 1750 gold pieces each.

Desk

On the desk is a **candle of invocation** (CE) in a golden candle holder worth 250 gold pieces. The candle is not lit at the moment. On the desk is a scroll which she was currently working on. It is a clerical scroll

with the following spells: **flame strike, control weather**. Beside the scroll is a feather quill and a bottle of ink. Beside the quill is a **Quaal's feather token (bird)**.

The desk has a drawer which is trapped. Anyone attempting to open the drawer without first disarming it will cause acid to spray from the drawer towards the person opening the drawer. A save versus breath weapon will prevent full damage from the spray. Full damage is 6D6. A save is for one half damage. Valuables sprayed by the acid will need to make appropriate saving throws.

Inside the drawer is a **potion of extra healing, a potion of speed, a potion of lightning resistance**. There is also a platinum seal from the family of Elincia Orileth worth 2500 gold pieces.

Bed

The bed is actually a killer mimic. It waits in ambush for anyone to touch it or climb onto it.

Killer Mimic (1): AC 7; MV 3; HD 10; HP 65; # AT 1; Dmg 3-12; SA glue; SD camo; AL N, MM page 70.



10. Stairs Downward

This room is well lit by torches in holders every twenty feet along the walls. A large spiral staircase leads downward from this room. Guarding this staircase are six fire giants and two hell hounds. Hiding in area 11 are more guards waiting to join the fight.

Fire Giant Warriors (6): AC 3; MV 12; HD 11+3; HP 55 each; # AT 1; Dmg 5-30; SA throw rocks for 2-20 damage as a missile weapon; SD impervious to fire; AL LE; MM page 44.

Hell Hounds (2): AC 4; MV 12; HD 7; HP 35 each; # AT 1; Dmg 1-10; SA breathe fire for 7 hit points of damage (save versus breath weapon for one half damage); SA surprise on 1-4 out of 6; SA keen hearing allows them to be surprised only on a 1 out of 6; SA keen sight allows them to see invisible creatures and objects 50% of the time; SA can breath and bite in the same round; AL LE; MM page 51. Each wears a golden medallion and a spiked collar. The medallion has the letter "M" stamped upon it and is worth 500 gold pieces.

A secret door is hidden in the south wall.

11. Hiding Space

Waiting behind this door are allies of the fire giants. They are watching the room through a peephole in the secret door. These are drow magic users and fighters. All wear **drow boots of elvenkind** and **drow cloaks of elvenkind** which allow them to move silently and gives them 75% chance of surprising anyone engaged with the fire giants already.

Drow wizard, male: MU10: AC 4; HP 30; **wand of lighting** with 15 charges; **dagger +2/+3** versus creatures with lawful alignments; AL CE; Magic Resistance: 70%; Spells memorized: **magic missile, burning hands, shocking grasp, spider climb, web, scare, ray of enfeeblement, mirror image, lightning bolt, fireball, dispel magic, fear, dimension door, cone of cold, feeblemind**. He wears two golden rings with sapphires in each of them. Each is worth 2500 gold pieces.

Drow wizard, male: MU11: AC 4; HP 35; **staff of striking** with 22 charges; AL CE; Magic Resistance: 72%; Spells memorized: **magic missile, charm person, hold portal, shield, mirror image, levitate, strength,**

pyrotechnics, fireball, slow, lightning bolt, hold person, charm monster, confusion, polymorph other, wall of force, passwall, cone of cold. He wears a golden necklace with a large ruby at the end of it worth 5000 gold pieces.

Drow fighter, male: F7: AC ; HP 60; drow chain mail +3; drow buckler +3; drow long sword +2; drow one hand crossbow and poison darts (save at -4 or fall asleep for 3-12 rounds) (1-3 damage); AL CE; Magic Resistance 64%; all saves made at +2;

Drow fighter, male: F7: AC ; HP 55 ; drow chain mail +3; drow buckler +3; drow long sword +2; drow one hand crossbow and poison darts (save at -4 or fall asleep for 3-12 rounds) (1-3 damage); AL CE; Magic Resistance 64%; all saves made at +2;

All of them are male drow and have the following abilities that can be used once daily: **dancing lights, faerie fire, darkness, detect magic, know alignment, levitate.** Drow are from the FF at page 33.

12. Skeletal Giants

This room is filled with giant sized skeletal soldiers. Each is armed to the teeth and waiting silently to charge into battle. When the door to this room is opened they will charge in a frenzy to kill anyone that they do not recognize as an ally of Malcon.

Giant Skeletal Soldiers (15): AC 4; MV 12; HD 4+4; HP 25 each; # AT 1; Dmg 1-10 (two handed swords); SA can once per hour throw a 8d6 fireball by reaching into their chest and drawing it forth; SD immune to fire and thus may use their own fireball at close quarters; SD immune to sleep, charm,

hold; SD cold spells do one half damage (or none if save is made); SD edged weapons do one half damage; SD missile weapons do one point per die of damage; SD blunt melee weapons and lightning do full damage; SD turned as mummies; AL N; MONM page 316.

13. Hallway Trap

A trigger stone in the floor of this long hallway will set off an explosive ball of fire which will spray from a hidden vent in the west wall of the hall. Anyone in the area of effect (20 foot radius) must make a saving throw versus breath weapon for half damage. Anyone failing the saving throw will take 8D6 damage from the blast. Valuables must make saving throws versus the explosion to avoid damage or destruction.

14. Trappers

The floor of this large room is filled with gems of all types. Large and small gems. Valuable and nearly worthless gems are to be found here. The gems include:

14 moss agates worth 10 gold pieces each
25 blue quartz worth 10 gold pieces each
20 rhodochrosite worth 10 gold pieces each
30 tiger eye gems worth 10 gold pieces each
25 malachites worth 10 gold pieces each
10 jaspers worth 50 gold pieces each
12 moonstones worth 50 gold pieces each
15 ambers worth 100 gold pieces each
8 pieces of coral worth 100 gold pieces each
5 aquamarines worth 500 gold pieces each

Hiding below these gems, however, are the owners. Five large trappers wait above in ambush and use these gems as bait to draw victims.

Trappers (5): AC 3; MV 3; HD 12; HP 50

each; # AT 4+; Dmg 4+base AC of victim + and additional 2HP per round from the gems that will be crushed into the victims each round; SD 95% undetectable as they look just like the stone walls, floor and ceiling here; SA crushing damage; SA those trapped are unable to use weapons due to the incredible strength of the creature; SA victims are smothered in six rounds regardless of the damage taken; SD resistant to fire and cold (half or no damage if save made); AL N; MM page 95.

Hidden below one of the trappers is a scroll of **protection versus petrification**. Under another is a **ioun stone** (pink) (+1 point of constitution).

15. Lurkers Above

This large room has a large pile of coins on the floor. Coins of all sizes, metals and nationalities are represented here:

5035 gold Zanzians
4320 gold Jurals
542 platinum Zanzians
454 platinum Jurals
124 platinum coins from Ancient Zanzia
24523 silver Zanzians
34231 silver Jurals

Hiding above the coins are the owners. Six Lurkers above are waiting to drop down on unwary victims.

Lurkers Above (6): AC 6; MV 1/9; HD 10; # AT 1; Dmg 1-6; SA surprise on a 1-4; SA constriction for 1-6 damage per round; SA victims smothered in 2-5 rounds; SA those trapped inside are unable to use weapons other than short stabbing ones (daggers, short swords) that are already in hand; AL N; MM page 62.

Hidden above the lurkers between themselves and the ceilings are: an illusionist scroll with the following spells: **programmed illusion**, **projected image**, **prismatic wall** and an **ioun stone** (irredecent) (sustains person without air).

There is a secret door which leads to area 16.

16. Secret Room

This area is a hidden treasure vault. There are two large chests here which are open and overflowing with coins. 5456 gold pieces, 1023 platinum pieces and 4523 electrum pieces fill the two chests and spill over into piles on the ground here. Thrust into one of the chests is a large two handed **bardiche +4/+5 versus regenerating creatures**. Buried half deep in the other chest is a **large tower shield +2/+5 versus missiles**.

Neither chest is trapped.

KEY TO LEVEL FOUR

Similar to the first level this one is naturally formed from lava. Some of it is still molten. Some of the walls glow from the heat of the lava. This level is hot like the first level. Those in armor will suffer damage as before. Anyone spending time on this level will suffer 1 hit point of damage every turn from the intense heat within this mountain. Those wearing armor will suffer 3 hit points of damage per turn from this. Those wearing or using fire resistance magic will suffer none of these effects. None of the rooms on this level are lit unless otherwise stated. In a few places the lava is glowing enough to light up the room and this will be stated.

1. Stairs/Entrance/Fire Elementals

As the players descend the stairs they can see the flames of fire lighting the cavern below. The stairs lead thirty feet down into a natural cavern. Fire seems to dance around the staircase as if it were alive. These flames are fire elementals.

Fire Elementals (4): AC 2; MV 12; HD 16; # AT 1; Dmg 3-24; SA set fire to flammable objects they come in contact with; SD +2 or better weapons to hit; AL N.



2. Intersection

A random encounter check should be made each time the adventurers enter this intersection.

3. Pool of Water

This room contains a pool of water surrounded by lava rocks which circle the pool. Bubbles can be seen in the water. It appears to be quite hot.

Anyone stepping into the pool or attempting to drink from its waters will be scalded by the boiling water. Each person doing so will suffer 1D6 points of damage from drinking it or 1D6 per round for entering the pool.

Should the water be cooled in some manner the effects will be different. A cone of cold, ice storm or other spell will cool the water enough for it to be entered safely for two to five rounds. Anyone entering the pool or drinking from it will feel refreshed and healed for 3D8+3 hit points of damage. The water will turn hot again soon afterwards and will begin scalding again.

4. Lava Pudding

A large pool of lava sits in the center of this room circled by several large lava boulders. The lava looks terribly hot and dangerous. Suddenly, however, the lava begins moving beyond the boundaries of the rocks and towards the adventurers.

Lava Pudding (1): AC 0; MV 6; HD 18; HP 104; # AT 1; Dmg 4-48; SA heat damage from lava; SD immune to fire or heat damage; SD vulnerable to cold damage (double); AL N; new monster see below.

5. Chasm

An enormous chasm lies here. A massive stone bridge is the only way across the chasm. Anyone looking into the chasm will see that it goes deep under the volcano and a river of lava can be seen far below. Anyone falling into this chasm will certainly die from the fall. It is a long way to the bottom.

6. Stone Bridge

This massive stone bridge is quite sturdy. It is also well guarded. Twelve volcano giants stand guard at various points on the bridge.

Volcano Giants (12): AC 6; MV 18; HD 17; HP 90 each; # AT 1; Dmg 2-24 (stone spear); SA breath sulfuric gas in a 30 foot cone (save versus poison or suffer -4 to hit and damage rolls for 10 rounds); SD impervious to fire; SD weak to cold (50% extra damage from this); SD can catch boulders thrown at them; AL CN; NM see below.

7. The Pit of Misery

This chamber has many tunnels leading away from it. There is also a very large open pit in the center of the room. Glittering in the light of this room are natural formations of crystal that can be seen in the walls.

Anyone staying in the room for more than a few rounds will soon encounter a swarm of crysmal that have been living here and eating away the deposits of minerals here. Every time anyone enters this room percentile dice should be rolled (or any time the adventurers spend more than one round here). A roll of 25% or less will indicate an encounter with the swarm.

Crysmal (15): AC -4 or 0; MV 6; HD 6+6;

HP 30 each; # AT 1; Dmg 3-12 (2-8); SA crystal missile for 9-16 damage (but once this is done it's primary attack damage falls to 2-8); AL NE; MM2 page 26.

Each of the crysmal is filled with 4-32 pieces of rough quartz (10 gp value) which have not yet been digested.

8. Volcano Giant Camp

This cave is the site of the primary camp of the Volcano Giants. The chief of the giants is much larger than the others and is accompanied by a shaman which is his wife. The giants have made themselves comfortable in this cave and have rough bedding made of matted owlbear furs.

Volcano Giants Chief : AC 6; MV 18; HD 25; HP 135; # AT 1; Dmg 2-24 (stone spear); SA breath sulfuric gas in a 30 foot cone (save versus poison or suffer -4 to hit and damage rolls for 10 rounds); SD impervious to fire; SD weak to cold (50% extra damage from this); SD can catch boulders thrown at them; AL CN; NM see below. He wears a massive platinum ring with a blue sapphire at its center worth 17500 gold pieces. He carries a **rod of rulership** with 5 remaining charges on it.

Volcano Giants Shaman: AC 6; MV 18; HD 20; HP 120; # AT 1; Dmg 2-24 (stone spear); SA breath sulfuric gas in a 30 foot cone (save versus poison or suffer -4 to hit and damage rolls for 10 rounds); SD impervious to fire; SD weak to cold (50% extra damage from this); SD can catch boulders thrown at them; AL CN; NM see below. She wears a necklace with rough quartz stones but which has a large blue diamond at the center of it. The necklace is worth 15000 gold pieces. She is a 7th level cleric and knows the following spells: **bless**,

command, cure light wounds, hold person, silence 15' radius, know alignment, prayer, dispel magic, cure serious wounds. She carries a **wand of magic detection** with 25 charges.

Volcano Giants (16): AC 6; MV 18; HD 17; HP 85 each; # AT 1; Dmg 2-24 (stone spear); SA breath sulfuric gas in a 30 foot cone (save versus poison or suffer -4 to hit and damage rolls for 10 rounds); SD impervious to fire; SD weak to cold (50% extra damage from this); SD can catch boulders thrown at them; AL CN; NM see below.

9. Pyrohydra

This cavern is occupied by a pyrohydra. The creature is reddish in color and blends in easily with the hot glowing lava that makes up the walls of this cave. At first the hydra will not be apparent but soon it's movements will be noticed. This pyrohydra is an exceptionally large specimen with nine heads.



Pyrohydra (1): AC 5; MV 9; HD 9; HP 70; # AT 9; Dmg 1-10; SA breath fire from each head twice daily for 8 hit points of damage (save versus breath weapon for one half damage); SD immune to heat damage; SD these heads will not grow back SD each head has 8 hit points; AL N; MM page 54.

10. Giant Lava Worms

Digging their way out of the south wall of this chamber are two reddish giant worms. Both are massive in size and intense heat seems to radiate from each of them.

Giant Lava Worms (2): AC 6; MV 9; HD 15; HP 90 each; # AT 1; Dmg 2-24 + 1D8 heat damage; SA heat damage; SA swallow whole (those inside take 2-8 heat damage per round and are sapped of energy); SA those inside the worm are reduced in strength each round and the damage done by them is reduced by 2 hit points per round; SD immune to heat or fire damage; AL N; MM page 80 modified.

11. Volcano Giant Guard Post

Standing guard here are eight volcano giants. Each is alert and watching the approaching tunnel. Noise from combat here will draw the interest of the residents of area 13 which will arrive on one round.

Volcano Giants (8): AC 6; MV 18; HD 17; HP 90 each; # AT 1; Dmg 2-24 (stone spear); SA breath sulfuric gas in a 30 foot cone (save versus poison or suffer -4 to hit and damage rolls for 10 rounds); SD impervious to fire; SD weak to cold (50% extra damage from this); SD can catch boulders thrown at them; AL CN; NM see below.

12. Lava Dragon

This room has a large pool of lava which is circled by small boulders made of clear stones. Rising up out of this pool of lava is a dragon which is fiery red yet is not a normal red dragon. This one is made of pure lava.

Nyddrys, Lord Of Fire, Ancient Lava Dragon (1): AC 0; MV 9; HD 20; HP 160; # AT 5; Dmg 1-8 +1D8 fire (claw) x 2 / 3-30 + 1D8 fire (bite) / 2-16 x 2 (splash); SA breath weapon (lava spray); SA lava splash; SD immune to fire; SD cold damage does an extra 50% to this creature; AL CE; New Monster see below.



Close inspection of the lava pool may reveal that some treasure can be found here. A two handed sword cannot be seen but lies at the bottom of the deep pool. The pool is twenty five feet deep. It is a **two handed sword +4, flame tongue / +5 versus cold using or dwelling creatures**. The sword itself is immune to heat damage and has sat at the bottom of this pool for hundreds of years. Each of the large stones circling the lava is actually a large rough uncut diamond. There are twelve of these large stones and each is worth 10000 gold pieces due to their size.

13. Stairs Leading Down

A massive stair case leads down from this room. Guarding these stairs are five fire giants and a fire giant witch doctor.

Fire Giant Warriors (5): AC 3; MV 12; HD 11+3; HP 60 each; # AT 1; Dmg 5-30; SA throw rocks for 2-20 damage as a missile weapon; SD impervious to fire; AL LE; MM page 44.

Fire Giant Witch Doctor (1): AC 3; MV 12; HD 11+3; HP 55, # AT 1; Dmg 5-30; SA throw rocks for 2-20 damage as a missile weapon; SD impervious to fire; AL LE; MM page 44. He is a 5th level cleric/3rd level magic user. Cleric spells known: **curse, cause fear, command, hold person, silence 15' radius, know alignment, dispel magic**. MU spells memorized: **magic missile, charm person, web**. She wears a necklace made of leather and rough uncut diamonds. The necklace is worth 16000 gold pieces.

key to level five

This level is made of stone and is cooler than the natural caverns of the last level. No damage from heat will be taken here other than that provided by the creatures here. All rooms here are lit by torches in holders in the walls every twenty feet.

1. The Final Confrontation

The stairs lead down into an enormous well lit room. Torches are in holders every twenty feet along the walls. Unlike the previous level this room has stone floors, walls and ceilings. The ceiling rises about thirty feet above the floor. Six large ornate pillars support the ceiling. Each of the pillars have bas relief carvings of demonic and disturbing images. At the far end of the chamber is a throne made of stone. Sitting atop that throne is Malcon the Firebringer himself. The throne is several hundred feet from the stairs where the adventurers arrive.

Eight statues line the eastern and western walls of the room. Each is in its own alcove. A large pit of lava lies between the adventurers and Malcon. Malcon does not rise when the adventurers arrive. Nor does he appear particularly interested in their arrival. The statues begin moving out of their alcoves as the adventurers are at the bottom of the stairs.

Statues

Each of the statues is a stone golem. The golems begin moving towards the center of the room to protect Malcon the moment the adventurers arrive at the bottom of the stairs.

Stone Golems (8): AC 5; MV 6; HD 14; HP 60; # AT 1; Dmg 3-24; SA casts a slow spell every other round; SD +2 or greater weapons to hit; SD immune to most spells; SD mud to rock restores all damage to them; SD rock to mud slows them 50%; SD stone to flesh makes them vulnerable the next round to all types of damage; AL N; MM page 48.

Pit of Lava

This enormous pit of lava stretches across the entire width of the gigantic chamber. The only way to close the distance to Malcon is to cross this pit. Anyone entering or falling into this pit will take 2-16 damage per round while in the lava.

This pit is the location where many important Zanzian artifacts must be destroyed. Throwing these artifacts into this pit and allowing them to sink into the center of the volcano will achieve the desired result.

Malcon the Firebringer

The lich Malcon sits on his throne until the adventurers begin fighting with his stone golem guardians. Once combat is joined he will dimension door to the place where the adventurers meet the golems and stand at a distance casting spells. If the stone golems appear in danger of losing then Malcon will dimension door back to the other side of the lava and cast spells from there at his remaining enemies.



Malcon The Firebringer, Lich: AC -5; MV 6; HD 30; HP 170; # At 1; Dmg 1-10; SA spell use at 30th level as a magic user; SD has built up immunity to fire over years of living in this volcano and through generous use of wishes; SD has lowered his armor class through decades of using wishes; SD

+1 or better weapons to hit; SD immune to enfeeblement, polymorph, cold, electricity, insanity, death spells or symbols; AL CE; MM page 61. Spells memorized: **magic missile, shocking grasp, burning hands, charm person, push, shield, sleep, web, scare, mirror image, shatter, ray of enfeeblement, esp, pyrotechnics, lighting bolt, fireball, dispel magic, flame arrow, hold person, phantasmal force, blink, dimension door (x3), confusion, fear, charm monster, ice storm, teleport, cone of cold, feeblemind, hold monster, conjure elemental, passwall, wall of force, death spell, disintegrate, repulsion, project image, invisible stalker, anti-magic shield, monster summoning IV, power word stun, reverse gravity, delayed blast fireball, limited wish, duo dimension, monster summoning V, phase door, clenched fist, incendiary cloud, symbol, trap the soul, mass charm, maze, spell immunity, power word kill, wish, time stop, monster summoning VII, meteor swarm, gate, temporal stasis.** He wears a black robe of the arch magi. On his right hand he wears a ring of protection +3. On his left hand he wears a ring of three wishes. He carries a staff of the magi with 25 charges on it in his right hand. In his left hand is a wand of conjuration with 15 charges. Around his neck is a ruby necklace with a large blue sapphire as the centerpiece worth 25000 gold pieces.

Phylactery

Malcon's Phylactery is hidden in one of the eight alcoves in a secret panel. A great deal of searching will be required to find it. During that time random encounters should be rolled. He cannot be completely destroyed until his phylactery has been destroyed. The phylactery itself is worth 30000 gold pieces.

Throne of Malcon

The throne is made of black obsidian. It shines in the torch light. It radiates both magic and evil if these are detected for. Anyone touching or sitting upon the throne who is not chaotic evil in alignment will be teleported into the pit of lava in front of the throne and begin taking heat damage from it at a rate of 2-16 hit points per round.

Anyone of chaotic evil alignment that sits upon the throne will gain +1 to a random skill attribute.

The throne is decorated by blue diamonds and black pearls. There are ten of each gem and each is worth 5000 gold pieces.



Secret Doors

Two secret doors can be found in the room. One is on the northwest wall. The other is on the north east wall.

2. Treasure Vault

This large room has four large chests and two enormous amphoras. Each of the amphoras are valuable pieces of art from the Jural Empire. Each is worth 500 gold pieces alone. But inside of the amphoras are gems. The room is well lit by torches in holders along the walls.

Amphora #1 - This one is filled with red gems. There are eleven rubies worth 5000 gold piece each, twenty garnets worth 100 gold pieces each, fifteen spinel worth 100 gold pieces each and seven fire opals worth 10000 gold pieces each in this container.

Amphora #2 - This amphora is filled with blue gems. There are twenty five jasper worth 50 gold pieces each, fifteen aquamarine worth 500 gold pieces each and five blue diamonds worth 10000 gold pieces each. These are coated with contact poison. Anyone touching them must save versus poison or die in 2-5 rounds.

Chest #1 - The inside lid of this chest is painted with a glyph of warding (electricity) which will inflict 40 hit points of damage on anyone opening the chest and seeing the glyph (save versus magic). Inside of the chest are 2000 platinum pieces, a **crystal hypnosis ball**, a pair of **eyes of minute seeing**, a **neckless of strangulation** and a quiver with **twelve arrows +3**.

Chest #2 - This chest is trapped with a corrosive gas which will spray out from the

lid when the container is opened. Anyone in a five foot radius of the chest will not personally be harmed but their valuables (including the contents of this chest) will need to make appropriate saving throws to avoid damage or destruction. Inside of the chest are 3000 gold pieces, a golden chalice with sapphires, rubies and emeralds circling it worth 12,500 gold pieces, a pearl necklace with a black pearl centerpiece worth 7500 gold pieces, a **bastard sword, cursed berserking**, a **medium shield +5** with the coat of arms of Antovinius (the legendary paladin) painted on it, a **crossbow of accuracy +3** and a **bowl of watery death**.

Chest #3 - This chest is trapped with a symbol of death etched upon a piece of parchment that will be seen directly upon the pile of treasure beneath so that when the chest is opened anyone looking on could see it. Inside the chest are 2000 gold pieces and 1000 platinum pieces. There is also a golden crown with diamonds and blue diamonds circling it worth 22500 gold pieces. This crown appears to be one of the ancient crowns of Pom Maven (the original ruler of Zanzia). Also in the chest are a **bag of devouring**, a **gem of seeing**, an **iron flask** and a **jewel of attacks**.

Chest #4 - This chest is not trapped at all. Inside the chest are 5000 electrum pieces, a druid scroll with the following spells: **finger of death, conjure earth elemental, wall of thorns, cure critical wounds, wall of fire, a scroll of protection versus elementals**, and a wooden box (unlocked) with the following potions inside which are well padded to prevent breakage: **invulnerability, super-heroism, flying, water breathing, gaseous form, clairaudience, esp, extra healing, longevity, frost giant strength, oil of etherealness**.

3. Treasure Room

This room appears to be a treasure chamber. Many valuable objects can be seen in this well lit room. Torches are lit in holders along the walls every twenty feet.

Stacked against one wall are twelve large mastodon tusks worth 1000 gold pieces each. Leaning against another wall are six large rugs with fine embroidery from the Jural Empire. Each rug is a singular work of art and is worth 1500 gold pieces.

Several framed paintings are leaned up against another wall. A painting of Pom Maven (the original king of Zanzia) worth 2500 gold pieces is in a golden frame. A portrait of Malcon prior to his conversion to Lich has a fine oak frame and is worth 1500 gold pieces. A portrait of a previous emperor of the Jural Empire is also here and is worth 1000 gold pieces. A fine portrait of Tiamat with her mates is in a large portrait with a black wooden frame and is worth 3000 gold pieces.

In the center of the room is a large pile of coins. There are 14233 gold pieces and 2413 platinum pieces in the pile. A fine suit of **chain mail +4** sits at the top of the pile. A **mace of disruption** is upright sticking out of the pile of coins. A **spear, cursed backbiter** also juts out from the pile of coins. A quiver of **20 bolts +2** lies atop the pile.

This is the end of this adventure.

new magic items

The Sword of Truth - This sword is a two handed sword that shimmers when unsheathed. It gives off light in a 15' radius when out of it's scabbard. It is a +3 sword to hit and to damage. Against chaotic creatures it acts as a +5 sword. In the hands of someone who is lawful good in alignment the sword will also act as a holy sword but it can be wielded by other types of fighters without those benefits. Against any creature that recently has told the wielder a lie it will do double damage on the first strike against the lying person or creature. The wielder of this sword may detect lies in a five feet radius while the sword is unsheathed. The sword is intelligent and is lawful good in alignment. It has an intelligence of 12. Against any creature that has told the wielder a lie there is also a 1% chance of the target being disintegrated (as per the spell but with no saving throw) on the first strike against the liar.

NEW MONSTERS

Cinder Knight

Armor Class:	2
Movement:	12
Hit Dice:	15
# of Attacks:	1
Damage/Attack:	1-10 + 1D6 fire damage
Special Attacks:	heat aura
Special Defense:	immune to fire, vulnerable to cold
Magic Resistance:	20%
Alignment:	N
Size:	M

The cinder knight looks intimidating. He stands tall in black armor but only fire can be seen where the eyes or mouth should be. This fire shines brightly through the black helm worn by the creature. It is composed of elemental fire. When killed this creature will disappear in a wisp of smoke leaving only it's charred armor behind. The armor is incredibly hot and anyone attempting to put it on will take 1D6 damage from merely touching it (or per round if worn). Once the armor cools it will prove to be +1 plate mail. But anyone wearing it has a 5% chance of bursting into flames and becoming a cinder knight themselves (no save).

All those within a 10 foot radius of the cinder knight take 1D6 fire damage from being near them (save versus breath to negate). The cinder knight is vulnerable to cold damage and always takes double damage from it.

This knight always wields a two handed sword in combat but often it is magical. Anyone struck by the blade will also take 1D6 heat damage from it (save vs breath for

half).

This creature is from the Tome of Horrors, Volume Four, from Frog God Games.

Lava Dragon

Armor Class:	0
Movement:	9 (does not fly)
Hit Dice:	20
# of Attacks:	5 (claw, claw, bite, splash, splash)
Damage/Attack:	1-8 +1D8 fire (claw) x 2 / 3-30 + 1D8 fire (bite) / 2-16 x 2 (splash)
Special Attacks:	lava splash
Special Defense:	immune to fire damage/vulnerable to cold damage
Magic Resistance:	25%
Alignment:	CE
Size:	L

The lava dragon is an extremely rare creature. In fact, it may be unique. Only one has ever been seen before and it is the one located in the Mountain of Fire. This creature is ancient. It has been in the volcano since the volcano was formed. As such it is a very powerful and dangerous creature.

While it has wings it does not fly. Instead it uses it's wings to buffet and splash lava towards it's victims. This allows it two additional attacks which can be quite dangerous.

Given it's fiery nature it is immune to fire damage but susceptible to cold damage. Cold damage will inflict an additional 50% damage to the lava dragon. The lava dragon can use a breath weapon. Twice per day it can

spray lava from it's mouth in a fiery cone 9" long by 3" wide at it's widest point. The lava dragon is unable to use magic.

Lava Lizard

Armor Class:	0
Movement:	12/9 (run/swim)
Hit Dice:	9
# of Attacks:	1
Damage/Attack:	3-24 (bite) + 2D6 fire damage fire damage
Special Attacks:	heat aura
Special Defense:	none
Magic Resistance:	N
Alignment:	L
Size:	

The lava lizard is a creature that is indigenous to volcanos. They spend their days swimming and frolicking in the molten lava. These lizards are about ten feet long and weigh nearly 600 pounds. They are only found in active volcanos.

In combat the creature is quite dangerous. Anyone standing within ten feet of one of these creatures will take 1D4 damage from the mere heat given off by the lava lizard. A saving throw versus breath weapon negates this effect. This effect will need to be saved against each round that one is close to the creature.

The bite of the lava lizard is quite painful. It does 3D8 damage from it's bite and another 2D6 damage from the heat given off by the creature. A saving throw versus breath weapon results in half damage from the heat effect.

These creatures are immune to fire damage.

It is not unusual for these creatures to be in a pack of 3-8 creatures.

The lava lizard is from the Tome of Horrors, Volume Four from Frog God Games.

Lava Pudding

Armor Class:	0
Movement:	6
Hit Dice:	18
# of Attacks:	1
Damage/Attack:	4-48
Special Attacks:	burning lava touch
Special Defense:	immune to fire, vulnerable to cold
Magic Resistance:	none
Alignment:	N
Size:	S to L

In the hottest volcanos sometimes the lava itself lives. The lava pudding is an example of this phenomena. The creature is a non-intelligent blob similar to a black pudding or the many other varieties of deadly puddings and jellies. The creature oozes towards victims slowly and when it reaches them the intense heat of the lava does it's damage. It will attempt to move over it's victims and absorb them. Armor and weapons coming into contact with the creature are likely to be damaged and will need to make appropriate saving throws when applicable.

Like other types of pudding blows from weapons may cause the creature to split into multiple puddings. Unlike the other puddings, however, the chance of this occurring is only 25% per hit with a weapon. Lightning will not cause it to split. If it does split, however, unlike other pudding types both puddings created by the split will be the 3/4 the original size pudding.

The natural habitat for the creature is in pools and rivers of lava. But they may move beyond lava onto dry land in order to reach victims.

Naturally the creature is immune to heat and fire damage. But cold does double damage to the creature. When enough cold is applied to the lava pudding it will turn solid and will no longer be an active threat to anyone.

Lava Weird

Armor Class:	0
Movement:	12
Hit Dice:	10
# of Attacks:	1
Damage/Attack:	1-8+7 + fire damage of 1-8
Special Attacks:	control fire or earth elementals, fire damage, grapple
Special Defense:	is made of elemental magma, immune to fire
Magic Resistance:	none
Alignment:	CE
Size:	M

The lava weird is a serpent like creature formed from magma. These creatures reside within pools of lava. They are rarely encountered outside of the plane of fire but occasionally they are brought to the material plane by powerful wizards and liches. On even rarer occasions a lava weird may bring itself to the material plane via a magical portal. Once on the material plane the creature is bound to a specific pool or river of lava as it cannot travel outside of such.

In combat the creature may attempt to bite a victim. Should it succeed the victim will

take damage from the bite and from the intense heat of the lava weird as well. In addition to these on a successful bite attack the creature will attempt to grapple. If the creature rolls a second successful hit attempt it has grabbed a victim and will attempt to pull them under the lava on the next turn.

Anyone pulled under the lava will take 2-16 damage per round that they are in the lava. In addition, they will need to make a saving throw versus their constitution each round that they are held under the lava or drown. This saving throw will consist of rolling 4D6 versus constitution. A failure will indicate the victim is unconscious. A second failure indicates death from drowning.

The creature is immune to fire damage, poison, paralysis, sleep and stunning. Like other weirds this creature is only disrupted when brought to zero hit points. It will reform in four rounds. Hit points lost to cold based damage will not be regained by the creature. Only cold based attacks can ultimately kill a lava weird.

The creature is very susceptible to cold damage and takes an extra 50%. The creature is virtually invisible while in lava when it does not wish to be seen. This gives it surprise on 1-4 out of 6 while hiding in lava.

The lava weird is from the Tome of Horrors, Volume Two from Necromancer Games.

Lava Worms, Giant

Armor Class:	6
Movement:	9
Hit Dice:	15
# of Attacks:	1
Damage/Attack:	2-24 +1D8 fire damage
Special Attacks:	swallow whole
Special Defense:	immune to fire

Magic Resistance:	none
Alignment:	CE
Size:	L 50' long

These giant worms are distant cousins to the purple worm. Like their cousins they have a chance to swallow victims whole. When such an event occurs the victim will take damage from the intense heat of the interior of this creature. Like a normal purple worm a hit roll of 4 or more over the number required (or a natural 20) indicates a victim has been swallowed whole. Those inside the worm will take 2-8 damage per round while inside due to the heat inside. Unlike the purple worm the intense heat inside the worm will sap the energy of those inside who might be trying to fight their way out. Each round the damage caused by the victim inside will be reduced by two hit points per round.

Unlike the purple worm the lava worm has no stinger or poison in it's tail. The lava worm is immune to fire as it's natural home is inside of volcanos. The creature is a digger and will often be found burrowing into lava rock.

Volcano Giants	
Armor Class:	6
Movement:	18
Hit Dice:	17
# of Attacks:	1
Damage/Attack:	2-24
Special Attacks:	hurl rocks for 2-20, breath weapon
Special Defense:	impervious to fire
Magic Resistance:	none
Alignment:	CN
Size:	H 18' tall

These barbaric giants are generally neutral in the affairs of men. They are primitive and live in the caverns of active volcanos. They enjoy widening the passages and chambers within volcanos and make themselves at home within them. They wear only fire lizard skins and other primitive clothing. Their weapon of choice is a gigantic stone spear.

These primitive giants believe that their own shadow is their very soul. Anyone who treads upon this shadow will be immediately attacked as the giant will become enraged by this affront.

Three times per day the giants can exhale a cloud of sulfuric gas in a 30 foot cone. Affected creatures must save versus poison or suffer -4 to hit and damage rolls during the next ten rounds.

The creatures are very susceptible to the effects of cold and will take an extra 50% damage from this type of attack.

Volcano giants like to play a game involving throwing boulders to each other. Thus they are very adept at catching large rocks.

This giant is from the Tome of Horrors, Volume Two from Necromancer Games.

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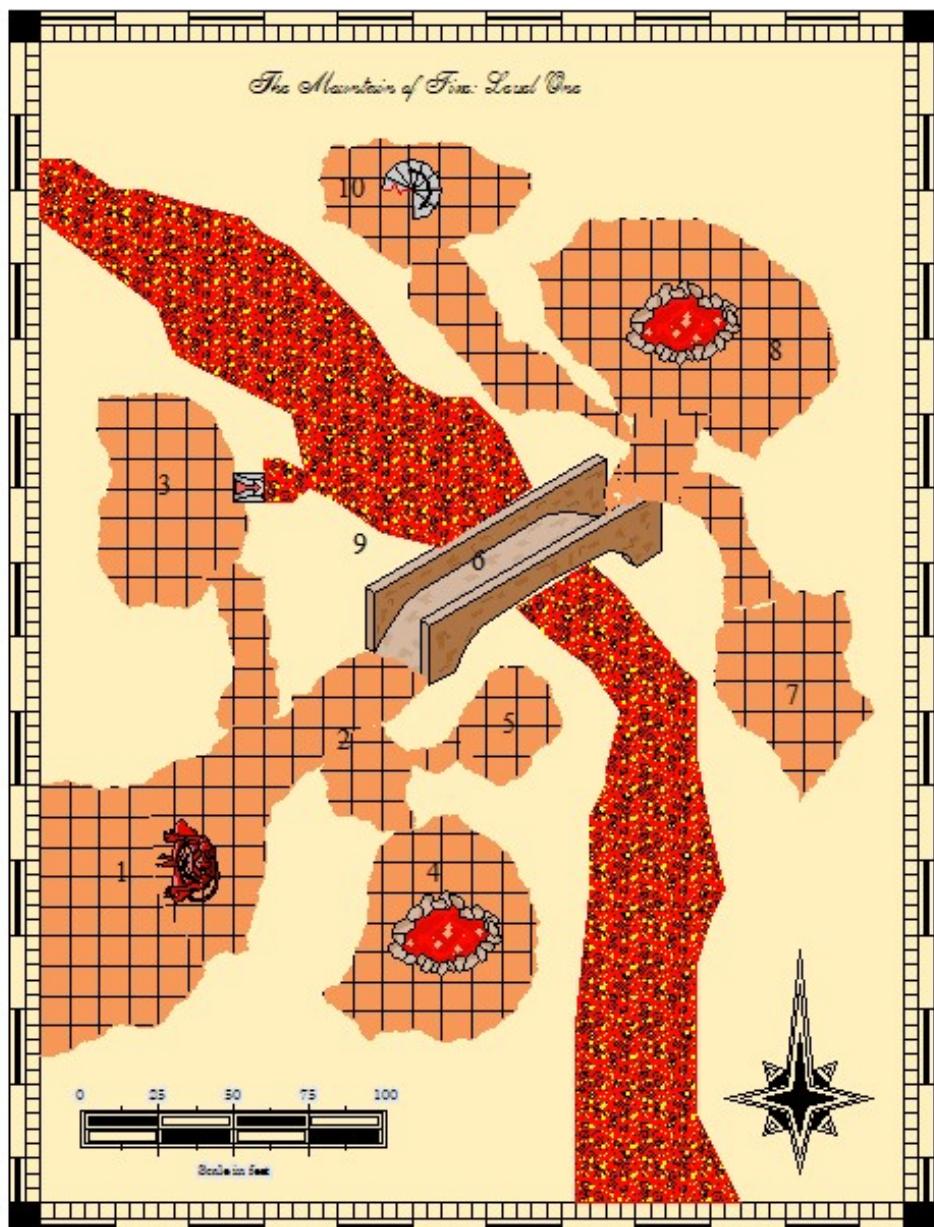
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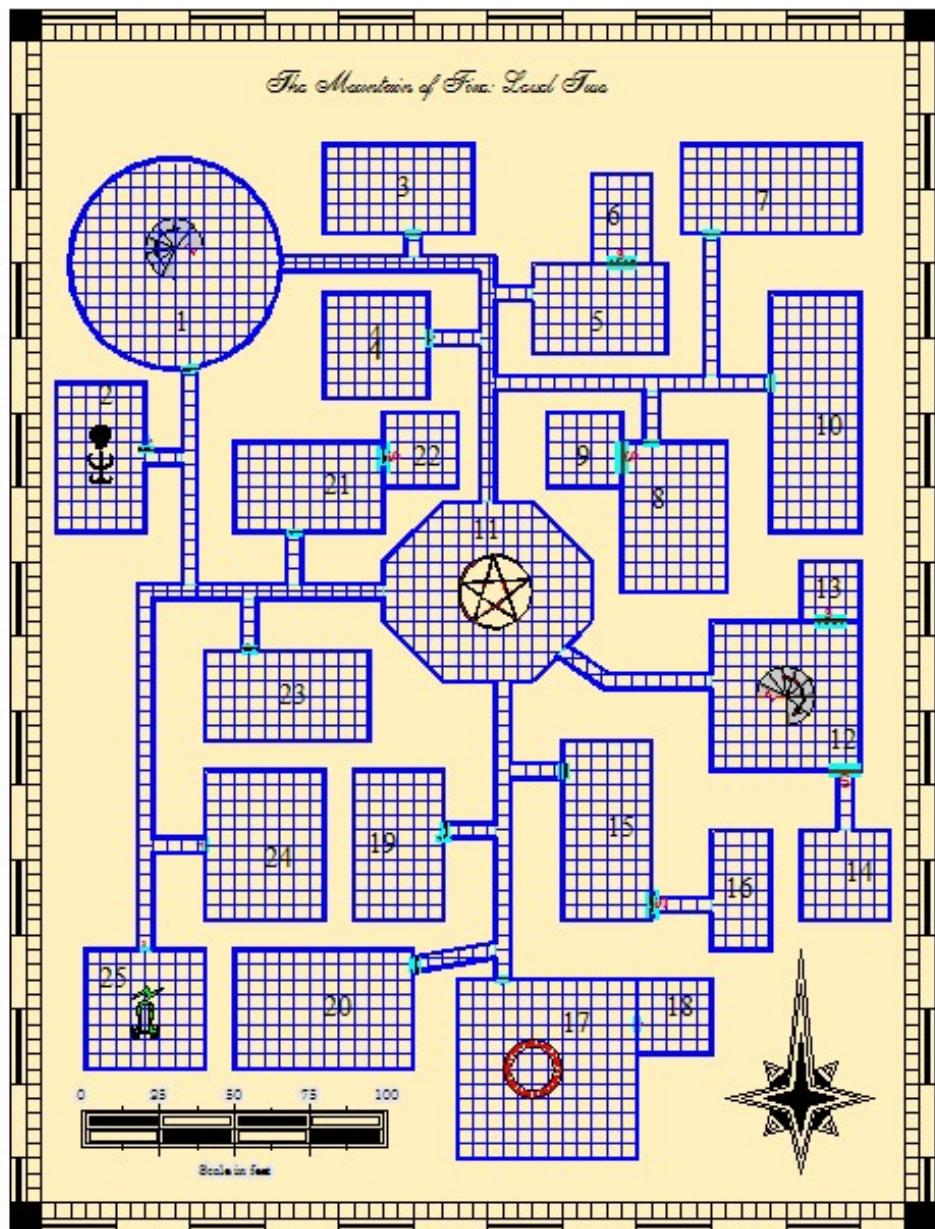
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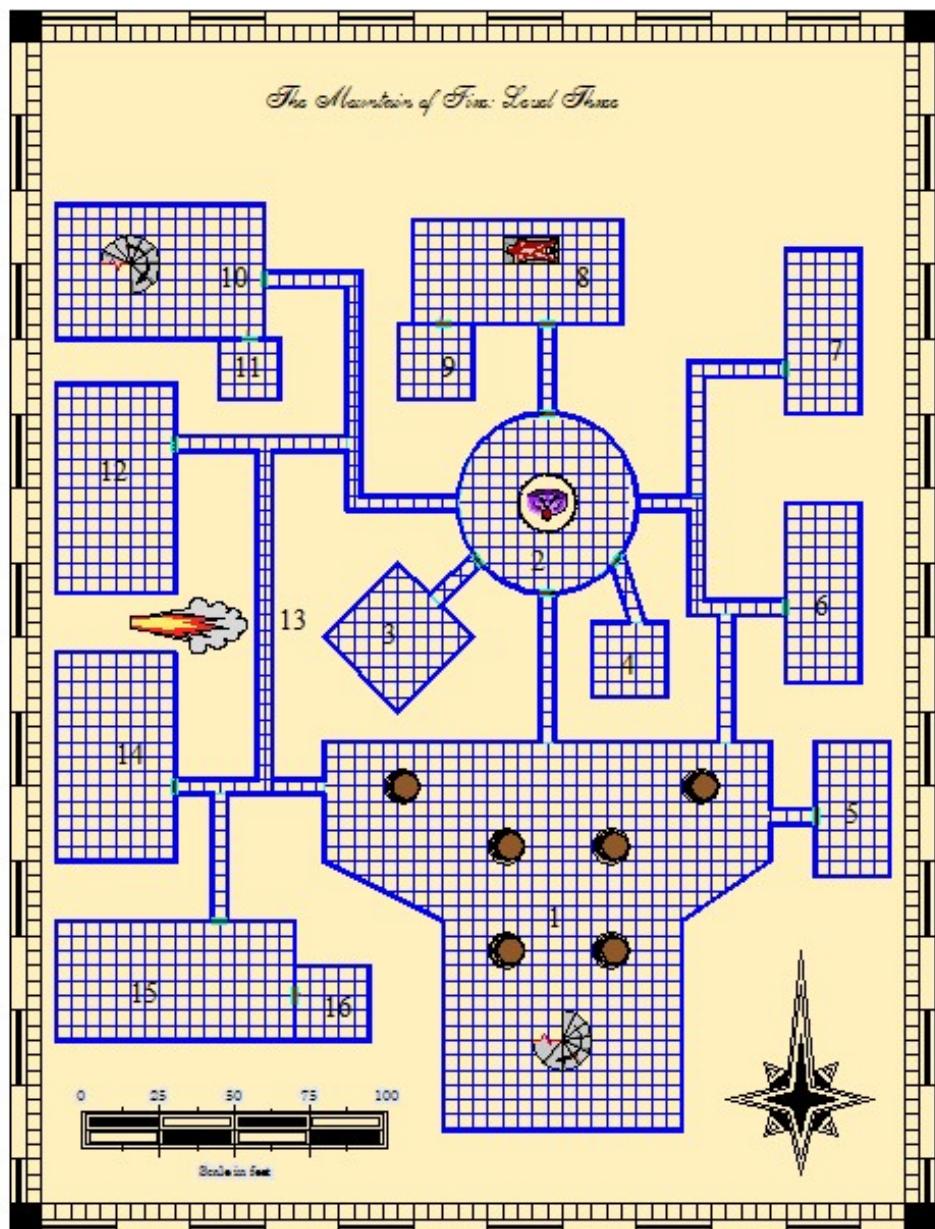
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The Mountain of Fire: Level Four

