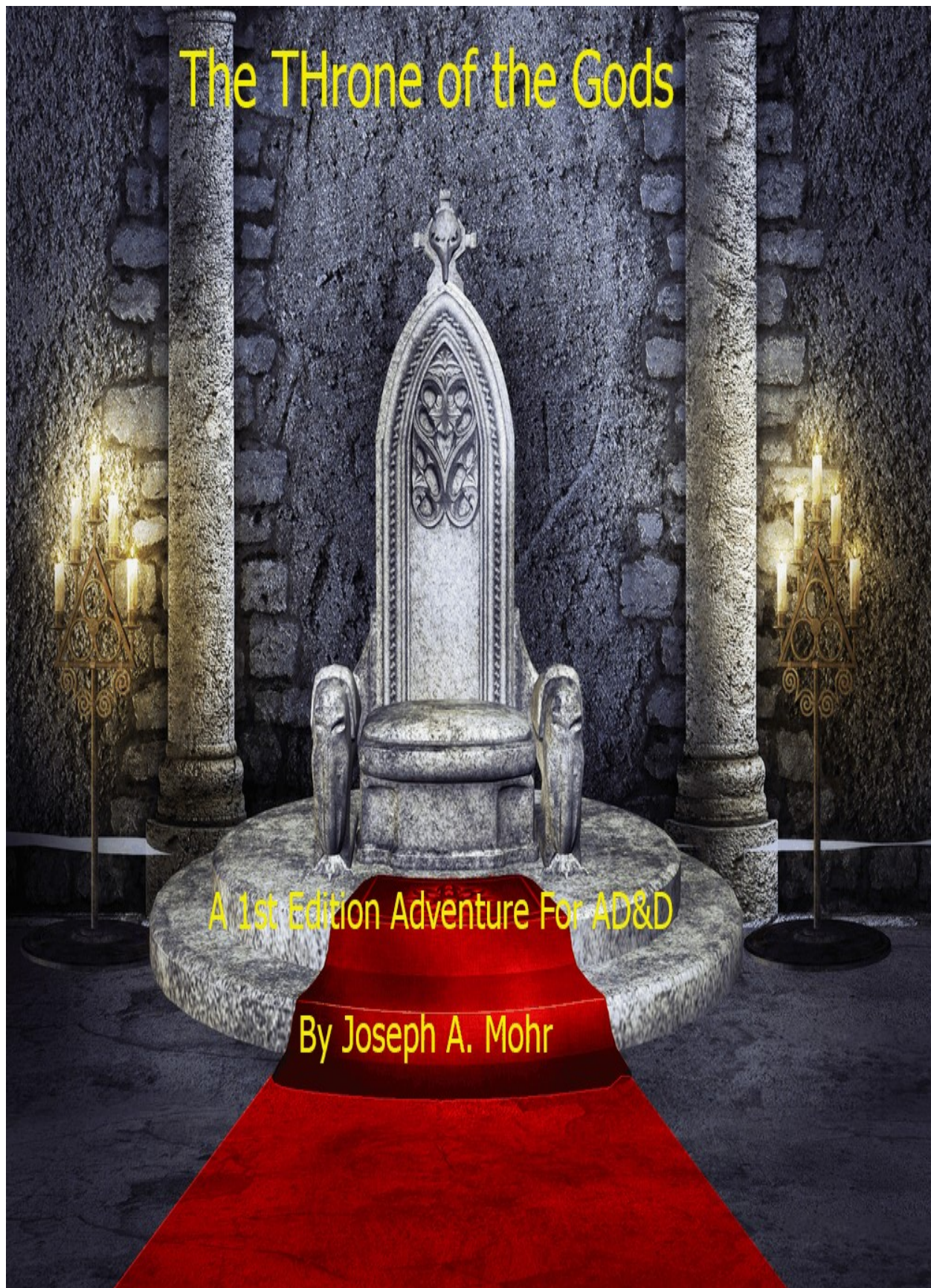


The Throne of the Gods

A 1st Edition Adventure For AD&D

By Joseph A. Mohr



THRONE OF THE GODS

An Epic Level Adventure

For Advanced Dungeons and Dragons 1st Edition

By Joseph A. Mohr

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CREDITS PAGE

Artwork was created or used from the following sources:

Cover Page - Throne of the Gods

Altar of Simaru

Beholder

Cyclops

Devil, Horned

Dragon Turtle Head

Ettin

Frost Giant Shaman

Ghost

Mind Flayer

Roc

Skull Cave Entrance

Tolis, Evil Titan

Backgroundstory@depositphotos.com

Fairytaledesign@depositphotos.com

Rajat Prajapati

Kuco@depositphotos.com

Public Domain

Public Domain

Rajat Prajapati

Vukkostic91@depositphotos.com

Ratpack2@depositphotos.com

Rajat Prajapati

Aaronrutton@deposotphotos.com

Fairytaledesign@depositphotos.com

Rajat Prajapati

According to legend the Throne of the Gods is a massive stone chair carved out of the very heart of a mountain. It is decorated with mosaics and ivory and precious metals. Gems are set into the throne. And gods sat upon this throne when they walked the world.

Recently a crazy old dwarf named Grodak Axeborn crawled back into his village in the Dragonteeth Mountains and died from grievous wounds that had been inflicted upon him. Before he expired he told the village elders a story. It was a tale about a cave high up on one of the tallest peaks in the Dragonteeth range. Grodak was a mining engineer for the Dwarf kings that rule in those mountains. He had been exploring caves for potential new sources of gems when he came upon this cave. He knew it was risky to explore such a cave alone. Yet he felt strangely compelled to visit this one. Deep on the lowest levels of the caverns was a massive throne. It was the most beautiful thing he had ever seen. And then he was hit by some kind of magical ray. He crawled out of the caves but had to fight off many powerful beasts in order to escape.

A secretive and powerful cult called the Seekers have declared it their mission to protect the Throne of the Gods. They have heard about these rumors and have dispatched parties of their own protect the throne from adventurers that might seek it's powers.

But rumors about the discovery of the throne have already leaked out. They are all over the land of Zanzia and news of the throne has reached the ears of your adventurers.

EPIC LEVEL ADVENTURES

What is an epic level adventurer? At some point adventurers become so powerful that virtually no monster in the Monster Manual is really much of a threat to them. No single monster...that is. Once a character for 1st Edition reaches the 15-30 level range they are likely to be such a character. They will have accumulated so many hit points, such a low armor class, such powerful spells and magical items that they will crush whatever you put before them. This adventure is an attempt to provide challenges worthy of such adventurers.

My suggested levels for this adventure therefore are 15+. Obviously some adventurers of those levels will be more powerful than others. Use your own judgement after reading this module and then adjust the encounters accordingly. At the end of Throne of the Gods I will put some suggestions for scaling the adventure.

CONVENTIONS USED IN THIS

ADVENTURE

Certain notations will be in the statistic blocks for each monster or for certain treasures that might be found. These notations are:

MM	Monster Manual
MM2	Monster Manual 2
FF	Fiend Folio
DMG	Dungeon Master Guide
PHB	Player's Handbook
MONM	Monstrous Manual (2 nd edition monster manual)

NOTE ON SPELL CASTERS IN

THIS ADVENTURE

Any spell casters met in combat during this adventure will be carrying a travel spell book with the memorized spells written into it. If they are encountered in a set encounter or in an encampment then this spell book will be hidden somewhere nearby.

SETTING

This adventure takes place in the world of Zanzia. But it could easily take place in any mountain range in your own campaign world. Any tall peak with an unexplored cave entrance will do. In fact there are actually three entrances into this set of caverns. All three of these cave entrances can be reached from the same mountain just on different sides of it. One is partially blocked by boulders. The other two are clear but not necessarily visible to the naked eye.

THE HOOK

This adventure does not really have one. The adventurers will have heard stories about this powerful artifact. Once they hear of it's possible discovery they will likely want to visit it. Rumors about this throne will likely drive any party to want to find it. Some possible rumors that you can use to entice your adventurers might include:

F 1. The Throne grants wishes to anyone who sits upon it

F 2. The Throne is priceless as it is made of pure gold

T 3. The Throne is decorated with ivory and gems and gold

T 4. The Throne does not stay in one place for long. It moves by some powerful magic

T 5. The Throne has a powerful curse for anyone who sits on it

F 6. Anyone who sits upon the throne becomes a god

More than likely the adventurers will hear all of these rumors more than once in the taverns and inns around town.

THE SEEKERS

The seekers are a powerful cult that seeks the Throne of the Gods. There are two factions within this powerful organization. Those who wish to use the throne to further their own ends. And those wish to protect it and hide it from others who might misuse it's awesome powers. These seekers have done extensive research about the throne and know a great deal about it's legendary powers and history. Some of the most important and powerful people in the land are suspected of being members of this mysterious organization. Their actual members are unknown. When encountered they will typically be wearing hooded gray robes with their faces covered.

TRAVELING TO THE VILLAGE

Grodak died soon after arriving at the village of Stormguard. But not before he revealed the location of this cave entrance to the village elders. Those elders have kept this location a secret so far. But perhaps if they

were given a proper incentive to talk they might reveal it. A trip from the city of Barrowmar to the village of Stormguard will take twelve days on horseback.

THE VILLAGE OF STORMGUARD

Stormguard is a typical Dwarven village in the Dragonteeth Range. It is a small village with only twelve structures. These structures are mostly dwellings. One of these dwellings is a local tavern. And in this tavern if one were to ask questions about the Throne of the Gods one would eventually hear from a gregarious little Dwarf named Thondaem who sits at the bar. Thondaem knows the location of the cave and for a price he will gladly show the adventurers the location. He will also warn the adventurers that other parties have sought the same information from others in the village. His price is a magical axe or two thousand gold pieces.

The entrance to the cave is only a days ride from the village on horseback. The cave sits high upon the mountain peak and appears to be now be blocked by boulders.

RANDOM ENCOUNTERS IN THE

DRAGONTEETH

The trip from Barrowmar to Stormguard and from Stormguard to the cave entrance is perilous. Many powerful and aggressive creatures live in the mountain range. It is one of the most dangerous places in all of Zanzia for travelers.

Encounters should be rolled for twice daily during travel. A roll of 1-3 out of 12 will

indicate an encounter has taken place. Another roll should be made on the following table to determine the encounter:

1. A party of the seekers
2. Dwarven Miners
3. Two Rocs hunting
4. An very old white dragon hunting
5. A pack of five wyverns
6. Dwarven patrol
7. A flight of seven griffins
8. A party of the seekers
9. Berserker raiders from the north
10. Berserker raiders from the north

Berserkers

These raiders come from the frozen wasteland north of Zanzia known as the Barbarian Lands. This land is filled with rival warlords that raid neighboring lands as well as each other. One will be a second level fighter. Typically the band will consist of 3-24 raiders plus that leader.

Dwarven Miners

These are typical Dwarves from page 35 of the Monster Manual. They will be armed with axes or hammers but none will be magical. All of these dwarves will have one hit dice. Typically they travel together for self protection in bands of 4D6.

Dwarf Patrol

A patrol will consist of 20 one hit die Dwarves armed with battle axes and light crossbows. They will be led by a second level fighter. They are out patrolling for invaders from the lands north of Zanzia who have recently raided one of their villages.

Griffins

Griffins have nests on ledges all over the mountain range.

Rocs

This will be a mated pair. They have a nest high upon a ledge on a tall peak.

Seekers

These men and women are a determined group of cultists. They seek to protect the throne from adventurer types that want to exploit it's incredible magical powers. These seekers are powerful adventurer types themselves. Any group of seekers who are encountered will be working independently of each other. If one is encountered while traveling to the caverns it can be assumed that this group has not yet found the newest location of the throne. All members of the seekers wear gray hooded robes with the symbol of their order sewn into it. One possible group that might be met on this journey would be this one:

Thratdromri Iceborn - Dwarf Fighter: F9: S18 I12 W12 DEX 10 CON 15 CH 11; HP: 56; **Dwarven sized Chain Mail +3; Shield +2; AC: -1; Battle Axe of Sharpness;** Lawful Neutral.

Varratum Darkfury - Dwarf Cleric: C8: S10 I13 W18 DEX 12 CON 11 CH 15; HP 34; **Dwarven sized Plate Mail +1; Shield +2; Mace +3;** Lawful Neutral; AC: -1; Spells Memorized: **command, detect evil, sanctuary, resist cold, remove fear, bless, protection from evil, hold person (x), silence 15' radius, know alignment, find traps, augury, chant, cure blindness, cure disease, dispel magic, prayer, remove curse, speak with dead, cure serious wounds, tongues, detect lie.**

Kaylin Glynsandoral - Half Elf Druid: D12: S11 I13 W18 DEX 16 CON 11 CHA 16; **leather armor +2; wooden shield; ring of protection +2; scimitar +2;** HP: 40; AC: 3; Spells Memorized: **entangle, faerie fire, animal friendship, speak with animals, pass without trace, barkskin, charm person or mammal, cure light wounds, heat metal, obscurement, call lightning, hold animal, neutralize poison, summon insects, dispel magic, cure serious wounds, call woodland beings, speak with plants, insect plague, transmute rock to mud, wall of fire, conjure fire elemental, weather summoning, finger of death.** Neutral. She has a bear which follows her everywhere and will defend her to the death.

Shazza Brown Bear: AC 6; MV 12; HD 5+5; HP 40; # AT 3; Dmg 1-6/1-6/1-8; SA Hug for 2-12 dmg; AL N; MM page 9.

Ribenbem - Gnome Illusionist: I7; S10 I18 W13 DEX 17 CON 10 CH 12; he wears a **robe of scintillating colors; wand of conjuration with 12 charges; bracers of defense AC 6; Armor Class: 3; Spells Memorized: color spray, hypnotism, detect illusion, phantasmal force, mirror image, misdirection, invisibility, fear, spectral force.** Lawful Neutral.

Brynmor Paulson - Human Fighter: F17; S 18/75 I12 W 12 DEX 10 CON 17 CH 14; **plate mail +2; two handed sword +3;** HP 90; AC: 0; Neutral.

Alexandrina Flitter - Human Magic User: MU 16: S9 I18 W14 DEX 10 CON 10 CH 12; **robe of the arch magi (gray); ring of protection +2;** HP: 31; **wand of fire with 15 charges;** AC 4; Neutral; Spells Memorized: **sleep, magic missile, comprehend languages, shield, charm person, esp, scare, mirror image, stinking**

cloud, web, lightning bolt, dispel magic, fly, protection from normal missiles, invisibility 10' radius, confusion, charm monster, dimension door, ice storm, polymorph other, teleport, cone of cold, hold monster, conjure elemental, wall of force, death spell, invisible stalker, legend lore, delayed blast fireball, power word stun, mass charm.

With them are six human fighters that act as their guard. These men are loyal to the seekers and will gladly die to defend the leaders of this group. F10 (x6): AC 2; HP 50; chain mail +1; shield +1; long sword +2; light crossbow +1; 10 crossbow bolts +1; Neutral.

The seekers will not immediately attack anyone on the road but they will question anyone who they suspect might be seeking the throne. They will try to discourage anyone else from seeking the throne. Later when met in the caverns they will be far more hostile. Anyone who is met by the seekers in the caverns will be attacked immediately with an attempt to drive them away or kill them if necessary.

White Dragon

This very old white dragon has a lair on the far side of the Dragonteeth Mountains from the entrance to the caves the adventurers are seeking. When encountered she will be flying far overhead and making up her mind whether to dive on the adventurers and take one for a snack.

Wyverns

These wyverns are out hunting for a white dragon that lives in this range. She recently killed two of their group and they want revenge.

THE CAVE OF SKULLS

From the bottom of the mountain one can barely make out a small opening that might be a cave. Once the distance to the cave has been closed the cave entrance will take on a more sinister look. It appears up close like a large skull with an open mouth instead of a cave entrance. Just inside the mouth of this cave boulders are strewn about blocking the way in.



Inside these caves it is very cold. The average temperature just below the freezing

point. Much of the upper caves are white with ice. The tunnels between chambers are variable in height and size. In some places the tunnels are as tall as twenty feet. The chambers are also variable in size. Some of the chambers are as tall as thirty feet.

RANDOM ENCOUNTERS

WITHIN THE CAVE OF SKULLS

Random encounter checks should be made twice daily. A roll of 1-3 out of 10 will indicate that an encounter has taken place. An encounter will consist of one of these:

1. Seekers
2. Seekers
3. 2-4 Beholders
4. 2-8 Mind Flayers
5. 8 Bone Devils
6. Seekers
7. 4 Ice devils
8. Seekers

Beholders: AC 0/2/7; MV 3; HD 45-75 hit points; HP 60 each; # AT 1; Dmg 2-8 (bite); SA magic; SD anti magic ray; Magic Resistance: special; SA eye stalk abilities: **1. Charm person 2. charm monster 3. sleep 4. telekinese 2500 gp weight 5. flesh to stone 6. disintegrate 7. fear 8. slow 9 cause serious wounds 10. death ray 11. anti-magic ray**; AL LE; MM page 10.

Bone Devils: AC -1; MV 15; HD 9; HP 35 each; # AT 1; Dmg 3-12; SA bone hook has 50% chance of sticking in target; SA tail strike if hook is set does 2-8 damage and temp loss of 1-4 strength points unless save vs poison; SA at will they have the following powers: **generate fear in 5'**

radius, create illusion, fly, become invisible, detect invisible, fear, summon another bone devil (40% chance); SA once per day it can cast a **wall of fire**; Magic Resistance: 40%; AL LE; MM page 21.

Ice Devils: AC -4; MV 6; HD 11; HP 45 each; # AT 4; Dmg 1-4/1-4/2-8;3-12; SA all of these carry special spears which will do 2-12 damage and numb the target with freezing cold (save vs paralyzation or be slowed for 2-12 rounds) SA at will they can use the following powers: **fly, wall of ice, detect magic, detect invisible, polymorph self, gate two bone devils (70%) or another ice devil (30%) with a 60% chance of success**; SA once per day can cast an **ice storm spell**; SA ultravision 60' ; SD regenerate 1 hit point per round; SA grasping strength of 18/76; SA radiate fear in a 10' radius (save vs wand); AL LE; MM page 23.

Mind Flayers: AC 5; MV 12; HD 8+4; HP 40 each; # AT 4; Dmg 2 each; SA mind blast; Magic Resistance: 90%; AL LE; MM page 70.

Seekers

If the group from above was not met while traveling to the caves then use that party. Otherwise use a similar party of high level adventurers with neutral neutral alignments and mixed races. The seekers are not limited to one race or religion but all are some form of neutral alignment. Any party of seekers will have 2-10 fighters of 10th level or higher as guards or general muscle. The primary group will have 2-8 high level characters of various classes with at least one magic user of high level. High level being defined as at least 15th level (or the maximum level for their race if they are non-human). All members of the seekers wear gray hooded

robes with the symbol of their order.

Some potential members of such a seeker party might include:

Alec Levy - Human Fighter: F20: S18/00 I12 W11 DEX 10 CON 17 CH 15; Neutral; **plate mail +2; shield +3; long sword +3/+6 versus magic using or enchanted creatures**; AC: -3; HP: 115; Alec is a minor Zanzian noble.

Lilian Oliver - Human Thief: T18: S12 I14 W10 DEX 18 CON 12 CH13; Chaotic Neutral; **leather armor +2; short sword +3/+5 versus flying creatures**; AC 2; HP 35. She is the master of the Freeport Thieves Guild. In her possession are the eyes from the Simaru statue in area 3. These eyes are two large diamonds worth 10,000 gold pieces each. She has also collected the ivory teeth from the statue. There were twenty of these teeth. Each is worth 100 gold pieces. She carries all of this loot in a large sack.

Clifford Salomon - Human Cleric: C21: S11 I12 W18; DEX12 CON13 CH12; Lawful Neutral; **plate mail +2; shield +2; ring of protection +1; mace of disruption**; AC -3; HP 54; Spells Memorized: **bless, sanctuary, command, cure light wounds, detect evil, detect magic, light, protection from evil, purify food and water, remove fear, resist cold, augury, chant, find traps, hold person, know alignment, resist fire, silence 15' radius, slow poison, snake charm, speak with animals, spiritual hammer, animate dead, continual light, cure blindness, cure disease, dispelmagic, feign death, create food and water, locate object, prayer, speak with dead, cure serious wounds, detect lie, divination, exorcise, lower water, neutralize poison, protection from evil 10' radius, speak with plants, sticks to snakes, tongues,**

atonement, commune, cure critical wounds, dispel evil, flame strike, raise dead, true seeing, aerial servant, heal, speak with monsters, find the path, blade barrier, stone tell, holy word, earthquake; He is the high priest of the temple of knowledge in Freeport.

Thomas Shutler - Human Monk: MO15: S16 I0 W15 DEX17 CON12 CH10; AC -1; gray monk robes; bo stick; necklace of missiles (2 x 7HD and 2 x 5HD missiles remaining); spear +3; HP: 37; Thomas is a master of summer at the Barrowmar monastery. He has the following monk abilities: movement rate 29"; 3 open hand attacks per round; damage per attack with open hands is 6-24; all special monk abilities are possessed by Thomas including the Quivering Palm.

Morgan Webb - Human Illusionist: I17: S9 I18 W14 DEX 18 CON 12 CH 10; Neutral; **robe of eyes; wand of illusion (with 17 charges); dagger +2; bracers of defense AC 2; ring of protection +2; AC 0; HP 26; Spells Memorized: color spray, wall of fog, darkness, dancing lights, gaze reflection, fog cloud, ventriloquism, mirror image, improved phantasmal force, hypnotic pattern, fear, spectral force, paralyzation, non-detection, invisibility 10' radius, confusion, massmorph, phantasmal killer, shadow monsters, emotion, major creation, chaos, shadow door, mass suggestion, shades, prismatic spray, alter reality**. She is a teacher from the Barrowmar University Arcana who is on sabbatical.

THE KEY TO THE CAVE OF THE

SKULLS

The Throne of the gods is currently hidden within the Cave of the Skulls. Many powerful and evil creatures reside in these caverns or have been drawn to them by the awesome powers of the Throne of the Gods. Currently the Throne is in the possession of one of these creatures. This creature is a Titan by the name of Tolis Vlahakis. Tolis sought out the Throne when he first heard of it's location but his soul has turned black as it was corrupted by possession of this relic. One in possession of this relic for long will be changed by it. Tolis was changed in just this way. And now he is the powerful and evil guardian of it. At his beck and call are several other powerful beings which have been drawn to the Throne and will also defend it from outsiders.

The seekers are also present within these caverns. While they have located the caverns they have not fought their way into possession of it....yet....

These caverns are cold and dark. Ice is formed on the floors, walls and ceilings of these cavernous chamber. The temperature is not so cold that one would take damage from it but it is far from comfortable here.

THE UPPER CAVES

1. The Skull Cave Entrance

This entrance is blocked by a rock fall just inside the mouth of the cave. These large boulders have been brought down by a lightning bolt which was cast by one of the seekers to block others from entering the caves from this entrance. Close inspection of the ceiling here will indicate that blast marks

from this bolt of lightning can be seen. Dark discoloration from where the bolt hit and the icy cave ceiling was damaged can be seen if enough light is shined on the area in question.

These boulders could be moved manually. Such efforts would take several hours if no magical means are employed. Somewhere between three to twelve hours would be spent in this manner. But magical means such as dig might shorten this process. A passwall spell might bypass it entirely. And of course...there are two other entrances that were unknown to the seekers or they would have closed them too.

2. Dead body

One of the seekers was too close to the blast radius and the rock fall when the lightning bolt closed this passageway. He was struck by falling rocks and was killed. He was one of the lower level retainers of the powerful Seekers and he could not withstand the damage from these rocks. He is a human fighter and clearly was once a fairly powerful warrior. His plate mail armor has no markings and is crushed beyond repair. He has a finely engraved battle axe with a golden tipped handle which is not magical but is worth as much as 500 gold pieces. It was left behind with his body.

The body is also wearing a strange gray robe with some kind of arcane symbol sewn into the back of it. What this symbol might mean is unknown. No one in the group will recognize it as it is not shown or spoken of in any book. However, one with legend lore ability, might be able to divine that this symbol belongs to the legendary Seekers of the Throne of the Gods.

Nothing of else of value is found on the body. And there are no other markings of identity.

3. **Demonic Idol and Black Altar**

This junction between tunnels is a large chamber. In the northern end of it is a large red statue of a demon or devil. It stands fifteen feet tall and glares at anyone looking directly into it's evil face. It looks very much like the statue on the cover of the Player's Handbook. In the land of Zanzia this statue is well known as it is often revered by worshipers of the demi-god Simaru. Simaru is known to Zanzians as the God of Chaos.

This particular statue, however, is missing it's eyes. It would appear that someone else has gotten to this chamber first and has removed these eyes. Typically these statues have valuable gems such as diamonds in place of the eyes. The ivory teeth that usually fill the mouths of these statues have also been removed.

The idol

The idol will not show any magical aura if detected for. Nor does it radiate evil. It holds a large brazier before it which is not lit but which has unburned coals in it. Should these coals be removed from the brazier a large fire opal may be found in the bottom of it worth 6500 gold pieces.

Should anyone climb up the statue and inspect the mouth of it they may find a strange gold goin in the mouth. This coin has the same strange symbol of the Seekers which was on the robe in area 2. This coin is worth 1 gold piece.

Should the adventurers use magical means to divine things about this statue it will

become clear that it is extremely old and has been here since before the creation of the kingdom of Zanzia.

The Altar

This black altar radiates magic and evil. The seekers clearly chose to leave this altar alone on their visit in this chamber. It stands whole and untouched. They dared not defile this unholy altar.



Should anyone touch this altar that is not chaotic evil in alignment they will need to make a saving throw versus death magic or be teleported to the top of the cave pit in area 13 and dropped into it. That pit is an

extremely deep drop of 300 feet to it's bottom. That fall would result in 20D6 damage to the victim. Should the victim be a monk it might be possible for the monk to reduce or negate a great part of this falling damage as the walls of this deep pit are not very far apart.

Anyone pouring holy water on this unholy altar will see it begin to crack. Each vial of holy water will do 25 points of damage to it. The Altar has 100 hit points. Anyone striking the altar will also suffer the same fate as one who touched it. Doing so will teleport them to the area 13 cave pit. The altar can be struck, however, by missile weapons. It is 99% immune to the effects of magic. However the following spells will damage it in the following ways:

Holy Word will inflict 50 hit points of damage

Dispel Evil will inflict 25 hit points of damage

Bless will inflict 5 hit points of damage

This altar blocks and conceals the entrance to a cave beyond it. This is not a secret or concealed door so such a check would not be needed. If the altar is moved or destroyed then the passage will be found. Otherwise it will not.

4. **Hidden Treasures**

These caverns were once the home of a group of Simaru cultists. These cultists have long since disappeared. The cult is a Chaotic Evil one with predictable results. The members are mostly insane and murderous. They squabbled and fought amongst themselves often. And those who knew about this hidden cache were murdered long ago.

A pile of treasure lies here. It is mixed and not in any containers. It merely lies on the floor and has been here for more than a century. There are coins in several denominations and metals but none are of the current kingdom of Zanzia. These coins include 14232 copper pieces, 5423 silver pieces, 4983 gold pieces, 1233 electrum pieces and 454 platinum pieces.

Several ivory figurines are mixed among these coins. Each represents some long forgotten pagan god or goddess that was worshiped long ago by the residents of this continent. None of these idols is magical. There are twelve of these idols and each is worth 500 gold pieces.

Also mixed amongst these coins is a small metal vial with a cork stopper in it. Within this vial are **twelve pinches of dust of illusion** (UA).

5. **Illithids Encampment**

This cave is dark and cold. Camped in the darkness of this cave is a party of Mind Flayers that have been drawn to the power of the Throne. So far they have not explored into the deepest caverns. One of their party was lost to the seekers and they are recovering from that encounter here.

Elder Mind Flayer: AC 2; MV 12; HD 16+8; HP 85; # AT 4; Dmg 2 each (tentacles); SA Mind Blast; Magic Resistance: 90%; AL LE; Psionic Ability: 350; Attack/Defense Modes: All/All; MM page 70 modified. He has the ability to cast spells as an 11th level magic user and has the following memorized spells: **magic missile, spider climb, comprehend languages, charm person, mirror image, ray of enfeeblement, strength, web, hold person, suggestion, dispel magic, fireball, charm**

monster, wall of ice, massmorph, conjure elemental, passwall, cone of cold. He wears platinum tentacle rings (x4) worth 500 gold pieces each. He carries **wand of negation** with 25 charges on it and has a human skull tied to his waist with a **ring of shooting stars** hidden inside of it.



Mind Flayers (8) : AC 5; MV 12; HD 8+4; HP 36 each; # AT 4; Dmg 2 each (tentacles); SA Mind Blast; Magic Resistance: 50%; AL LE; Psionic Ability: 280 each; Attack/Defense Modes: B/FGH; MM page 70.

One of the mind flayers has a small sack with five large peridot worth 500 gold pieces

each and a small golden idol of Lolth worth 1500 gold pieces.

6. **Rhemorhaz Lair/Junction of Tunnels**

This large cave has four tunnels leading from it. One of these tunnels is blocked by boulders from a collapse in that tunnel. Around this room are twelve large eggs. These are Rhemorhaz eggs and their parents are nearby to guard them. Each of these eggs is nested in branches and bones from creatures that were killed in the tunnels and dragged here.

Rhemorhaz (4) Males: AC: 0 (overall)/2(head)/4(underside); HD 14; HP 70 each; # AT 1; Dmg 6-36; SA can swallow a target whole on a natural 20 (instant death due to extreme heat inside the body of a Rhemorhaz); SD any non magical weapon making contact with the back of a Rhemorhaz will melt from the extreme heat from secretions; SD anyone touched by the secretions on the back of this creature will take 10-100 points of damage; Magic Resistance 75%; AL N; MM page 82.

Rhemorhaz (8) Females: AC: 0 (overall)/2(head)/4(underside); HD 11; HP 45 each; # AT 1; Dmg 6-36; SA can swallow a target whole on a natural 20 (instant death due to extreme heat inside the body of a Rhemorhaz); SD any non magical weapon making contact with the back of a Rhemorhaz will melt from the extreme heat from secretions; SD anyone touched by the secretions on the back of this creature will take 10-100 points of damage; Magic Resistance 75%; AL N; MM page 82.

Each of the eggs is worth 5000 gold pieces. There are twelve of these eggs. Close inspection of the nests of these eggs may

reveal the presence of a shiny object in the branches. It is a **ring of chameleon power** (UA). There is also a ring here made of silver with the letters TH engraved upon it. The ring is worth 5 gold pieces. This ring is the heirloom lost by the Ghost Tristan Hall located in area 5 in the lower caves.

7. **Skull Cave Entrance Two**

This entrance into the caverns is well concealed from the outside. The entrance is on a ledge with a steep cliff below it. Covering the entrance is a Roc nest. The two Rocs that live in this nest may be present at any time this nest is approached (75% chance). No one from the outside could recognize the entrance until they are right on top of the Roc nest.



Rocs (2): AC 4; MV 3/30; HD 18; HP 110 and 94; # AT 2 or 1; Dmg 3-18/3-18 or 4-

24; AL N; MM page 82.

There are no eggs yet in this nest. Part of the nest is made from a large ivory statue that one of the Rocs snatched from a caravan and carried off. This statue represents one of the Barbarian kings that live to the north of Zanzia and is worth 1500 gold pieces. This statue weighs nearly 1000 pounds.

8. **White Puddings**

This cave is filled with snow along the southern corner. A reflection of light can be seen imbedded in the snow bank. Close inspection of the bank will reveal that stuck in this snow is a large Platinum statue of Bahamut worth 25000 gold pieces and weighing nearly 2000 pounds.

But this snow is not snow at all. It only appears to be. It is actually an enormous White Pudding. It is by far the biggest White Pudding ever seen in Zanzia.

Ancient White Pudding (1): AC 2; MV 12; HD 35; HP 205; # AT 1; Dmg 6-60; SA dissolves animal and vegetable material in a single round; SD 90% chance of being mistaken for snow; SD have no effect on metal; AL N; MM page 102 modified.

9. **Dead End**

This seemingly empty cave is a trap. Anyone stepping more than ten feet into this chamber has a 20% chance (cumulatively) of starting a cave in. The ceiling here has been intentionally weakened by the servants of Tolis Vlahakis in order to kill any interlopers who might visit these caves in search of the Throne. Anyone who sets off this trap (and anyone else in the chamber when that happens) must make a saving throw versus their dexterity (roll a D20 and a

roll of equal to or less than dexterity will succeed on the saving throw) or take 10-100 points of damage from the falling pieces of ceiling that will collapse into the room. Anyone in the room when this takes place will need to be dug out of the room by others and this will take 1-4 hours. The sounds of this collapse will bring a random encounter (no check roll needed) within 2-5 rounds to investigate the noise.

This trap can be detected by a thief using the normal skills or by demi-humans that can recognize an unsafe ceiling or floor.

10. Skull Cave Entrance Three

This entrance to the caverns is well concealed. A permanent illusion of solid rock covers this entrance from the outside. Anyone inside the tunnel, however, can easily see that this tunnel leaves the caverns. The tunnels near this entrance are nearly twenty feet in height.

11. Frost Giant War Party

A party of Frost Giants has entered these caves in order to investigate the recent activity here. They are unaware of the Throne of the Gods but are very concerned about this recent intrusion into their territory. All of these visitors here in these caves is suspicious to them and they came to investigate. Most of these tunnels here are too small for them to comfortably travel in so they are resting the night here in this large chamber with a high ceiling of twenty five feet.

Frost Giants (8): AC 4; MV 12; HD 10+2; HP 45 each; ; # AT 1; Dmg 4-24; SA hurl rocks (none are present in this room); SD impervious to cold; AL CE; MM page 44.

Frost Giant Shaman (1): AC 4; MV 12; HD 10+4; HP 65; # AT 1; Dmg 4-24; SA hurl rocks (none present); SD impervious to cold; AL CE; MM page 44 modified; SA casts spells as a 5th level Cleric; Spells Memorized: **bless, command, remove fear, hold person, silence 15' radius, resist fire; prayer.** She wears a large necklace made of uncut rubies and is worth 7500 gold pieces.



Frost Giant Jarl (1): AC 2 ; MV 12; HD 16 +6; HP 100; # AT 1; Dmg 4-40; SA hurl rocks; SD impervious to cold; AL CE; Mm page 44 modified. This minor chief wears a large golden ring signifying his role in the

tribe worth 5000 gold pieces. He wears an amulet around his neck which he neither understands nor can use. It is an **amulet versus undead** (UA) (7th level).

Frost Giant Witch Doctor (1): AC 4; MV 12; HD 10+2: HP 54; # AT 1; Dmg 4-24; SA hurl rocks (none are present in this room); SD impervious to cold; AL CE; MM page 44 modified. He casts spells as a 5th level magic user and has the following spells memorized: **charm person, comprehend languages, shield, burning hands, shatter, darkness 15' radius, protection from good 10' radius**. He carries a **wand of frost** with 22 charges on it.

12. **Dead body/Blocked Passage**

The dead body of one of the Seeker's retainers lies here crushed under fallen rubble. The body is of a human fighter wearing a gray robe with the seeker symbol sewn into it. Close inspection of the body will reveal that some creature has done incredible heat damage to him. His armor and weapons appear to be melted. The seekers collapsed the roof of this tunnel to flee the Rhemorhaz living in area 6. The body has nothing valuable left on it. He was a human fighter before death.

13. **Cave Pit**

This chamber has boulders blocking access to area 14. There is a tunnel leading off towards area 16. At the southern tunnel exit from this chamber is a deep cave pit. Anyone entering the room from the southern tunnel could fall into this pit if they are not actively checking the floor (25% chance). This is just an open hole which drops three hundred feet. Anyone falling into this pit will take 20D6 damage from the fall.

Anyone looking down to the bottom of this pit will not be able to see the bottom. It is just far too deep for that even if a torch is dropped in. One would need to climb (or fly) into the pit to see what might be on the bottom.

Anyone who touches the altar in area 3 gets teleported to the top of this pit and dropped in. One of the bodies in this pit is a recent addition from that altar. One of the seekers retainers lies at the bottom of this pit dead. His gray robe has the symbol of the seekers sewn into it. His armor and skull are crushed from the fall. But his weapon is still intact. It is a **flail +2/+4 versus regenerating creatures**. There is also another recent addition to the pit. A mind flayer has fallen into the pit and died on impact. All of the other remains in this pit are from long ago. There are many bones and skulls in the pit.

Close inspection of the bones in the pit gives the searcher a 5% chance per turn spent searching (cumulative) of finding a ring which was lost here long ago. It is a **Ring of Djinni Summoning** with 2 charges remaining on it.

14. **Blocked Passage**

This passage is blocked by boulders on both sides of it. Clearing these boulders is possible but doing so will take 1-4 hours. Clearing these rocks also gives a chance of 5% per hour of creating a rock fall in the area which can cause 10-100 damage to anyone in the area at the time. A saving throw versus dexterity (D20 versus DEX with a roll of equal or less than DEX being a success on the saving throw).

15. **Empty Chamber**

This cavern seems to be empty. And it is.

Some boulders block a passage leading to area 14.

16. **Tunnel Sloping Downward**

This tunnel slopes downward at a 25 degree angle for about thirty feet and then takes a steeper grade of about 40 degrees ending in area 1 on the Lower Caverns Map.

THE LOWER CAVES

This level of the caverns is slightly warmer than the upper caves. There is no visible ice on the ground here. Random encounters are the same as on the previous level but the chance of such an encounter increases to 1-4 out of 10. Most of the tunnels and caves here are much taller than on the previous level except in the places specifically noted in the test. In most of these areas the ceiling is at least twenty five feet high.

1. **Entry/Junction**

Tunnels head off from this area in several directions. Close inspection of the floor by a ranger might result in noticing that a great deal of foot traffic has gone through this area recently in all directions but that most of the traffic has head due west.

2. **Stone Bridge**

A long and narrow stone bridge leads out over a large underground lake. The ceiling here is only about twelve feet high at several points and rises up to twenty feet at other points so flight across this lake would be nearly impossible. There are also some low hanging stalactites out over the water.

The area over the lake is also thick with fog

making visibility here extremely low. Flying attempts here will be very dangerous. The bridge leads to area 4 (center of bridge).

3. **Lake/Dragon Turtle/Underwater Cave**

The water in this lake is murky and the lake is quite deep. The deepest point in the lake is two hundred feet. About one hundred feet down is a cave which serves as the lair for the creature that dwells here. It is an Ancient Dragon Turtle.



Anyone entering the water from area 9 has a 75% chance of encountering the Ancient Dragon Turtle in the water. Anyone fighting the beholders on the bridge in area 4 will likely encounter the Ancient Dragon Turtle during that combat. Every round of combat on the bridge there will be a twenty five percent (cumulative) chance of the Ancient Dragon Turtle arriving and attacking both sides or whoever is left standing.

Ancient Dragon Turtle (1): AC -3; MV 5/15; HD 25; HP 125; # AT 3; Dmg 3-18/3-18/6-48; SA breath weapon (steam); Magic Resistance 50%; AL N; MM page 35 modified.

Underwater Cave Lair

About 100 feet deep there is an entrance into a cave. Part of this cave is under water and part is in an air pocket. The air pocket is the lair of the Ancient Dragon Turtle. This Dragon Turtle has lived within this mountain far longer than any of the current residents. She has lived here since well before the cult of Simaru used these caverns.

In this lair is her pile of treasure: 14233 copper pieces, 15323 silver pieces, 10234 gold pieces, 4332 platinum pieces, two large ivory tusks worth 1000 gold pieces each, a badly damaged grand piano that is now worthless, a **chime of hunger**, a **horn of the tritans**, an **eversmoking bottle**, a **pouch of accessibility** (UA) and a fine jeweled coronet once worn by a Zanzian princess and lost long ago worth 3750 gold pieces. There is also a wooden scroll tube with a scroll of druid spells inside of it: **weather summoning**, **anti-animal shell** and **chariot of sustarre**. There is a bone scroll tube with a clerical scroll inside with the following spells: **wind walk**, **part water**, **find the path**.

4. Bridge of Despair

The bridge is shrouded in fog. Anyone crossing this bridge will find that visibility is only about ten feet regardless of light sources that they are using. Guarding this bridge are four beholders who float above the stone bridge at various points near the center of it. Each is separated by about ten feet. These beholders have been dominated by the titan Tolis Vlahakis and are his servants.



Beholders: AC 0/2/7; MV 3; HD 45-75 hit points; HP 60 each; # AT 1; Dmg 2-8 (bite); SA magic; SD anti magic ray; Magic Resistance: special; SA eye stalk abilities: **1. Charm person 2. charm monster 3. sleep 4. telekinese 2500 gp weight 5. flesh to stone 6. disintegrate 7. fear 8. slow 9 cause serious wounds 10. death ray 11. anti-magic ray**; AL LE; MM page 10.

Anyone fighting the beholders on the bridge will likely encounter the Ancient Dragon Turtle during that combat. Every round of combat on the bridge there will be a twenty five percent (cumulative) chance of the Ancient Dragon Turtle arriving and attacking both sides or whoever is left standing.

The Beholders have no treasure.

5. **Ghost of Tristan Hall**

A stack of wood sits near the north west corner of this chamber. It looks like an old campfire. If anyone spends more than a few rounds searching this chamber the campfire will suddenly burst into flames. Soon a ghost will materialize out of the wall. It is the ghost of Tristan Hall. Tristan was once one of the leaders of the cult of Simaru that lived in these caves over a hundred years ago. He was murdered by another member of his cult who was a rival for leadership.

Side Quest

His soul can not rest until an object that was lost so long ago is returned to him. If the adventurers could find it....his soul could rest. But he does not know where it might be. It must be somewhere within these caverns. He is just a normal ghost and could just be slain by the adventurers if they are able to do so. But if they complete his quest

and return his heirloom he will reward the adventurers by giving them a **ring of wizardry** that was once his (doubles fourth level spells).



Additionally the adventurers would gain experience equal to double the value of killing a ghost.

The ring is located in area 6 on the upper level of caves in area 6 in one of the Rhemorhaz nests.

6. **Seekers Encampment**

A battle took place here recently. Broken weapons and three dead bodies lie on the ground near the entrance tunnel. A dead beholder with many of its eyes severed is one of the bodies. The other two are human fighters who wear gray robes with the seeker symbol sewn into them.

A camp fire is lit and blazing in the north end of the chamber. Several men and woman are huddled near it with two men on guard watching the entrance about twenty from it. Both are alert. These men are guards accompanying the seeker elders.

If these Seekers have not already been met and killed earlier they will be found in this chamber.

Alec Levy - Human Fighter: F20: S18/00 I12 W11 DEX 10 CON 17 CH 15; Neutral; **plate mail +2; shield +3; long sword +3/+6 versus magic using or enchanted creatures**; AC: -3; HP: 115; Alec is a minor Zanzian noble.

Lilian Oliver - Human Thief: T18: S12 I14 W10 DEX 18 CON 12 CH13; Chaotic Neutral; **leather armor +2; short sword +3/+5 versus flying creatures**; AC 2; HP 35. She is the master of the Freeport Thieves Guild. In her possession are the eyes from the Simaru statue in area 3. These eyes are two large diamonds worth 10,000 gold pieces each. She has also collected the ivory teeth from the statue. There were twenty of these teeth. Each is worth 100 gold pieces. She carries all of this loot in a large sack.

Clifford Salomon - Human Cleric: C21: S11 I12 W18; DEX12 CON13 CH12; Lawful Neutral; **plate mail +2; shield +2; ring of protection +1; mace of disruption**; AC -3; HP 54; Spells Memorized: **bles**, **sanctuary**, **command**, **cure light wounds**,

detect evil, **detect magic**, **light**, **protection from evil**, **purify food and water**, **remove fear**, **resist cold**, **augury**, **chant**, **find traps**, **hold person**, **know alignment**, **resist fire**, **silence 15' radius**, **slow poison**, **snake charm**, **speak with animals**, **spiritual hammer**, **animate dead**, **continual light**, **cure blindness**, **cure disease**, **dispelmagic**, **feign death**, **create food and water**, **locate object**, **prayer**, **speak with dead**, **cure serious wounds**, **detect lie**, **divination**, **exorcise**, **lower water**, **neutralize poison**, **protection from evil 10' radius**, **speak with plants**, **sticks to snakes**, **tongues**, **atonement**, **commune**, **cure critical wounds**, **dispel evil**, **flame strike**, **raise dead**, **true seeing**, **aerial servant**, **heal**, **speak with monsters**, **find the path**, **blade barrier**, **stone tell**, **holy word**, **earthquake**; He is the high priest of the temple of knowledge in Freeport.

Thomas Shutler - Human Monk: MO15: S16 I0 W15 DEX17 CON12 CH10; AC -1; gray monk robes; bo stick; necklace of missiles (2 x 7HD and 2 x 5HD missiles remaining); spear +3; HP: 37; Thomas is a master of summer at the Barrowmar monastery. He has the following monk abilities: movement rate 29"; 3 open hand attacks per round; damage per attack with open hands is 6-24; all special monk abilities are possessed by Thomas including the Quivering Palm.

Morgan Webb - Human Illusionist: I17: S9 I18 W14 DEX 18 CON 12 CH 10; Neutral; **robe of eyes**; **wand of illusion (with 17 charges)**; **dagger +2**; **bracers of defense AC 2**; **ring of protection +2**; AC 0; HP 26; Spells Memorized: color spray, wall of fog, darkness, dancing lights, gaze reflection, fog cloud, ventriloquism, mirror image, improved phantasmal force, hypnotic pattern, fear, spectral force, paralyzation,

non-detection, invisibility 10' radius, confusion, massmorph, phantasmal killer, shadow monsters, emotion, major creation, chaos, shadow door, mass suggestion, shades, prismatic spray, alter reality. She is a teacher from the Barrowmar University Arcana who is on sabbatical.

Yhendorn Roven - Elven

Fighter/Cleric/Magic User: F7/C7/MU11: S18 I18 W16 DEX11 CON15 CHA12; AC - 3; HP 39; **elfin chain mail +4** (elf sized only); **shield +3; long sword +2**; Magic User Spells Memorized: **shield, magic missile, comprehend languages, spider climb, locate object, mirror image, ray of enfeeblement, stinking cloud, lightning bolt, fireball, dispel magic, haste, confusion, wall of fire, wizard eye, feeblemind, contact other plane, conjure elemental**; Cleric Spells Memorized: **sanctuary, cure light wounds, bless, hold person, silence 15' radius, resist fire, feign death, speak with dead, remove curse, cure serious wounds**. Neutral.

Eight Fighters (two are on guard near the entry tunnel): F10: AC 2; HP 50; **chain mail +1; shield +1; long sword +2; light crossbow +1; 10 crossbow bolts +1**; Neutral.

7. **Cave of Silence**

This quiet cave is perpetually silent. A silence spell was cast in several places in this room and were made permanent. Long ago this chamber was used by the cult of Simaru for silent meditations. The furniture that was once here is now nothing but dust. This would be a good place to rest and recover should anyone wish to do so. Random encounters in this room are only 1 out of 10.

8. **Cyclops and Friends**

This large chamber has a thirty foot ceiling. It is cold and damp but is warmed by a nice roaring fire near the southern edge of the room. Around this fire are a huge man with only one eye and several strange humanoid beasts with two heads. They were drawn to these caverns by a mysterious force that they do not understand. Several large boulders lie on the floor near the fire.



Adrianos Speros, Elder Cyclops: AC 0; MV 20; HD 25; HP 165; # AT 1; Dmg 6-60; SA hurl boulders for 5-50 damage; Magic Resistance 50%; AL CE; MONM page 133

modified. He carries a **wand of wonder** with 18 charges left on it which he may wield and use even though he does not understand the weird results that he gets from it. He has declared himself the leader of a tribe of Ettins and they fear him enough not to disagree with him.



Ettins (8): AC 3; MV 12; HD 10; HP 45 each; # AT 2; Dmg 2-16/3-18; SD surprised only on a one; AL CE; MM page 40.

One of the Ettins has been dragging a large sack of loot that the group has accumulated. This loot includes: 454 platinum pieces, a metal scroll tube with magic user spells: **trap the soul, maze**, and three large pearls worth 500 gold pieces each.

9. **Tunnel into the Water**

This tunnel dead ends into the underground lake. One could choose to swim under water from this point and could possibly reach the tunnel leading directly into area 11.

10. **Hidden Treasures of the Cult of Simaru**

This cave has long been forgotten. Three old chests lie here and appear to have been here for more than a century. One of the chests is propped open. It would appear that a man, whose body lies on the ground near the chest, made a fatal mistake opening this chest. Several poison darts are imbedded in his body. The man was recently killed. He wears a gray robe over his leather armor and it has the symbol of the seekers sewn into it. It would appear that he was a thief. His short sword is still in his scabbard and is a **short sword +1**.

The chest that is open

This chest is filled with old coins in various metals and denominations. None of the coins are from any of the lands that currently exist on this continent. The coins are: 343 platinum pieces, 1423 gold pieces, 323 electrum pieces and 433 silver pieces.

Chest #2

This chest is protected by a poison needle trap on the lock. Anyone opening the chest without first disarming it will be pricked by

the needle. A saving throw versus poison must be made or the person will die within two rounds. Inside of the chest is a **libram of ineffable damnation** wrapped in red cloth, another book entitled “the history of the smiling god” which is a book about the demi-god Simaru and despite it’s abhorrent nature might be worth as much as 2500 gold pieces to a sage or scholar. Both books are quite large and take up most of the room in this chest.

Chest #3

This chest is filled gems. There are twelve pieces of amber worth 100 gold pieces, three amethysts worth 100 gold pieces, twenty five jaspers worth 50 gold pieces, twenty tiger eyes worth 10 gold pieces each and one topaz worth 500 gold pieces. Mixed among these gems are three metal scroll tubes. One has a **scroll of protection from possession**. Another has an illusionist scroll with the following spells: **veil, vision, permanent illusion**. The last has a scroll with magic user spells: **charm plants, mind blank, polymorph any object**.

11. The Throne Room

This chamber is enormous and has a very high ceiling. The roof of this chamber is forty five feet from the floor. On the west wall a large throne seems to be carved out of the mountain itself. This appears to be the very core of the entire mountain. The throne is ornate. It has mosaics on the base of it and the arms. Large rubies, sapphires and emeralds shimmer in the light of the five lit braziers in the chamber. Billowing clouds of fog rise up from the floor of this room.

An enormous man with black hair and a regal appearance sits upon this throne. He is a Titan named Tolis Vlahakis whose heart

turned to darkness when he sat upon that throne for the first time. Now he is forever imprisoned by it. He will guard it forever or until he is slain.

Standing guard around him are twelve Bone Devils that stand at attention with their hooked spears.

Three gates lie open in the room. Each begins to burn brightly as the adventurers approach. Each is a glowing circle of fire on the floor. Gating in through these portals are allies of Tolis Vlahakis who have come to help him defend the throne from the adventurers. From these portals come three horned devils every round once combat begins.

These gates can be closed by several methods including:

1. Pouring holy water on them. This takes one round per gate
2. Casting Dispel Evil on them one by one
3. Casting Dispel magic on them one by one
4. Any other method that the Dungeon Master chooses to accept

Horned Devils (Variable Number): AC -5; MV 9/18; HD 5+5; # AT 4 or 1 + weapon; Dmg 1-4/1-4/2-5/1-3 or 1-3 and weapon; SA exude fear in a 5' radius (save vs wand); SA at will can use the following abilities: **pyrotechnics, produce flame, esp, detect magic, illusion, summon another horned devil** (50% chance); SA once per day can cast a **wall of fire** with triple damage strength (3-24 damage); each of these Horned Devils will be armed (75% will have twined forks that do 2-12 damage and 25% will have the barbed whip that does 1-4 damage and stuns for an equal number of melee rounds unless a save vs magic is made); SD +1 or better weapons to hit;

Magic Resistance 50%; AL LE; Psionics 113 (Attack B,C / Defense F,G,H); MM page 22.

These horned devils will charge in wildly and attack. They have been sent by Dispater to defend the throne from all comers.



Bone Devils (12): AC -1; MV 15; HD 9; HP 38 each; # AT 1; Dmg 3-12; SA bone hook has 50% chance of being stuck in victim on a hit - bone devil will then use it's tail on the victim for 2-8 damage plus loss of 1-4 STR (save vs poison); SA the loss in STR lasts 10 melee rounds; SA at will the bone devil can use the following abilities: **generate fear in 5' radius, create illusion, fly, invisibility, detect invisible, fear (spell), summon**

another bone devil (40% chance); SA once per day it can cast a **wall of ice**; SD ultravision; Magic Resistance: 40%; AL LE; MM page 21.

The bone devils are guardians and will stay between the adventurers and Tolis at all times until they have been dispatched. They have been sent here to defend the Throne by Dispater who is now aligned with this evil titan. Dispater sees this titan as a potential ally in his own designs in taking more power in the planes of Hell.

Tolis Vlahakis, Evil Titan: AC -6; MV 12; HD 22; HP 125; # AT 1; Dmg 8-48; SA invisible at will; SA levitation or etherealness twice daily; SA can cast spells of up to 7th level as a cleric and as a magic user; SA his change of alignment has deprived him of his cleric spell use as his deity has forsaken him; Magic Resistance: 99%; Psionics 200 (Attack: B, C, D, E/ Defense immune to psionic attack); Alignment Lawful Evil (originally chaotic good but was turned by the Throne); MM page 94 modified. MU Spells Memorized: **shield, magic missile, mirror image, web, lightning bolt, slow, confusion, ice storm, wall of force, feeblemind, disintegrate, death spell, delayed blast fireball, power word stun.** He wears a **ring of protection +3** and a **ring of human influence**. At his side he has two **Javelins of Lightning**. He is also in possession and control of the Throne of the Gods and will use all of it's powers for his defense.

The Throne of the Gods

This mighty artifact was said to have been created by the gods when they walked the world. It is said that the gods themselves fought over this powerful device and this led to a great rift among the powerful deities and

caused the Throne to disappear. The Throne reappears from time to time in different places. It stays there for a time corrupting those who find it before moving on.



It has several gems decorating it and making it quite valuable even disregarding it's magical properties. There are six large diamonds worth 10000 gold pieces each which adorn the top of the board of the seat itself. Five large rubies worth 5000 gold pieces each line the left armrest and five large emeralds worth 5000 gold pieces each line the right armrest. Ten large sapphires line the bottom of the seat itself and these are worth 5000 gold pieces each. The armrests are made of the finest ivory as is the headboard. This ivory alone is worth another 5000 gold pieces. The ivory headrest is carved into an intricate mosaic representing some forgotten god. Panels on both sides of the throne are also carved into elaborate mosaics representing great deeds done by these ancient gods.

A titan like Tolis can survive sitting upon the throne many times but only because he is a near god himself. But despite the fact that he was a great titan he was still corrupted by it's incredible powers. His alignment was changed and therefore his very nature was changed. A human, however, will not survive sitting upon the throne multiple times. Each time there will be great risks involved.

First Seating

Anyone who sits upon the throne the first time must declare his or her thoughts immediately. These thoughts will manifest themselves into a wish (85% of the time it will be fulfilled as requested despite greed or bad motives. The other 15% of the time the wish will be reversed).

There is also a 15% chance that one of the many curses of the throne will be invoked upon the person doing so. These curses for

first time seating are random from the following table:

1. Alignment change to an opposed alignment (lawful good goes to chaotic evil, chaotic good to lawful evil, etc)
2. The person sitting on the throne will be permanently insane (no save) (incurable)
3. The person sitting on the throne will be geased to do some unholy task (or a holy one if they are evil)
4. The person will be teleported instantly in a random direction 100 miles from any civilization

Second Seating

Siting on the throne a second time by a mere mortal is extremely perilous. The chances of one of the first seating curses is 40%. Additionally another roll should be made to see if the person is further cursed by the throne. There is a 25% chance of a second more harmful curse being applied. These random curses are as follows:

1. Disintegration (no save)
2. Teleport sitter one mile into the air and dropped to the earth (20D6 damage as a result)
3. Personal enmity with several gods and arch devils who want possession of the throne (including Dispater). These enemies will send minions and assassins constantly from now on to harm this person
4. Sitter will feel compelled to kill anyone else near the throne who might wish to use it's powers. He will want sole possession of these powers.

Another wish might be granted by the throne. The chance of wish being granted this time will be 50%. The other 50% reflects the chance of the reverse of the wish being granted.

Third Seating

A third sitting upon the throne by a mere mortal is likely to be fatal. Every seating thereafter will have the same chances for negative consequences. There is a 90% chance of one of the 1st seating curses being applied to the sitter. There is a 60% chance of one of the second seating curses being applied. And there is a 40% chance per seating thereafter of one of these new curses being applied.

These new random curses are:

1. The sitter will immediately go into an insane rage and use the power of the throne in an attempt to kill all those around him including friends. He will see everyone as a potential enemy or thief of the throne.
2. The sitter will be sent to a random plane alone to face judgement for his crimes
3. The throne and the sitter will disappear and move to some new undisclosed location and the sitter will feel that he or she is now a deity and no longer needs to company of mere mortals like previous friends
4. A random major deity will appear and take back possession of the throne by force

There is but a 10% chance of a wish being granted. And there is a 90% chance of a reversed wish being granted if the mortal lives long enough to ask.

Powers of the Throne of the Gods

Each of the major and minor powers of the throne are controlled by manipulating certain parts of the throne. It will take experimentation to discover these powers and the risks that come with that experimentation.

Left Armrest

By manipulating the gem at the end of the armrest the user can use a finger of death spell one time per day

Right Armrest

By manipulating the gem at the end of the armrest the user can cast a meteor swarm once daily.

Footrest

By kicking the footrest the Throne and it's possessor can be teleported without error anywhere on the prime material plane that is known to the person doing so

Gems Above the Headboard

Manipulating any of the gems above the headboard allow the following minor powers once per day:

1. Immunity to magic missiles for one turn
2. Immunity to charm and hold spells
3. Speak with the dead
4. Speak with monsters
5. Speak with animals
6. Speak with plants
7. Detect invisible
8. Invisibility

9. Infravision for one turn
10. ESP for one turn

Using any of Minor or Major Powers has Side Effects

Every time any power of the throne is used there is a 15% chance of one of these malevolent effects being inflicted on the user with no saving throw

1. Hair turns white
2. Intense body odor that can be detected from 30 feet
3. Warts begin covering the face and neck of the user reducing CHA by 3 each time
4. User takes 5-50 damage
5. Lose a random point of attribute permanently
6. User ages 3-30 years
7. Roll twice
8. Roll three times

Destruction of the Throne of the Gods

The throne itself is impervious to all magic and to all forms of normal attack. Even magical weapons will cause it no damage. This device was created by the most powerful ancient gods and it's destruction takes god like efforts. The throne cannot be moved. When it is present it is part of the mountain itself. But it can move on it's own. When it does so it will always appear inside of some other cave or mountain and will be part of the foundation of such place.

It is virtually impossible to destroy but the following methods will work:

1. If 1000 wishes are employed that the throne had never been built

2. Dissolving the entire mountain in which the throne is located by using 1000 transmute rock to mud spells

Tolis Vlahakis Use of the Throne

The titan knows all of the powers of the throne. As he is nearly a god himself he is immune to most of the negative effects of the throne. The only side effect which has done him harm is the change in alignment. He has only a 1% chance per use of any power to have some negative effect. This 1% is not cumulative.

While Tolis is within 25' of the throne he has 99% immunity to any magic attack upon him. As a near god he alone knows of this power of the throne. The chance of any mere mortal discovering and learning to use this power is 1%.

The Fiery Braziers

These braziers give off no heat. Despite the light that they give off they seem to burn some magical energy. No coals are present in these braziers yet magical fire seems to rage within each of them.

Located inside of one of these is a **dagger +4/+5 vs demons or devils**. The magical fire of the brazier hides this dagger but if a dispel magic is cast upon the brazier one can stop the magical fire for one turn. It will resume burning again after that.

12. Exit Tunnel

This tunnel leads several miles and heads slowly upwards. It arrives at a hidden entrance on the far side of another mountain. This entrance is well hidden by illusionary magic permanently applied to it long ago.

This tunnel is tall enough for even a titan to use it.

13. Exit Tunnel

This exit tunnel heads downward into the Underdark. The tunnel is tall enough even for a titan to use. It connects to the Underdark after about three miles of heading slowly downward.

14. Treasure Chamber of Tolis

Tolis has accumulated many treasures since acquiring the throne. He has stacked them up here as he has had little need for them since. There is a pile of weapons stacked together and a pile of other treasures.

Weapons

Three Javelins of Piercing

A Spear +5

A Military Pick +3/+5 versus Giants

A Hammer of Thunderbolts

A Two Handed Sword +3/+4 versus Lycanthropes and Shape Changers/+5 versus Gods

Misc Treasure Pile

Tome of the Divine - this magical tome is finely made and illustrated with artwork depicting various gods known as well as many long forgotten. Only a cleric can read from this tome. Once the reading of this tome is complete it will disappear forever. The cleric with the knowledge of this tome has a 25% chance of receiving divine intervention one time only. This intervention can take place at any time. The god called upon will be the cleric's own deity and his reason for calling upon him better be in line with that god's interests. All further attempts to call upon that deity will be ignored or will

have the normal chance for such intervention.

Six large ivory tusks worth 1000 gold pieces each

Ten jars or rare perfumes from the Jural empire worth 500 gold pieces each

A fine sable coat with trimmings worth 9000 gold pieces.

A marble statue of the emperor of Jural worth 1500 gold pieces. This statue is coated in contact poison. Anyone touching this statue will need to make a saving throw versus poison or die immediately.

A white stone bust of some barbarian king from the north worth 500 gold pieces.

Piles of coins in various denominations, metals and nationalities: 25843 copper pieces, 18324 silver pieces, 12332 gold pieces, 4333 electrum pieces, 2544 platinum pieces, 15932 brass pieces (worthless in any of the lands and realms on this continent).

A small vase filled with gems. The vase itself is a fine artistic treasure worth 2500 gold pieces. The gems inside of it are: 25 lapis lazuli worth 10 gold pieces, ten zircons worth 50 gold pieces, five aquamarines worth 500 gold pieces, three jacinth worth 5000 gold pieces each.

A platinum armband studded with rubies worth 7750 gold pieces.

A golden bracelet with diamonds circling it worth 12500 gold pieces.

A rod of lordly might

A fine tapestry rolled up and tied with red ribbon which was stolen from some barbarian king long ago and depict him in battle worth 1000 gold pieces to a collector of historical art

A thick tome regarding some ancient gods entitled "The Gods of Dunar" which is nearly one thousand years old. It is not magical but it is extremely valuable to many sages and could sell for as much as 5000 gold pieces

A brazier of sleep smoke

An Instrument of the Bards - Ollamh Harp

A pair of **wings of flying**

A fine portrait of some long dead sultan from the Jural Empire worth 1200 gold pieces

A scarab of death

A golden statuette reflecting some forgotten goddess worth 2500 gold pieces.

This is the end of the Throne of the Gods Adventure.

If you enjoyed this adventure you might also enjoy visiting my blog at www.oldschoolroleplaying.com.

SCALING THE ADVENTURE

The problem with writing adventures for high level parties is to make it hard enough but not so hard that everyone automatically dies. Most of the encounters in the adventure

can be handled by any part of characters of 15th or higher level. But there are two places in the adventure that the Dungeon Master may want to consider modifying for use with their own adventurers depending upon their abilities and powers.

The Battle on the Bridge Over the Lake

A battle with four beholders with an ancient dragon turtle adding to the battle might become too ugly for even very powerful adventurers. The number of beholders could be reduced or the dragon turtle could become a normal one rather than the modified version that I presented.

The Final Battle at The Throne

If, as Dungeon Master, you feel this final battle is not hard enough then feel free to modify the adventure. Some suggestions:

1. Make the horned devils ice devils. If necessary have two come through each gate at a time
2. Make the number of starting bone devils go up as needed. Perhaps fifteen or twenty.

If you feel the encounter is too difficult for your adventurers then perhaps:

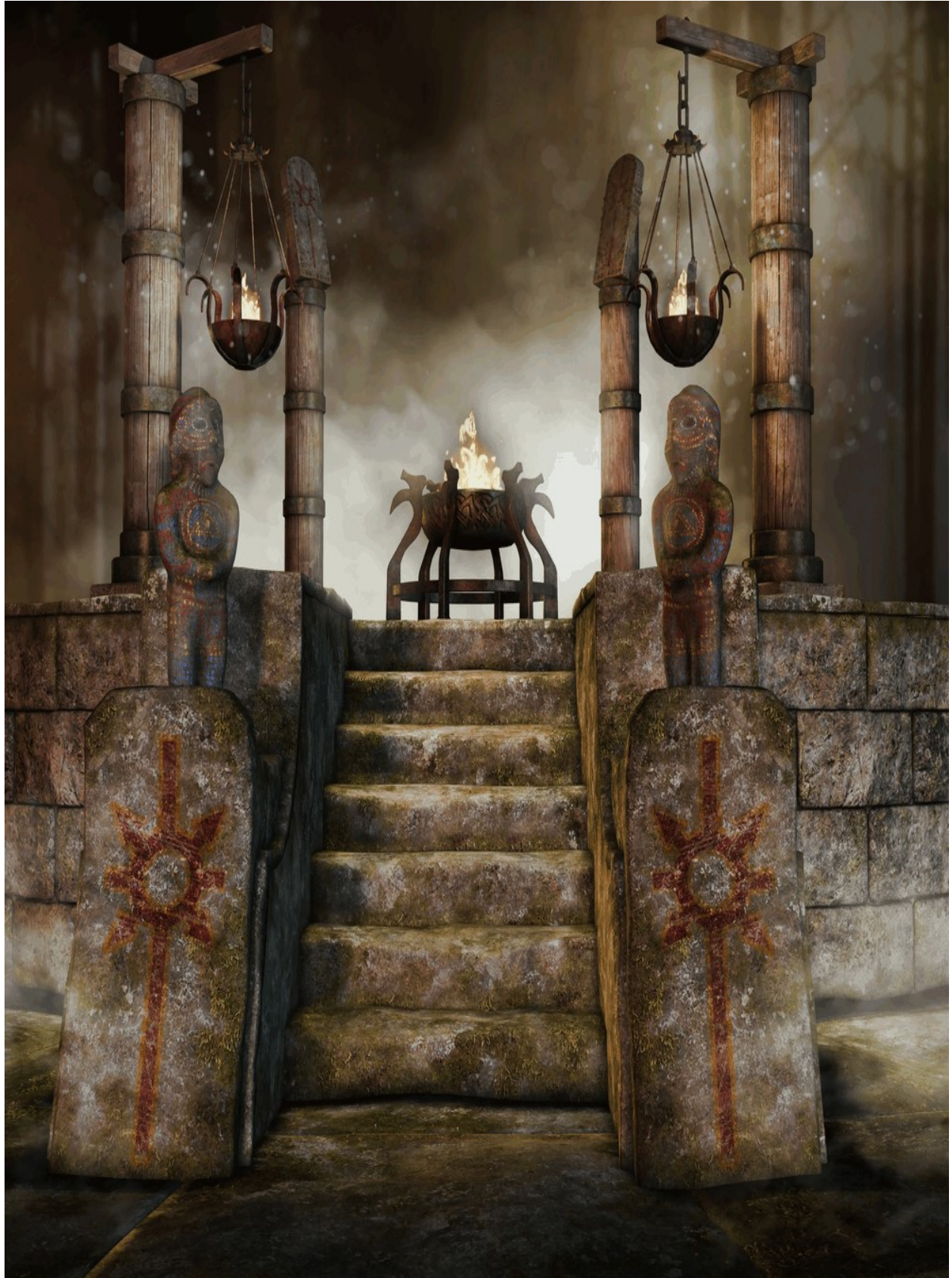
1. Reduce the number of starting bone devils
2. Make the horned devils arrive every other round or every three rounds or longer as needed

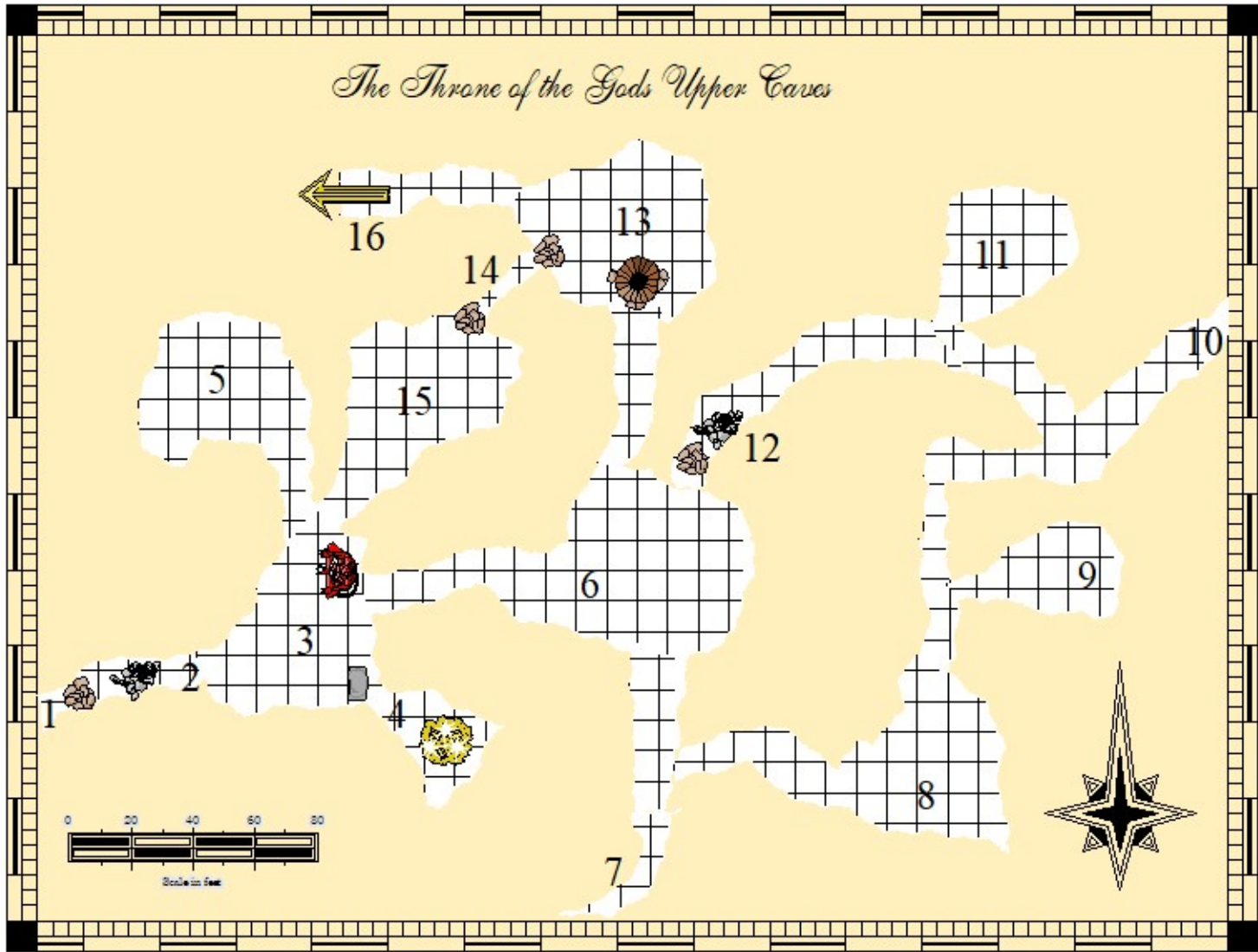
The Seekers

The number of seekers met might also be adjusted if you feel that these encounters are too difficult or too easy. The number of

named members can be changed or the number of retainers or both as needed.

The other chambers of the caverns should need little modification but if you feel that any encounter is too difficult then you should modify them as needed.





The Throne of the Gods Upper Caves

The Throne of the Gods Lower Caves

