

# THE MIRRORED HALL

AN ADVENTURE FOR OLD SCHOOL FANTASY ROLE-PLAYING GAMES

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*Out in the wilderness is a large stone door, the likeness of a many-branched oak tree carved into the grey granite. Holes to either side hold thick stone rods that can be grasped to push the great door open; and it always opens, even for the weakest of men.*

*Beyond is a long hallway, with mirrors on the walls; these mirrors are portals to other places; wherein adventure, treasure and death await those who would risk their lives and sanity, to pass beyond the mirrors that rest in the ancient hallway.*

## EVERYONE HAS HEARD ABOUT THE MIRRORED HALL...

...innkeepers, whores, merchants, beggars and knights of the realm; anyone in touch with the world has heard of the infamous *Mirrored Hall*, for it has been woven into legends and tales for as long as man has walked the land. Some know of those who have been there, seen the stone doors with their own eyes, and even peered inside and been dazzled by the mirrors lining the walls. Fewer have known of someone who ventured through one of the mirrors; fewer still know of someone who came back, changed by their experience; most people have heard tales of those who ventured in and never returned.

Ask anyone and they will point you to the *Twisted Crag*s, the mountain range on the edge of the land, where the true wilderness holds sway and repels those who seek to tame it.

“Follow the red path through the hills,” an innkeeper might say. “It’s easy to find: a natural path stained red from the blood of giants that were slain by dwarf-axe and elf-spear in the days before man took the land. Climb up into the mountains; keeping an eye out for those wyvern and their poisonous barbs, mind. You’ll come to the door soon enough.”

“Reach into them there holes,” an old, peg-legged dwarf might tell you, “and hold on tight. Push and the door shall open. They tell me even a child can shift that heavy stone; maybe a halfling too. Not me though; I’d not go up there for all the gold in the mountains!”

Follow their directions, and sure enough, after a day’s hiking, the stone door stands out beneath a lip of rock dyed a deep, dark red by the blood-letting of centuries past.

And through the door lies the hall of mirrors...

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## THE HALL OF MIRRORS

*The stone door, when pushed, swings open and up, nesting in an alcove in the ceiling. The counter-weights hidden within the stone fixes the door in place for ten minutes, before it closes. There are no hand-holds or holes on the inside of the door, and unless you plan ahead, you are likely to become trapped inside when the door swings shut.*

The hall itself is unlit, and stretches 60' to a dead-end. The walls, floor and ceiling are all bare bedrock, carved out of the mountain. On the left and right walls are a total of six mirrors, three to a wall, with a seventh mirror standing at the end of the hallway. Each mirror is full-length, large enough to accommodate a tall man, and each differs from the other; as follows:

### FIRST MIRROR

*This dark green, rectangular mirror is framed by living vines of thick ivy, and reflects the bestial nature of anyone looking. The surface of the mirror feels warm to the touch, and a heady scent of lush foliage can be inhaled if the mirror is sniffed.*

### SECOND MIRROR

*A crumbling stone frame encircles this rounded mirror, the surface of which is pitted and scratched and reflects back an image eroded by time, stress and battle. The mirror is cool to the touch, almost cold, and a layer of dust coats both mirror and frame; it smells of old, damp stone.*

### THIRD MIRROR

*Red-hot steel surrounds and holds this heat-warped mirror, which radiates so much heat that the air before it wavers. The surface is hot enough to burn, with prolonged exposure, and a smell of burning coal wafts from the mirror. It reflects back an image disfigured by fire.*

### FOURTH MIRROR

*Damp stone, cold to the touch, frames this clear mirror. Its reflection shows the image underwater, and the smell of sea salt hangs in the air.*

### FIFTH MIRROR

*Rotten, dank yew frames this tall mirror. The surface is cracked and reflects a decayed image. The smell of decay drifts off the mirror in waves of dying breath.*

### SIXTH MIRROR

*An ornate, iron-work frame holds this silver-backed and polished mirror. The frame is shaped into the likeness of serpents twisting around one another, their heads raised to greet the looker, mouths open to show their long, sharp fangs. Touch the mirror, and you feel the coldness of scales, and a reptile musty smell rushes up your nostrils.*

### SEVENTH MIRROR

*This mirror is larger than all the others, reaching the full twenty feet height of the hall, and the ten feet of its width. A plain steel frame holds the simple mirror in place, and it radiates no cold or heat, nor does it smell of anything in particular. It seems to be an ordinary mirror, and its reflection is likewise normal.*

All of the mirrors radiate immense magic, and their surfaces flex like silk when touched. Any pressure on them penetrates the surface, enabling one to easily walk through the liquid-like portal, and step into the other side.

None of the frames or mirrors can be damaged, destroyed or removed; not even the oldest gods have the power to do that. Think of these mirrors as fixed points in time and space, capable of out-lasting even the stars.

## BEYOND THE FIRST MIRROR

*Passing through this one-way mirror is akin to plunging into a warm bath; a moment later, you step into a sweltering jungle clearing, large stone monoliths to either side.*

# JUNGLE OF SINNBA-VEK

This mirror realm is a six-by-six mile jungle, surrounded by jungle-covered hills. The ‘walls’ of this domain are simply impenetrable jungle, with thick vines and towering trees making passage impossible.

Amongst the jungle are two pools of magic, one good, one bad; some ruins, a couple of caves in the hills; and, perched halfway up a lonely mountain, an inhabited tower that is home to the ‘ruler’ of this realm: Prince Sinnba-Vek, who is actually a prisoner longing for his freedom.

Hidden in this realm is not only the gemstone needed to open the door to the *Resting Place of the Mirror-King*, but also the exit from the realm; for the mirror is one-way, and once through, that way is sealed even to the gods.

## JUNGLE MAP



## WANDERING MONSTERS

Whilst wandering about the jungle, exploring or looking for a way out, there is a 2 in 6 chance of an encounter with the beasts that call the jungle their home. Check for every hex travelled through, and if an encounter results, roll below:

1. **Evil Monkeys (2d6):** *Hit Dice 2 / Armour Class as leather / Move 30' (90') base & 50' (150') climbing / # Attacks 1 bite / Damage 1d6 / Morale 8 / Alignment neutral / Special: evil monkeys are stealthy little buggers, able to surprise on a 4 in 6, and if they win initiative they can rush in, attack, then rush back into cover of the trees, so long as they do not exceed their move rate;*
2. **Large Poisonous Snakes (1d4):** *Hit Dice 2 / Armour Class as leather / Move 40' (120') / # Attacks 1 bite / Damage 1d6 / Morale 9 / Alignment neutral / Special: poison bite, save versus poison or die in 1d4 turns, sweating, shaking, vomiting until cured or dead (unable to act);*
3. **Giant Constrictor Snake (1d2):** *Hit Dice 3 / Armour Class as leather & shield / Move 40' (120') / # Attacks 1 bite / Damage 1d6 / Morale 8 / Alignment neutral / Special: on a successful bite, clamps down tight and begins to wrap itself around its victim, taking a round to do so (save versus paralysis to escape), then 1d6 damage per round as the victim is crushed to death, attacks against the snake have an equal chance of hitting the victim;*
4. **Killer Vines (1):** *Hit Dice 2 / Armour Class as leather / Move 0 but 10' reach / # Attacks 1 per tendril / Damage 1d6 / Morale 12 / Alignment neutral / Special: blending in perfectly with the other flora, these deadly vines surprise on a 4 in 6, they wrap their tendrils around the victim, strangling them for 1d6 damage per round, requiring a save versus paralysis to break free or an attack that does 5 points of damage (and also does half that to the victim), the vines have a central 'body' a tree-like stump buried in the soil, each has 5+1d10 tendrils, each with a 10' reach;*
5. **Giant Jungle Spiders (1d6):** *Hit Dice 1 / Armour Class as leather / Move 50' (150') / # Attacks 1 bite / Damage 1d6 / Morale 8 / Alignment neutral / Special: poison bite, save versus poison, or die in agony in 1d10 rounds;*
6. **Lost & Insane Adventurers (1d8):** *Hit Dice 3 / Armour Class as leather / Move 40' (120') / # Attacks 1 by weapon / Damage 1d6 / Morale 10 / Alignment neutral / Special: many adventurers have come this way, most are dead, others become lost in the jungle and quickly go insane, these are such folk, each wearing tattered remains of armour and clothes, clutching broken swords, splintered spears and blunted axes, all driven into murderous rage with cannibalistic tendencies.*

## JUNGLE HEAT

The jungle is sweltering, both day and night. The 'sun' pours down its heat from a hazy blue sky, from dawn to dusk (12 straight hours), and at night a full moon peers down from a sky full of bright stars, but the heat remains trapped in the soil and foliage, keeping the jungle hot.

This constant, humid heat quickly wears a person out, even a hardened adventurer. Every three hours, or after a combat encounter lasts more than a couple of rounds, each Player Character (PC) must make a 3d6 CON check or become fatigued (-2 to hit, lose Dexterity bonus to AC) until they rest for at least four hours (or get a good night's sleep); further checks and failures have a cumulative effect on the 'to hit' penalty.

## MAP DETAILS

Each jungle hex is one mile, which can be crossed in half-an-hour (3 turns) by hacking away at vines, tramping through loamy soil and clambering over huge roots, ducking under thick branches, and generally trying to clear a path. Some of these hexes are 'occupied'.

HEX 01.00

A cave sits at the base of a steep hill covered in tall trees wrapped in thick vines. The mouth of the cave looks like a literal mouth, with stalactites resembling fangs. No wildlife will approach the cave, and the vines nearest to it show signs of rot, their leaves withered and stalks sickly. The cave interior is a thirty foot long, twenty foot wide, ten feet tall hole with numerous, dripping stalactites and stalagmites forming a cage-like barrier along one half of the cave; behind that curtain is the monster's nest of bones, feathers, shredded fur and the sticky residue of drying blood and other bodily fluids.

A **Jungle Lobster-Man** makes its lair here, and there is a 4 in 6 chance that it is at home, gnawing on bones of dead monkeys (3 in 6), sleeping (4, 5 in 6) or about to leave to go hunting (6 in 6).

**Jungle Lobster-Man (1):** a humanoid lobster, with a deep blue shell and large claws.

*Hit Dice 2 / Hit Points 7 / Armour Class as chain (shell) / Move 40' (120') / # Attacks 1 claw / Damage 1d6+1 / Morale 9.*

It sheds its shell every week, gaining an extra hit point as it slowly grows. The remnants of these shells are amongst the debris of its nest; they can be used to manufacture armour equal to plate.

Amongst its nest are the following items of treasure:

- A giant (10' square) **woodwork carving of a jungle landscape**, on which the nest is built. It is of high quality and in perfect condition, given what lies upon it. It is worth 5000 sp and weights 100 lbs;
- A **bejewelled (topaz) ceramic urn** sculptured into the shape of an owlbear, its mouth the mouth of the urn. The topaz are its eyes. The work is of average quality, but it is large and in good condition, and worth 500 sp, weighing 10 lbs;
- A fine **leather eye-patch with a jade gemstone** in the shape of a cat's eye (worth 200 sp);
- A **roll of cured leather**, ready to be cut and shaped (worth 200 sp, at 10 sp per pound, or 2 square feet);
- Four **ingots** (1 pound each) **of platinum** (worth 50 sp apiece);
- A plain wooden coffer, its lid splintered, holding 200 **loose silver coins**.

HEX 04.04

A large clearing, a swamp really, with a crystal clear pool of sparkling water in the centre, about ten feet in diameter. Sharp weeds and brittle stalks of grass stick out of the swampy ground, which is waist-deep to a normal man. The smell of rotting compost fills the air, and in the trees small monkeys with red eyes watch intently.

The pool is magical, but its effects are unpredictable and frequently bad. Anyone bathing, or drinking the water is potentially affected, although the energy of the pool is such that it only works four times a day; roll below for what happens:

1. *The dirt sloughs off you, and a healthy blush creeps into your skin, and you feel more confident than you have in days:* **gain +4 Charisma for 2d6 turns;**
2. *Your weapon suddenly feels heavy:* **-1 to hit with weapon for 2d6 turns;**
3. *Your vision blurs, and everything beyond five feet is a colourful haze:* **unable to see past 5' due to poor eyesight, lasts 3d10 rounds;**
4. *A wave of dizziness overcomes you, making you feel unsteady:* **-2 to saving throws against breath weapons, for 3d10 rounds;**
5. *Suddenly you tower above your allies:* **increases size by 200% for 2d12 hours, gains a step up on damage dice (1d6 becomes 1d8, for example), and +2 on Strength checks, but suffer -2 on AC;**
6. *Recent memories become vague and you feel like you have forgotten something important:* **permanently lose 280 experience points;**
7. *Your mind feels muggy and thinking is slow:* **-2 Intelligence for 2d6 turns;**
8. *A refreshing warmth spreads through your body and your injuries miraculously heal:* **heal 6d8 hit points, or remove up to three afflictions (disease, poison, and so forth).**

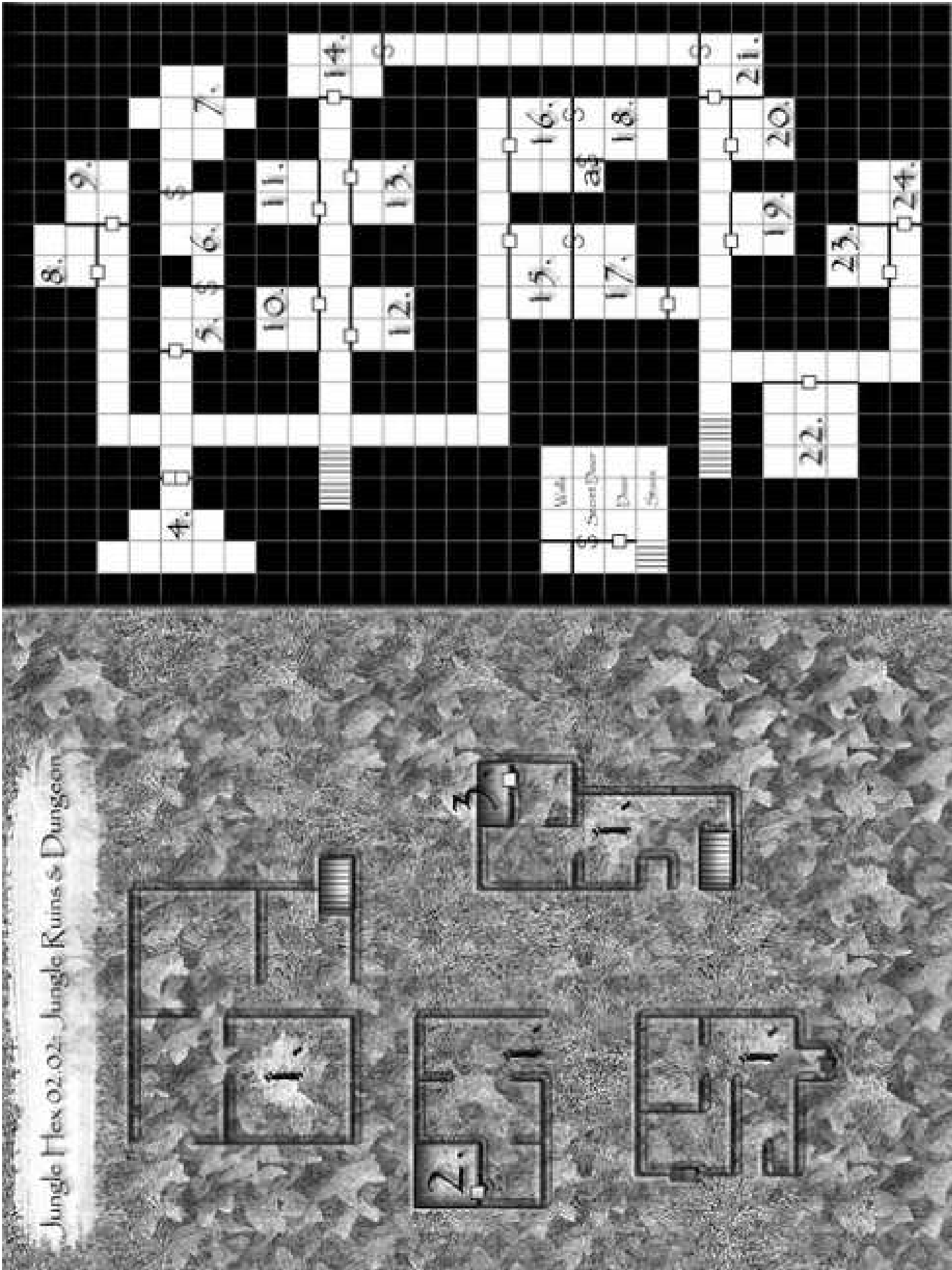
HEX 02.02

Almost buried by the encroaching jungle, these ruins will be stumbled upon almost by accident when discovered. The stone is being eroded by the humid conditions, and cracked, pushed aside by invading vines.

The ruins above are crumbling stone buildings, with signs of carvings on the remains of the walls. Most have partially collapsed (#1) with only 5' to 10' of wall standing. Two stairwells lead below, past choking vines that take a turn to cut through.

The carvings are of religious scenes, with sacrifices to lion-headed gods, things with tentacles, and offerings of harvested organs.

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## MAP DETAILS

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1. The partially ruined buildings;
2. A heavy stone door, blocked by twisting vines, keeps this room intact. Inside is a small 20' wide room, with a 15' high ceiling holding a rusted iron chain and hook. The stone-paved floor is cracked and weeds are growing through, and holes in the ceiling have let in damp and bugs. In the corner is a yellowed, brittle skeleton of a man, centipedes and spiders making their home in its skull and ribcage. Clutched in one hand is a **hexagon-shaped emerald** (worth 500 sp, and which is also one of the **keys** needed to gain access to the realm beyond the seventh mirror);
3. Another small room (10' by 20'), again sealed by a vine-held stone door. Inside is a stone shelf on which are half-a-dozen ceramic urns, quite plain and stoppered with resin caps. The urns hold the following:
  - Petrified remains of seven small hearts;
  - Dried husk of a lobster coloured a deep, dark blue;
  - A **bundle of incense sticks**: when burned this produces a pleasing smell of fresh roses, reinvigorating anyone in a 10' radius (heal 1d6 hit points). There are six sticks;
  - A dozen **vials of blood**, still fresh: if consumed, has one of the following effects (*save versus poison* to avoid):
    1. heals 1d6 hit points;
    2. deadly reaction, *save* or die;
    3. blinded, permanently;
    4. strengthens the body: gain 1 hit point, permanently;
  - A **fresh heart**: if eaten, gain 1 point of Constitution, permanently;
  - Dozens of fingers bones;
4. A set of double-doors, made of beaten copper plates over old oak doors, opens into a crypt, dusty and musty smelling. In the two alcoves are stone sarcophagi, each bearing the likeness of a lion-headed figure. Inside each is a dessicated corpse of a lion-headed humanoid, with **amber-beads strung on a silver chain** (worth 100 sp each) around their necks. If the necklace is taken, or the bodies disturbed, the corpses animate and attack the intruders, pursuing as necessary:

■ **Lion-Headed Zombie (2): a humanoid with a shrivelled lion head.**

*Hit Dice 3 / Hit Points 9, 20 / Armour Class as leather / Move 30' (90') / # Attacks 1 bite / Damage 1d4 / Morale 12 / Alignment chaotic / Special: immune to charm, hold and sleep, poison and mind-affecting magic; half-damage from slashing or piercing weapons; vulnerable to fire (double-damage).*

5. This room has a round oak table in the centre, with six stools around it. Against the wall is an empty bookshelf, behind which is a secret door;
6. A secret room, which is being used as a camp for a party of lost adventurers who have become trapped in this realm. They call themselves the *Red Falcons*, and have a crude coat-of-arms of a red falcon on a green background. They have only recently entered the dungeon, and have only explored room 5, where they discovered the secret door and decided to use this room as a camp while they plan their next actions; there are five of them in all, as below. The room has murals of lion-headed knights fighting giant apes, with the rear wall bearing the image of a pile of dead apes, which is where the secret door to room # 7 can be found:

■ **Brother Edmunds: a white-haired man with a badly scarred face, fearful that his god has deserted him and trapped them in this strange realm.**

*Cleric Level 4 / Hit Points 14 / Armour Class as chain & shield / Move 40' (120') / # Attacks 1 / Damage 1d6 / Morale 7 / Alignment Lawful / Special: spells (3 x 1<sup>st</sup>, 1 x 2<sup>nd</sup>):*

- *Bless;*
- *Command;*
- *Cure light wounds;*
- *Heat metal;*
- *Spiked mace, chain mail, shield, holy symbol, lantern and 2 x flasks of oil.*



- **Callan**: a tall, lanky man with a mop of blond curls. Believes in action over words, always charging in without thinking too much about it.  
Fighter *Level 3 / Hit Points 17 / Armour Class as chain / Move 40' (120') / # Attacks 1 / Damage 1d10 / Morale 8 / Alignment neutral / Special: +4 to hit;*
  - *two-handed sword, chain mail, dagger.*
- **Geoff**: a hulking giant of a man, whose muscles and might belies his keen intellect. He is the leader of the party, and is usually open to parley.  
Fighter *Level 3 / Hit Points 19 / Armour Class as leather & shield / Move 40' (120') / # Attacks 1 / Damage 1d6 / Morale 9 / Alignment neutral / Special: +5 to hit;*
  - *Short sword, leather armour, shield, light crossbow, 7 quarrels.*
- **Maddy**: a short woman with ginger hair and freckles. Has a short temper, hates being treated less than an equal, and longs to prove herself better than any man.  
Specialist (Rogue/Thief) *Level 6 / Hit Points 26 / Armour Class as chain / Move 40' (120') / # Attacks 1 / Damage 1d6 / Morale 8 / Alignment neutral / Special: skills (Climb 4, Search 4, Sneak Attack 3, Stealth 4, Tinker 4);*
  - *Short sword, short bow, 9 arrows, chain mail, 3 x torches.*
- **Jones**: a cowardly man who joined the party thinking it would be easy. Longs for his former life as a huntsman for the baron of his homeland, but believes this mission to be his last.  
Specialist (Ranger) *Level 6 / Hit Points 14 / Armour Class as leather / Move 40' (120') / # Attacks 1 / Damage 1d8 or 1d6 / Morale 6 / Alignment neutral / Special: skills (Bushcraft 5, Climb 4, Search 3, Stealth 4, Tinker 3);*
  - *Long sword, leather armour, long bow, 17 arrows, tools.*

**Treasure:** the combined loot of this party consists of:

- 200 sp in a mix of copper and silver coins (pouches);
  - an amber gemstone, shaped like a heart (worth 200 sp);
  - a jet gemstone, egg-shaped (worth 250 sp);
  - a large pearl (worth 150 sp);
  - a sack with two silver bars (25 lbs, worth 125 sp each).
7. Another crypt, with three stone sarcophagi in the alcoves. These once held lion-headed facsimiles atop each lid, but they have been heavily defaced, and each is wrapped in thick, rusted iron chains. Inside, are three more of the strange **lion-headed zombies**, but these are tainted by a corrupted black magic that has left their corpses oozing a foul black slime that burns anything it touches, spreading the corruption:
- **Lion-Headed Zombie (1)**: a humanoid with a lion head, oozing black slime from the eyes, ears and mouth.  
*Hit Dice 4 / Hit Points 19, 14, 8 / Armour Class as leather & shield / Move 30' (90') / # Attacks 1 bite / Damage 1d4 / Morale 12 / Alignment chaotic / Special: immune to sleep, hold, charm, mind-affects and poison; on a successful hit, save versus poison or suffer 1d6 burn damage, and catch the taint of bad magic:*
    - *Onset 1 day, 1 point of taint per day if another save fails; cured by Remove Curse or similar; when taint equals Level, PC dies and becomes a zombie.*

In the stone coffins are also some treasure, as follows:

- two gold pieces over the eyes (worth 50 sp each);
- the corpse is wrapped in a black fur coat (panther fur, worth 200 sp), and has a copper chain around its neck with a solitary chunk of amethyst (worth a further 200 sp);
- two gold pieces over the eyes (worth 50 sp each), and the corpse lies on a rug woven with gold and silver threads (worth 200 sp), showing a picture of the lion-headed creature dressed in shining plate armour;

8. A former mess hall, with a shattered table of rotten wood and broken benches, the walls damp and slick, the floor cracked and soiled with rat droppings, and the ceiling sagging and riddled with holes letting soil and water leak in. Amongst the rubble are dozens of fist-sized spiders with dark green, hairy bodies. If they turn hostile, they swarm to attack, looking to feast on dead flesh:

■ **Jungle Spiders (1 swarm):** hand-sized, dark green hairy spider.

*Hit Dice 3 / Hit Points 15 / Armour Class as leather / Move 40' (120') / # Attacks 1 swarming bites / Damage 1d6 / Morale 10 / Alignment neutral / Special: immune to sleep, hold, charm, mind-affects; minimum damage from mundane weapons and attacks; vulnerable to area attacks, double-damage; fear fire, make Morale check or withdraw;*

9. This room has a locked iron door, pitted with rust. Inside is a gallery of old, faded and water-damaged paintings, two on each of the three other walls. The first painting shows a tower sticking out of a jungle strewn mountain; the second, a noble looking lion-headed humanoid with cold eyes; and the third, a picture of sunflowers sprouting from a cracked ceramic vase.
10. In this lit (torches on the wall) chamber are walls spotted with stars and constellations, the ceiling is painted a deep black, and from it hangs models of the planets (solid silver, painted, each worth 50 sp). The floor is a dirty white, and in the middle of the room is a high-backed carved oak chair with animals engraved into the wood (worth 200 sp), and sat upon it is a robed figure: a living lion-headed sage, exceedingly old and half-blind. In its hand is a crystal ball flecked with gold (worth 100 sp), and a necklace of gold coins (twelve in all, each worth 50 sp) hangs from its crinkled throat. One of its eyes is fake, and is in fact a jet stone (worth 200 sp). It is not inherently hostile, and speaks the Common Tongue, albeit with an accent, and offers to tell the fortune of anyone willing to spill a little blood (costing 1 hit point).

■ **Lion-Headed Sage (1):** white-haired elderly lion-headed sage

*Magic-User Level 7 / Hit Points 15 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 bite / Damage 1d4 / Morale 10 / Alignment chaotic / Special: immune to charm, cast spells (1st x 3, 2nd x 3, 3rd x 2, 4th x 1:*

- Hold Portal;
  - Magic Missile;
  - Faerie Fire;
  - Levitate;
  - Web;
  - Audible Glamer;
  - Gust of Wind;
  - Suggestion;
  - Polymorph Others;
  - pocket-sized spell book bound in leather, with a silver clasp and studded with tiny diamonds in each corner (worth 200 sp);
- **Fortune telling:** roll below to see what fate has in store, and the DM has the option of making these come true if they so desire (railroad, destiny?),
- You will win a great battle, but at a cost;
  - You will find great fortune;
  - You will gain great fame;
  - You will lose something valuable;
  - You will find yourself alone, in danger;
  - You will die in battle.
- **What the sage knows about the jungle:**
- the realm is a prison for the exiled Prince and his servants, who once lived here but were all but slain by a strange disease that swept the realm three decades ago, their remains entombed here. The sage, name of *Ferrella*, keeps an eye on the place;
  - there is no way out [that he knows of], and the Prince lives in the tower on the mountain to the north;

11. This chamber has walls decorated with wall-sized planets, in startlingly bright colours. Strange alien writing annotates each picture, which is basically astrological notes about the planets;
12. This room has been boarded up with thick planks of wood, hammered into the stone with great force. It takes a turn of hard work to pry the boards loose, revealing a stone door slightly out of joint. A bolt keeps the door locked. Inside is the remains of a study, full of shattered furniture, amongst which are a few intact items worth something; and also a **tainted lion-headed creature**, which has had its life prolonged by its corruption and is insane, its mind little more than an animal. Most days it lies dormant, occasionally smashing at the door, but unable to escape.

- **Tainted Lion-Headed Creature (1):** a lion-headed monster with thick cords of muscle, black ooze coating it with almost a second-skin, eyes red raw and a mouth full of twisted, rotting teeth: *Hit Dice 5 / Hit Points 22 / Armour Class as leather / Move 40' (120') / # Attacks 3 bite, claw, claw / Damage 1d6, 1d4, 1d4 / Morale 10 / Alignment chaotic / Special: immune to charm; resistant to chaos magic (i.e. spells from magic-users and elves), half-damage from such magical attacks; on a successful hit, 2 in 6 chance of spreading taint:*
  - Onset 1 day, 1 point of taint per day if another save fails; cured by Remove Curse or similar; when taint equals Level, PC dies and becomes a zombie.

**Treasure in room:**

- an expertly crafted ceramic pot, painted with pictures of lion-headed knights (worth 150 sp);
  - inside the urn are 100 sp, and 1 gp;
  - a wooden cask with 150 sp loose inside;
  - a tunic of gold cloth (worth 150 sp);
  - a masterful crafted scimitar with silver-wired hilt, a pommel of a serpent with tiny jet eyes (worth 150 sp, +1 to hit);
13. This room has a line of pegs along the rear wall, and stone benches to either side, and a tattered maroon robe hangs off one peg;
  14. The walls of this chamber are covered in sigils written in blood, all arcane in nature, part of some summoning spell (if copied, the words make up a **Gate** spell). A secret door lies beneath all this writing, triggered by tracing one of the symbols (which reads 'gate'), the door swings open to reveal an unlit corridor;
  15. An otherwise plain room, in the centre is a thaumaturgic circle, inscribed in silver and gold (2,000 sp worth of circle), and a secret door leads into room # 17, triggered by a loose stone that pushes the door open for a turn before it shut again;
  16. This room has stone benches arranged in two lines, opposite a marble altar carved with symbols of lions and tigers (the altar weighs 150 lbs and is worth 500 sp). A secret door is behind the altar, opened by pressing one of the tiger heads on the back of shrine;
  17. A throne room with a stone chair, high-backed with raised arms facing the doorway; the secret door into this room opens behind the throne. A compartment at the foot of the chair lifts up if a button is pressed on the under part of the left arm, and inside is a black bear fur cloak (worth 50 sp), a pair of red leather boots (worth 50 sp), and a small copper casket (worth 10 sp) with 50 sp inside;
  18. This secret room holds a dusty four-poster bed, the sheets worn. An empty bookshelf rests against the wall, behind which is another secret door that pushes open. Inside is a vault, with the following treasure stored inside:
    - a blue-glazed ceramic jar, holding 200 sp;
    - a bronze coffer with 500 cp, 50 sp, and 2 gp;
    - a silver metalwork sculpture of a tiger (worth 200 sp);
    - a magical elixir of life, which heals all hit points and remove all poison, disease, and curses, but also compels the drinker to take the most dangerous course of action for the next hour;
    - a set of three magical scales of Yig, which are sealed in an urn bearing the likeness of a hooded cobra. These scale-like discs of unknown metal, when thrown (range 30') attack

with a +6 to hit, doing 1d6 damage and requiring a *save versus poison* or cause death instantly;

19. An embalming room, with a stone table, a glass vat (now empty), and a rack of tools that have rusted. A large crack in the ceiling leads to the surface, and has allowed a **giant jungle spider** to creep inside, where it has made a mess of webs across the ceiling and especially above the door (surprises on a 4 in 6, as it hides above it):

■ **Giant Jungle Spider (1):** *Hit Dice 2 / Hit Points 5 / Armour Class as leather / Move 50' (150') / # Attacks 1 bite / Damage 1d6 / Morale 8 / Alignment neutral / Special: poison bite, save versus poison, or die in agony in 1d10 rounds;*

20. A room full of rotting cushions, tattered silk curtains and damp marring the walls;
21. A torture room, with a rusty iron maiden, a splintered rack, brazier of ash and a rusty iron poker. Heavy chains hang from the ceiling, with thick manacles. The secret door is at the back of the iron maiden, triggered by shutting the lid, which makes the back swing open;
22. An empty library, with rows of bookshelves, with no books, just layers of dust;
23. A crypt with six long, thin stone coffins. Inside each is the skeleton of a large cat (lions);
24. The door to the room has a bolt on the outside, and a small, barred, viewing hatch at eye-level. Inside are rusted manacles chained to the rear wall.

HEX 03.05

A small clearing with seven stone monoliths, pitted and covered in thick moss, each shaped like a monkey's head; this is where the PCs appear when they step through the mirror, seemingly out of thin air, as the portal does not exist on this side.

HEX 04.01

The tower of Sinnba-Vek rests halfway up a craggy mountain that rises out of the surrounding jungle, the peak towering 1,032 feet above the canopy. A curving, steep stairs has been carved into the rock, leading 467 feet up to the tower entrance.

## **TOWER EXTERIOR**

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From the outside, the tower is a dark green stone building, with four stories and arrow-slits on the upper levels. A pair of large bronze doors mark the entrance, with the surface embossed with the image of a roaring tiger head.

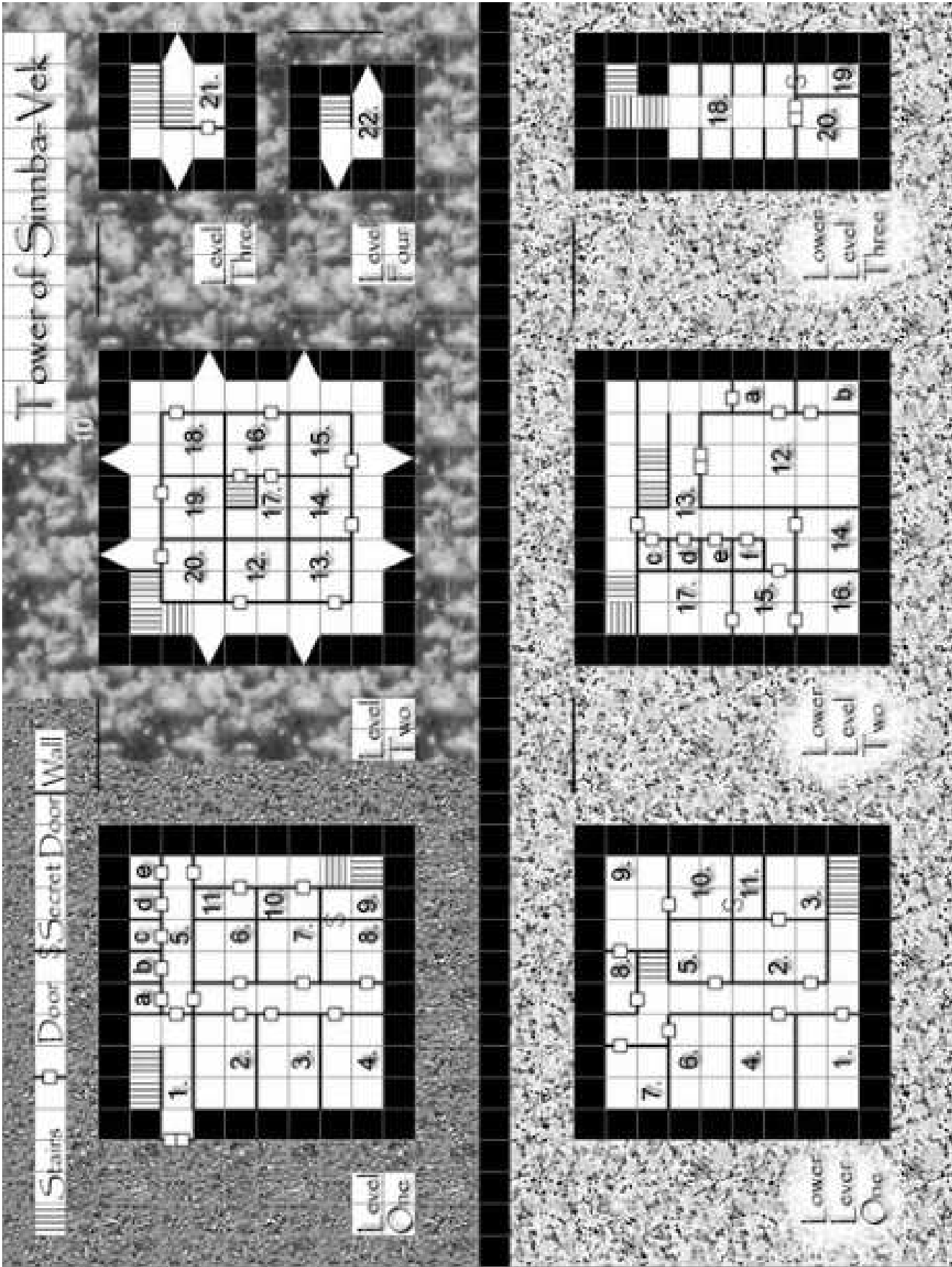
## **TOWER INTERIOR**

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Inside, the tower has 15' ceilings, internal walls of 1' thick stone, panelled in dark wood, and doors made of the same dark wood with bronze hinges. A thick, plush carpet of maroon covers the floors, on all levels except **Lower Level Two** and **Three**, and upper **Level Four**; they have stone flagstones. The arrow-slits have shutters on the inside, again, dark wood with bronze handles and latches.

Unless otherwise noted, all doors are unlocked, although they do have locks (the guards each has a master key, as does the Prince and butler), and the corridors and rooms are lit by glass-lanterns hanging from the ceiling (oil fuelled).

\* \* \*



## LEVEL ONE

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1. **Entrance Hall:** the main doors open into a hallway, with a staircase leading to level two, and a door into the rest of this floor. Any noise in this hall will alert the guard in room # 5;
2. **Gymnasium:** a well-equipped gymnasium, with a rack holding weights (iron, in sets of 5 lbs), a leather-padded floor instead of a carpet, climbing bars on the back wall, and a row of pegs by the door for clothes. Currently it is empty, but a *fine silk robe*, red, is hanging up (worth 15 sp) on a peg;
3. **Antechamber:** a waiting room, where guests are seated to await the Prince. A three-person sofa (dark blue cushions, mahogany frame), two leather armchairs, and a drinks cabinet (with wine, brandy, a bottle of rum and a dozen wine glasses) adorn the room. A glass and candle-studded chandelier hangs from the ceiling;
4. **Zoo:** this room has a row of cages to either side, 5' cubes, a dozen in all. All are iron cages with simple bolted doors. Two are open, one with a bolt drawn back, the other with its door bent out of shape; these two 'pets' are loose and hiding in the closets in area # 5. The other cages hold the following animals (treat as 1 HD, 1d6 HPs each, AC as unarmoured, no attacks or special qualities):
  - *A mated pair of blue-furred monkeys with big round eyes;*
  - *A lonely and sad looking dog (something like a terrier);*
  - *A tabby cat, mean as hell;*
  - *Three blind giant mice (size of a cat);*
  - *A sickly badger, with its fur falling off;*
  - *A small lion cub (could be reared as a pet or guard 'dog');*
  - *Two rather large (fat) rabbits with grey fur;*
  - *A small pig with a lazy eye;*
  - *A manticore cub, no spikes or much in the way of teeth;*
  - *A large boa constrictor, too big to slither from the cage and too docile to do so anyhow;*
5. This corridor has a number of closets along one wall, their doors having no locks and being thinner wood than the normal doors. In this corridor is one of the Prince's few remaining guards, whose job it is to ensure that the Prince does not escape, and that no one comes to assassinate him. The guard is a **lion-headed warden** who is currently searching the closets for the two missing pets (but knows to leave closet 'e' alone), having spotted one escaping and fleeing here.
  - **Lion-Headed Warden (1):** *a humanoid with a lion head, wearing a tabard with a tiger's head against a black background.*  
*Hit Dice 3 / Hit Points 15 / Armour Class as leather & shield / Move 40' (120') / # Attacks 1 bite or weapon / Damage 1d4 or 1d8 / Morale 10/ Alignment chaotic / possessions: leather armour, halberd, scimitar, wears a silver bracelet studded with ivory lion heads (worth 300 sp).*
6. **Junk Room:** a storage room for miscellaneous junk, one of the Prince's 'pets' has escaped and hidden here. It is a **large jungle spider** that is terrified and ready to pounce if disturbed (surprise on a 4 in 6); around its 'neck' is a *gold and electrum collar* (worth 300 sp), with a *broken silver chain* (worth 25 sp) hanging loose:
  - **Large Jungle Spider (1):** *Hit Dice 1 / Hit Points 8 / Armour Class as leather / Move 40' (120') / # Attacks 1 bite / Damage 1d4 / Morale 6 / Alignment neutral / Special: poison bite, save versus poison, or writhe around in agony for 1d10 rounds, unable to act;*
7. **Cloak Room:** holds several hooded cloaks on pegs (dark blue, green and brown), three pairs of good quality boots (all grey), and a dark blue peaked cap;
8. **Empty Closet:** a disused closet, which is currently the hiding place of the second of the escaped pets, this one a scared **giant rat**:
  - **Giant Rat (1):** *Hit Dice 1/2 / Hit Points 2 / Armour Class as leather / Move 50' (150') / # Attacks 1 bite / Damage 1d4 / Morale 7 / Alignment neutral;*
9. **Broom Closet:** holds several brooms, a dustpan and brush, and two wooden buckets;
10. **The Imp Room:** this small room is home to an **imp**, sent to keep an eye on the Prince. It lives here, and has a nest of twigs and bones, in which are three large eggs with pretty blue shells. The imp will give an egg to anyone who



correctly answers a riddle, and will defend himself and protect the eggs if necessary. The eggs, when broken and swallowed raw, act as *healing potions*, curing any one affliction or healing 2d6 hit points.

■ **Imp (1):** a slight, ugly elf-like midget no bigger than a cat, with a scorpion tail and pitch black orbs for eyes; *Hit Dice 2 / Hit Points 5 / Armour Class as leather / Move 30' (90') / # Attacks 1 stinger / Damage 1d4 / Morale 7 / Alignment chaotic / Special: poison stinger, save versus poison, or die babbling madly in 1d10 rounds; can cast invisibility, detect magic and shield 3/day each; immune to non-silver weapons, charm, hold and sleep magic;*

- 1) **Riddle 1)** A box with no hinges, latch or lid; inside a golden treasure is hid. (Answer: an egg);
- 2) **Riddle 2)** I am a room with no windows or doors, what kind of room am I? (Answer: a mushroom);
- 3) **Riddle 3)** What belongs to you, but others use it more than you do? (Answer: your name);

11. **Chapel:** a shrine with an obsidian altar, on which stands a 3' tall statue of a rearing tiger made of oak and beautifully painted. Prayer rugs, dark green hemp, lie before the altar and candelabra of iron hold tallow candles on either side of the door;
12. **Scriptorium:** scratched into the wood panels are arcane runes, and an oak desk sits in the centre with an armchair behind it. There is nothing on the desk, but anyone who casts *read magic* at the walls discovers that the runes are spells, which can be randomly determined, three each of levels one through three (magic-user only);
13. **Guardroom:** this plain room has a couple of stools around a simple table, and is where the guards pass their time. One **lion-headed warden** is off duty here, although he also unknowingly guards the secret room at the back (opened by pressing the bottom of the wall where the secret door is, swinging open into room # 9, and shutting itself after a turn);

■ **Lion-Headed Warden (1):** a humanoid with a lion head, wearing a tabard with a tiger's head against a black background.  
*Hit Dice 3 / Hit Points 15 / Armour Class as leather & shield / Move 40' (120') / # Attacks 1 bite or weapon / Damage 1d4 or 1d8 / Morale 10 / Alignment chaotic / possessions: leather armour, halberd, scimitar;*

14. **Hidden Vault:** this secret room (simple lever to open door on this side) holds an iron chest (locked) that contains some of the Prince's treasure, which is guarded by a construct inside the chest itself, and which attacks anyone opening the chest unless they have a tiger's head:

■ **Mechanical Scorpion (1):** a clockwork scorpion, cat-sized, with a shell of steel plates.  
*Hit Dice 3 / Hit Points 5 / Armour Class as plate / Move 40' (120') / # Attacks 3 claw, claw, sting / Damage 1d4/1d4/1d4 / Morale 12 / Alignment neutral / Special: immune to charm, hold, poison and sleep; sting deals poison, save or fall asleep for 1d6 turns;*

#### Treasure in chest:

- loose coins (3 gp, 473 sp, 221 cp);
- loose gemstones (2 x small rubies, 1 x small emerald, 3 x topaz, worth 150 sp each);
- a bone scroll case holding a parchment *scroll of Protection Against Petrification*;
- a silver whistle (worth 25 sp);
- a glass eye with a diamond inside, where the pupil is (the diamond is worth 1000 sp);

15. **Meditation Chamber:** this chamber has woolen curtains hanging from the walls, deadening the sound. The lanterns here are shuttered, making it cosy and dim. The Prince uses this room to meditate in, as do the guards when they are in need of some quiet time;
16. **Aviary:** a collection of half-a-dozen bird cages hang from the ceiling on long chains. The cages hold the following birds:

- A pair of mated blue doves;
- A talkative parrot, who only speaks and understands elven;
- Two tired looking canaries;
- A large, plump sparrow;
- A cruelly beaked crow;
- Three red and green finches.



## LEVEL TWO

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12. **Guardroom:** this plain room has a couple of stools around a simple table, and is where the guards pass their time;
13. **Sitting Room:** tapestries showing jungle landscapes adorn the walls, and two long sofas with plush cushions of dark green sit on opposite sides, with a coffee table of glass-topped oak between them. A crystal decanter of amber brandy sits on the table, with three brandy glasses next to it;
14. **Armoury:** the door to this room is locked, and only the butler has the key. Inside are weapons on racks, and armour on wooden stands:
- five halberds;
  - six short swords;
  - three scimitars;
  - five suits of leather armour;

15. **Dormitory:** three bunk beds fill this room, with chests along the wall to hold the equipment of the wardens of this tower. One **lion-headed warden** is usually here, asleep, with his possessions stored away:

■ **Lion-Headed Warden (1):** a humanoid with a lion head, wearing a tabard with a tiger's head against a black background.

*Hit Dice 3 / Hit Points 15 / Armour Class as leather & shield / Move 40' (120') / # Attacks 1 bite or weapon / Damage 1d4 or 1d8 / Morale 10 / Alignment chaotic / possessions: leather armour, scimitar (in chest);*

16. **Lounge:** the locked door opens into a cosy room with over-large sofa (maroon cushions), thick bear rug in front of an open fire (always lit), with three plush armchairs, a mahogany table with legs shaped like tigers climbs trees, and a well-stocked drinks cabinet with several bottles of red wine, a decanter of brandy, and glasses;
17. **The Prince's Bedroom:** a large four-poster bed draped with red silk curtains occupies most of this room, with a wardrobe of rich clothes against the wall, a chest of drawers with more clothing, and a locked steel strongbox underneath the bed. The Prince is often found here at night, sleeping or meditating. The strongbox holds the following treasure:
- a fist-sized ruby etched with runes (worth 1,500 sp, runes spell the words "Prince of All I Survey" in an alien tongue);
  - a leather pouch holding gold coins (23 gp);
  - a slender willow wand of detect magic (23 charges, command word "Find") with an ivory tip;
  - three crystal vials with a pale blue, minty liquid (healing potions, 1d6 each);
  - a silk pouch with a dozen canine teeth (from lion-headed guards);
18. **Shrine:** a plain room with a single statue of a pouncing tiger in the middle of the room, painted realistically and life-sized. It is oak, and has glass eyes. If anyone offers a prayer to the statue, or a lump of fresh, bloodied meat, they are blessed and receive a +1 to hit and on all saving throws until the next dawn;
19. **Butler's bedroom:** a modest bedroom with a simple bed, side-table, chest of drawers and a short sword stuffed under the mattress, in case of trouble. The butler is found here, if not attending the Prince:

■ **Lion-Headed Butler "Heslan" (1):** a snooty humanoid with a lion head, wearing a butler's uniform.

*Hit Dice 2 / Hit Points 12 / Armour Class as leather / Move 40' (120') / # Attacks 1 bite / Damage 1d4 / Morale 10 / Alignment chaotic;*

20. **Bathroom:** a circular bath, deep and wide, fills this room. Hot water, fragrantly scented with roses, fills the tub and remains hot and full no matter how much is removed. Anyone bathing in it is cleansed of all dirt, cured of any poisons, and is healed 2d6 hit points; it functions only once per day per person.

## LEVEL THREE

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21. **Study:** the Prince is often found here during the day (4 in 6 chance), sitting at his beautiful oak desk with its red leather top. A shelf of scrolls depicting maps of unknown lands, and myths of unknown realms, rests by the door.

## LEVEL FOUR

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22. **Observatory:** a telescope of brass and steel points out of the arrow-slit, towards the distant stars. During the day the Prince may be found here (2 in 6 chance), looking out at the surrounding jungle, searching for a way out.

## LOWER LEVEL ONE

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1. **Padded Room:** the door to this room has a bolt to lock it from the outside, and has an oval hatch to look into this leather padded room, which is where prisoners are held while the guards decide what to do with any captives;
2. **Bedroom:** a disused bedroom, with a dusty bed and an empty set of drawers;
3. **Bathroom:** a blue-tiled bathroom with a copper bath, and a slate shelf with bottles of oils, ointments and perfumes. Amongst these toiletries are several items of value:
  - a blue-crystal bottle of essential oils, which act as a *potion of longevity* (reduces age by 1d10 years) if used in a bath;
  - a thick glass perfume bottle, with a rose-scented fragrance that acts as a *charm person* spell on anyone who smells the wearer of the perfume, but with a limited duration (2d6 hours);
  - a *silver comb and mirror* (worth 25 sp each) on the shelf;
  - pale green ointment in a small ceramic jar, which acts as a *healing potion* (heals 2d6 hit points) when rubbed into wounds;
4. **Summoning Room:** this room is empty of any furniture or fittings, only a circle of arcane runes and symbols, a powerful thaumaturgy circle for summoning (1,000 sp worth);
5. **Laboratory:** a small alchemical laboratory, with a full-length table full of glass tubes, jars and bottles, bubbling liquids and foul smells. The lab equipment is worth 5,000 sp;
6. **Kitchen:** a well equipped kitchen, with a large augur oven, shelves of herbs and spices, hooks with pots and pans, and cupboards full of plates, cups and chipped mugs. *Unseen Servants* cook meals three times a day, crossing unseen between the pantry and kitchen, leaving laden dishes on the tables for the guards or butler to collect;
7. **Pantry:** a well-stocked pantry of fresh loaves, meat hanging from hooks, and baskets of fresh vegetables and fruit;
8. **Guard Post:** a **lion-headed warden** sits here, having a rest from his patrol duties. There is a 2 in 6 chance that he is dozing:
  - **Lion-Headed Warden (1):** a humanoid with a lion head, wearing a tabard with a tiger's head against a black background.  
*Hit Dice 3 / Hit Points 9 / Armour Class as leather & shield / Move 40' (120') / # Attacks 1 bite or weapon / Damage 1d4 or 1d8 / Morale 10 / Alignment chaotic / possessions: leather armour, halberd, scimitar;*
9. **Guard Room:** another guard room, with table, chairs and a bench along the wall. Eating a meal of cheese, ham and bread is a **lion-headed warden**:
  - **Lion-Headed Warden (1):** a humanoid with a lion head, wearing a tabard with a tiger's head against a black background.  
*Hit Dice 3 / Hit Points 12 / Armour Class as leather & shield / Move 40' (120') / # Attacks 1 bite or weapon / Damage 1d4 or 1d8 / Morale 10 / Alignment chaotic / possessions: leather armour, halberd, scimitar;*
10. **Statuary:** a dozen red marble pedestals stand in two rows, on each rests a statue of a tiger rearing to attack, painted in bright colours. These statues animate and attack anyone without a lion- or tiger head, as soon as they reach midway into the room. The door to the room is also locked, and the secret door is a panel in the wall, opened by pushing on the bottom, pivoting up and in:
  - **Statues (12):** a tiger statue, made of granite and brightly painted.  
*Hit Dice 2 / Hit Points 5 each / Armour Class as plate / Move 40' (120') / # Attacks 2 bite, claws / Damage 1d4/1d4 / Morale 12 / Alignment neutral / Special: minimum damage from mundane attacks, immune to charm, hold, poison and sleep;*

11. **Treasury:** this hidden room holds three locked iron chests, holding:

- A blanket of **gold & silver woven cloth**, with a picture of a tiger sleeping (worth 75 sp);
- **Cloth of gold jerkin with silver buttons** (worth 75 sp);
- An **ice white winter wolf fur cloak** (worth 150 sp);

## LOWER LEVEL TWO

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12. **Great Hall:** this large chamber has a bas-relief ceiling of tigers hunting lions in a jungle setting, with a castle in the background. A red carpet leads from the door to a throne on a stepped dais, both green marble flecked with gold. Large standing candelabra line the walls, flooding the room with light;

13. **Corridor:** this area is patrolled by a **lion-headed warden** who has been using the artefact in closet 'e', and has numerous cuts on his arms (losing 5 hps):

■ **Lion-Headed Warden (1):** a humanoid with a lion head, wearing a tabard with a tiger's head against a black background.

*Hit Dice 3 / Hit Points 9 (out of 14) / Armour Class as leather & shield / Move 40' (120') / # Attacks 1 bite or weapon / Damage 1d4 or 1d8 / Morale 10 / Alignment chaotic / possessions: leather armour, halberd, scimitar, has a pouch with 13 gold coins;*

b. **Empty Room:** this room appears empty unless it is night outside and a candle is used to light the room. If that occurs a small reptilian monkey is revealed, which has a silver band around its arm, on which are engraved arcane runes. The creature is a demon trapped in the tower after a teleport went awry. It can not leave and is mad with frustration, attacking anyone who discovers it. the silver band is magical:

■ **Reptile Monkey Demon (1):** a child-sized demon.

*Hit Dice 5 / Hit Points 25 / Armour Class as leather & shield / Move 30' (90') / # Attacks 1 bite / Damage 1d6 / Morale 10 / Alignment chaotic / Special: immune to charm, hold, poison and sleep; fire does half-damage, cold slows the creature to 10' speed and attacks last; can spit acid: ranged attack, 30' does 1d6 damage, then 1d4 the following round;*

- **Silver band** (worth 50 sp) is a magical **amulet of water breathing** (lasts 3 turns, 3/day, command word carved into the metal, "Down, Down, Deeper and Down");

c. **Armoury:** this closet holds five scimitars on pegs, and a folded chain mail shirt next to a padded undershirt. The door is locked;

d. **Guardroom:** a place for the guards to rest, with a stool, hooded (unlit) lantern and a wineskin hanging from a peg, half-full of fine red wine;

e. **Meditation Chamber:** a small room with cushions on the floor and dark green curtains hanging from the walls;

f. Trick: Transmutation & Treasure

g. **Antechamber:** a waiting room, with two benches and three stools;

14. **Crypt:** this chamber has three dark red marble sarcophagi, each holding the skeletal remains of tigers;

15. **Guardroom:** this room has a wooden table, a bench and five stools. A hooded lantern (unlit) rests on the table. Two **lion-headed wardens** are sat here playing a dice game:

■ **Lion-Headed Wardens (2):** a humanoid with a lion head, wearing a tabard with a tiger's head against a black background.

*Hit Dice 3 / Hit Points 17, 8 / Armour Class as leather & shield / Move 40' (120') / # Attacks 1 bite or weapon / Damage 1d4 or 1d8 / Morale 10 / Alignment chaotic / possessions: leather armour, halberd, scimitar;*

16. **Animal Pen:** this room has layers of fur rugs on the floor, a trough of stone filled with fresh water, and another with bloody meat. A tamed and trained **tiger** lairs here, the door bolted from outside. It is the Prince's pet, and if he is able, he will make his way here to gather his pet to deal with intruders and would-be assassins. The big cat has a bejewelled collar:

■ **Tiger (1):** a large tiger with a jewelled collar.

*Hit Dice 6 / Hit Points 35 / Armour Class as chain / Move 50' (150') / # Attacks 3 bite, claw, claw / Damage 2d6, 1d6, 1d6 / Morale 9 / Alignment neutral / collar: a leather collar with gemstones in silver rings (ruby, topaz, emerald, jet, diamond and sapphire, each worth 300 sp);*

17. **Antechamber:** this room is disused, but holds two plush leather sofas with red and green cushions, a low table of oak, and a row of pegs on the wall to hold cloaks. The room is unlit;

### LOWER LEVEL THREE

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18. **Stables:** eight trained **giant jungle spiders** are stabled here, each docile unless commanded by a warden or the Prince, or if threatened or attacked. Each stall has a saddle, trough of meat, and behind the wall of one is a secret room :

■ **Giant Jungle Spiders (8):** *HD 2 / Hit Points 12, 5, 12, 9, 7, 13, 9, 15 / AC as leather / Move 50' (150') / # Attacks 1 bite / Damage 1d6 / Morale 8 / Alignment neutral / poison bite, save versus poison, or die in agony in 1d10 rounds;*

19. **Secret Room:** this secret room holds the following items of treasure:

- Wooden cask holding 300 silver coins;
- Sack with a magical *silver bladed hand-axe of charming* (*charm person* once per day, range 120');
- Huge iron chest (locked) with 2 gold coins, 150 silver, and 500 copper coins;
- Niche on the back wall holds a crystal bottle of a pale blue liquid, that tastes of mint; a four-dose *potion of healing* (2d6 hps per dose);
- A steel chest (locked) holding 200 silver, and 1,000 copper coins;
- A ceramic jar painted blue with 6 gold coins inside;

20. **Cellar:** wine racks and kegs of ale stand here, and the doors are locked.

### HIS MAJESTY IN EXILE, PRINCE SINNBA-VEK

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The exiled Prince is a tiger-headed *Rakshasa* who once ruled a kingdom with an iron-fist. He was deposed after his lion-headed subjects staged a coup; he was exiled here, with guards, many of who have since died of a disease inflicted by magical taint brought in by adventurers. Sinnba-Vek longs to be free, but knows of no way out. If he learns of the cave that leads to the tunnel, which exits from this realm to another, he will seek to use it to escape his prison, no matter the cost.

■ **Sinnba-Vek:** a tiger-headed humanoid with elegant clothes and a cunning, calculating look in his feline eyes:

*Hit Dice 7 / Hit Points 31 / Armour Class 18 / Move 40' (120') / # Attacks 3 (bite, claw, claw) or 1 (sword) / Damage 1d6/1d4/1d4 or 1d8 / Morale 10 / Alignment chaotic / Special: can alter his appearance to appear as a noble-looking human, an illusion that he can activate at-will unless disbelieved; vulnerable to blessed attacks (double damage); immune to non-magical attacks; casts spells as a 7<sup>th</sup>-Level Magic-User:*

- 1st-Level (3): *Charm Person; Magic Missile; Sleep;*
  - 2nd-Level (3): *ESP; Invisibility; Web;*
  - 3rd-Level (2): *Dispel Magic; Hold Person;*
  - 4th-Level (1): *Confusion.*
- Carries a **bejewelled scimitar (rubies)** (worth 250 sp), a suit of **gold-plated chain mail** (worth 150 sp), and wears a magical golden *Ring of Shield* (as spell, activated at-will, lasts 1d6 rounds, then recharges for a turn before it can be used again, conjures up a golden transparent shield).

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### HEX 04.03

A small clearing, barely ten feet wide, with the jungle canopy sheltering it. In the middle is a small pool of softly glowing water, five feet in diameter. The water is cold, refreshing when drank, and is magical. The effects are more beneficial, as rolled below, and there is only enough magic for 4 uses per day:

1. *Wisps of black smoke pour from your eyes, ears, nose and mouth, surrounding you in utter darkness: a 10' sphere of darkness surrounds the PC for 3d10 rounds;*
2. *A calmness wraps your mind and you feel a strange sort of peace: immune to all mind-affecting effects for 2d12 hours, including charms, ESP, and the like;*
3. *You suddenly feel weak: succumb to weakness for 2d12 hours, with all physical attributes reduced to 3 for the duration;*
4. *Small black, hook-like hairs sprout all over your body: gain the ability to spider climb for 2d12 hours;*
5. *You balloon up, as you grow exceedingly fat: reduce speed by 40' for 3d10 rounds;*
6. *A feeling of well-being washes over you, and you feel as if someone kind and good is looking out for you: gain a permanent bless from a forgotten god: each day roll 1d6, these are bonuses to any roll that can be spent at will before or after a roll, any unspent points are lost;*
7. *All around you are the whispers of plants talking to each other: gain the ability to speak with plants for 2d6 turns;*
8. *You feel lighter, the weight of your pack barely a hindrance: ignore encumbrance for 3d10 rounds.*

### HEX 05.05

A large cave filled with grey fog, partially hidden by the light jungle, midway up a hill. The fog blocks vision, normal or magical, and anyone passing through it finds themselves walking into a long, open-roofed tunnel with recessed alcoves along the walls and arches of old stone every twenty feet. Pale sunlight beams down from a hazy grey sky, although the sun cannot be seen.

Resting on the arches are ravens, three per Player Character and henchman or hireling, just watching the party. If attacked, the birds fly away, but return to watch moments later. If the PCs linger in the tunnel, for more than half-an-hour, the birds become agitated and attack a few rounds later:

■ **Unkindness of Ravens:** *Hit Dice 1 / Armour Class as leather / Move 60' flying, 20' base / # Attacks 1 pecking & claws / Damage 1d4 / Morale 10 / Alignment chaotic / Special: fly-by attack, if it wins initiative the raven can fly by, attack, and flt off again out of reach, so long as it does not exceed its move rate.*

The tunnel continues for a hundred feet before disappearing into more of the grey fog. Passing through this transports the PCs to the tunnels of the *Fire Pits*, the realm of the third mirror (room 10 on level two).

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## BEYOND THE SECOND MIRROR

*Stepping through this two-way mirror, as easily as walking through air, you enter what looks like the foyer of an old stone building, doors leading off and a grand staircase curving up to a floor above.*

# RUINED LIBRARY OF FORGOTTEN LORE

This is an ancient and forgotten library that exists in a void unreachable by any means other than the mirror. Inside are repositories of lost lore, forgotten spells, and locations of strange and far away places; but what is here is but a fraction of what was once here, as the library has fallen to ruin, with many of its sources of knowledge turned to dust.

It is also not as safe or as tranquil as it first appears; not only are there unearthly librarians still about, trying to restore the library to its former glory, but there are *things* that have escaped from the void and infiltrated the library, seeking the means to escape.

The library is also unique and different from what one might expect: rather than being a depository of books, it instead houses the undead and preserved heads of deceased scholars, men of learning, and wizards who donated themselves to this library in order to preserve their knowledge. Visitors used spells such as *Speak with Dead* to question these once living scholars; effectively an interactive book, albeit macabre and unusual. Each is effectively a zombie head, but perfectly preserved, and non-hostile. They can be hacked apart, destroying them and all their knowledge, easily and without opposition; at least, not from the corpse: but any attacks against these scholars comes to the immediate notice of one or more librarians, who arrive to investigate in 1d6 rounds (as per the *random encounters* table below).

### RANDOM ENCOUNTERS

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Check every three turns, 2 in 6 chance of an encounter:

1. **Librarians** taking care of the library and dealing with any intruders or vandals:

■ **Librarians (2d4):** clockwork figures, humanoid with blank faces and three-fingered hands, made of copper plates bolted together by steel pins. *Hit Dice 5 / Armour Class as plate / Move 40' (120') / # Attacks 1 slam / Damage 1d6 / Morale 12 / Alignment Lawful / Special:* constructs, immune to charm, hold, poison and sleep, immune to fire, cold, vulnerable to lightning (double damage);

2. **Giant Rats** looking for food:

■ **Giant Rats (2d6):** *Hit Dice ½ / Armour Class as leather / Move 50' (150') / # Attacks 1 bite / Damage 1d4 / Morale 7 / Alignment Neutral;*

3. **Rubble** falls from the ceiling/wall: *save versus paralysis* or take 1d6 damage;

4. **Voices** can be heard from nearby, but too quiet to hear what they are saying;

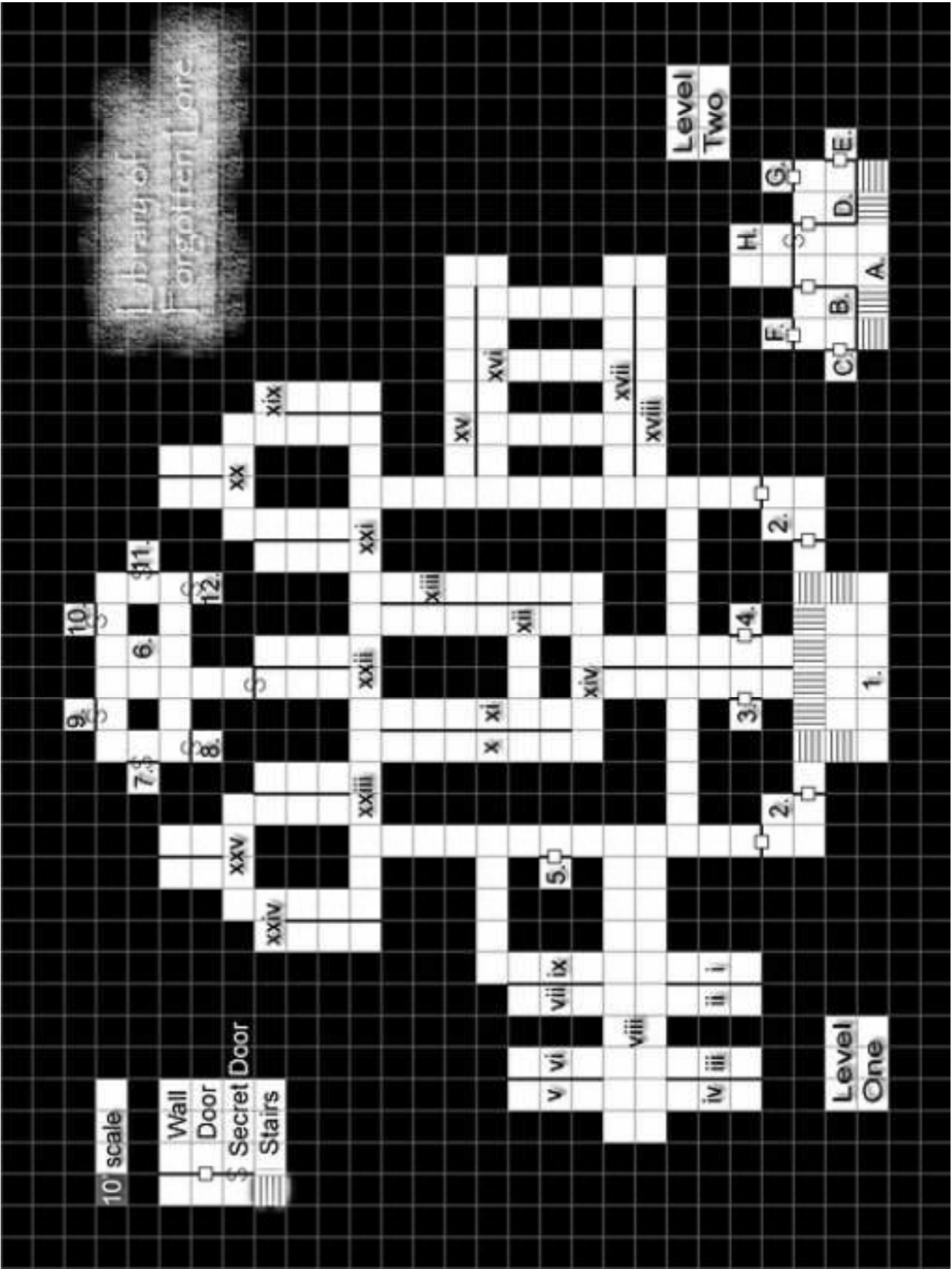
5. **Library-Quake** shakes the library, quite violently: *save versus paralysis* or knocked prone and take a point of damage;

6. **Void-Entities** roaming the library in search of sustenance:

■ **Void-Entities (2d4):** an inky blob of shadow, the size of large dogs, with tentacles writhing violently, slowly floating on the air. *Hit Dice 3 / Armour Class as leather & shield / Move 60' (180') flying / # Attacks 1 touch / Damage 1d4 / Morale 10 / Alignment chaotic / Special:* touch drains life, *save versus magic* or lose a point of Constitution (recover 1 point per day), immune to mundane attacks, charm, hold, poison and sleep magic, can be turned as undead (as ghouls).



MAP OF LIBRARY





## LIBRARY MAP DETAILS

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The library is lit by soft light coming from glass globes that float in the corner of each room or corridor, giving a dim illumination. The doors are oak with iron hinges, unlocked unless otherwise noted. Several rooms have windows, which are glass, all looking out onto a void of darkness. If a window is opened, there is a 2 in 6 chance of a **void-entity** coming through (as per the *random encounters* table), from the void.

### THE ROWS OF KNOWLEDGE

Most of the space in the library is taken up by rows of glass plinths, on which are magically preserved heads of scholars, sages and other experts. Each row (labelled **i.** through **xxv.**) had a head every five feet, with their area of expertise etched onto a bronze plaque on the wall behind them; now there is only a 4 in 6 chance that a head remains intact. The general category of each row is listed below, with various sub-categories and subjects as determined by the DM. Each head can be questioned, so long as the questioner has the means (such as a *Speak with Dead* spell, or *Commune* and the like), and answers honestly and in as much detail as the question demands, regardless of the limits of any spell cast.

- i. Alchemy;
- ii. Alternative Magics;
- iii. Architecture;
- iv. Art: Craft, History, Theory;
- v. Cartography;
- vi. Crafts
- vii. Engineering;
- viii. Languages;
- ix. Medicine: profession, theory, races;
- x. Military: history, tactics;
- xi. Natural Lore: flora, fauna, geography;
- xii. Planar Lore: geography of the planes, cosmology;
- xiii. Races: society, biology, history;
- xiv. Religion;
- xv. Sciences;
- xvi. Stars: astrology, stargazing, constellations;
- xvii. Supernatural: superstitions, ghosts, spirits, fey;
- xviii. Tales of Myth Legends;
- xix. Undead;
- xx. Specialised: Goblinoids (history, biology, society, culture);
- xxi. Specialised: Gnolls (history, biology, society, culture);
- xxii. Specialised: Secret Places, Hidden Realms, & Secluded Glades;
- xxiii. Specialised: Halflings (history, biology, society, culture);
- xxiv. Specialised: Dwarves (history, biology, society, culture);
- xxv. Specialised: Elves (history, biology, society, culture).

### LEVEL ONE

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1. **Main Foyer:** a grand staircase curves up to the upper floor. Archways lead underneath to the corridors and doors to the reading rooms. Two tall, narrow windows look out the front of the library, staring out into a void; and a pair of doors of old oak, if thrown open, reveal nothing but a dark void beyond. Anyone who enters the void *will not* return;
2. **Reading Rooms:** each of these rooms was used to wheel in heads for questioning, and a steel trolley rests next to a wide, long oaken table with half-a-dozen high-backed chairs around them. There is also a writing desk, which holds a half-full pot of ink, a dozen **silver-tipped feather quills** (worth 10 sp each), a pile of parchment, and 1d4 scrolls of *Speak with Undead*;
3. **Study:** this room has a writing desk, a glass plinth for holding heads, and a comfy chair. The desk holds a dry ink well, broken quills crumpled in a pile, and ripped parchment rolled into balls. If the paper is smoothed out, writing is revealed, in the elven tongue, that speaks of a temple hidden in the woods and that holds a source of great magic;
4. **Study:** this study holds a shattered writing desk, smashed ink well with ink staining the broken wood, and a skeleton broken in the corner, wearing ruined chain mail and a dented horned helm;
5. **Librarian's Entrance:** this plain room has an iron door opposite the entrance. Behind it is a silvery void that no one is able to cross. Through this is where the **librarians** come from, walking out of the silver light to check up on their library and ensure everything is in order. They deal with intruders and vandals, but if politely asked they will

assist anyone looking for a particular answer. Whenever this room is entered there is a 2 in 6 chance that 1d4 of the clockwork constructs walk out of the door;

6. **Secret Library:** this hidden room is where old books are kept, concealed behind secret doors accessed by pressing a corner of the door. These tomes, manuscripts and scrolls have been forgotten by the librarians, and as such this room is a safe-haven and no wandering monsters or encounters will happen here;
7. **Sacred Tomes:** this secret room has a bookshelf of 23 large tomes, bound in different materials and written in a variety of languages. All are the bibles and religious text of 23 different religions, and are worth hundreds to a collector;
8. **Blasphemous Tomes:** the bookshelf here has 13 demonic texts, bound in skins of different races, inks made of blood and other bodily fluids, with words of blasphemy, sin and rants against Lawful religions and orders. These are also worth hundreds, to the right person;
9. **Spell Folios:** a dozen folios rest here, stacked on a sagging bookshelf, each holding arcane spells. Each spell book has a number of different spells across several levels, randomly determined, as per the following list:
  - i.18 spells of levels 1 to 3; spell book is not locked or trapped;
  - ii.8 spells, across levels 1 to 6; the pages look blank unless *dispel magic* is cast on the book to remove the concealing spell;
  - iii.7 spells, from levels 2 to 5; the first time the book is opened, a blinding flash of light will blind anyone looking at it within 10' unless they make a successful *save versus magic*;
  - iv.16 spells, ranging from level 1 to level 4; spell book has no lock or trap;
  - v.9 spells, levels 1 to 8; the book is locked, with no key;
  - vi.9 spells, levels 1 to 4; the book has no lock or trap;
  - vii.10 spells, of levels 1 to 6; and the book is locked, but has no key;
  - viii.10 spells, levels 1 to 4; anyone opening the book is *cursed* and lose all hair and fingernails over the course of the next 24 hours;
  - ix.8 spells, levels 4 to 6; the pages are treated with contact poison. For every page flipped through, there is a 1% cumulative chance that enough poison will be absorbed through the fingertips to kill, unless precautions are taken;
  - x.11 spells, levels 3 to 7; the pages look blank unless *dispel magic* is cast on the book to remove the concealing spell;
  - xi.13 spells, ranging from level 1 to 8; the first time the book is opened, a blinding flash of light will blind anyone looking at it within 10' unless they make a successful *save versus magic*;
  - xii.14 spells, levels 1 or 2; book has no lock or trap;
10. **Ancient Manuscripts:** a stone bookcase with iron grill shutting old tomes inside. The grill is locked, and the books are so old that any rough handling of them will cause them to crumble. There are 17 manuscripts in all, some tales of fiction, myth and legends, others architectural drawings and schematics, and a couple are journals of long dead adventurers;
11. **Scrolls:** dozens of scrolls are rolled into bone rings, a mixture of spell scrolls, treasure maps, recipes for food, potions and crafting of wands, staffs and protection scrolls. There are 3d6 *clerical scrolls* (level 1d6), and 3d6 *magic-user scrolls* (level 1d6), as well as two *protection from petrification scrolls*, as well as the maps and recipes;
12. **Maps:** dozens of maps, from different realms, kingdoms, and worlds are rolled up into bone scroll cases, laid flat in a chest of drawers, and framed in small wooden frames and hung from the walls. In the corner there is a skeleton dressed in tattered old grey robes, a burnt hole in its chest. A silver dagger lies in one hand, blunt, and in the other is gripped a **hexagon-shaped topaz** (worth 500 sp), one of the six **keys**.

## LEVEL TWO

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- A. **Balcony:** an open balcony looking out over the foyer. Two doors lead off, and a potted plant (ferns) sits in a corner, slowly wilting. The flagstones here are splattered with old blood stains, scratched with axe blows and sword strikes, and a scorch mark discolours one stone wall;
- B. **Reading Room:** another reading room, with trolley, table and writing desk. A **librarian** is here, refilling the ink well:
  - **Librarian (1):** clockwork figures, humanoid with blank faces and three-fingered hands, made of copper plates bolted together by steel pins. *Hit Dice 5 / Hit Points 12 / Armour Class as plate / Move 40' (120') / # Attacks 1 slam / Damage 1d6 / Morale 12 / Alignment Lawful / Special: construct,*

*immune to charm, hold, poison and sleep; immune to fire, cold; vulnerable to lightning (double damage);*

- C. **Study:** a charred study, the desk a pile of cinders. A pair of **librarians** (**Hit Points 26, 23**) are here, with tools and pre-cut wood, building a new desk;
- D. **Reading Room:** the trolley in this room has a head resting on it, and a *scroll of Speak with Undead* lies spread out on the table, with a row of charcoal sticks by a sheet of parchment. The head is a dwarf with a curly mop of greying black hair, and a deep black & white beard cushioning the head. This dwarf is an old engineer called “Harkon”, and his speciality is dungeon architecture, specifically the design of a prison of stone, a hellish jail for its prisoners;
- E. **Study:** the door to this room has been locked and runes carved into the door, which, if read, are a warning not to enter. The custodians of the library have trapped five squirming **void-entities** inside, and are not sure how to deal with them:

■ **Void-Entities (5):** *a inky blob of shadow, with tentacles writhing violently, floating on the air. Hit Dice 3 Hit Points 21, 11, 12, 13, 12 / Armour Class as leather & shield / Move 60' (180') flying / # Attacks 1 touch / Damage 1d4 / Morale 10 / Alignment chaotic / Special: touch drains life, save versus magic or lose a point of Constitution (recover 1 point per day), immune to mundane attacks, charm, hold, poison and sleep magic, can be turned as undead (as ghouls).*

- F. **Study:** another writing desk sits here, with a selection of coloured ink wells (red, green, blue and black) and a pile of yellowed parchment weighted down by a pouch of 25 sp, 23 cp and a lonely **gold piece**;
- G. **Study:** a skeleton with no skull sits at the desk, a quill in its hand, a dry ink well before it. The skeleton is wearing worn leather tunic, a blunt, rusted dagger in its belt;
- H. **Hidden Library:** another secret library section, this room holds more scholarly heads standing on glass plinths. There are half-a-dozen, each with a bronze plaque at each foot, bearing the name and subject of the heads, as follows:

1. “Radagast the Black” (human male)
  - Necromancy: the Art of the Undead;
2. “Dante O’Reilly” (human male)
  - Nine Circles of Hell: a Tourist’s Guide;
3. “Father Edwards” (human male)
  - Religious Artifacts of Saint Tomey;
4. “Fernis Meadowstep” (elf male)
  - The Creation of Life: in Ten Easy Steps;
5. “Dour Greybeard” (dwarf male)
  - The Heavenly Horde: the Lost Armoury;
6. “Crowfoot the Brave” (elf male)
  - The Raven King & the Spear of Unkindness.

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\* \* \*

## BEYOND THE THIRD MIRROR

*Plunging through this two-way mirror scalds your skin, and you find yourself pouring with sweat as you step out onto the rim of a crater, wherein multi-coloured flames spew forth.*

# THE FIRE-PITS

This fiery realm exists somewhere beyond the mortal coil, and consists of a volcano crater riddled with tunnels, at the top of a rocky mountain that has sheer sides that descend into a steamy fog; there is no bottom to speak of, and anything plummeting is forever lost.

The tunnels are home to magma-men, semi-intelligent elementals that need to consume copious amounts to sustain their fire; flesh seems to keep them burning for longer, and they crave it above the stone they normally ingest.

### THE HEAT

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The tunnels are hot; a dry, strength-sapping heat, that only the toughest can endure for any length of time: for every hour spent in the tunnels, make a 4d6 *Constitution Check* (roll under ability to succeed; roll 3d6 for hardy dwarves or anyone with some protection against heat; and 5d6 for anyone wearing plate armour or heavily encumbered).

Failure means the character is **fatigued** (-1 to hit, lose *Dexterity* bonus to AC); a second failure means a character is **weary** (-3 to hit, no AC bonus, move at half-speed), and a third failed check means that they are **exhausted** (-5 to hit, no AC bonus, move at quarter-speed). Any further failed checks do 1d6 damage. Recovery of one step requires at least a four-hour rest, away from the heat.

Atop the crater, there is a breeze that helps, but even so, a check has to be made every half-day spent there, with results as above.

### RANDOM ENCOUNTERS

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For every hour spent in the tunnels, or atop the crater, there is a 2 in 6 chance of an encounter, as determined by the following list:

1. A patrol of **Magma-Men**:

■ **Magma-Men (2d4)**: a humanoid hulk of hot stone, crude features and burning eyes, with a red glow from within, and steam hissing through cracks in the stony hide. *Hit Dice 4 / Armour Class as plate / Move 30' (90') / # Attacks 1 slam / Damage 1d6 plus special / Morale 9 / Alignment neutral / Special: a successful hit may set a character a light if a save versus paralysis fails, take 1d6 fire damage each round for 1d6 rounds or until the fire is put out; immune to fire, heat, charm, and poison; water- and cold-based attacks slow them down, reducing speed by half and making them go last in combat;*

2. Rogue fire elemental:

■ **Fire Elemental (1)**: a roughly humanoid shape made of fire. *Hit Dice 5 / Armour Class as leather / Move 40' (120') / # Attacks 1 touch / Damage 1d6 plus special / Morale 10 / Alignment chaotic / Special: a successful hit may set a character a light if a save versus paralysis fails, if so, they take 1d6 fire damage each round for 1d6 rounds or until the fire is put out; immune to fire, heat, charm, hold, sleep, and poison; immune to mundane weapons; breath a cone of fire 3/day, 30' long by 15' cone, 5d6 damage, save versus breath for half; vulnerable to cold and water attacks, double damage or 1d6 if no damage is listed;*

3. Jets of **scalding steam**: all must make a *save versus breath* or take 1d6 damage;

4. Trickle of **molten lava** drips on a random character: the unfortunate must make a *save versus paralysis* to avoid, or suffer 2d6 damage. On a roll of a double, they are also set alight and take a further 1d6 fire damage every round for 1d6 rounds or until the fire is smothered or extinguished;

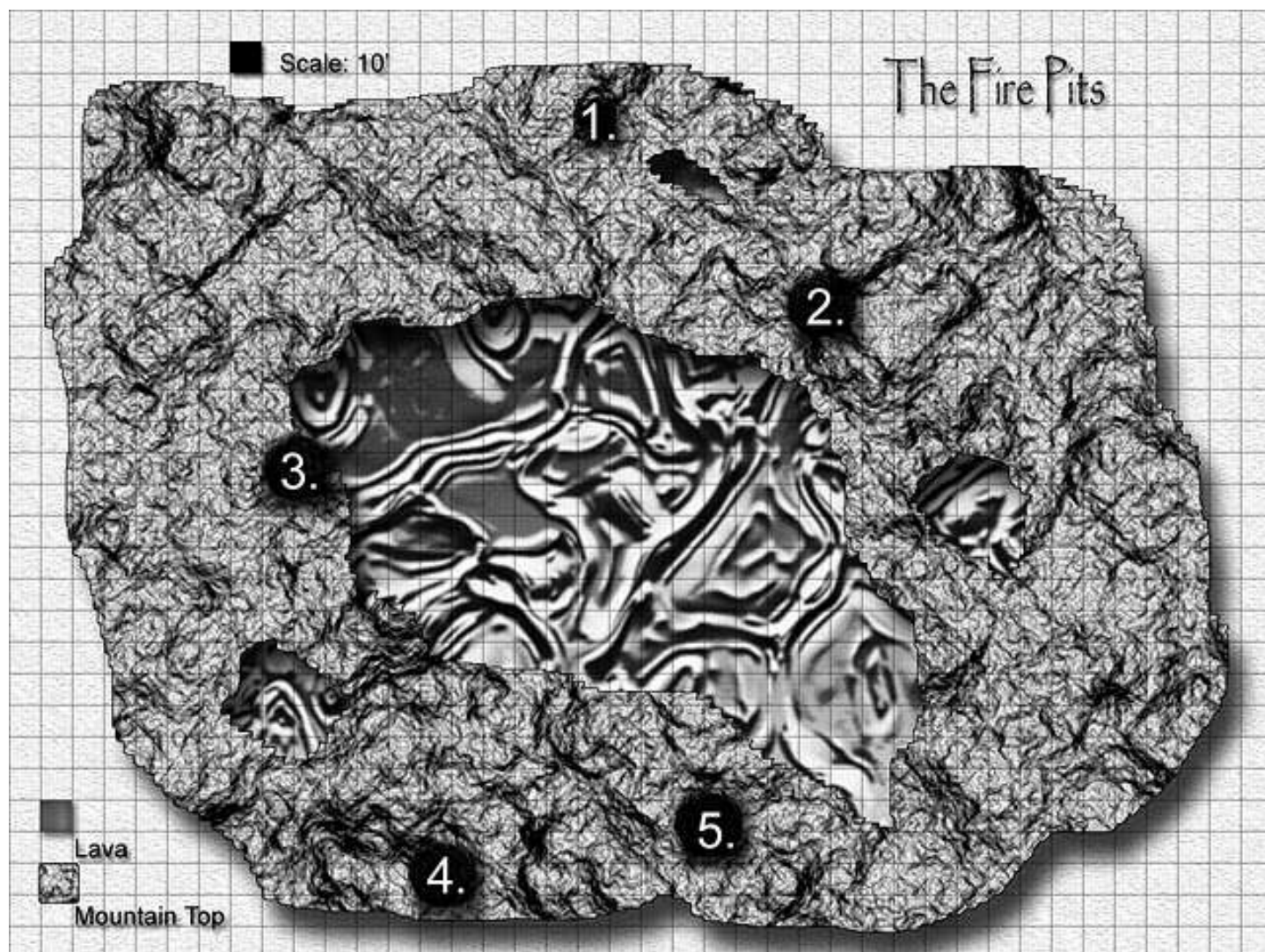


5. **Ground caves in:** 1d20 feet of ground suddenly collapses at the feet of a random character and spreads out in a random direction; anyone caught in the area must make a *save versus paralysis* or fall into the pit, which is 1d6 x 10 feet deep and has a 2 in 6 chance of filling with lava for 1d10 feet at the bottom. The lava does 1d6 damage per round of exposure, with a roll of 6 meaning that the character is also set alight (as above);
6. **Tunnel collapses:** 1d20 feet of tunnel falls in, centred on a random character. All in the area take 2d6 damage and must *save versus breath* or be trapped under the debris (5d6 *Strength check* to push free, 4d6 if someone else is digging the trapped character out, 3d6 with appropriate tools; roll under ability score to succeed, taking 1d6 turns). There is a 1 in 6 chance that the tunnel is blocked, otherwise a 1d10 foot gap is open at the top of the cave-in;

#### EXTERIOR MAP

The top of the mountain is a little over 350' by 270' feet in size, with a crater in the middle full of molten lava bubbling away. Three smaller pits spout fire and steam, and all are no more than ten or so feet away from the surface of the rugged, folded mountain. Around the edge are five caves, four of which lead down into the tunnels, the first is a shallow cave wherein a shimmering portal hangs in the air, wavering like a heat mirage: this is the other side of the mirror, and allows two-way access to the Mirrored Hall. The elementals in this realm will not pass through, as none would survive in the coolness of the hall and the world beyond it.

The lava inflicts 2d6 damage if anyone is foolish enough to touch it, and if anyone is plunged into they must immediately make a *save versus poison* or die instantly; otherwise they take 2d6 damage and must save again each round. Chances are that any armour, clothing, equipment and weapons are destroyed by the submersion.



## EXTERIOR MAP DETAILS

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1. **Entrance Cave:** this shallow cave holds the shimmering, wavering portal of the third mirror;
2. **Disused Entrance:** this cave is little more than a sloping hole in the ground, and leads down into the tunnels. It is a seldom used access tunnel, and as such is unguarded;
3. **Fire Tunnel:** this sloping hole is level with the lava, and rivulets of the hot magma trickle along the floor. The magma-men use it when they go hunting for good rocks to eat, and the heat is immense (anyone entering this way must make a *save versus breath* or suffer 1d6 damage). It leads into the tunnels below;
4. **Secondary Tunnel:** this is one of the two main entrances, and as such is guarded by a pair of **magma-men**, who are munching on red-hot rocks;

■ **Magma-Men (2):** a humanoid hulk of hot stone, crude features and burning eyes, with a red glow from within, and steam hissing through cracks in the stony hide. *Hit Dice 4 / Hit Points 18, 25 / AC as plate / Move 30' (90') / # Attacks 1 slam / Damage 1d6 plus special / Morale 9 / Alignment neutral / Special: a successful hit may set a character a light if a save versus paralysis fails, take 1d6 fire damage each round for 1d6 rounds or until the fire is put out; immune to fire, heat, charm, and poison; water- and cold-based attacks slow them down, reducing speed by half and making them go last in combat;*

5. **Main Entrance:** this tunnel, another sloping cave entrance, is the main entrance into the tunnels below. Three **magma-men** guard this spot, more alert than the other guards;

■ **Magma-Men (3):** *Hit Points 19, 26 and 16;*

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## INTERIOR MAPS

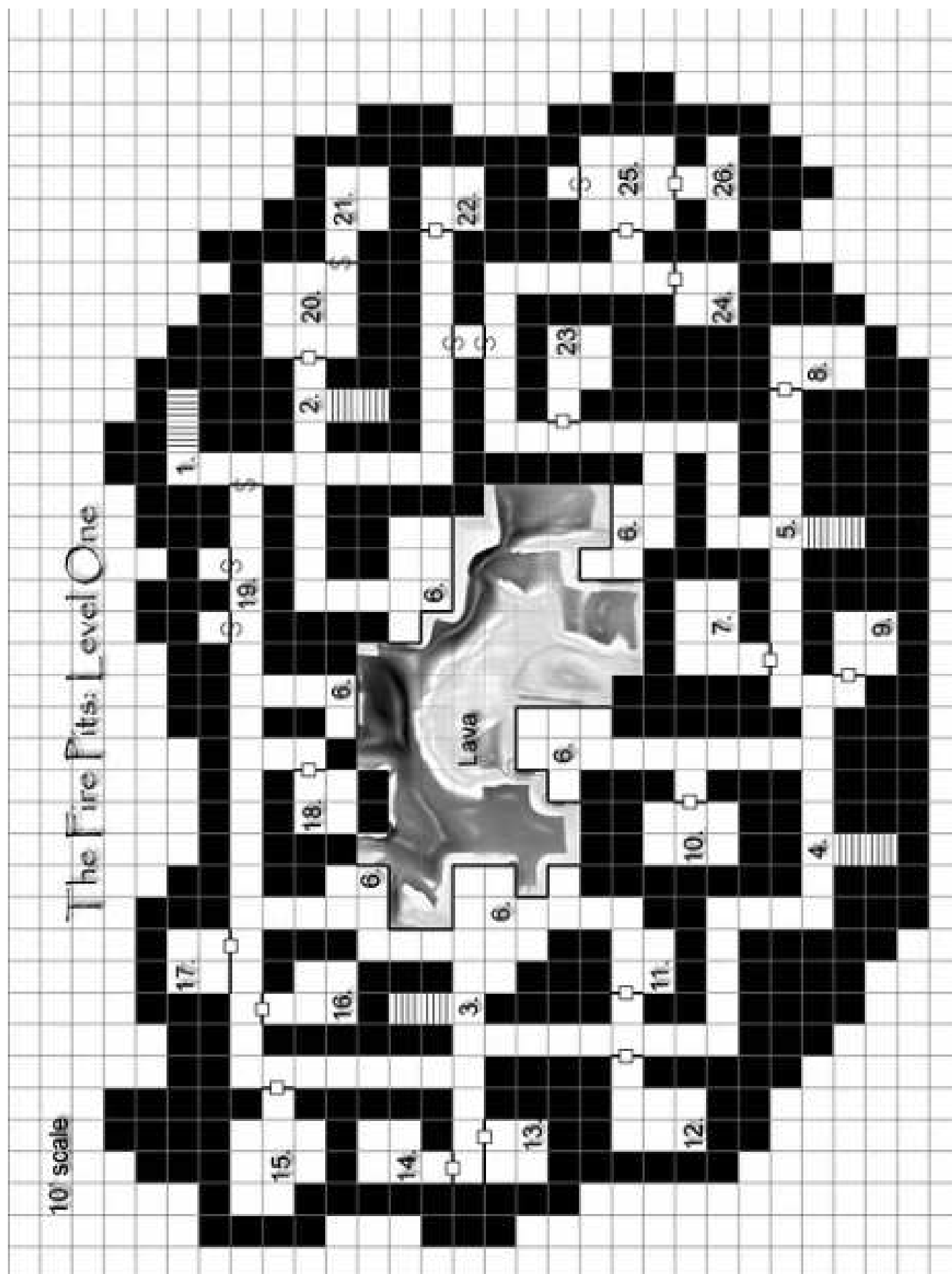
### LEVEL ONE: MAGMA-MAN TUNNELS

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The magma-men live in these tunnels, feeding off the molten rock from the lava pit. They dwell in rooms once used by a race long since passed away. The heat in these 20' high tunnels is dry and constant, with little or no breeze. There are numerous cracks and fissures in the dark grey rock, from which wisps and jets of steam erupt; occasionally drips of lava trickle out, or the rock shifts and breaks, causing the floor to open or even tunnels to collapse. When this happens, the magma-men just make new tunnels.

The doors are all tall and wide (15' by 8'), made of deep grey stone and swing easily when pushed. All open in to the rooms, and unless otherwise noted none are locked, indeed there is no lock at all. There are no lights, unless otherwise noted, as the magma-men give off their own individual illumination.

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## MAP DETAILS

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1. Stairs descend into the darkness of the ancient tunnels below (*Level Two*);
2. A set of worn, pitted steps lead up to the sloping tunnel and exit from *Disused Tunnel* (exterior #2) on the mountaintop;
3. The sloping *Fire Tunnel* (exterior #3) leads to hot stone steps, worn down to a groove in their middle. The heat from the crater hits anyone leaving the stairs, as an open ledge is immediately to the side;
4. Stairs leading from the sloping *Secondary Tunnel*, after the guards (exterior # 4);
5. This is the *Main Entrance* (exterior #5), with the guards watching the stairs and the tunnel that slopes down;
6. **Ledges:** these areas are wide ledges that look out over the crate of lava. A curtain of hot molten rocks cascades over the crater rim, effectively concealing these from the view of anyone atop the mountain, looking down;
7. **Office:** this spacious chamber has cracked and scorched walls, with wisps of steam drifting out. In the centre of the room is a large stone desk, sized as if for a giant, with its surface pitted and scarred, with numerous etchings that might be writing; in fact, it is, and a *comprehend languages*, or similar, reveals it to be graffiti of the most base nature;
8. **Forge:** an old forge occupies most of this chamber, again sized for a giant, with a tall iron lever protruding from the side. When this is pulled down, a hatch opens in the forge, letting in a stream of hot lava that was used to heat the metal. An array of over-sized tools hang from hooks on the wall, just in reach of a normal man, and are in good condition, albeit old and slightly worn;
9. **Confessional:** this otherwise plain room has a large statue, bronze, against the rear wall, opposite the door. It is a 15' tall statue of a snake-headed, naked, woman with glittering eyes (a pair of **diamonds** worth 500 sp each), one hand raised as if in blessing. Sitting before it is a bowing **magma-man**, seeking penance for some wrong deed. The statue radiates magic, if looked for, and anyone praying before it and asking for forgiveness, will receive a one-time blessing, as per the following list (roll 1d6); note that the **magma-man** has already prayed, but has previously been blessed:

- +1 to attack rolls, until the next day;
- +1 to saving throws, until the next day;
- re-roll one failed roll, once only;
- gain 1d4 temporary hit points, until expended;
- double damage dealt on next attack;
- gain a permanent hit point;

■ **Magma-Man (1):** a humanoid hulk of hot stone, crude features and burning eyes, with a red glow from within, and steam hissing through cracks in the stony hide. *Hit Dice 4 Hit Points 24 / AC as plate / Move 30' (90') / # Attacks 1 slam / Damage 1d6 plus special / Morale 9 / Alignment neutral / Special: a successful hit may set a character a light if a save versus paralysis fails, take 1d6 fire damage each round for 1d6 rounds or until the fire is put out; immune to fire, heat, charm, and poison; water- and cold-based attacks slow them down, reducing speed by half and making them go last in combat;*

10. **Art Gallery:** this chamber is an old art gallery, left by whatever race once lived here, and a source of fascination, even awe, to the **magma-men**, three of whom are present and admiring the art with an almost religious awe. There five pieces of art, along the walls, each faded with time, but still in excellent condition:
  - a sculpture of a multi-legged bird-like creature, rotund and 10' tall. It has a barbed beak, twelve insect eyes around its body, and hook-clawed feet on stalk-like legs. It is made of the same dark grey stone as the doors, and is exceedingly heavy;
  - a bronze-framed picture, painted with oils that still look wet. It is a landscape of mountains coloured a deep red, with clouds of blue in a green sky. The picture is expertly painted, but something about it is disturbing, perhaps due to the wetness of the oils and the way they seem to move when viewed out of the corner of the eye;
  - another painting, framed in a square copper frame, which is another landscape; a forest scene, with tall, willow-like trees with thick trunks, white against a deep green backdrop.

If looked at closely, shapes of snakes and bats can be seen hiding amongst the trees. The oils of this are dry, slightly flaking, and very faded;

- a second sculpture, only 5' tall, resting on a low pedestal of black rock. It is a statue of a three-headed snake, wrapped around a willow-like tree, such as the one in the previous painting. The statue is copper, quite hefty, and embedded into its stone pedestal;
- a third painting, this time set into an oval frame of grey stone. The painting is of a party of savage hunters dressed in animal skins, wielding spears and charging after what look like giant monkeys akin to spider monkeys. The hunters all have snake-heads. It is a faded water-colour, the picture now mere shades of grey, flaky and missing a few patches here and there;

■ **Magma-Men (3):** a humanoid hulk of hot stone, crude features and burning eyes, with a red glow from within, and steam hissing through cracks in the stony hide. *Hit Dice 4 Hit Points 21, 17, 22 / AC as plate / Move 30' (90') / # Attacks 1 slam / Damage 1d6 plus special / Morale 9 / Alignment neutral / Special: a successful hit may set a character a light if a save versus paralysis fails, take 1d6 fire damage each round for 1d6 rounds or until the fire is put out; immune to fire, heat, charm, and poison; water- and cold-based attacks slow them down, reducing speed by half and making them go last in combat;*

11. **Chapel:** the back of this room opens onto one of the ledges overlooking the lava. The walls are engraved with images of snakes, six-pointed stars, and in the middle of the room is a six-pointed slab of obsidian, an altar to some forgotten god. Despite the furnace outside, this room is cool, and provides a reasonably safe place to rest. While in this chapel, no wandering monsters or random encounters will occur;
12. **Guardroom:** a long room with large stone benches along the walls, and a tall stone table in the centre of the room. Three **magma-men** sit here, technically on guard duty, but instead munching on red hot stones (can be thrown, 30' range, 1d6 damage):

■ **Magma-Men (3):** *Hit Points 16, 20, 19;*

13. **Art Gallery:** another gallery of ancient art, this room houses a musical art form, with strange, hissing and rasping music issuing from the very walls, where carvings of snake-headed figures in robes stand with hands raised to the sky. The music is haunting, and if translated, it is a sad song about the death of a goddess after she sacrifices herself for love. The song lasts an hour, then repeats;
14. **Banquet Hall:** a former dining hall, now disused and abandoned. A large table surrounded by high-backed stone chairs occupies the room, and on top of the table are the following valuable items that the magma-men have no use for:
  - a goblet made of obsidian, inlaid with a dozen small gemstones, rubies and topaz (altogether, worth 375 sp);
  - a ripped canvas sack, scorched at the edges, holding 1 gold coin, 250 copper coins, and 300 silver;
  - a set of copper plates with snake patterns around their edges etched in gold leaf (a dozen in all, worth 375 sp in total);
  - silver-handled copper cutlery (forks, knives, spoons; sets of five, worth 375 sp altogether);
  - a copper fruit bowl, with five fake apples made of gold (worth 75 sp each);
15. **Birthing Chamber:** this room has a 5' ledge along the walls, with the centre of the room 10' deep and full of molten lava. Swimming in the pool of fire are a dozen young **magma-children**, born from the rock itself. They only attack in self-defence, and are little bigger than a human child:

■ **Magma-Children (12):** a humanoid hulk of soft stone, crude features and burning eyes, with a red glow from within, and steam hissing through cracks in the softer hide. *Hit Dice 1 Hit Points 5, 6, 6, 4, 2, 3, 1, 3, 4, 6, 1 / AC as chain / Move 20' (60') / # Attacks 1 slam / Damage 1d3 plus special / Morale 7 / Alignment neutral / Special: a successful hit may set a character a light if a save versus paralysis fails, take 1d6 fire damage each round for 1d6 rounds or until the fire is put out; immune to fire, heat, charm, and poison; water- and cold-based attacks slow them down, reducing speed by half and making them go last in combat;*

16. **Antechamber:** an old waiting room, with a large bench against the rear wall, and two more to the sides, both shattered in two;

17. **Assemblage:** this chamber is used to gather people together in times of need or emergency. It is heated by steam vents in the floor and walls, creating a cloud of steam that grants concealment to all inside. The steam increases the chance of heat exhaustion by adding an extra die to checks. In the room, soaking in the heat, is a lone **magma-man**:

■ **Magma-Men (1):** *Hit Points 13;*

18. **Inscription Chamber:** the walls of this room are covered with alien inscriptions, religious and arcane in nature, which defy translation. The room also has a peaceful feel about it, and anyone resting here recovers twice the usual hit points;
19. Two secret doors are hidden along this stretch of corridor, each accessed by pressing a loose rock in the wall. Both doors open to reveal a ten-by-ten-by-ten room, with manacles of bronze hanging from the back wall. The secret doors close after a minute, and there is no way to open them from inside;
20. **Audience Hall:** this large room has a throne of stone towards the back of the room, close to where the secret door lies. The chieftain of the **magma-men** rules from here, although at present he is elsewhere. A hidden switch under one arm of the throne triggers the secret door, however, the chief does not know about this and hence has no idea what lies in the hidden room;
21. **Laboratory:** this secret chamber holds an impressive laboratory, which is sadly devoid of any chemicals or reagents. The equipment is worth about 2500 sp, and is a mix of glassware and copperware, with a few stone items;
22. **Banquet Hall:** a former dining hall, now disused and abandoned. A large table surrounded by high-backed stone chairs occupies the room, and nothing else;
23. **Kenel:** this room holds several of the chieftain's 'pets', **fire elementals** that are used to hunt down intruders, or the eagles that sometimes come to the mountain:

■ **Fire Elemental (3):** *a roughly canine shape made of fire. Hit Dice 5 / Hit Points 19 / Armour Class as leather / Move 40' (120') / # Attacks 1 touch / Damage 1d6 plus special / Morale 10 / Alignment chaotic / Special: a successful hit may set a character a light if a save versus paralysis fails, if so, they take 1d6 fire damage each round for 1d6 rounds or until the fire is put out; immune to fire, heat, charm, hold, sleep, and poison; immune to mundane weapons; breath a cone of fire 3/day, 30' long by 15' cone, 5d6 damage, save versus breath for half; vulnerable to cold and water attacks, double damage or 1d6 if no damage is listed;*

24. **Laboratory:** another laboratory, but this one has been destroyed. Twisted and melted lumps of copper lie with broken glass, stone and a table that has been cleaved in two. Scorch marks cover the walls, ceiling and most of the floor;
25. **Forge:** this is another forge, but one that the **magma-men** are trying to learn to use. Four of them are here, heating metal they have found, and attempting to knock it into some sort of usable shape with a large hammer. Behind the secret door (triggered by a loose stone at head-height), which none of the magma-men know about, are several valuable items:
- an **oak and copper loom** (excellent condition, worth 500 sp);
  - Old leather trunk holding **500 copper nails** (worth 1 sp each);
  - Copper chest (locked) holding **three silver candlesticks** (hold six, worth 50 sp each), a **silver idol of a snake on a gold chain** (worth 100 sp), a pair of **copper bookends with golden snakes** poised on each (worth 100 sp each), and a **silver candle snuffer** (worth 50 sp); and, **wooden idols on leather necklace**, each depicting a snake coiled around a tree (50 in all, worth 10 sp each);
  - Copper jar holding **10 gold coins**;

■ **Magma-Men (4):** *a humanoid hulk of hot stone, crude features and burning eyes, with a red glow from within, and steam hissing through cracks in the stony hide. Hit Dice 4 Hit Points 19, 27, 18, 23 / AC as plate / Move 30' (90') / # Attacks 1 slam / Damage 1d6 plus special / Morale 9 / Alignment neutral / Special: a successful hit may set a character a light if a save versus paralysis fails, take 1d6 fire damage each round for 1d6 rounds or until the fire is put out; immune to fire, heat, charm, and poison; water- and cold-based attacks slow them down, reducing speed by half and making them go last in combat;*

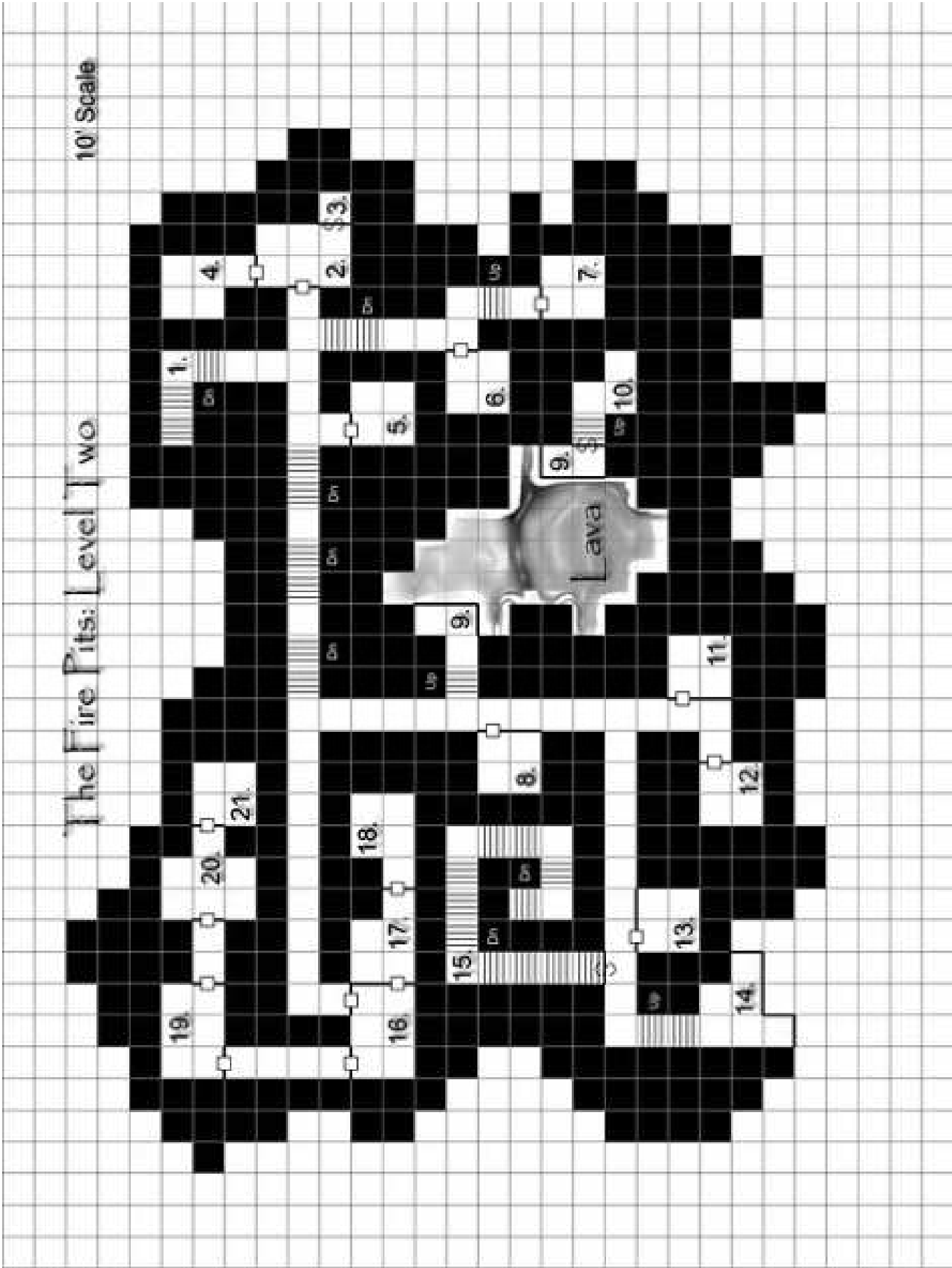
26. **Divination Chamber:** this chamber has a curtain of lava trickling down the back wall, disappearing into a crack in the floor. By peering into the lava, the magma-men are granted visions. Currently, the **magma-chieftain** is here, kneeling before the curtain and seeking guidance:

■ **Magma-Chief (1):** a large humanoid hulk of hot stone, crude features and burning eyes, with a red glow from within, and steam hissing through cracks in the stony hide. *Hit Dice 6 Hit Points 24 / AC as plate / Move 30' (90') / # Attacks 1 slam / Damage 1d8 plus special / Morale 9 / Alignment neutral / Special: a successful hit may set a character a light if a save versus paralysis fails, take 1d6 fire damage each round for 1d6 rounds or until the fire is put out; immune to fire, heat, charm, and poison; water- and cold-based attacks slow them down, reducing speed by half and making them go last in combat;*

Also in this chamber are the following items:

- A copper coffer containing a head-sized chunk of obsidian, carved into the likeness of a snake coiled around a tree (worth 500 sp);
- An obsidian dais before the curtain of lava (large, bulky, weighs a lot, but is worth 500 sp);
- An ornate mirror with a silver back, the frame badly beaten copper sculptured into scenes of a famous battle (from the history of the gaming world). The glass is cracked, the silver tarnished, and there is a signature carved into the back ("Reginald Appelby", a local sculpture from the PCs homeland). The mirror is not a masterpiece nor in good condition, but is magical and anyone peering into the cracked glass will see any invisible person or object caught in the reflection (even in its damaged condition, it is worth 750 sp);
- A maroon rug made of woven gold and silver threads on a leather back, rolled up in the corner, with the threads forming a pattern of a jungle scene, with elephants trampling through trees (worth 500 sp);
- A large stone jug of fire wine, which will get anyone drunk if they drink even a sip, unless they save versus poison, and burns the tongue and throat (take 1 point of damage), but is full of flavour and really nice (worth 500 sp to a collector, or alchemist).

\* \* \*



## LEVEL TWO: THE ANCIENT TUNNELS

### MAP DETAILS

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1. Stairs ascend up to *Level One*, and are dusty with ash, broken stone, and cooled lava pellets. No one has been down this way in years, and the magma-men normally avoid these tunnels, believing them to be cursed and dangerous. However, some younger ones venture down here on a dare or to prove their worth to the chieftain;
2. **Audience Hall:** an empty room once used to hold an audience with guests. Now all that remains here are broken stones, which may once have been furniture;
3. **Vault:** inside this secret room (the door opens when a button is pressed on the wall). Inside is a copper chest holding a **bejewelled bronze crown** (has three small jet stones, and a single, small, sapphire, worth 500 sp in total), which is guarded by an ancient guard dog, a **snake construct**:

■ **Snake Construct (1):** a 5' long snake made of copper. *Hit Dice 3 Hit Points 19 / AC as plate / Move 40' (120') / # Attacks 1 bite / Damage 1d6 plus special / Morale 12 / Alignment neutral / Special: a successful hit requires a save versus magic or else be afflicted by a magical slow spell that lasts 1d4 turns, or until dispelled;*

4. **Gallery:** on the walls of this otherwise plain room are oval glass panes glued in place. Each (there are eight in all) holds a three-dimensional image of a snake-headed figure, all portraits of people;
5. **Dining Room:** a former dining room, complete with giant-sized stone table, two benches and a solitary, large, high-backed stone chair facing the door;
6. **Maze:** the floor of this room is a miniature stone-walled maze, with a central room at its centre. Anyone entering the room must *save versus magic* or be magically transported into the maze, remaining there until they find their way out. Run this like a combat, with the 'monster' making an attack each round, and the characters doing the same but rolling 1d6 plus 1 per *Intelligence* modifier. If the 'monster' is defeated, the characters find their way to the centre of the maze and find a **golden chalice adorned with small diamonds** waiting for them (worth 500 sp). When it is picked up, they are transported back to the doorway of the room and will never again be caught by the maze; however, if anyone 'dies' in the maze they are lost forever:

■ **Maze:** *Hit Dice 4 Hit Points 10 / AC as chain / Move N/A / # Attacks 1 / Damage 1d6 / Morale 12;*

7. **Sauna:** steams vents cover the wall and the room is filled with steam. Benches line the walls. Anyone in here makes any heat checks with an extra die;
8. **Zoo:** open copper cages, ranging in sizes from a cat to a horse, line the walls, three holding skeletal remains of some animal, the rest empty;
9. **Ledges:** these areas are wide ledges that look out over the narrow bottom of the crater of lava. A curtain of hot molten rocks cascades over the crater rim, effectively concealing these from the view of anyone atop the mountain, or on the upper level who may be looking down;
10. Steps leading down from the secret door (a chunk of rock that pivots when pushed) end in a room filled with humid mist. Anyone passing through the mist suddenly finds themselves in the open-corridor that leads from the **jungle realm** (cave in **hex 5.05**). Passage between the two realms is two-way;
11. **Smokehouse:** vents in the floor let in wisps of black smoke, which clings to the walls. Anyone spending a turn or more in here must make a *save versus breath* or start coughing, with -1 on attack rolls until it abates (in 1d6 turns);
12. **Interrogation Room:** this room holds giant-sized torture implements, ranging from a large rack (the wood is scorched), an iron maiden (rusted spikes), a brazier with ash and a poker, and manacles attached to the wall;
13. A thin layer of glass covers the floor, under which are dozens of what look like gold pieces. Each coin can be extracted by smashing the glass and digging away at the glue holding the coins in place, which causes a racket and takes a turn. Unfortunately, each coin is just a painted iron piece, worthless;
14. **Aerie:** an outside ledge that looks out over the void. A **giant eagle** has made its nest here, and a dozen eggs are in a nest of twigs, stone and earth. Also, amongst the eggs is a **hexagon-shaped ruby** (worth 500 sp, one of the **keys**). The eggs are close to hatching, and there is a 2 in 6 chance of one hatching open, with a hungry chick looking to feed, popping out. The mother is often away hunting, and is only found here on a 2 in 6, but will defend her nest and eggs to the death;



■ **Giant Eagle (1):** a giant eagle with blue-white feathers. *Hit Dice 4 Hit Points 21 / AC as leather / Move 60' (180') flying, or 30' (90') on land / # Attacks 2 beak, claw / Damage 1d8, 1d6 / Morale 12 / Alignment neutral;*

■ **Chicks (12):** baby eagles. *Hit Dice 1 Hit Points 8 each / AC as shield only / Move 20' (60') / # Attacks 1 beak / Damage 1d4 / Morale 9 / Alignment neutral;*

15. The plain stone secret door, opened by pushing at the top of the wall, leads to a steep staircase, with sloping landings between each turn. When the second landing is reached, the concealed pressure pad (triggered on a 4 in 6) causes the steps to pivot, making the whole stairwell into a steep ramp; at the same time, slippery oil is expelled from the joints of each step, coating the stairs in a dull black grease that makes standing almost impossible: everyone on the stairs must make a *save versus paralysis* or slip and slide, all the way to the bottom; anyone making their save then has to make a *6d6 Dexterity check* (roll under or equal ability score) every round to remain standing, failure means a ride down the slope. The trap resets itself after an hour, the grease dissipating in the heat. At the bottom of the stairwell is a pool of water, which is actually a one-way portal straight into the entrance of the underwater *temple of the sea-goddess* realm;
16. **Library:** along the wall opposite the doors are bookshelves, mostly empty. Four books remain, all stone covered with copper pages on which words have been etched (each weighs 25 lbs). If deciphered (probably by magic, as the language is unknown) they are revealed to be about the following subjects:
- *Study of the Elements;*
  - *How to Tame Fire;*
  - *Thoughts on Water and its Healing Properties;*
  - *History of the Pearls of the Deep Blue Lagoon;*
17. **Crypt:** in the centre of this room is a copper sarcophagus with a lid embossed with images of snakes. Inside is the skeleton of a giant snake;
18. **Museum:** this chamber has stone plinths along the walls, each bearing an object from the history of the people who once dwelt here, long ago. There is also a guardian, another of the **snake constructs**, which guards the museum:
- **Snake Construct (1):** a 5' long snake made of copper. *Hit Dice 3 Hit Points 19 / AC as plate / Move 40' (120') / # Attacks 1 bite / Damage 1d6 plus special / Morale 12 / Alignment neutral / Special: a successful hit requires a save versus magic or else be afflicted by a magical slow spell that lasts 1d4 turns, or until dispelled;*

The plinths hold the following items:

- *a stone bust of a snake-headed person;*
  - *a fragile piece of parchment in a glass cube, with a picture of a dwarf on it;*
  - *three spear heads, made of bronze;*
  - *a single gold coin with the head of a snake on both faces;*
  - *a ceramic jar decorated with eyes, with ashes inside;*
  - *an ebony mask, elf-like;*
  - *teeth in a wooden cup;*
  - *a dagger, ancient and rusted, falls apart if picked up;*
  - *three silver idols, size of a finger, bearing the likeness of a deity from the PCs homeland;*
19. **Wardrobe:** this chamber has racks and hooks on the walls, mostly empty. A couple of suits of leather armour (giant sized) hang on one wall, and a suit of chain mail (human sized) on another. Three giant spears lean by the door, and a normal sized kite-shield sits by the other;
20. **Arena:** steps lead down 10' to the floor of this chamber, then up the opposite side. The floor is covered by sand and grit, and a broken sword and a bent spear (both human-sized) lie amongst it;
21. **Closet:** this room is empty, but there is a stain that may once have been blood on the floor.
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## BEYOND THE FOURTH MIRROR

*Walking through this one-way mirror is just like walking through a cold shower of rain; then you suddenly find yourself underwater, in utter darkness, with no floor beneath your feet!*

# TEMPLE OF THE SEA-GODDESS

A realm of water with pockets of air, which holds a temple to a long forgotten sea-goddess who passed beyond the planes before the world was formed. There is no land, nor surface, just the cold blue sea, and the temple that floats in the depths. Other than what light the PCs bring with them, this realm is otherwise pitch black.

### DROWNING

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In this realm, a character can hold their breath for a number of rounds equal to their *Constitution*, halved if in combat or under duress. Once the air has run out, a *save versus poison* must be successful or the character starts to drown. On the first round they are reduced to 1 hit point; on the second, they are unconscious and dying; and on the third, they are dead. If rescued within the next 1d6 rounds, a knowledgeable character (make a check against *Intelligence*, 4d6 under the ability score to succeed) can try to resuscitate the drowned character, who makes a *save versus poison*: success means they come to, alive on 1 hit point; failure means that they are dead, and not coming back.

### RANDOM ENCOUNTERS

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Every three turns make a check for random encounters; an encounter occurs on a 2 in 6, 1d4 if underwater, 1d3+3 if out of water:

1. **Sharks:** one or more (1d4) man-eating sharks swim into view;  
  
■ *Hit Dice 5 / Armour Class as chain / Move 60' (180') swimming / # Attacks 1 bite / Damage 1d8 / Morale 9 / Alignment neutral;*
  2. **Bad Water:** a pocket of foul water is encountered. Anyone swimming into this murky blob of water must make a *save versus breath* or suffer 1d4 acid damage. Anyone breathing in the water, or just drinking it, takes 1d6 damage with no save;
  3. **Air pocket:** a bubble of air, large enough to hold a human man, floats into view. It lasts a turn before bursting, and can be used to refill the lungs of fresh, sweet-smelling air;
  4. **Water Elemental:** a living body of water comes to see what these strange lifeforms are about;  
  
■ *Hit Dice 6 / Armour Class as leather / Move 60' (180') swimming / # Attacks 1 slam / Damage 1d6 plus special / Morale 10 / Alignment neutral / Special: immune to cold, charm, hold or sleep, and poison; vulnerable to fire (double damage); on a successful hit, save versus poison or begin to drown (taking 1d6 damage each round, new save allowed after damage is taken);*
  5. **Skeletal Priest:** one of the undead priests still inhabiting the temple, on a wander;  
  
■ *Hit Dice 7 / Armour Class as leather / Move 40' (120') / # Attacks 1 weapon / Damage 1d6 / Morale 12 / Alignment neutral / Special: immune to charm, hold, sleep and poison; minimum damage from non-blunt weapons; cast spells as a cleric:*
    - *1<sup>st</sup> Level: Bless, Command, Cure Light Wounds, Cause Fear;*
    - *2<sup>nd</sup> Level: Heat Metal, Resist Fire, Silence 15' radius;*
    - *3<sup>rd</sup> Level: Cause disease, Dispel Magic, Water Walk;*
    - *4<sup>th</sup> Level: Protection from Good 10' radius;*
    - *Carries a spiked mace, a holy symbol (lobster head on a piece of coral), and wears tattered clerical robes of a dusky pink;*
  6. **Strong smell of rotting fish fills the air:** all must *save versus breath* or suffer -2 to hit and half-movement due to nausea, lasts 1d6 turns;
-

## THE PRIESTS OF THE SEA

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Although their temple and goddess are all but forgotten, some of her dedicated priests still attend to the temple, albeit as undead servants; skeletons crusted with salt wielding the powers of their deity. They are intelligent, free-willed and capable of telepathic speech by line-of-sight.

## THE TEMPLE INTERIOR

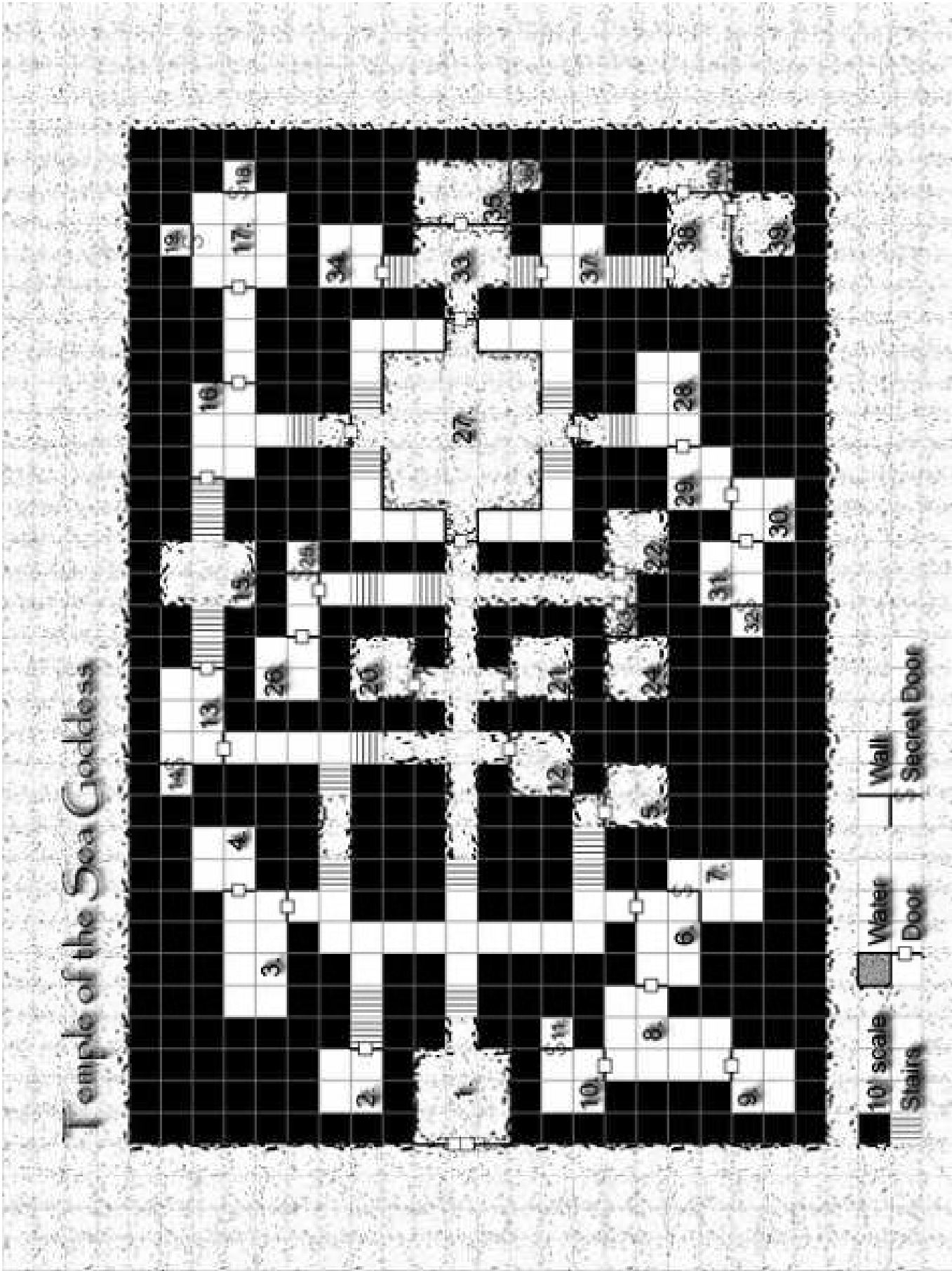
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The temple is made of hard coral of a soft pink, is unlit and all the doors are shells cut into oval doors (double all *open doors* rolls) and are stuck in place for the most part, due to age, and water pressure. None have locks or are locked, unless otherwise noted. The secret doors are all flush with the walls, and are merely loose panels in the coral that can be prised off once discovered. The corridors and rooms are 15' high, unless otherwise noted.

Parts of the temple are under cold and salty, murky seawater. The rest, though damp, is in the open air, albeit it stale air that reeks of the sea. Salt crusts the walls, condensation dampens the coral, and a chill is in the air.

The water outside is cold, somewhat murky, and eternal. There is no surface, no floor, just the sea.

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## MAP DETAILS

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1. **Entrance Hall:** A great pair of double doors, of red & yellow coral, like a pair of butterfly wings opens into a water-filled hall leading to stairs heading up out of the water to a damp, but open air landing. This is also where the sliding trap from the *Fire Pits* (Level 2, room 15) opens into, depositing characters into the middle of the hall;
2. **Vestry:** this room has benches and tables shaped out of the coral, a mix of blue shades. Protrusions from the walls act as coat hooks, and old, worn robes hang from them (blue cloth with dusky pink trim) and a basin of saltwater stands in one corner;
3. **Mess Hall:** a large piece of dark blue, flattened coral serves as a long table, and white, dead coral stools surround it. Naturally formed shelves in the wall hold plates of coral, bowls, mugs and even cutlery, all white, dead and brittle. There is no sign that this room has been used in years;
4. **Planning Room:** this room is dominated by a large red coral table, white stools sat around it. The surface of the table appears to a nautical map, but of a region that the PCs will be unaware of. On the end of the table is a steel pair of compasses, a sextant and a sharp steel pen used to etch the coral with;
5. **Garbage Dump:** this water-filled room is used to dump rubbish, and the water is stagnant, cloudy with grime and detritus, and is home to a sea-dwelling **gelatinous cube**, which feeds on the garbage thrown inside; there are also several undigested items to be found in the room, if looked for:

■ **Gelatinous Cube (1):** *a mass of transparent jelly, virtually invisible amongst the muck of the water. Hit Dice 4 / Hit Points 8 / Armour Class as leather / Move 30' (60') swimming / # Attacks 1 slam / Damage 2d4 plus special / Morale 10 / Alignment neutral / Special: immune to cold, lightning; on a successful hit, save versus paralysis or paralysed for 6 turns; engulf paralysed victims, doing automatic damage each round;*

Treasure to be found in the water:

- A small **white marble fountain** (worth 400 sp);
  - Rotten sack holding four **ivory tusks** (worth 50 sp each);
  - Rusted iron coffer (locked) studded with **small jet gemstones** (worth 400 sp in total). The coffer is empty;
  - Clay jar, sealed with wax, containing **silver and gold coins** (2 gold, 200 silver);
6. **Gymnasium:** this chamber houses exercise equipment, such as a climbing frame of old wood carefully nailed into the wall; a padded leather mat covering most of the centre part of the floor; a set of rusted iron weights in the corner, and a balance beam across the wall (oak, rotten inside, breaks if too much weight is placed on it). The secret door is hidden behind the climbing frame, and has to be squeezed through to gain access (or removal of the frame);
  7. **Map Room:** this hidden room has waxed canvas maps spread out on the walls, hooked into place by coral points at each corner. One map shows a nautical navigation map of some unknown sea (with no landmasses); another shows a small scaled map of some chasm, with locations of what might be cities or towns; a third shows a crater surrounded by coral, and is mapped at a scale of 100' per inch; and a fourth shows an island with forest, hills and a mountain in the centre;
  8. **Combat Pit:** this chamber has a sandy floor, but is otherwise empty. The priests trained here, when they were still alive;
  9. **Embalming Chamber:** a coral tub, large enough for a man to lie down in, sits in the centre of this room, which has a coral table of dark green along the rear wall. On this table are glass jars of some murky, amber liquid. This is a form of embalming fluid, which will preserve any object marinated in it. If anyone drinks it, then they will choke to death unless a successful *save versus poison* is made;
  10. **Chapel:** a private chapel to the sea goddess. A coral statue, blue hues with a rosy torso, of the goddess stands tall in the room: a naked woman with a head and claws of a lobster. At her feet is a pink altar of coral, etched with symbols of squids and lobsters;
  11. **Cell:** this secret room is actually a cell, and a prisoner is chained to the wall. This is a **sea demon**, an intruder captured nearly a century ago and unable to escape as the iron chains negate its screech attack, and renders it powerless and weak, unable to break free or escape. If freed and treated well, with respect, it may even help the PCs; otherwise, it will take out its anger and frustration on them;

■ **Sea Demon “Blinovitch” (1):** *a centaur-squid, with the legs and body of a crab, the arms of a lobster, and a squid head. Communicates by telepathy and is highly intelligent. Hit Dice 6 / Hit Points 19 / Armour Class as chain / Move 40' (120') / # Attacks 2 claws / Damage 1d8/1d8 / Morale 10 / Alignment neutral / Special: immune to non-magical attacks, sleep, hold or cold; emit a telepathic screech once per turn, all in 60' range must save versus paralysis or be stunned and unable to act for 1d6 rounds; breath and move underwater without penalty;*

- the demon's heart is an egg-shaped diamond the size of a fist (worth 1800 sp);

12. **Chapel:** another private chapel, with the same statue of the goddess and a matching altar, albeit under water;

13. **Robing Room:** this chamber has more hooks holding robes, some dark blue with pink trim, others rose with green trim. Three rose coloured robes conceal the secret door. One of the robes by the door is made of cloth of gold, with silver trim and triangular pieces of blue coral adorning the sleeves (worth 400 sp). The door to room # 15 is locked, with a rusted iron bar across the door;

14. **Vault:** this hidden chamber holds some of the temple's treasures:

- A huge iron chest holding 400 silver coins, a magical wand of water breathing (a slender steel rod with a tip of coral coloured a deep blue; command words “By the Goddess, Breath”; only 2 charges, each lasts 3 turns), and a silver goblet with sapphire gems around the edge (worth 400 sp);
- A large copper chest (locked, trapped with a poison needle, save versus poison or die in 1d10 rounds, in agony) holding a pair of platinum earrings with diamond studs (worth 800 sp), five small topaz gems (worth 100 sp each), and clothing;
- an engraved high-back chair of oak, with velvet covering, the carvings of sea-life, expertly done (overall, worth 200 sp);

15. **Cell:** this room has a 10' deep lower section, full of seawater, in which one of the priest's prisoners is trapped, being water-breathing. It is a seawater naga, intelligent, cunning, and not inherently hostile. It will use its magic to force the PCs to free it, unless they offer their help willingly:

■ **Seawater Naga “Slither” (1):** *a large snake with a human-like face, dark blue scales and large dorsal fins. Hit Dice 7 / Hit Points 29 / Armour Class as chain / Move 70' (210') swimming / # Attacks 1 bite / Damage 1d4 plus poison / Morale 8 / Alignment chaotic / Special: bite carries poison, save versus poison or become charmed, as the spell; cast spells as a magic-user:*

- 1<sup>st</sup> Level: Charm Person (2), Magic Missile, Sleep;
- 2<sup>nd</sup> Level: Mirror Image, Web;
- 3<sup>rd</sup> Level: Protection from Normal Missiles;

16. This chamber is littered with broken bones and shattered skulls, where a mass fight took place centuries ago. About a dozen skeletons are here, some in remnants of robes, others in rusted and useless chain mail, with rusted swords and spear lying amidst the bodies;

17. **Classroom:** a room with a dozen small coral desks and stools, all dead and white, brittle to the touch. An old oak lectern, shaped like a squid, stands facing the desks;

18. **Shrine:** this hidden room has a 3' tall statue of the goddess, the coral a mix of blue and rose, and a small wooden bowl rests at her feet. Anyone depositing a coin (at least silver) gains a +1 to saves for one hour per silver piece value placed in the bowl;

19. **Well Room:** this hidden room holds a 5' diameter well, with a 1' tall wall of dark red coral. The well descends 100' and opens into the sea below, air pressure keeping the water at bay. Anyone climbing, falling or swimming through the well must save versus magic or be teleported into the entrance to one of the other realms, or back to the hall (1d6: 1 = jungle, 2 = fire pits, 3 = library, 4 = temple, 5 = graveyard, 6 = mirrored hall);

20. **Combat Pit:** an underwater training room, designed for the priests to practice their fighting skills in the sea. It has a training dummy of a crab in the centre of the room, which is large and can reach the edge of the room with its claws. As soon as anyone enters, the dummy activates and in 5 rounds (or if attacked) it lashes out at the nearest target, until a turn has passed or it is 'defeated'. It repairs itself after an hour and returns to its original state and purpose;

- **Training Dummy (1): coral crab.** *Hit Dice 3 / Hit Points 14 / Armour Class as leather / Move none / # Attacks 2 claws / Damage 1d6, 1d6 / Morale 12 / Alignment neutral / Special: immune to charm, cold, poison and sleep; if both claws hit, save versus paralysis or grabbed and crushed for 1d6 damage per round, no hit roll needed (another save and a full round to break free, or an open doors check along with another action);*

21. **Mess Hall:** another dining room, but underwater with plates broken against the walls;
22. **Office:** a coral desk sits under the water, with a dark blue chair of coral;
23.  **kennel:** a small room, where the priests kept their guard sharks. These have long since died, but their skeletal remains lived on with the undead priests and are still dangerous:

- **Skeleton Sharks (3): a shark skeleton.** *Hit Dice 5 / Hit Points 22, 19, 22 / Armour Class as leather / Move 60' (180') swimming / # Attacks 1 bite / Damage 1d6 / Morale 9 / Alignment neutral / Special: immune to charm, cold, poison and sleep; minimum damage from non-blunt weapons;*

24. **Rejuvenation Chamber:** this deep blue coral room holds a faint luminescent and a peaceful aura. Anyone spending time in here is healed 1 hit point per turn, whether they are living or undead, and the remaining priests use it to repair themselves;
25. **Spear of the Goddess:** this secret room is magically locked (treat as *Wizard Lock* cast by a 9<sup>th</sup> Level magic-user) and inside is a magical spear, held upright by more magic. The *Spear of the Goddess* is aligned with Law, and its powers do not function for anyone aligned with Chaos. In the hands of others it grants the wielder *water breathing* as long as it is held, does double damage against beings of Chaos, can *Charm* water elementals or intelligent aquatic life, and if used underwater it is at +3 to hit. The priests will kill and die to protect this spear, pursuing the thief as they are able;
26. **Forge:** a well-maintained and out of place forge, with a rusty iron bucket full of coal and large leather bellows. A stack of fresh iron bars sit in the corner, and the tools are intact, rust-free and obviously used;
27. **Chapel of the Sea Goddess:** most of this chamber is under water, except for balconies in each corner; the room carries above these, to the 60' high ceiling that is decorated with carvings of lobsters, squids, and various fish. In the centre of the chamber, all but her head submerged, is a 20' tall statue of the sea goddess with a gemstone in the middle of her chest, a **hexagon-shaped sapphire** (another of the **keys**). Also present, are several of her **priests**, and their bodyguards, **shark skeletons**. All of the priests wear a coral holy symbol, an idol of their goddess:

- **Skeleton Priests (3): a skeleton, dressed in robes with silver trim; intelligent and telepathic.** *Hit Dice 7 / Hit Points 29, 30, 26 / Armour Class as leather / Move 40' (120') / # Attacks 1 weapon / Damage 1d6 / Morale 12 / Alignment neutral / Special: immune to charm, hold, sleep and poison; minimum damage from non-blunt weapons; cast spells as a cleric:*

- 1<sup>st</sup> Level: *Bless, Cause Light Wounds, Cure Light Wounds, Cause Fear;*
- 2<sup>nd</sup> Level: *Heat Metal, Resist Fire, Silence 15' radius;*
- 3<sup>rd</sup> Level: *Cause disease, Dispel Magic, Water Walk;*
- 4<sup>th</sup> Level: *Protection from Good 10' radius;*

- *Carries a spear, a holy symbol (lobster head on a piece of coral), and wears tattered clerical robes of a dusky pink;*

- **Skeleton Sharks (3): a shark skeleton, commanded telepathically by the priests.** *Hit Dice 5 / Hit Points 27, 27, 15 / Armour Class as leather / Move 60' (180') swimming / # Attacks 1 bite / Damage 1d6 / Morale 9 / Alignment neutral / Special: immune to charm, cold, poison and sleep; minimum damage from non-blunt weapons;*

28. **Kitchen:** a disused but intact kitchen, fuelled by hot coals placed in a large oven; the smoke was vented out of rusted shut vents in the ceiling, which air pressure kept free from water. A large coral table sits in the centre, and old, rusted utensils are on coral hooks next to the oven and a coral sink of stagnant water;
29. **Arena:** this sandy floored chamber has coral benches along the walls;
30. **Chapel:** another place for private worship, with a 6' tall statue of the goddess with a coral altar of dark green and pale yellow at her feet;



31. **Storage:** rows of giant oyster shells hold various items: rotting cloth, spare robes, leather ready to be cut, a coil of damp and rotted rope (50'), and bad wine pooled at the bottom of a couple of shells (will make anyone who drinks it be violently sick, *save versus poison* or suffer -2 to hit and on saves for 1d4 hours). The secret door is blocked by a stack of five empty shells;
32. **Inscription Chamber:** the dark blue coral walls are etched with pictures of what look like stylised elves, riding sea horses and fighting squids ridden by lobster-headed men with spears. The priests do not know of this hidden room, which is blasphemous to them;
33. **Chapel:** another private shrine, with a 10' tall statue of the goddess, but no altar;
34. **Prison:** the door to this room is bolted from outside with a fresh piece of iron bar. Inside is a recent prisoner, an explorer who came to the mirrored hall looking for adventure, but was captured as soon as she entered the temple. She has been here only a couple of days, is weak from hunger and thirst, and desperately wishes to escape. Her equipment is in the armoury (room # 36), and she still wears her leather tunic and full-length skirt:

■ **"Cynthia of Restenford" fighter (1): a pretty woman with hard eyes, has no use for fools, an insatiable curiosity and was once a mercenary in a small company. Level 4 / Hit Points 7, (out of 23) / Armour Class as leather and Dex bonus / Move 40' (120') / # Attacks 1 weapon / Damage by weapon / Morale 7 (normally 10) / Alignment neutral / Special: high Dexterity (+1), high Wisdom (+2), speaks common, elf, and goblin;**

35. **Dormitory:** a spacious chamber with bottom halves of giant oyster shells arranged in rows, a dozen in all, which acted as beds for the priests. This room has not been used for a long time;
36. **Armoury:** a hidden room containing racks of rusting spiked maces, flails (five of each), and the sodden backpack (wet rations, 50' hemp rope, lantern, 3 flasks of oil, bedroll, 3 sacks), short sword, dagger and light crossbow, of Cynthia (room # 34);
37. **Study:** this chamber holds a coral desk of deep ink, a matching chair and a side table that holds an empty hooded lantern that hasn't been used in decades. Sitting behind the desk, meditating, is the goddess' **high priest**. There are also some valuable items in the room, and upon the person of the priest:

■ **High Priest "Hesteric" (1): a skeleton, dressed in robes with silver trim; intelligent and telepathic. Hit Dice 10 / Hit Points 57 / Armour Class as leather / Move 40' (120') / # Attacks 1 weapon / Damage 1d8 / Morale 12 / Alignment Lawful / Special: immune to charm, hold, sleep and poison; minimum damage from non-blunt weapons; cast spells as a cleric:**

- 1<sup>st</sup> Level: Bless, Command, Cause & Cure Light Wounds;
- 2<sup>nd</sup> Level: Augury, Heat Metal, Resist Fire, Silence 15' radius;
- 3<sup>rd</sup> Level: Cause Disease, Dispel Magic, Magic Vestment;
- 4<sup>th</sup> Level: Cause Serious Wounds, Detect Lie, Poison;
- 5<sup>th</sup> Level: Cause Critical Wounds, Insect Plague;

- Carries a spiked mace, holy symbol (pink coral idol of the goddess), cloth of gold robe (worth 100 sp), an exquisite glass smoking pipe etched with the symbol of the goddess (lobster) and of excellent quality (worth 1,000 sp); a pouch containing four large topaz gems (500 sp each); and a magical pink coral ring of water breathing;

The treasure in the rest of the room is as follows:

- on the desk is a leather-bound tome with thick sheets of paper, inked in gold and silver, and having the embossed title of "Deities & Devils of the Deep" on its cover. The book is a discourse on religious matters pertaining to different variations on sea gods, goddesses and demons and is worth 1,000 sp to a collector or scholar;
- the chair and desk sit on a mat woven with silver, gold and electrum thread, forming a sea-scape of coral and fish (worth 1,000 sp);
- the side table rests upon a rug of silver scales woven onto polar bear fur (worth 1,000 sp);
- a large silver sculpture of the high priest (handsome human male with a bushy beard), (worth 2,000 sp), which stands by the side table;
- the desk itself is worth 1,000 sp;
- under the coral side table, its ends sticking out, is a huge chest of bronze with silver patterns laid into the metal (worth 1,000 sp), like waves at sea (locked, trapped with a

poison needle; *save versus poison* or die if triggered, by picking the lock without first disarming it), which contains:

- a [leather girdle with small sapphire gems](#) in the shape of a lobster's head (altogether, worth 1,000 sp);
- five 10' square yard rolls of [rose coloured silk](#) (worth 200 sp and weigh 10 lbs per roll);
- a large [blanket made of polar bear fur](#) (worth 1,000 sp);
- a suit of [chain mail made of gold and silver links](#) (worth 1,000 sp, but only provides as much protection as leather and shield due to the softness of the metal, also weights 50% more);
- five [large pearls](#) the size of a child's fist (worth 200 sp each);

38. **Interrogation Room:** a solitary table, black coral, with steel manacles, rests in this room. On hooks on the wall are coral and steel implements of torture, from pokers, pliers, to knives and razors. The coral is stained and the water has traces of blood floating in it;

39. **Chapel:** the high priests private chapel, with an altar of deep blue coral before a 12' tall statue of the goddess;

40. **Cell:** the door to this room is bolted from without, and inside are six coral cells with latches of steel holding the barred doors shut. All are empty.

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## BEYOND THE FIFTH MIRROR

*With a shiver you step through this one-way mirror into a crypt, heavy with the smell of decay.*

# GRAVEYARD OF THE GODS

Beyond the crypt is a vast graveyard of huge monuments, tombs and graves, all holding the immortal remains of dead gods. Beyond the boundaries is a desolate wasteland with no end.

Roaming the graveyard are those left to protect and care for the graves and the dead gods interred there; these caretakers are creatures that will not look kindly on mortal trespassers, and any encounters with them are likely to be hostile unless the characters are especially cunning or clever and quick with their tongues. The realm is in everlasting twilight, with no obvious source of light. A mist hangs over the rich soil, like a ghostly shroud, and sounds are muffled and colours dulled.

### RANDOM ENCOUNTERS

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Every turn make a check; an encounter occurs on a 1 in 6, as per the following list:

1. **Caretakers (1d6):** a procession of caretakers checking the graves for signs of damage;
  - **Caretakers (1d6):** *intelligent and telepathic skeletons, dressed in a mourning suit of pitch black, with green fire burning in their eye sockets. Hit Dice 6 / Armour Class as leather / Move 40' (120') floating / # Attacks 1 touch / Damage 1d8 cold / Morale 10 / Alignment Lawful / Special: immune to charm, cold, hold, poison and sleep; immune to non-magical attacks; float 1' off the ground at all times; touch may freeze target in place (save versus paralysis to avoid) for 1d10 rounds;*
2. **Howling Wind of the Dead:** a gale blows across the graveyard, carrying with it the howls, screams and maddening cries of the dead. All must *save versus magic* or become a gibbering wreck for 1d4 turns as their sanity is temporarily shattered;
3. **Ghoulish Faithful (2d6):** a pack of priestly ghouls, remnants of faithful priests who followed their gods here and became trapped, eventually descending into cannibalism and eventual living death, looking for flesh to feed on and bones to gnaw;
  - **Ghoulish Priests (2d6):** *gaunt, pasty fleshed humanoids with sharp claws, filed down teeth, bulging wide eyes that seem to burn with an inner fire, and smell like rotting meat. Wear rags that were once clerical robes, with a holy symbol branded on their chests. Hit Dice 5 / Armour Class as leather / Move 40' (120') / # Attacks 3 claw, claw, bite / Damage 1d6, 1d6, 1d8 / Morale 10 / Alignment chaotic / Special: immune to charm, hold, poison and sleep; claws carry paralytic toxins, save versus paralysis or stiffen and held for 1d4 turns, elves immune; cast spells as 5<sup>th</sup> Level clerics:*
    - *1<sup>st</sup> Level: Command, Cause Light Wounds, Cause Fear;*
    - *2<sup>nd</sup> Level Enthrall, Silence 15' radius;*
    - *3<sup>rd</sup> Level Dispel Magic;*
4. **Spark of Divine Essence:** a glittering ball of rainbow light manifests before the PCs for a turn. Anyone touching the light causes it to flare and vanish, bestowing a boon or bane upon whoever touched it; roll 1d6 and see below (each effect lasts 2d12 hours):
  1. *Blessed, +1 to hit and on all saving throws;*
  2. *Cursed, -1 to hit and on all saving throws;*
  3. *eyes glow a pale blue, see in darkness up to 60' range;*
  4. *eyes turn pitch black, blinded;*
  5. *immune to non-magical attacks;*
  6. *vulnerable to attacks, take double damage when hit;*
5. **Ghostly Funeral Procession:** out of the mist a procession of ghosts materialises; a funeral party with pall-bearers carrying a large coffin, inside of which is a dead god or goddess, with loyal worshippers and faithful priests

proceeding and following the coffin. Each time this is a different group, with a different god, and should be flavoured appropriately. None can be interacted with and they ignore the PCs, and eventually fade into the mist as they approach a distant tomb;

6. **Corpse of a God (1):** a walking corpse of a dead god, animated by the last vestiges of its divinity shambles into view, drawn by living flesh and souls;

■ ***Divine Corpse (1): a rotting giant with barely any recognisable features. Radiates a powerful aura and a stench of advanced decay. Hit Dice 10 / Armour Class as leather / Move 30' (90') / # Attacks 1 slam / Damage 2d8 / Morale 12 / Alignment chaotic / Special: immune to charm, hold, poison and sleep; take only minimum damage from mundane attacks; anyone within 30' must make a saving throw versus breath or choke on the rotting fumes, suffering -2 to hit until they clear the area and take a round to get their breath back; anyone trying to attack the corpse must make a saving throw versus magic or be unable to due to the lingering divine aura; the corpse attacks last in any combat round due to its lumbering nature;***

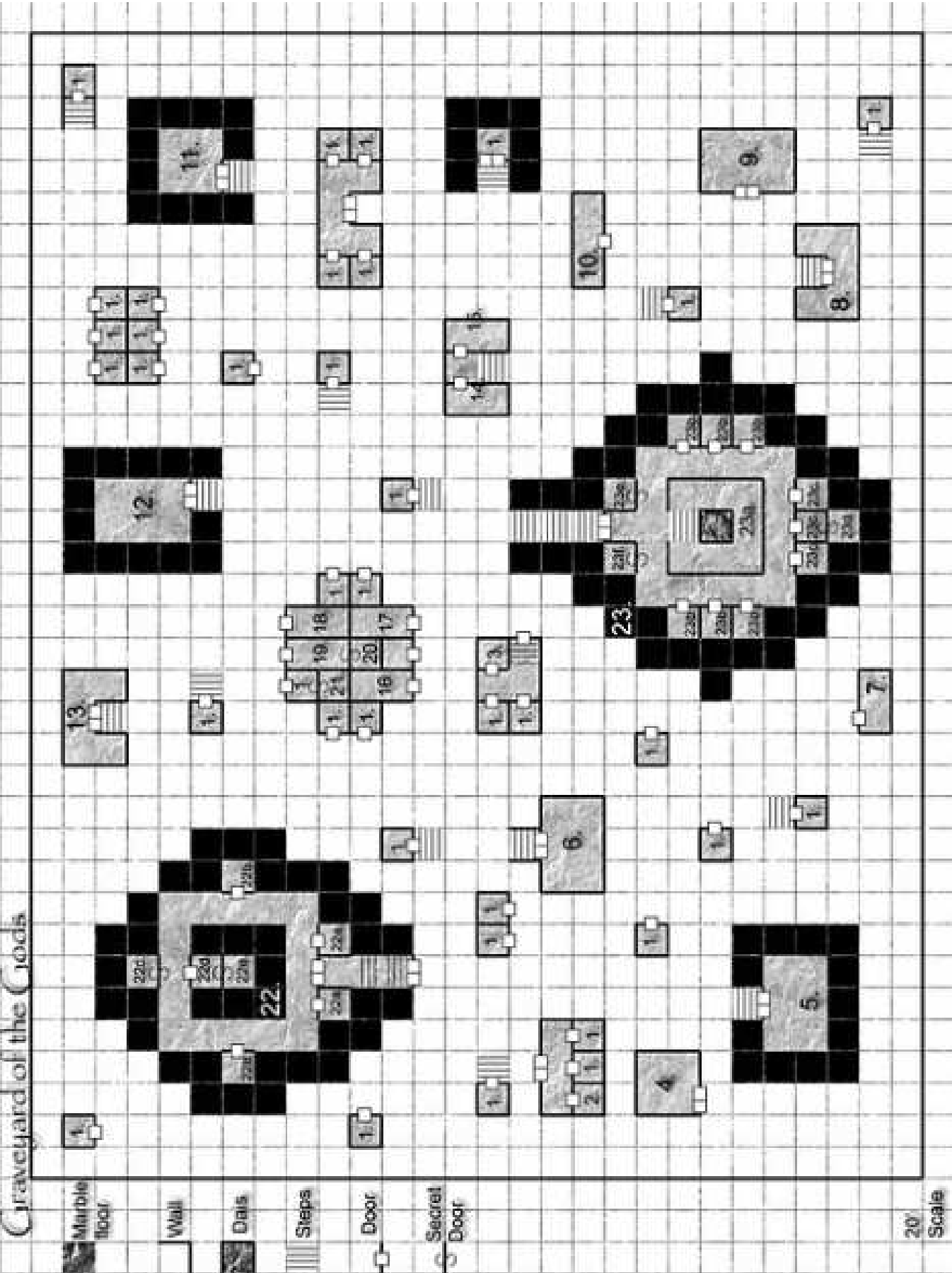
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### **THE TOMBS OF THE GODS**

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This is just one of many graveyards, and holds numerous tombs, mausoleums and towering edifices interring corpses of the gods and goddesses long since forgotten. The stone is a dark green, weathered but well maintained. It is hard as diamond, impervious to mundane implements, and of an unknown rock. The doors are a lighter shade, and open at a touch, swinging silently open into the tombs. Steps lead up to many of the places of eternal rest, matching the doors for colour. The ground is rich soil, but no plants grow here, nor do animals roam.

\* \* \*



## MAP DETAILS

1. **Tombs of the Gods:** each of these tombs, though similar in shape and style, holds a different god, although only the symbol carved above the doors gives any indication as to what deity is buried there (as below). These tombs hold a large stone sarcophagus with the symbol carved on the lid, which if removed reveals the corpse of a deity looking fairly intact but difficult to look at. It may be trapped and there may be treasure inside (again, as below):
  - a. *Symbol of God or Goddess (roll below, then 1d4 for specific choice):*
    - 1) Air, Earth, Fire or Water;
    - 2) Axe, Bow, Spear or Sword;
    - 3) Moon, Star, Sun or Void;
    - 4) Man, Bear, Lion or Tiger;
    - 5) City, Forest, River or Sea;
    - 6) roll twice and combine the results;
  - b. *Each tomb may also have treasure entombed with the corpse, be trapped, or both (roll below):*
    - 1) Trap;
    - 2) Treasure;
    - 3) Trap & Treasure;
    - 4) Neither;
  - c. *Traps are determined by another roll, as is treasure:*
    - **Traps:**
      - 1) *Magic Wards (magic save):* powerful burst of divine light burns the would-be thief, doing 2d6 damage on a failed save;
      - 2) *Poisoned Darts (poison save):* 1d4 darts fire out, +5 to hit, doing 1d6 damage each and having a deadly poison (save or die);
      - 3) *Cursed (magic save):* the thief is cursed, and begins to shrink an inch per day until the curse is removed;
      - 4) *Guardian (no save):* the tomb is guarded by 1d4 **ghoul priests** (see *random encounters*);
    - **Treasure:**
      - 1) 1d100 x 10 **silver pieces**;
      - 2) 1d20 x 5 **gold pieces**;
      - 3) 1d10 **gemstones** (various, each worth 500 sp each);
      - 4) 1d6 **pieces of jewellery** (worth 250 sp each);
      - 5) 1d4 **magical potions** (random 1d4 level spell, magic-user or cleric, 75/25 chance);
      - 6) a **spell scroll** (as potion, but 1d4 spells);
2. **Entrance to the Graveyard:** this empty crypt is where those that pass through the fifth mirror appear, with no way back (at least, not this way);
3. **Entrance to the fortress:** this crypt is empty, but at the back is a 3' diameter hole, which carries on for a hundred or so feet through stone and then earth, coming up into the cellar of the **fortress of the gorgons** (the sixth realm);
4. **Ruined Tomb:** the stone of this once splendid tomb is crumbling, and its roof has fallen in. The doors are ajar, and inside the crypt's original occupant has been joined by a group of degenerate **ghouls** and **ghoulish priests**, trapped here for decades and living off the immortal marrow of the dead god in this tomb. They long for a way out, and (if non-hostile) may bargain with the PCs for the means to escape, in exchange for feasting on the divine corpse. They have built a crude dwelling amongst the rubble, simple lean-to shacks, and blankets woven from hair. A camp fire sits in the middle, fuelled by brittle wood found in the desolate waste beyond:
  - **Ghouls (7):** *gaunt, pasty fleshed humanoids with sharp claws, needle-like teeth, bulging wide eyes that glimmer with an inner fire, wearing rags decorated with religious iconography. Hit Dice 2 / Hit Points 2, 10, 10, 6, 11, 2, 14 / Armour Class as leather / Move 40' (120') / # Attacks 3 claw, claw, bite / Damage 1d3, 1d3, 1d6 / Morale 9 / Alignment chaotic / Special: immune to charm, hold, poison and sleep; claws carry paralytic toxins, save versus paralysis or stiffen and held for 1d4 turns, elves immune;*



■ **Ghoulish Priests (3):** *gaunt, pasty fleshed humanoids with sharp claws, filed down teeth, bulging wide eyes that seem to burn with an inner fire, and smell like rotting meat. Wear rags that were once clerical robes, with a holy symbol branded on their chests. Hit Dice 5 / Hit Points 18, 26, 19 / Armour Class as leather / Move 40' (120') / # Attacks 3 claw, claw, bite / Damage 1d6, 1d6, 1d8 / Morale 10 / Alignment chaotic / Special: immune to charm, hold, poison and sleep; claws carry paralytic toxins, save versus paralysis or stiffen and held for 1d4 turns, elves immune; cast spells as 5<sup>th</sup> Level clerics:*

- 1<sup>st</sup> Level: Bless, Cause Fear, Command;
- 2<sup>nd</sup> Level Enthrall, Silence 15' radius;
- 3<sup>rd</sup> Level: Dispel Magic;

**The Divine Marrow:** *the marrow of the skeleton in the crypt contains a hint of divinity, and is also highly addictive. It is also replenished every day, allowing the ghouls to endlessly feast upon it. Anyone eating even a morsel must make a save versus poison or become an addict and crave it every day, until cured by remove curse or greater curative spell. Without a daily feed, the addict becomes weak, ill-tempered and prone to violent outbursts; every day without requires a save versus poison or the addict goes mad with rage for 1d10 rounds, then falls into a troubled sleep for 1d12 hours. Furthermore, each day without the marrow the addict suffers -1 to Strength, Constitution and Dexterity, the penalty stacking each day. When one of the ability scores reaches 0, the addict slips into a coma. When two or three reach 0, the addict dies. If the addict can survive such withdrawal for a week, they may make another save to be free of the addiction; check again each week until the addict is cured or dead. For those that do eat the marrow, they immediately feel powerful and alert, effectively gaining +1 to hit, immunity to surprise, and can go without any other food or drink for the remainder of the day;*

5. **Tomb of Tallur:** the exterior of this large tomb is festooned with gargoyles and statues, of winged creatures, beings and demons. The doors are engraved with a symbol of a head with bat-like wings. Inside is a large stone sarcophagus, the lid bearing the image of a winged woman of cold, dark beauty. Inside the coffin are the skeletons of dozens of bats;
6. **Tomb of Cahan:** this tomb is plain, simple, even modest. The doors bear a symbol of a sword point-up over a kite-shield, and a matching symbol is carved into the lid of the large stone coffin inside; inside that coffin is a skeleton of a giant man, skull bashed in and ribs cracked open. A broken and rusted sword lies by his side;
7. **Crypt of the Forgotten:** the door opens into a room filled with shelves, on which is assorted junk, piles of mouldering bones, rusted metal objects that have lost their shape, chipped and weathered idols, and several mouldy sacks. There are no coffins here, no deities entombed unless the bones are divine. Amongst the junk is treasure that can be found after a vigorous search:
  - 1) sack of 500 electrum pieces (worth 2 sp each);
  - 2) a canvas bag holding 200 gold coins;
  - 3) a loose fire opal (worth 1,000 sp), and;
  - 4) an ornate bed in the corner, with a golden frame, silver headboards and silk sheets that are dusty but still a brilliant red (worth 1,000 sp);
8. **Mausoleum of the White Wizard:** this tomb has two wings, each holding a white plastered coffin. The left one holds the remains of the White Wizard, a god of magic and lore; the other holds his wife, the goddess of health and beauty. Both hold old bone almost turned to dust, and the atmosphere tingles with static electricity;
9. **The Rainbow Crypt:** the outside of this crypt is painted in bright rainbow colours, and the scheme carries on inside and across the stone sarcophagus that rests in a many-stepped dais in the centre of the colourful chamber. Inside the coffin is a skeleton, all the bones coloured as if painted with a rainbow. The faint sound and smell of rain occupies this crypt;
10. **Ruined Tomb:** most of this tomb has fallen down, with no roof, the walls only just standing and the door hanging ajar. Inside the stone sarcophagus is shattered, and the original inhabitant is nothing more than dust and splinters of yellowed bone. Amongst the rubble of this crypt are a bronze coffer, a huge iron chest (locked), and a monster known only as a **devourer**, which feeds on the dead and absorbs some of what they once were; these creatures come from

the chaotic realms between the planes and sometimes 'leak' through into other worlds. This one has dined on a dead god, and an aura of corrupt power emanates from it:

- **Devourer (1):** *a plump maggot the size of a horse, with humanoid faces pushing out of its leathery hide. Jaws snap and hiss, a foul stench wafts from its mouth, and it radiates an aura of malice and power. Hit Dice 8 / Hit Points 35 / Armour Class as leather / Move 30' (90') / # Attacks 1 bite / Damage 1d8 / Morale 10 / Alignment neutral / Special: immune to mundane attacks; stench effects all in 30', save versus breath or feel sick and weak, -2 to hit and half-movement; devours the dead and takes on one of the deceased aspects (DMs choice), and the body is completely digested and there is **no** chance of a resurrection; when slain, explodes in a burst of gore and energy, knocking all in 30' prone and doing 2d6 damage if a save versus breath fails;*

- the coffer holds 1000 silver coins and 500 electrum coins (worth 2 sp each);
- the chest contains 600 gold coins, 1000 silver pieces, a pair of platinum earrings shaped like mermaids with diamond eyes (worth 500 sp each) and a copper tube that holds a dozen rolled-up parchment scrolls of ancient lore (worth 1,000 sp to a scholar or collector);
- a marble throne with silver patterns of ivy and trees (worth 1,000 sp) rests under some rubble, on which sits a magical tin whistle that either (if a jig is played) makes living beings dance uncontrollably (save versus magic to resist) for as long as the tune is played (new save every turn), or, if a lullaby is played, sends the listener to sleep (as the spell) for 1d4 turns; both have a range of 60';

11. **Saint Cuthbert's Tomb:** this tomb is a thick block of stonework with a simple coffin inside, which holds the remains of an old god from an aging world. Inside the coffin, wrapped in simple grey robes, is a well preserved old man with a great bushy beard. He clutches a cudgel in his hands and seems to be sleeping rather than dead;
12. **The Tomb of the Silver Goddess:** this interior of this tomb is painted silver, as is the slender coffin that sits upon a stone plinth carved to resemble the crescent moon rising out of the sea. Inside it a silver-boned skeleton, dressed in a gauzy dress of silver scales;
13. **Tomb of the Great One:** another two-winged tomb, this dark, musty smelling place has two unmarked stone coffins; one of which holds a giant skeleton of a bat-headed man with wings; and the other the skeleton of a young child;
14. **The Tomb of the Little Goddess:** in this tomb is a miniature city of stone towers, domed buildings, pebbled streets and canals of blue glass. It is a perfect replica of some exotic fantastical city, and in the centre is a domed temple that serves as a coffin for a thumb-sized goddess who is encased in diamond and looks as pure and perfect in death as she was in life;
15. **Ruined Crypt:** a newly arrived devourer has ransacked this tomb, destroying the miniature landscape of hamlets and villages, eating the tiny god that was buried in a grass-turfed barrow of ceramic. The creature is hungry for more, and is about to go searching for more deity flesh to dine upon:

- **Devourer (1):** *a plump maggot the size of a pony, with tiny elfin faces pushing out of its leathery hide. Jaws snap and hiss, a foul stench wafts from its mouth. Hit Dice 6 / Hit Points 33 / Armour Class as leather / Move 30' (90') / # Attacks 1 bite / Damage 1d6 / Morale 10 / Alignment neutral / Special: minimum damage from mundane attacks; stench effects all in 30', save versus breath or feel sick and weak, -1 to hit and half-movement; devours the dead and takes on one of the deceased aspects (DMs choice), and the body is completely digested and there is **no** chance of a resurrection;*

16. **Tomb of Th'erack the Wise:** a mummified goddess is interred in this tomb, wrapped in silk bandages and covered with rose petals made out of stone. She rests in her stone sarcophagus, which has the likeness of a regal queen upon the lid;
17. **Tomb of Light:** this tomb sheds a bright, white light when opened. A glass sarcophagus allows the Light to escape, which is seems apt to do. Motes of white light float in the air, and occasionally dive past and disappear into the graveyard;
18. **Shattered Crypt:** the door to this crypt has been forced open, and inside whatever sarcophagus lay here is missing. In its place is a crude bed made of old blankets, scavenged rags and a ring of stones used as a fire pit. An **escaped servant** has made her home here, having fled from the realm of the gorgons, via the tunnel in area # 3. She has found

no way out of this graveyard and longs to escape. She will gladly share her knowledge of the tunnel and what she knows of the fortress beyond (only the lower levels, where the servants dwell) and will hand over her only possession in exchange for help; this is a poorly made, cheap metal (copper) **abstract sculpture** that resembles a melted box (practically worthless, 1 sp value) that she keeps in a chipped urn:

■ **Escaped Servant “Cynthia” (1): a skinny, malnourished human girl, just entering womanhood, with mousy brown hair, pale blue eyes, wearing simple tunic and skirt. Hit Dice 1 / Hit Points 3 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 by weapon / Damage by weapon (rock, 1d2) / Morale 6 / Alignment neutral;**

19. **Tomb of Shadows:** thick, unsettling shadows wrap this tomb up in tendrils of darkness and few dare to come anywhere near it. Anyone who has prolonged exposure to it will have nightmares for the next year and a day;
20. **Vault of Dreams:** this room is tiled with blue-glazed ceramic squares that glisten wetly in the light. Anyone spending time in here (a turn or more) feels drowsy and must make a *save versus paralysis* or drift off to sleep. While asleep they experience a vivid and prophetic dream, that the DM should use to give a hint or clue to something that the character needs, wants or is looking for (such as a way out). They wake an hour later, refreshed and with the dream still remembered. The prophecies only occur once per character, but are accurate and true;
21. **Secret Crypt:** a once secret crypt holding the mistress of a god, has been long since looted. An ornate stone sarcophagus lies broken, the lid heavily cracked and leaning against the wall. Inside is a disturbed skeleton, but whatever once lay with it has been taken long ago;
22. **Tombs of the Pantheon:** this huge ziggurat contains the tombs of a small pantheon of gods. Hieroglyphs decorate both the interior and exterior walls, telling the tales and creation myths of a world unknown to the PCs or the scholars of their own world;

- a. small crypts holding three large stone sarcophagi, which house the remains of gods; the bones of which are copper and iron, with heads of beasts;
- b. small crypts holding five small coffins of the high priests of the gods; skeletons dressed in faded and worm-eaten once-white robes;
- c. the secret door to this chamber slides open when anyone enters the tombs, releasing an automated **copper guardian** that will seek to destroy intruders. Its chamber is plain and empty:

■ **Copper Guardian (1): a large copper humanoid with the head of an eagle, claws in place of hands and hooves for feet. On its broad chest is a symbol of a cracked skull. Hit Dice 7 / Hit Points 29 / Armour Class as plate / Move 30' (90') / # Attacks 2 claws / Damage 1d8, 1d8 / Morale 12 / Alignment neutral / Special: immune to non-magical attacks, poison, charm, hold and lightning; if both claws hit, guardian picks up target and throws it 1d6 x 10' and on a failed save versus paralysis the victim takes 1d6 damage for every 20' flung (minimum 1d6), in any case, target lies prone at end of the flight;**

- d. a black stone sarcophagus with the symbol of a skull, inside of which is a snake-headed skeleton with bones of bronze and steel;
- e. in this secret chamber are several items of treasure:
  - standing against the back wall is a very large **ceramic statue of a demonic figure** of the classical hooves, horns and goat-aspect, rendered realistically with expert craft, although some of the glaze has chipped off and a few cracks mar the otherwise exquisite work of art (but still worth 80,000 sp to an art collector); *however*, moving the object releases a pressure pad beneath, and a block falls from the ceiling (+12 to hit, 2d8 damage, *save versus paralysis* for half);
  - a small ceramic jar contains a **jewelled locket**, with tiny diamonds around the edge of the silver heart-shaped hinged locket, which holds a brightly coloured portrait of a beautiful raven-haired woman in her middle years (value is 3,750 sp);
  - leaning in an alcove lies a huge **beautifully illustrated manuscript**, albeit it on cheap paper, a bible of the pantheon who dwell in these tombs. To a collector of such work, the manuscript is easily worth 5,000 sp;

- in a copper-plated iron chest (locked) are dozens of **parchment scrolls sealed with red wax** (in the shape of a snake-head) that hold diagrams of various beasts and animals, both real and fantastic, often in extraordinary detail. The scrolls are worth 3,600 sp altogether;
- a ceramic urn holding 1,575 **electrum coins** (worth 2 sp each);
- against the back wall is an **ornate chest of drawers** of expert craftsmanship, with lion-pawed legs, lion-headed handles and made of rich mahogany wood (worth 3,700 sp);
- a cracked red clay jar holds 75 **gold coins**;
- sticking out of a ceramic jar is a **silver-bladed dagger with a jewelled hilt** (shark skin pierced with diamond studs, worth 3,750 sp);
- another ceramic jar holds a **ruby bejewelled platinum necklace**, with butterflies holding each of a dozen small rubies, linked by platinum chains (worth 3,750 sp);
- an old copper coffer holds 75 **gold coins**;
- a large iron chest holds a life-sized **ceramic doll with real auburn hair, sapphire eyes** and painted in an extravagant manner. It is a doll of a young woman, the features realistic, and so detailed that at first glance it looks real (worth 250,000 sp to a collector of such things);
- a large iron chest (locked) holds 3,750 **silver coins**;
- a small steel coffer holds a folded **blouse of platinum, silver and gold weave**, sprinkled with diamond and sapphire studs that glitter like stars when light falls upon them (worth 3,500 sp overall);
- an iron chest (locked) holding 3,750 **silver coins**; hidden at the bottom of the chest is a secret compartment (slides open), inside which is a magical golden **Ring of Fearless Frenzy**, with images of severed heads engraved around the rim (worth 3,750 sp by itself, priceless for its magic). The wearer of this ring can, at will, induce a fearless rage in themselves, making them immune to charm- and fear-effects, never needing to check morale, and gaining +2 to hit and +1 on all damage, but taking a penalty of 2 to armour class and losing any *dexterity* bonus. They also delay any damage dealt to them during combat, which then all takes effect as soon as the fighting is over (perhaps killing them). There is a 1 in 6 chance each time the ring is used that the wearer enters a mindless killing rage, and will fight, to the death, anyone within 60' regardless of whether they are friend or foe; after a turn they may make a *save versus magic* to come out of the rage, which also fades once there is no one left to fight;

**23. Mausoleum of the Giant Father:** this squat ziggurat is the resting place of a god of giants, said to be the father of them. He and his servants are entombed here, and the exterior is coated in a thin layer of ice that glows softly in the eternal twilight of this realm;

- a. on a white, frost-coated dais is a throne of pure ice, on which sits the corpse of a god, lingering on as a **divine giant zombie**, clutching a **hexagon-shaped Jet gemstone** (one of the six **keys**) in its hands:

■ **Divine Giant Zombie (1):** *a giant rotting former frost giant, with empty eyes that cold light shines forth from, and ice for hair and beard. A stench of decay issues from its rotted corpse and a freezing aura surrounds it. Hit Dice 10 / Hit Points 40 / Armour Class as chain / Move 40' (120') / # Attacks 1 fist / Damage 2d10 / Morale 12 / Alignment chaotic / Special: immune to charm, cold, hold, poison and sleep; minimum damage from mundane weapons; horrific stench, all in 30' must save versus breath or be sickened (-2 to hit, half-move); freezing aura, all within 30' must save versus paralysis or be slowed to half-movement, and take 1 point of cold damage each round they remain in the aura; for both auras, new saves must be made every time the range is entered afresh;*

- b. each of these crypts holds a large sarcophagus that holds the remains of one of the giant god's most loyal servants;
- c. each of these tombs hold the remains of the giant god's wives, resting in peace in ice-covered sarcophagi;
- d. trapped inside this hidden chamber are the voices of the lost and forsaken dead, which screams out in a tormented rage if the door is opened:

■ **Voices of the Dead (1):** *a swirling cloud of shadowy faces that constantly scream and howl, full of loss and hate and rage. The cloud is ice cold and saps the strength. Hit Dice 7 / Hit Points 26 / Armour Class as chain / Move 60' (180') / # Attacks 1 smother / Damage 1d8 plus special / Morale 12 / Alignment chaotic / Special: immune to non-magical attacks, cold, charm, hold, poison and sleep;*

*can be turned as a 7HD undead monster; on a successful hit steals the voice of the wounded party, which can only be recovered once the voices are slain and a remove curse is cast upon the victim; any NPC or monster in 30' that hears the screams must make an immediate Morale check or flee in terror for 1 turn;*

- e. in this secret chamber are several items:
- an old leather, worn trunk that holds a dozen [books with pages made of ice and covers made of snow](#). They tell tales of legends of the frost giants and their gods, and are worth 1,750 sp to a collector, although they will melt if taken out of the tombs without some sort of protection;
  - an iron coffer holding [scrolls made of ice](#), with historical texts on the lands and cultures of various giants and their kin (worth 1,500 sp to a collector, but again, will melt if taken away and not protected in some fashion);
  - a frosted ceramic urn (wax sealed) holding 35 [gold coins](#);
  - a set of [ornate bunk beds with silver and gold patterning](#) (snowflakes, large and small) sized for large humans, sits in a niche in the back wall (worth 1,750 sp);
  - a soft, red velvet bag holding a [beautiful carved glass figurine of a frost giant](#) woman with flowing locks of crystal hair, dressed in leather armour and carrying a spear and shield (worth 5,000 sp);
  - in a battered old ale barrel are a set of [sapphire studded utensils](#) (twelve forks, knives and spoons, worth 1,750 sp in total);
- f. this chamber holds an arrow trap, which is triggered by a pressure pad just inside (set off on a 4 in 6): the trap fires a dozen arrows, at +4 to hit, each doing only 1 point of damage, but if a *save versus paralysis* fails, the target is also frozen in a block of ice that takes 1d6 turns to thaw out. There is nothing else in the room, and the trap can be triggered a dozen times before its arrows are spent.
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## BEYOND THE SIXTH MIRROR

Passing through this two-way mirror is a struggle, as if you were wading through mud, or treacle. Then you are suddenly free, and stepping into what appears to be a broom closet, complete with brooms. Dull light filters in from under a plain wooden door before you.

# FORTRESS OF THE THREE SISTERS

This fortress lies in some distant land, and is home to three sisters (Stheno, Euryale, and Medusa) who rule a small kingdom through fear; they are all gorgons, their snake-heads able to turn mortals to stone. The fortress is littered with life-like statues of their victims, lovers and unfortunate servants.

This is perhaps the most normal of the realms, holding normal men, albeit ones that are loyal and terrified of the three sisters.

### RANDOM ENCOUNTERS

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When exploring the lower levels **only**, every three turns make a check for random encounters; an encounter occurs on a 2 in 6, as below:

1. **Patrolling Guards:** a patrol of 2d4 guards:

■ **Fortress Guards (2d4):** *men dressed in tight red leather tunics, with fear in their eyes and hatred in their hearts. Wear leather caps with a snake symbol on the front. Fighter Level 0 / Hit Points 1d6 / Armour Class as leather / Move 40' (120') / # Attacks 1 by weapon / Damage 1d6 / Morale 10 / Alignment neutral / Possessions: short sword, dagger, spear, leather armour;*

2. **Servants:** 1d6 servants on an errand, fetching something for their mistresses:

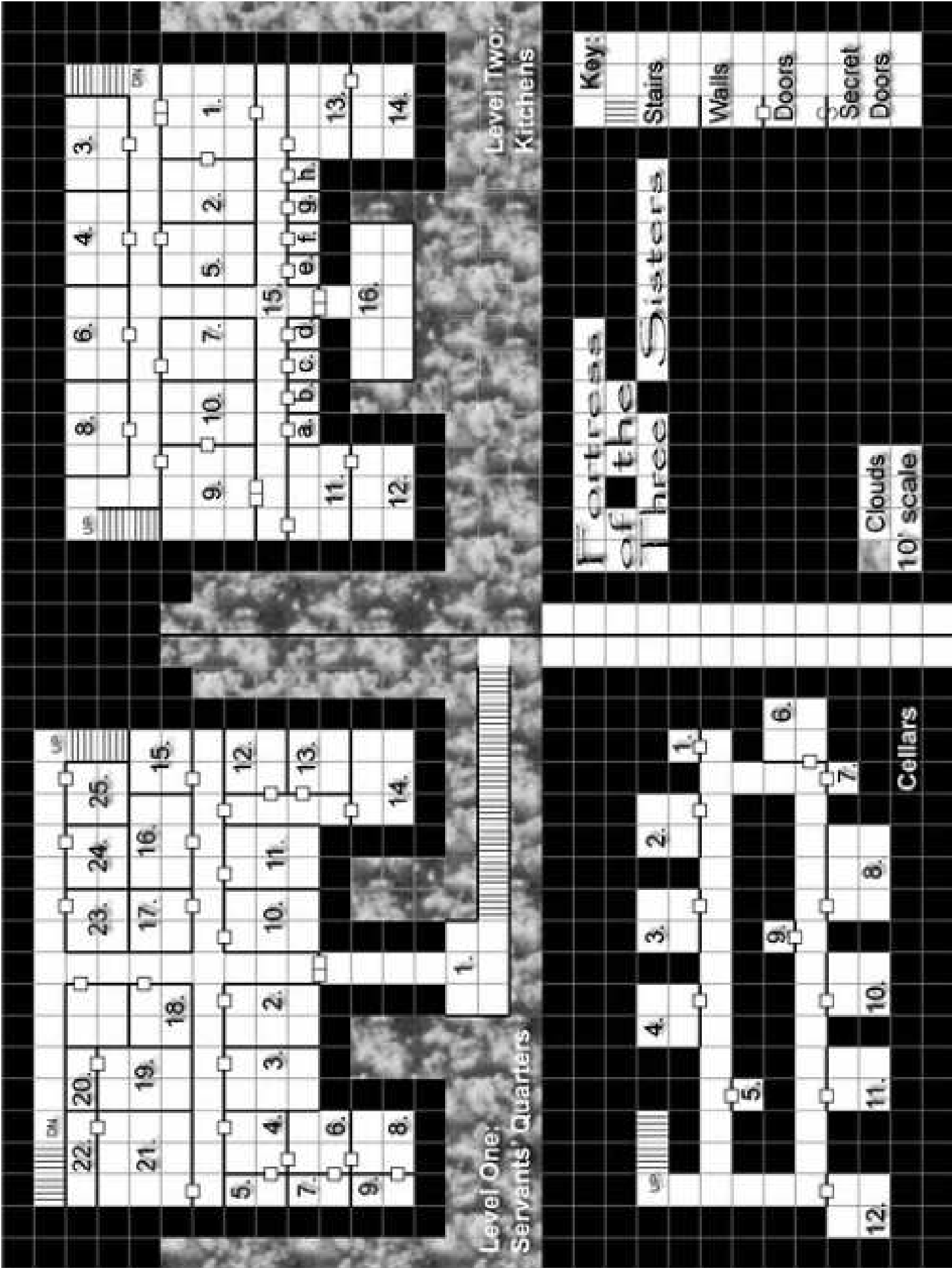
■ **Fortress Servants (1d6):** *scared men and women dressed in red and white servants uniforms (apron, smocks, simple caps, plain shoes). No-Class Level 0 / Hit Points 1d6 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 by weapon / Damage by weapon / Morale 7 / Alignment neutral;*

3. **Screams:** from somewhere above, the sound of someone screaming can be heard, which is abruptly cut-off a few seconds later;
4. **Bells:** the servant's bells clamour for attention, loudly ringing for a full minute while servants rush to attend their mistresses needs;
5. **Masked Escort:** a couple of **fortress guards** escorting a **fortress servant** laden with a tray of freshly cut red meat, still bloody, up to the mistresses (statistics as above). Each carries a red (guards) or white (servant) faceless mask, used to protect themselves against the gaze of their mistresses;
6. **Pet Snake:** one of mistress Medusa's pet snakes has gotten loose and is prowling, looking for food:

■ **Pet Snake (1):** *a 10' long, thick-bodied snake with red and white markings. Hit Dice 3 / Armour Class as leather / Move 40' (120') / # Attacks 1 bite / Damage 1d6 plus poison / Morale 10 / Alignment neutral / Special: bite carries deadly venom, save versus poison or fall into a coma and die in 1d12 hours;*

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## LOWER LEVELS

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These lower three levels (cellars, ground and first floor) are where the servants and guards dwell, where the kitchens and storerooms are located, and seldom do the sisters visit here.

The walls here are thick stone, and there are no windows looking out. The doors are simple wood, not normally locked, and the rooms and corridors (unless noted otherwise) are lit by torches in iron sconces on the walls, usually in the corners.

### THE CELLARS

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This underground level is seldom used now, with most of the stores on the same level as the kitchens. The cellars were all but abandoned when undead creatures were found within, though no one knew where they came from. As such the guards and servants tend to avoid it, only venturing down for the wine that is kept here.

### MAP DETAILS: CELLARS

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1. **Broom Closet:** this room is filled with old brooms, buckets, dust pans and brushes, and is also where visitors appear when they pass through the fifth mirror from the mirrored hall. Where the other side of the mirror would be is a damp patch of wall, which parts like treacle to allow an exit back to the hall. No one knows of this access, thinking it just a disused cupboard of no importance;
2. **Junk Room:** this disused, dusty storeroom is full of junk and broken crockery, worm-eaten and outdated furniture. A comprehensive search (1d6 turns per item found), will uncover one or more of the following items of value:
  - old canvas bags holding 400 [silver coins](#);
  - a [fine crystal bottle of perfume](#); the bottle is shaped like a leaping fish, the perfume a pale rose and smells of flowers (worth 200 sp)
  - a huge iron chest (locked, rusted) that holds 400 [large electrum coins](#) (worth 1 sp each);
  - a huge steel chest (locked) containing 800 [silver coins](#);
  - a small, badly damaged [copper statue of a knight](#) beheading a serpent. (worth 150 sp), which chimes loudly whenever a snake or related serpent moves within 30', the sound of bells lasting 5 rounds before quieting;
  - a cracked ceramic jar that holds an [opal jewelled leather belt](#) (worth 1200 sp);
3. **Waterlogged Wine Cellar:** empty wine racks lean against the wall of this damp room, which has a fissure at the back, where a trickle of water from some underground stream has made a puddle on the floor. Every so often servants come down with buckets to remove excess water. Last time they did so, however, they discovered a monster had taken up residence: an **ooze** that must have squeezed in from the fissure, and now lurks in the growing pool. When the door is first opened, water gushes out and leaves a large puddle in the corridor. Then the transparent **ooze** follows in its wake:
  - **Ooze (1): a transparent mass of slime, varying in size from a long thin line of ooze, to a flat pancake over 10' wide. Hit Dice 4 / Hit Points 24 / Armour Class as leather / Move 20' (60') / # Attacks 1 engulf / Damage 1d8 acid / Morale 12 / Alignment neutral / Special: immune to charm, hold, poison, sleep and all weapon attacks do minimum damage; on a successful attack the target is engulfed and takes 1d6 acid damage each round, and must save versus paralysis to escape its grip, unable to move otherwise, but may attack at -2 to hit;**
4. **Old Pantry:** this old pantry has dusty shelves, a couple of barrels of stagnant water, and a small keg of ale that is just about drinkable;
5. **Dusty Closet:** this closet is full of thick webs, as well as home to a nasty **giant spider**, that found its way here from the outside. It lurks in the shadows of the ceiling, surprising on a 4 in 6:

■ **Giant Spider (1):** *a 5' long, thick-bodied spider with hairy legs, yellow eyes and vicious mandibles. Hit Dice 3 / Hit Points 14 / Armour Class as leather / Move 40' (120') / # Attacks 1 bite / Damage 1d6 plus poison / Morale 10 or 6 versus fire / Alignment neutral / Special: bite carries poison, save or die in 1d6 rounds from thickening blood that stops the heart, dead;*

6. **Old Kitchen:** a small kitchen, now abandoned. A stove, sink, pump for water and an empty cupboard stand coated with dust and the odd, old, rat dropping;
7. **Closet:** this closet is full of old blankets, moth-eaten, frayed and faded, curtains and bed sheets that are no longer needed. Behind a pile of them is a 3' tunnel that leads through dark earth, serving as an entrance to *graveyard of the gods*;
8. **Disused Store Room:** this large chamber is dusty, damp in the corners and is full of discarded, broken furniture, empty chests and barrels, splintered crates, and half-a-dozen broken statues that seem very life-like;
9. **Occupied Closet:** this closet has a crude bed in the far corner, hidden behind old crates and empty barrels. Living here is a **lost ghoul** that found its way here from the graveyard realm, and is more interested in finding a way out to some place where fresh meat can be found, then staying here or returning to its 'home':

■ **Lost Ghoul (1):** *gaunt, pasty fleshed humanoid with sharp claws, needle-like teeth, bulging wide eyes that glimmer with an inner fire, wearing rags. Hit Dice 2 / Hit Points 6 / Armour Class as leather / Move 40' (120') / # Attacks 3 claw, claw, bite / Damage 1d3, 1d3, 1d6 / Morale 9 / Alignment chaotic / Special: immune to charm, hold, poison and sleep; claws carry paralytic toxins, save versus paralysis or stiffen and held for 1d4 turns, elves immune;*

10. **Empty Storeroom:** a damp, musty, dusty and empty storeroom. As no one uses it and nothing is kept here, no one ever comes into this room, so not only is it locked, but when inside there are no *random encounters* (although the other encounters, screams and so forth, may be heard);
11. **Improvised Jail:** this room is locked, and bolted from the outside. Inside are manacles hammered crudely into the wall, and it is used to hold prisoners on the rare occasion that there are any. It hasn't been used in years;
12. **Wine Cellar:** this room is full of racks of wine bottles, all of an excellent vintage, and all red varieties. This is the only room that really sees any activity, with servants (sometimes escorted by a guard) coming down to collect wine for their mistresses.

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## SERVANT'S LEVEL

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This level is where the servants and guards live, the guards having more freedom than the servants; an illusion only, since all are merely slaves to the three sisters.

The only way out of the fortress (by normal means) is via this level, which is guarded by things other than the human guards, and prevents anyone from leaving without permission.

### MAP DETAILS: SERVANTS QUARTERS

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1. **Entrance:** the fortress has only one proper entrance, through a tunnel to a pair of ornate bronze doors that are decorated with snakes. Outside a wide landing leads out to a stairs that winds down the mountainside, some three hundred feet to a path that spirals round for another mile before it reaches the ground. Below are clouds, perhaps deep fog or mist, with other mountain peaks all around. A deathly silence fills the air, a cold wind blows, and watching the landing from a ledge above the tunnel archway is the Sisters' guardian, a **gargoyle** in the shape of a winged serpent; it swoops down to attack anyone who does not have permission to be there (identified by a token that the three maidens hand out):

■ **Gargoyle (1):** *a winged serpent made of dark grey stone. Hit Dice 5 / Hit Points 30 / Armour Class as plate / Move 40' (120') foot and flight / # Attacks 2 bite, tail / Damage 1d6, 1d6 / Morale 12 / Alignment neutral / Special: immune to charm, hold, poison, sleep, and mundane attacks; on a natural 20 to hit with its tail, it grabs its target and grips them tight (save versus paralysis to break free), and next round it hurls the victim over the edge, to their death;*

2. **Room of Chance:** this odd room has a boulder in the centre of the room, with a fist-sized hole on one side. It is magical and was placed here by the Sisters to give the servants and guards something to do. Every time someone places their arm inside the hole, something happens, boon or bane, and it is a rite of passage for new employees and a source of daring and risk for the bored, desperate or foolhardy. Whenever an attempt is made, roll 1d6 to see what happens:

- 1) *the hole slams shut, chopping off either a hand (1-3) or an arm (4-6);*
- 2) *at the bottom of the hole if a scorpion, that strikes with its tail, causing a point of damage, and requires a save versus poison or the poor risk-taker dies in agony in 1d10 rounds;*
- 3) *at the bottom of the hole is a furry, sharp-toothed critter that nips at the fingers and does 1 point of damage;*
- 4) *at the bottom of the hole are 2d12 copper pieces;*
- 5) *at the bottom of the hole are 2d10 silver pieces;*
- 6) *at the bottom of the hole is a solitary gold piece (worth 50 sp!);*

At any time there is a 2 in 6 chance that one or more servants and guard are here, watching someone take the chance: 1d4-1 guards, 1d6 servants;

3. **Dormitory:** three bunks line this room, each with a small wooden chest by the wall. A table with six stools sits in the centre of the room. This is one of the servants' quarters, each chest holds spare clothes and aprons. At night half the servants are here, sleeping as well as they can;
4. **Guardroom:** a table, three stools and more doors occupy this guardroom. Two off-duty **guards** are sat here, gambling with cards and silver coins. A ring of keys hangs on a hook, with keys to the rooms on this level and the kitchens above:

■ **Guards (2):** *men dressed in tight red leather tunics, with fear in their eyes and hatred in their hearts. Wear leather caps with a snake symbol on the front. Fighter Level 0 / Hit Points 3, 3 / Armour Class as leather / Move 40' (120') / # Attacks 1 by weapon / Damage 1d6 / Morale 10 / Alignment neutral / Possessions: short sword, dagger, spear (by wall), leather armour; playing cards, 2d10 silver pieces each;*

5. **Armoury:** this locked room holds a rack holding six short swords, six spears, and a light crossbow with a case of 10 bolts;

6. **Guardroom:** this room holds a long table, bench, lantern and a stool upon which sits a **guard** facing the barred door of the cell, room # 7. He is carefully watching the creature that has been captured to await judgement by the Sisters’:

■ **Guard (1): bearded man dressed in tight red leather tunics, with hatred in his eyes and bitterness in his hearts. Wears a leather cap with a snake symbol on the front. Fighter Level 0 / Hit Points 1 / Armour Class as leather / Move 40' (120') / # Attacks 1 by weapon / Damage 1d6 / Morale 10 / Alignment neutral / Possessions: short sword, dagger, spear (by wall), leather armour, key to cell;**

In addition, on the table is some loot taken from the creature before it was imprisoned:

- an **idol of a Thor-like god, made of platinum** (worth 1,000 sp);
- an **undershirt of gold cloth** (worth 200 sp);

7. **Cell:** in this simple cell, with a pull-down wooden bed/bench is a captive **ghoul** that was captured. It has eaten some of its treasure, and is eager to escape:

■ **Captive Ghoul (1): gaunt, pasty fleshed humanoid with sharp claws, needle-like teeth, bulging wide eyes that glimmer with an inner fire, wearing rags decorated with religious iconography. Hit Dice 2 / Hit Points 10 / Armour Class as leather / Move 40' (120') / # Attacks 3 claw, claw, bite / Damage 1d3, 1d3, 1d6 / Morale 9 / Alignment chaotic / Special: immune to charm, hold, poison and sleep; claws carry paralytic toxins, save versus paralysis or stiffen and held for 1d4 turns, elves immune;**

- in its stomach are 13 **gold coins**;

8. **Captain of the Guards’ Bedroom:** this locked bedchamber has a comfortable bed, table, high-backed chair and a chamber pot under the bed. A wooden chest hold spare cloths, and a dagger in a leather sheath. The guard captain would normally be sleeping here, but is currently one of the Sisters’ playthings;

9. **Wardrobe:** this long room normally holds clothes, spare armour and weapons, but Medusa has instead placed one of her ‘pets’ to torment the captain, who she has a ‘fondness’ for. The clothes, a spare suit of red leather armour, a short sword and a spear have been dumped in a corner, and taking up most of the space in the room is a lurking **spider-serpent**, a hybrid monster:

■ **Spider-Serpent (1): a large spider-body with snakes instead of a head; thin, long snakes of a blood red. Hit Dice 5 / Hit Points 32 / Armour Class as leather / Move 50' (150') / # Attacks 5 bites / Damage 1d4 per bite / Morale 10 / Alignment neutral / Special: each bite carries venom that causes the wounded limb or body part to turn to stone, unless a save versus poison succeeds (determine the afflicted area: 1 = head, 2,3 = arm, 4,5,6,7 = torso, 8,9 = leg, 10 = spreads to entire body; head and torso mean death, limbs merely useless unless cured, all body in stony coma until returned to flesh and blood);**

10. **Dormitory:** five bunks line this room, with small wooden chests by the foot of each. This is another servants’ quarters, and each chest holds spare clothes and little else. At night half the servants are here, sleeping as well as they can;
11. **Dormitory:** four bunks line this room, again with a small wooden chest. This is another of the servants’ quarters, with each chest holding spare clothes. At night half the servants are here, sleeping as well as they can;
12. **Bath Room, Women:** a 3’ deep pool of warm water, heated by magic, sits in the centre of the room, used for bathing. Along one wall are canvas curtained wooden cubicles, each holding a hole in a stone seat, a toilet for the women (who are mostly servants);
13. **Bath Room, Men:** a 3’ deep pool of warm water, heated by magic, sits in the centre of the room, used for bathing. Along one wall are canvas curtained wooden cubicles, each holding a hole in a stone seat, a toilet for the men (who are mostly guards);
14. **Guest Room:** this simple bedroom holds a large bed, a table and three chairs, and a chest of drawers. It is used as a guest room for visitors, and currently is occupied by a magic-user seeking an audience with Mistress Euryale, on matters of alchemy:

■ **Magic-User Guest “Raymond the Red” (1): a weary looking man with tired eyes, a deeply lined face and dark skin. Has a shock of dark hair turning grey, and wears a red robe that conceals a leather**

*tunic and breeches. Magic-User Level 5 / Hit Points 13 / Armour Class as leather / Move 40' (120') / # Attacks 1 dagger / Damage 1d4 / Morale 8 / Alignment chaotic / Special: cast spells;*

- 1) 1<sup>st</sup> Level (3): *Detect Magic, Message, Shield;*
- 2) 2<sup>nd</sup> Level (2): *Detect Invisibility, Knock;*
- 3) 3<sup>rd</sup> Level (1): *Detect Illusion;*

- has a leather-bound, (locked) spell book with silver edged pages (worth 250 sp), containing the spells above, plus (1<sup>st</sup>) *Light, Read Magic, Unseen Servant;* (2<sup>nd</sup>) *Locate Object;* and (3<sup>rd</sup>) *Speak with Dead;*
- he is wearing a cloth of gold shirt (worth 100 sp)
- wears a jewelled choker (rubies on leather, worth 1,500 sp);
- his dagger has a silver blade, gold wire hilt, and a ruby in the pommel (worth 1,000 sp);
- wears a pair of boots made from red dragon leather (resistant to fire, worth 1,000 sp to a collector);
- and, on his belt, is a pouch holding 25 gold coins, 100 silver pieces, and three small rubies, each worth 500 sp;

15. **House-Keeper's Room:** this bedroom is for the head of the servants, known as the **house-keeper**, an old woman who has been here longer than any other servant or guard and has managed to stay alive and rise to leadership, due to her practicality, loyalty to her mistresses and looking out for herself as much as possible. There is a 2 in 6 chance that she is found her, otherwise she is up in the kitchens:

■ ***House-Keeper (1): old woman with hard eyes, stern features and a cold heart. No-Class Level 0 / Hit Points 5 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 by weapon / Damage by weapon / Morale 8 / Alignment neutral / Possessions: dagger, a token (a small silver snake symbol), which she can use to pass through the main entrance freely;***

16. **Barracks:** this chamber holds five bunks and is the barracks for some of the fortress guards. Half are asleep here at any time, and their possessions are stowed in wooden chests by the walls:

■ ***Guards (5): men sleeping as soundly as they dare. Fighter Level 0 / Hit Points 5, 5, 6, 6, 6 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 by weapon / Damage by weapon / Morale 8 / Alignment neutral / Possessions in chest: short sword, dagger, clothing, leather armour;***

17. **Servants' Kitchen:** a small kitchen with large stove, a table and bench, a shelf of basic herbs, and a cupboard in the corner holding cooking implements, pots, pans and the like. The **cook** for the servants is often here, sometimes asleep, otherwise busy cooking up a basic stew:

■ ***Cook (1): a plump elderly woman in a white apron, with red dress and a cap covered in flour. No-Class Level 0 / Hit Points 6 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 rolling pin / Damage 1d3 / Morale 7 / Alignment neutral;***

18. **Dining Rooms:** these adjacent rooms hold long tables, benches and a shelf of ceramic plates, wooden cutlery, and are used by the servants to eat their meals;

19. **Sealed Room:** this room has no obvious entrance, and was built this way to protect the treasure stored in the adjacent room. It is filled with permanent *darkness* (as the spell), and warded with an *alarm* spell that alerts **Stheno** if anyone enters the room;

20. **Vault:** this locked room holds **Stheno's** hidden stash of treasure:

- a copper, dragon-styled, coffer that contains sixteen small *tiger agate gems* (worth 50 sp each);
- a dozen *pewter mugs* with faces of people on them (worth 5 sp each);
- a small *bird bath of decorated stone*, with poorly detailed snakes reaching up from the edge to bite whatever is bathing in the basin (worth 100 sp, mostly for the stone);
- a *silver bracelet in the shape of a coiled snake, with emeralds for eyes* (worth 2,500 sp overall);
- a magical *Serpent Staff of Healing*, which can cast the following spells: *Cure Light Wounds* (1 charge), *Cure Disease* (3 charges), and *Neutralise Poison* (4 charges). The staff holds 32 charges and resembles a petrified snake, albeit one of oak;



- a hefty oak barrel holding ale, which hides 2,000 silver coins;
- a crude pottery jar with gems inside, three large topaz (worth 500 sp each);
- a large crate holding 10 lb sacks of rare sugar, a dozen in all (each is worth 100 sp);
- a simple bronze drinking jug holding a dozen pebble-sized opals (worth 100 sp each);
- a canvas sacks holding 200 gold coins;
- loose on the floor are five sapphires (worth 500 sp each);
- ten mithril ingots (5 lbs each) stacked in the corner (each worth 250 sp);
- a life-like copper statuette of a human child, with jet gems for eyes (worth 1,000 sp);
- a magical *Helm of the All-Seeing Eye*, which is a stylised winged helm with crystal lens where the eye-holes are. Anyone wearing the helm can see magical emanations as if they were casting *Detect Magic*, or *Detect Invisibility* or *Illusion* all the time, but which requires concentration to view such auras (thus, at least in combat, no other actions may be taken other than self-defence);
- a bronze idol of a goat-faced god (worth 50 sp);

21. **Guest Room:** this chamber is another, larger, guest room with a large double, four-poster bed, table and four high-backed cushioned chairs, and a large wooden chest. The current guests of this room are a pair of emissaries from the neighbouring kingdom, looking to establish an alliance with the Sisters. They are posing as a married couple, but are actually assassins sent to eliminate the gorgons, and are trying to figure out the best way of accomplishing their mission:

- *Emissary/Assassin “Madame Erica” (1): red-haired young woman with green eyes, freckles and a quick, sly smile. Fighter Level 5 / Hit Points 27 / Armour Class as leather / Move 40’ (120’) / # Attacks 1 by weapon / Damage 1d4 or 1d6 / Morale 10 / Alignment neutral / Possessions: dagger, short sword, leather armour;*
- *Emissary’s Husband/Assassin “Sir Felix” (1): a dark man, both of skin and hair, with cat-like yellow eyes. Fighter Level 4 / Hit Points 16 / Armour Class as leather / Move 40’ (120’) / # Attacks 1 by weapon / Damage 1d4 or 1d6 / Morale 8 / Alignment neutral / Possessions: dagger, short sword, leather armour;*

In the chest (locked) are the following items, tributes for the Sisters:

- sack of 450 silver coins;
- pouch of ten jet gems (worth 50 sp each);
- platinum bodkin with diamond tip (worth 450 sp);
- pouch with a single ruby (worth 450 sp);

22. **Closet:** this closet has been set-up with a trap, in case the assassins lure the gorgons here (although they expect that will not happen). A heavy crossbow is rigged up to fire when the door is opened; a tripwire stretches across the doorway: the crossbow is at +5 to hit, and does 1d8 damage;
23. **Storeroom:** in this room are half-a-dozen barrels of watered ale, a couple of kegs of common brandy, sacks of grain, wheat, flour and oats, and a box holding apples;
24. **Storeroom:** this storeroom holds piles of spare blankets, sheets and clothing for the servants. A small loom and spinning-wheel sits at the back, next to a pile of freshly bought wool;
25. **Statuary:** this room is full of life-like statues, of servants who have been turned to stone by the gorgons. Many are broken or disfigured, a few intact and untouched. There are two dozen in all.

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## THE KITCHENS

This level is all about the kitchens, stores and pantries for the food and drink the sisters crave.

### MAP DETAILS: KITCHENS

1. **Breakfast Kitchen:** this large kitchen with its three stoves, cupboards of ingredients, plates and utensils, and large preparation table is where the breakfasts are cooked up and carried off. It is busy from noon until morning with cooking, and in the morning until noon the washing and cleaning is taking place. At any time, 1d6 **servants** will be in here, hard at work:
  - **Servants (1d6):** *scared men and women dressed in red and white servants uniforms (apron, smocks, simple caps, plain shoes). No-Class Level 0 / Hit Points 1d6 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 by weapon / Damage by weapon / Morale 7 / Alignment neutral;*
2. **Preparation Chamber:** this room is where the breakfasts are prepped, with the fresh food brought in here to be arranged, weighed and sorted;
3. **Brewery:** this chamber holds a small, simple but busy brewery that is used to produce a fairly decent ale. A couple of servants tend to it night and day, and a guard is always keeping an eye on things (and occasionally tasting the goods):
  - **Servants (2):** *scared men and women dressed in red and white servants uniforms (apron, smocks, simple caps, plain shoes). No-Class Level 0 / Hit Points 2, 2 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 by weapon / Damage by weapon / Morale 7 / Alignment neutral;*
  - **Guard (1):** *man dressed in tight red leather tunics, slightly tipsy and not very alert. Wear leather caps with a snake symbol on the front. Fighter Level 0 / Hit Points 6 / Armour Class as leather / Move 40' (120') / # Attacks 1 by weapon / Damage 1d6 / Morale 10; Possessions: short sword, dagger, spear, leather armour / Alignment neutral;*
4. **Mushroom Farm:** this room has a thick layer on soil and compost on the floor, and candles line two long stone ledges. Dozens of white mushrooms grow here, edible and quite tasty. The Sisters consider these a delicacy;
5. **Battery Farm:** rows of box-caged chickens are in this ill-lit room, clucking and laying eggs and poorly treated;
6. **Pig Farm:** a pig sty, with a wooden fence and gate just inside the room. The half-dozen pigs and piglets here are fat, fed to bursting, and look quite ill from lack of sunlight and air;
7. **Pump Room:** a large stone trough and an iron pump fill this room. Water is pumped from an underground stream, and the trough is kept full;
8. **Bakery:** this well-lit room has a table, bench, cupboard of various ingredients and a small stove. It is a bakery and cakes, bread and pastries are made here. A **baker** is here, busy baking a sponge cake and has a tray of apple muffins already out cooling on the table:
  - **Baker (1):** *a red-faced fat man wearing the normal apron, smocks, simple caps, and plain shoes. No-Class Level 0 / Hit Points 6 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 rolling pin / Damage 1d3 / Morale 8 / Alignment neutral;*
9. **Dinner Kitchen:** this large kitchen with its five stoves, cupboards of ingredients, plates and utensils, and large preparation table is where the Sisters' dinners are cooked. It is busy throughout the day, with the morning and evening spent preparing and cooking the dinners, and the afternoon spent cleaning. At any time, 2d6 **servants** will be in here, hard at work:
  - **Servants (2d6):** *scared men and women dressed in red and white servants uniforms (apron, smocks, simple caps, plain shoes). No-Class Level 0 / Hit Points 1d6 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 by weapon / Damage by weapon / Morale 7 / Alignment neutral;*
10. **Preparation Chamber:** this room is where the dinners are prepped, with the fresh food brought in here to be arranged, weighed and sorted;
11. **Meat Pantry:** this chilled room has half-dozen slaughtered cows hanging from chains and hooks in the ceiling, with blood dripping through vents in the floor, to be poured out over the edge of the fortress and down the mountain;

12. **Slaughter Room:** a large stone table, scarred and bloodied, dominates this carnal room, and meat cleavers, saws and axes hang from the walls;
13. **Meat Pantry:** this chilled room has a dozen slaughtered pigs hanging from chains and hooks in the ceiling, with blood dripping through vents in the floor, to be poured out over the edge of the fortress and down the mountain;
14. **Slaughter Room:** a large stone table, scarred and bloodied, dominates this carnal room, and meat cleavers, saws and axes hang from the walls. A **butcher** is here, killing a pig:

■ ***Butcher (1):*** *chubby man with bushy sideburns and a bulbous red nose. Wears a blood-splattered apron, and enjoys his job a little too much. No-Class Level 0 / Hit Points 3 / Armour Class as leather / Move 40' (120') / # Attacks 1 meat cleaver / Damage 1d6 / Morale 7 / Alignment neutral;*

15. **Storerooms:** each of these large cupboards holds various supplies and goods that the servants use in the kitchens:
  - a. pantry of vegetables, from carrots to potatoes;
  - b. shelves of herbs and spices;
  - c. barrels of pickled fish (herring, cod) and onions;
  - d. jars of jam, packets of sugar, and jugs of fresh cream adorn several shelves;
  - e. kegs of ale, casks of brandy and a large hogshead of mead;
  - f. sacks of different grains;
  - g. sacks of flour, oats and a shelf holding lots of eggs;
  - h. a cold pantry with slated meat hanging from hooks in the ceiling;
16. **Balcony:** used by the servants and guards when they need fresh air, or to see the sun. So long as they don't linger, the Sisters don't mind this little indulgence. The lower level is 30' down, the upper a like amount above.

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## UPPER LEVELS

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The upper three levels (second and third floors) are exclusively used by the three sisters, one level for each, each decorated in the taste of the individual sister.

### STHENO'S LAIR

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The youngest of the three gorgons, **Stheno** is a vain and possession creature, greedy too. Her lair is largely green, with plush carpets filling the corridors, tapestries of green silk hanging from the walls, and doors painted a deep, dark green to match her eyes.

When first entered, determine where **Stheno** is by rolling 1d12, and comparing the result to the room number below; a roll of 12 means she is visiting one of her sisters instead (equal chance of which one).

- **Stheno (gorgon sister): a slim bodied woman, with a dancer's grace, dressed in silks of green with touches of yellow. Her head is that of a cobra, with emerald eyes and tongue. Cleric Level 10 / Hit Points 32 / Armour Class as leather / Move 40' (120') / # Attacks 1 bite / Damage 1d6 / Morale 9 / Alignment chaotic / Special: anyone meeting her gaze must save versus paralysis or be turned to stone; can spit poison 30', treat as ranged attack, on a hit, save versus poison or face, hands and feet swell up, turn black and rot in 1d6 turns, resulting in death; cast spells as a 10th Level cleric:**
  - 1<sup>st</sup> Level (4): Bless, Command, CLW, Sanctuary;
  - 2<sup>nd</sup> Level (4): Augury, Enthrall, Heroism, Silence 15';
  - 3<sup>rd</sup> Level (3): Curse, Dispel Magic, Magic Vestment;
  - 4<sup>th</sup> Level (3): CSW, Detect Lie, Poison;
  - 5<sup>th</sup> level (2): Cure Critical Wounds, Insect Plague;
- silver and gold holy symbol (worth 200 sp);
- silver bracelets with emerald studs, each stud shaped like a snake's head (worth 2,500 sp);
- slim silver birch *wand of healing* (cast *cure light wounds* 23 charges, command words "By the goddess, heal"), with an emerald tip (worth 500 sp).

### MAP DETAILS: MISTRESS STHENO'S LEVEL

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1. **Tea Room:** this chamber has a couple of green leather sofas, with a long glass table between them. In the corner sits a table with a tea pot, cups and jars of tea, sugar and honey. A jug of hot water is always at hand, and a small bell is on the glass table, to summon servants. This is where **Stheno** entertains guests, or her sisters;
2. **Chamber of Statues:** this bare room is full of statues, of former servants, lovers, punished guards, and a few guests who spoke too loud and too often. There are dozens, in a variety of poses and expressions, from lust through to terror; some were clothed when they were turned to stone, others naked and in lewd acts. Several show signs of damage;
3. **Bathroom:** this chamber holds a large copper bath, with a fireplace and buckets of heated water. A stone shelf holds perfumes and soaps, and a **servant** can be found here either cleaning the bath or tending to her mistresses bathing needs:
  - **Bathing Servants(1): a timid woman dressed in a green shift, wearing a mask that covers her eyes with gauze and protects her from the gaze of her mistress (+6 to saves if meeting her eyes); she is terrified of her mistress, and loyal because of her fear. No-Class Level 0 / Hit Points 1 / Armour Class as unarmoured / Move 40' (120') / # Attacks 1 by weapon / Damage by weapon / Morale 7 / Alignment neutral;**

On the shelf are several valuable items:

- Crystal perfume bottle with pump spray (worth 150 sp), with a pale gold perfume that smells of blood;
- Gold-flecked rose-scented soap (worth 100 sp);
- Silver perfume flask, with a flowery scent (worth 100 sp);

4. **Chapel:** a quiet chamber, lit by candles in rows along the walls. A statue of a beautiful woman with snakes for her watches over a small green marble altar, which has blood stains all but covering it. This is a shrine to the goddess that **Stheno** worships, and that she calls "*The Great Mother*";
5. **Drawing Room:** a room full of light, green silk, and armchairs, with a couple of comfortable sofas, a long, low glass-topped table, and a drinks cabinet in the corner with brandy, wine glasses and a jug that is usually filled with ice imported at great cost;
6. **Dining Room:** in this room is a long mahogany table with chairs stacked in the corner. A long, low cupboard holds silverware and plates (worth 500 sp overall);
7. **Gallery:** this room has shelves and pedestals holding a variety of ornaments, all worthless as anything other than clutter, but all priceless to **Stheno**. There are ceramic snakes, dogs, and cats; busts of heroic men and women; statuettes of fairies and cute dragons; a pile of stuffed toys (bears, snakes, goblins, men), and other junk;
8. **Balcony:** a pair of oaken doors open onto a balcony with a low, 2' high wall of stone. Above the doors, standing on a ledge is a large statue of a coiled snake, carved from sandstone with green eyes that glitter (and are made of glass). It radiates faint magic, and if anyone who does not share some ancestry with serpents walks onto the balcony, the statue opens its mouth and a flurry of darts is shot at the intruders: *1d6 darts may strike each potential target, +3 to hit, doing 1d4 damage each and requiring a save versus poison to avoid falling into a deep slumber for 1d12 hours, unable to be woken unless curative magic is used (in which case no hit points are healed)*;
9. **Stheno's Living Room:** this room has a green leather sofa and armchair, with cushions and blankets; a side table, a shelf with eyeless masks for non-gorgon guests; and a crystal chandelier with numerous candles filling the room with light;
10. **Stheno's Bedchamber:** this opulent room houses an elegant four-posted bed with deep green silk curtains, a feather mattress covered with silk sheets and blankets in different shades of green, and cushions to match. A dressing table (no mirror!) sits in a corner. Behind the dressing table is a secret door, concealed by a tapestry of green silk, with a scene of a river bank overlooked by tall oak trees;
11. **Walk-in Wardrobe:** this large wardrobe holds a variety of clothes, in greens and reds, blue and black, but dominated by green; in this wardrobe are gowns and dresses, in silk, cloth of gold and silver; as well as numerous shoes, slippers and boots, in leather, silk, canvas, and scales. Amongst them are several valuable items, as well as one of the gorgons' pet snakes, which likes to curl up in here to sleep:
  - beautiful low-cut, backless **dress of green silk with fine silver web dotted with tiny diamonds and emeralds** (worth 2,500 sp);
  - pair of **green silk slippers with tassels capped with square-cut emeralds** (worth 1,000 sp);
  - leather, bone-ribbed **corset with green silk trim on the edges, and clasps holding diamonds** (worth 1,500 sp);
  - suit of **silver-leaf steel chain mail** (worth 250 sp);
  - green **silk gloves with silver tree patterns** (worth 200 sp for the pair);
  - a large, green silk, **silver fan** (worth 150 sp);

■ ***Pet Snake (1): a 10' long, thick-bodied snake with green and black markings. Hit Dice 3 / Hit Points 9 / Armour Class as leather / Move 40' (120') / # Attacks 1 bite / Damage 1d6 plus poison / Morale 10 / Alignment neutral / Special: bite carries deadly venom, save versus poison or fall into a coma and die in 1d12 hours.***

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## EURYALE'S LAIR

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The middle child, **Euryale** is a fiery tempered creature who has a sadistic and wicked streak, always playing tricks on the servants and enticing the guards into her chambers, where they are used before being turned to stone and discarded.

Her lair is decorated with many shades of red, from pink to a red so deep it might as well be black. The carpets in the corridors are blood-red, silks hang from the walls, and lanterns have glazed shutters that cast a red glow over everything.

When her lair is entered, roll 1d20 to determine where **Euryale** is: with a result of 1 to 15 corresponding to the rooms below, while 16 to 17 means she is with **Stheno**, and 18-20 means she is with **Medusa**.

■ **Euryale (gorgon sister):** *a painfully thin woman, with jerky movements, dressed in thick fur-collared robes of red with white trimming. Her head is that of an adder, with ruby eyes and tongue. Magic-User Level 10 / Hit Points 20 / Armour Class as leather / Move 40' (120') / # Attacks 1 bite / Damage 1d6 / Morale 7; Special: anyone meeting her gaze must save versus paralysis or be turned to stone; bite has deadly venom, on a successful hit, save versus poison or die instantly; cast spells as a 10th Level magic-user:*

- 1<sup>st</sup> Level (4): Charm Person, Light, Shield, Sleep;
  - 2<sup>nd</sup> Level (4): Change Self, ESP, Invisibility, Web;
  - 3<sup>rd</sup> Level (3): Dispel Magic, Hold Person, Suggestion;
  - 4<sup>th</sup> Level (3): Confusion, Polymorph Others, Wizard Eye;
  - 5<sup>th</sup> level (2): Cloudkill, Telekinesis;
- her robes are worth 200 sp;
  - wears a gold necklace with a large and heavy square-cut ruby (worth 1,500 sp);
  - carries a slender solid silver wand of magic missile (11 charges, command words "Red is Dead"), with arcane words along its length that spell out the command words;
  - on her belt is a glass mask with leather backing, no eye-holes, given to special guests to protect them from accidental petrification (worth 100 sp);
  - has a plain silver ring with a small round ruby upon each finger (worth 500 sp each).

## MAP DETAILS: MISTRESS EURYALE'S LEVEL

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1. **Waiting Room:** this dimly lit chamber is where the mistress entertains guests or her sisters. A long low-backed leather sofa stretches across the room, with a dark red-stained oak table sat before it. In the corner is a painted cabinet holding several bottles of red wine, a decanter of rich brandy and some wine glasses;
2. **Companion's Bedchamber:** this set of rooms is where **Euryale's** cohort resides; a demonic being by name of **Trilecher**, who is teaching her the more powerful arts of summoning. His chambers are minimalist, with but a simple bed, table and chair. He has no need of sleep or mundane sustenance, instead thriving on blood and emotions:

■ **Trilecher (1):** *a tall humanoid with goat legs, a pig's head and man's body. His skin is blood-red, thick and leathery, and he has blazing yellow eyes that pierce the soul. A reek of brimstone follows him wherever he goes. Hit Dice 7 / Hit Points 42 / Armour Class as chain / Move 40' (120') / # Attacks 1 sword / Damage 1d8 / Morale 9 / Alignment chaotic / Possessions: serrated sword of an unknown red metal; Special: immune to non-magical attacks, unless silver; can cast the following spells (as 7th Level Magic-User) at-will:*

- Charm Person;
- ESP;

*And these spells three times a day:*

- Change Self;
- Shield;
- Wall of Fog;

*And these spells once per day:*

- Army of One;
- Clairvoyance;
- Dispel Magic;
- Suggestion;

3. **Summoning Room:** this plain stone chamber is lit by candles lining the floor, encircling a summoning circle of arcane runes and patterns. This is where **Trilecher** teaches **Euryale** the most powerful of summoning magic;
4. **Vault:** this is the more ‘public’ of **Euryale’s** treasury, which is watched over by a large, trained, and cunning **snake**:

■ **Snake (1):** *a 20’ long, thick-bodied snake with red and black markings. Hit Dice 5 / Hit Points 25 / Armour Class as chain / Move 40’ (120’) / # Attacks 1 bite / Damage 1d8 plus poison / Morale 12 / Alignment neutral / Special: bite carries deadly venom, save versus poison or die;*

In the vault are three large steel chests, all locked, and rigged with a poison needle trap that triggers if someone tries to pick the lock. The needle pricks the thief, and if a *save versus poison* fails, the would-be thief drops down dead:

- the first chest holds a large **stone statue of a king** (superb craftsmanship, worth 20,000 sp); 1500 **silver coins**; a pair of **platinum earrings with small rubies** hanging from coils (worth 1500 sp for the pair); and 75 lbs (150 square yards) of **snakeskin leather** (worth 1500 sp in total, or 20 sp per 2 yard roll, 1 lb);
  - in the second chest are 30 **gold coins** (worth 50 sp each), and 50 lbs of **red silk**, in 2 square yard rolls (each worth 30 sp);
  - the final chest contains a single, large and perfectly cut **star ruby** (worth 5000 sp).
5. **Dungeon:** this is Euryale’s private dungeon, a cold and dank cell that has manacles fastened to the wall. In here is the **captain of the guard**, being punished for refusing his mistress’s advances, and spending too much time with Medusa. He is blindfolded, naked, whipped and bloodied and chained up. He is barely able to stand, on 1 hit point, and at the moment he is too weak to pose a threat or serve as an ally [if healed and revived, treat as a **guard** with maximum hit points];
  6. **Balcony:** this outdoor patio overlooks the cloudy mountains, and has a low wall with iron spikes protruding from the top of the wall, making climbing over it difficult. Watching over the balcony, from a ledge over the doors, is another winged serpent **gargoyle**, that will attack anyone who is not one of the three Sisters;

■ **Gargoyle (1):** *a winged serpent made of dark grey stone. Hit Dice 5 / Hit Points 28 / Armour Class as plate / Move 40’ (120’) foot and flight / # Attacks 2 bite, tail / Damage 1d6, 1d6 / Morale 12 / Alignment neutral / Special: immune to charm, hold, poison, sleep, and mundane attacks; on a natural 20 to hit with its tail, it grabs its target and grips them tight (save versus paralysis to break free), and next round it hurls the victim over the edge, to their death;*
  7. **Grand Dining Room:** a red cloth covered table of iron sits in this room, laden with silver plates, pearl-handled cutlery, gold candlesticks with fat red candles that smell like fresh blood when lit. Rows of chairs, all oak with plush red padding, surround the table (plates and cutlery are worth 1,250 sp in total);
  8. **Euryale’s Bedchamber:** a large four-poster bed, draped with red silk, stands against the wall, with a red oak dressing table (with no mirror) opposite it. A bedside glass-topped table holds a decanter of blood, a stained wine glass, and a ceramic bowl of fresh, bloodied red meat;
  9. **Wardrobes:** these two walk-in wardrobes hold a variety of clothing, from long gowns, to fur coats, to shoes and boots and assorted accessories. The majority are red, in different shades, with some white and black items thrown in:
    - a. holds a collection of dresses, gowns, coats, jackets and shawls;
    - b. holds shoes, slippers, boots, hats, masks, and various accessories;
  10. **Study:** a oaken desk and matching chair sit in the middle of this room, with a silver-tipped quill (worth 10 sp), and three pots of ink (black, red and green) arranged in a neat row. A pile of cream-coloured parchment rests under a **ruby paper-weight** (worth 500 sp);
  11. **Library:** silver birch bookshelves adorn the walls of this brightly lit room, which hold a variety of old books, covering subjects of arcane lore, ancient history, nature, religion, and other planes of existence. Amongst these books are the following tomes of interest:
    - a sacred religious text of an evil cult known only as the **Cult of the Raven**, untitled and bound in human skin with thin parchment full of spidery text and crude pictures, diagrams and symbols;
    - a book of halfling poetry, entitled “*An Ode to Food*”, reads and looks like an old cookery book;

- a book on the history of elven poetry, with a title of “*How Elven Poetry Shaped the Elven Culture*”, a silk covered book with crisp white paper full of graceful and elegant text;
- a thin tome of leather and old papyrus, with strange runic text in an unknown language; if translated it is a book of alchemy and any magic-user reading it (takes a week) will learn the following spells: *Creation Minor & Major*, *Permanency*;

12. **Laboratory:** a small alchemical laboratory, with a table full of glass tubes, beakers and other arcane apparatus. Amongst the equipment are several glass bottles, each labelled and containing a brewed potion:

- *potion of healing* (cures 1d6+1), smells and tastes of mint, coloured a pale blue;
- *potion of healing* (cures 1d6+1), smells and tastes of mint, coloured a pale blue;
- *potion of invisibility* (lasts 6+1d6 turns), colourless water;

13. **Junk Room:** broken statues, gnawed bones, torn sheets and bloodied rags clutter this room, as well as broken glass bottles, tubes and piles of ash, all discarded;

14. **Chamber of Stars:** this chamber has the constellations drawn in perfect detail across the floor, walls and ceiling. A permanent *light* spell illuminates the room. This is where the mistress comes to meditate and study the stars;

15. **Closet:** this storeroom holds rolls of red silk, in different shades (each worth 100 sp), a dozen leather-bound and blank books, a jar of feather quills, and a large glass bottle of black ink.

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## MEDUSA'S LAIR

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Medusa is a cunning, intelligent and trained warrior who seeks to one day rid herself of her siblings and rule their kingdom herself. She is patient, willing to wait for the right moment before she strikes, or better yet, find someone who will kill them for her.

Her lair is black, with floorboards painted pitch black, the walls panelled in ebony, and lanterns dim. She burns incense and a musty, reptile smell fills the air.

All of the Sisters, Medusa keeps to her level more often than not, plotting and planning. Roll 1d12 to determine which room she is in when the lair is first entered.

■ **Medusa (gorgon sister):** *a beautiful woman, albeit with the serpent head of a black mamba. Dresses in tight-fitting leather, always with a sword at her side, and moves with a hunter's grace. **Fighter Level 10 / Hit Points 36 / Armour Class as chain / Move 40' (120') / # Attacks 1 bite or sword / Damage 1d6 or 1d8 / Morale 10 / Alignment chaotic / Special:** anyone meeting her gaze must save versus paralysis or be turned to stone; bite has deadly venom, on a successful hit, save versus poison or die instantly;*

- her longsword seems plain and ordinary, but has a sharpness to it that almost hurts the eye. It is a magical *longsword of sharpness*, which cuts through any armour (treat all attacks as if the target is not wearing armour);
- her black armour is also magical; *leather armour of invisibility* (allows the wearer to turn invisible as the spell, for no more than 1 turn per day, which can be spread out throughout the day);

## MAP DETAILS: MISTRESS MEDUSA'S LEVEL

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1. **Guarded Hall:** wary of outsiders and suspicious even of her sisters, **Medusa** has one of her pets guarding the stairwell: only those invited may safely pass the **guardian snake** that sits on watch:

■ **Guardian Snake (1):** *a 20' long, thick-bodied snake with black scale. **Hit Dice 5 / Hit Points 26 / Armour Class as chain / Move 40' (120') / # Attacks 1 bite / Damage 1d8 plus poison / Morale 12 / Alignment neutral / Special:** bite carries deadly venom, save versus poison or die;*

2. **Treasure Vault:** this is where **Medusa** keeps all her treasure, which is guarded by a **stone golem**. The treasure sits in several chests at the back of the room:

■ **Stone Golem (1):** *a 10' tall crude man of black stone, with a large axe. **Hit Dice 9 / Hit Points 46 / Armour Class as plate & shield / Move 30' (90') / # Attacks 1 axe / Damage 2d8 / Morale 12 / Alignment neutral / Special:** immune to non-magical attacks; +9 on all saving throws versus magic; can cast *Slow* (as the spell) every three rounds;*

The treasure is stored in four large iron chests (all double-locked):

- in the first chest are thousands of coins, 8000 *silver pieces*, 20,000 *copper pieces*, and 80 *gold coins* (worth 50 sp each), as well as a *hexagon-shaped diamond* (the last of the six keys);
  - in the second is an *ornate silver box* (locked, worth 1000 sp), that has a magical *ring of invisibility* (invisible when worn, until attacking, then 1 turn before it can be used again), plus a neatly folded *black silk dress adorned with small jet stones* (worth 2000 sp), and a *snake-head diamond seal* (worth 2000 sp);
  - the third chest holds a *large black opal* (worth 4000 sp), a *puzzle cube* with six-sides of different colours, each thin slices of gemstones (worth 2000 sp), and a *diamond tipped hand-drill with an ebony handle* (worth 2000 sp);
  - the final chest holds *bundles of black silk* (each roll, 5 lbs, is worth 50 sp, and there are ten in all), a *silver incense burner on a golden chain* (worth 1250 sp), a sack of regents for potion brewing (worth 2000 sp), and a *ceramic mask of a woman with snakes for hair* (worth 1500 sp to a collector);
3. **Map Room:** huge framed maps adorn the walls, and in the centre of the room a table holds a relief map, coloured and detailed, of the Sisters' kingdom: a crescent of mountains, rolling hills and a long valley that stretches to the sea

many miles away. Rivers run from the mountains, along the valley, and through a thick forest; towns, villages and a small city are spread across the land, and the fortress rests high in the middle of the mountain range. The framed maps show larger scaled areas: the mountains where the fortress is, the city and surrounding land, and the forest;

4. **Reptile House:** a hot and steamy room, with tanks of heated water along the walls. Glass cages hold numerous snakes and reptiles, most normal size and fairly harmless. A couple are larger cages, but are currently empty;
5. **Statuary:** rows of statues fill this room, all victims of **Medusa**. They are in perfect condition, untouched, and she uses them for blackmail and threats against her enemies; of which she has many;
6. **Bathroom:** a 3' deep pool serves as the gorgon's bath, which is heated by hot coals placed in the water. A brazier of such coals sits against the wall, and an array of soaps, perfumes and back-scrubbers rests by the edge of the bath;
7. **Balcony** this open balcony looks down onto the clouds and mountains, has no wall, and no guardian. It is windy up here, and anyone too close to the edge has a 1 in 6 chance of being blown off (*save versus paralysis* to catch the edge);
8. **Gymnasium:** a padded training room, which has a wooden mannequin that radiates magic. At the spoken command of "Fight!" it comes alive and attacks, grabbing a weapon from the rack of spears and long swords that rests against the wall. It continues to fight for a turn, or until the command of "Enough!" is given:

■ **Mannequin (1):** *a wooden figure trained in the art of combat and killing. Hit Dice 3 / Hit Points 12 / Armour Class as leather / Move 40' (120') / # Attacks 1 weapon / Damage 1d6 / Morale 12 / Alignment neutral / Special: automatically repairs itself to full after a turn of rest;*

9. **Dining Room:** this rather plain dining room has a modest oak table, benches and a solitary high-backed leather-padded chair by the window. A cupboard holds ceramic plates, wooden utensils and a lot of dust. This is a seldom used room;
10. **Hallway:** a hall between rooms with three silver-tipped spears resting against the wall;
11. **Changing Room:** a low bench sits against the wall, and coat hooks hang from the walls to either side. Towelling robes, a black silk dressing gown and an oiled rag can be found in the room;
12. **Guard Room:** keeping watch on the armoury is another of the gorgon's pets, a fat snake with more than average intelligence:

■ **Fat Snake (1):** *a 10' long, fat-bodied snake with black scales and yellow highlights. Hit Dice 5 / Hit Points 15 / Armour Class as plate / Move 40' (120') / # Attacks 1 bite / Damage 1d6 plus poison / Morale 10 / Alignment neutral / Special: bite carries a paralytic venom, save versus paralysis or paralysed for 2d12 turns;*

13. **Armoury:** this locked room is also warded with a *Rune of Power* that is marked on the door. Anyone seeing this rune (4 in 6 chance, unless specified as not looking) must make a *save versus magic* or be repelled by the symbol, unable to approach within 10' of the door. This effect lasts until dispelled (*dispel magic* or *remove curse*). Inside are two racks of weapons, a stand for armour, and a locked steel chest. There are five long swords, three short swords, four spears, a suit of chain mail, three round shields, and a heavy crossbow and a case of 20 bolts. In the chest are the following items:

- a suit of **silver-plated chain mail** (worth 1250 sp);
- a **jewelled hammer** (small jet stones, worth 1250 sp);
- an expertly made **cloth doll of a gorgon**, worth 1250 sp for its craftsmanship;
- a **large stone statue** of **Medusa**, perfect in every detail and worth 3000 sp;
- and, finally, a sack holding 1250 **silver coins**.

14. **Medusa's Bedchamber:** a modest chamber with a large bed with blankets and a hard mattress, an oak wardrobe with functional yet elegant clothing (tunics, breeches, a couple of dresses, and cloaks; boots, shoes and accessories), and a table and chair. The doors are always locked;
15. **Study:** in this room is a sturdy desk with a pile of dark parchment, pot of quills and a well of black ink. One the wall is a framed map of the kingdom, exaggerated and colourful;

16. **Spy Room:** a small desk and chair rest against the back of the room, on which sits a crystal ball. Anyone gazing into it sees a mist, and concentration allows viewing remotely of **any** room in the fortress, except the cellars, which are somehow warded against the crystal viewing. The door to the room is locked, and the power of the crystal ball is lost if removed from this chamber.
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## BEYOND THE SEVENTH MIRROR

*Passing through this two-way mirror feels no stranger than as if you had crossed the threshold of a normal doorway.*

*You find yourself standing in an oval chamber, the ceiling thirty above you, the curving walls twenty feet to either side. Opposite you stands an immense door, of some unknown silvery metal. Six hexagon-shaped holes, each the size of a fist, form the pattern of a six-pointed star on the door.*

The door is immobile, magically locked and beyond mortal means to open without the keys: six hexagon gemstones; one of each is hidden in the realms behind each of the six other mirrors.

When all six gemstones are placed into the holes (any order will suffice), the door slides up into the ceiling, revealing a set of stairs leading down into darkness. The steps are all made of the same strange silvery metal, but are otherwise normal. The twenty foot wide stairs descends for a hundred feet before opening out into the corridor that marks the beginning of this resting place.

# THE RESTING PLACE OF THE MIRROR-KING

This strange realm could well be the origin of the mirrors and the legendary hallway, but no one will ever know for certain.

The Mirror-King is actually an automaton from the stars, and this realm is its vessel. The walls, floor and ceiling are all moulded from the same silvery, unknown metal, and soft light basks the corridors and room, with no obvious source.

### RANDOM ENCOUNTERS

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Every three turns make a check for random encounters; an encounter occurs on a 2 in 6, as per the following list:

1. **Deafening Alarm:** a tremendous din, like a hundred discordant bells rings out all around; all must *save versus paralysis* or be struck deaf for 2d6 turns;
2. **Cleansing Mists:** yellow mist seeps through tiny, invisible vents in the walls, forming a cloud in a roughly 10' cube, which smells of bleach and lemons. It cleans grime, blood and other impurities that have been deposited on the interior, and if anyone is caught in the mist and breaths it in (*save versus breath* to avoid) their insides are burned for 2d6 damage (per round of exposure);
3. **Intruder Counter Measures:** from the ceiling a hole appears and a silvery hollow tube slides out, taking aim at intruders (i.e. the adventurers): the tube fires 1d6 times, at a different target, shooting out a beam of cold white light; it is at +5 to hit, ignores armour, and any struck is frozen in a coat of ice for 1d6 turns;
4. **Maintenance Robots:** 1d6 **Spider Bots** scurry up, intent on repairing any damage dealt to the ship, or to remove 'vermin' and 'litter' from the interior:
  - **Spider Bots (2d6):** *5' wide mechanical spiders made of glass and alien steel, with clockwork innards and eyes that light up red, green and yellow; front forelegs end in sharp, gripping pincers. Hit Dice 4 / Armour Class as chain and shield / Move 60' (180') / # Attacks 3 bite, pincer, pincer / Damage 1d6, 1d8, 1d8 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; 1 in 6 chance of reflecting ray-like spells or missiles back to the caster;*
5. **Security Patrol:** 1d6 **Patrol Bots** arrive to investigate reports of intruders and/or damage to the ship. They speak crude common, elf, dwarf and goblin, having assimilated it from captives and other intruders over the decades;

■ **Patrol Bots (1d6):** *tall cylindrical machines of silvery ceramic-like shells, with treads for moving, two long, thin hooked arms for manipulation, and a bulbous glass orb-like head with coloured lights inside, and a massive glass-eye that stares out. When they speak, the lights flash and pulsate. Hit Dice 6 / Armour Class as plate and shield / Move 40' (120') / # Attacks 2 claws / Damage 1d8 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; can create hypnotic patterns using their lights, save versus paralysis or freeze in place, fascinated by the patterns until the bot attacks, moves more than 10' or a turn passes;*

6. **Enemy Destroyers:** these mindless automatons are driven by the unending task of finding and eliminating the enemies of the Mirror-King, which are any living being encountered in the ship. They do not communicate, do not negotiate, and seek only to destroy; as such, all encounters with these are *hostile* unless the adventurers are really clever, cunning or make good use of magic:

■ **EDs (1):** *two-legged egg-shaped machines with a red-slit for an eye, two 'arms', one ending in a clasping claw, the other a six-tubed length of silvery ceramic, hollow and painted a deep, dark red. Hit Dice 8 / Armour Class as plate and shield / Move 30' (90') / # Attacks 3 claw, stomp, 'machine' gun (60' short range) / Damage 1d8, 1d6, 2d10 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; self-repairing, 'regenerate' 1 hit point per round when not in combat, even if destroyed;*

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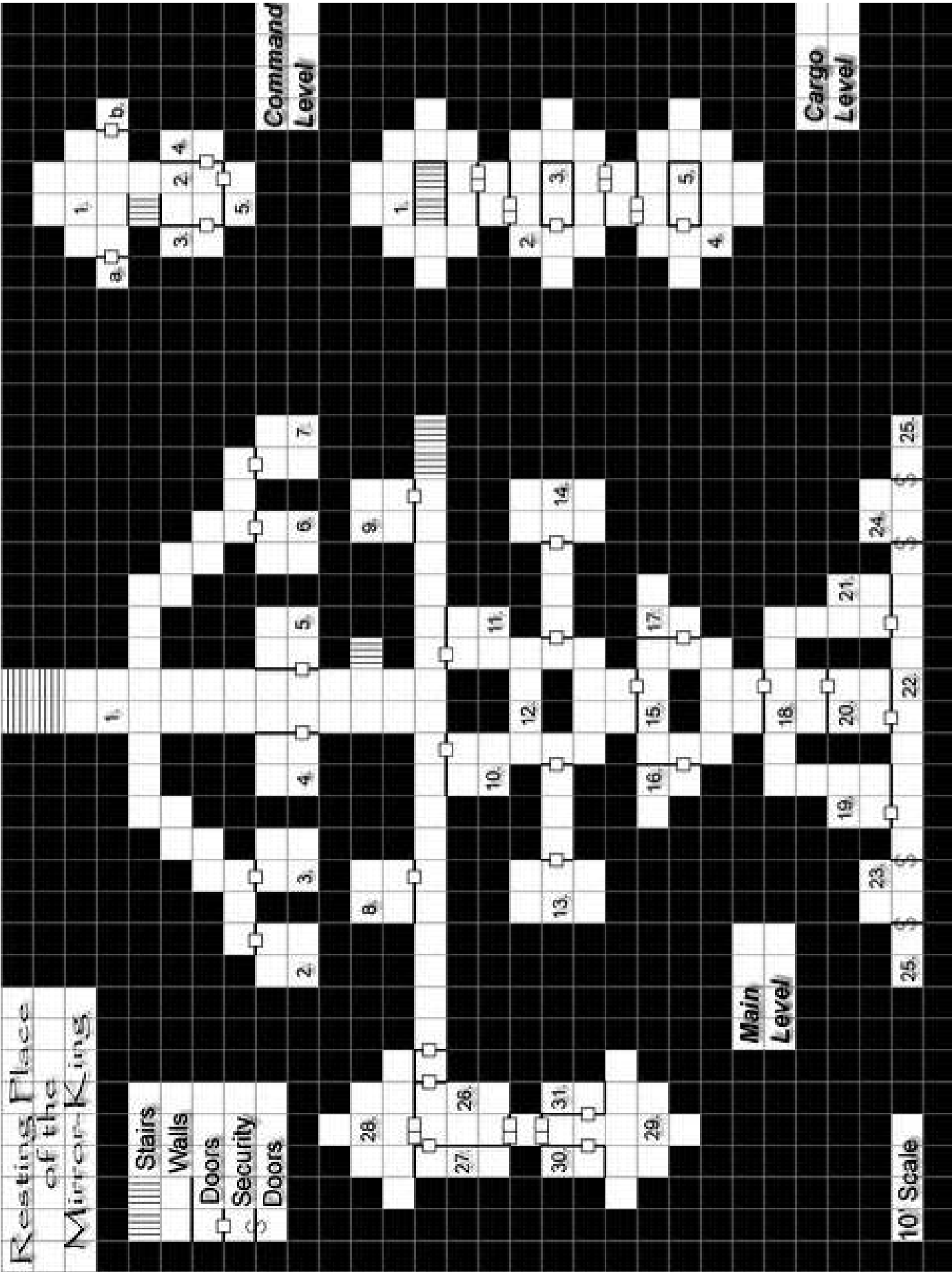
#### MAIN LEVEL

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The main structure of this alien vessel, stuck in the void between one moment and the next, lost for centuries and maintained by machines that live.

Walls, ceiling and floors are made from a silvery ceramic-like metal, seamlessly formed, basked in a soft light. Doors generally slide open with a whisper, and are not generally locked; those doors that are locked have glass-dome buttons that hold coloured symbols and lights, which can be manipulated to open (by luck, for those who do not know what they are doing).

\* \* \*



## MAP DETAILS

1. **Central Corridor:** a low hum, a vibration through the floor and walls, carries through the corridor, which is clean and free of even a trace of dust. There is a faint smell, like the air after a lightning strike, and the sound of metal grinding against metal can be heard in the distance;
2. **Workshop:** this chamber has a table with strange tools attached to it by thin metal cords. The tools seem powerless and are alien, used for crafting components for the automatons of the ship;
3. **Repair Bay:** this chamber has a large table, slightly tilted, with leather-like straps used to hold automatons in place while their 'doctor' fixes them up. This 'doctor' is an **automatic engineer**, which tends to damaged automatons. At the back of the room is a long, low cupboard with a glass front. Inside are vials full of coloured liquids, as well as what look like gemstones in jars; these are all used in the repair of the vessel's inhabitants. Inside the cupboard are also plates of metal, glass panes and orbs, arranged in jars, boxes or just loose on metal shelves. When anyone enters the room, there is a 2 in 6 chance that the **engineer** will mistake them for damaged robots, and seek to 'fix' them; it also attempts to do this if anyone lies on the table (at which point, the straps fold over and lock in place, requiring a 5d6 *Strength check* to get loose); anyone operated on must make a *save versus magic device* or suffer 3d6 damage from the operations and roll on the following table; on a successful save, they take no damage, just suffer mild pain, but must still roll on the table:

1d6 roll	Results of Operation
1	Eyes replaced by gemstones: permanently blinded, but eyes glow in presence of magic (10' cone);
2	Arm replaced by clawed metal arm: lose a point of <i>Constitution</i> , but gain claw attack (1d4 damage);
3	Metal plates grafted to body: lose point of <i>Dexterity</i> but gain +2 Armour Class;
4	Skin turns to metal: reduced to 50% speed, lose 3 points of <i>Dexterity</i> but gain +3 Armour Class and +1 to all saving throws;
5	Legs replaced by metal tripods: gain 25% speed, but lose 1 point from <i>Constitution</i> ;
6	Roll twice, ignore further rolls of 6.

In the cupboard are the following useful and valuable items:

- three dozen **gemstones** that look like small diamonds but come in a variety of different colours (each is worth 50 sp);
- a dozen red-liquid vials that function as *potions of shield* (turns skin metallic, lasts 6+1d6 turns);
- half-a-dozen blue-liquid vials that act as *potions of healing* (cures 1d6+1 hit points as metal threads bind wounds together, leaving a permanent metal scar);
- three vials of green-liquid vials that act as *potions of haste* (lasts 1d10 rounds, speeds up metabolism and reflexes);

■ **Automatic Engineer (1):** *a cylindrical metal being with a glass-domed head full of swirling lights, five thin arms end in scalpels and drills, and a treadmill of tracks where legs would be. Hit Dice 7 / Hit Points 28 / Armour Class as chain / Move 40' (120') / # Attacks 5 arms / Damage 1d8 for all / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; self-repairing, 'regenerate' 1 hit point per round when not in combat, unless destroyed;*

4. **Holding Cell:** this room is seemingly empty, with an open doorway and no obvious door; although a closer look reveals glass hemispheres in the doorway jamb. Anyone entering the room triggers the cell, and a force field

activates, producing dark red beams of lights, like bars, that block the doorway. At the same time, an alarm sounds (as per the *random encounter* table), and the guard from room #5 arrives to investigate. The force field is solid, with an effective *Armour Class* equal to plate, 50 hit points, and inflicts 1d6 lightning damage to anyone touching it (including with metal weapons). Fortunately, the bars have only enough power and charge for 10 charges, and the field fades after 3 turns and needs a further turn to recharge. There is nothing else of interest in the room;

5. **Guard Room:** this room holds one of the **guard automatons**, which is programmed to respond to the cell alarm from room #4. It is attached to the wall of this empty room, by a thick metal cord (its power supply):

■ **Automaton Guard (1):** *tall cylindrical machines of silvery ceramic-like shells, with treads for moving, two long, thin hooked arms for manipulation, and a bulbous glass orb-like head with coloured lights inside, and a massive glass-eye that stares out. When they speak, the lights flash and pulsate. Hit Dice 6 / Hit Points 21 / Armour Class as plate and shield / Move 40' (120') / # Attacks 2 claws / Damage 1d8 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; can create hypnotic patterns using their lights, save versus paralysis or freeze in place, fascinated by the patterns until the bot attacks, moves more than 10' or a turn passes;*

6. **Patrol Resting Bay:** this chamber is where patrol bots reside when not on patrol. Thick metal cables protrude seamlessly from the wall, six in all, each ending in a suction cup of leather-like shell;
7. **Maintenance Resting Bay:** this chamber is where maintenance spiders reside when not on patrol. Thin metal cables protrude seamlessly from the wall, ten in all, each ending in a suction cup of leather-like shell;
8. **Rogue Automaton:** in this normally empty storeroom (which has shelves along the walls) is a **rogue automaton** that has broken free of the Mirror-King's control, and seeks only to escape the ship and the void it lies inside. The rogue speaks crude common and dwarf, with a few words of goblin. It may be a useful ally if befriended:

■ **Rogue Automaton (1):** *5' wide mechanical spider made of cracked and splintered glass and alien steel, with clockwork innards and eyes that light up red, green and yellow; front forelegs end in sharp, gripping pincers. Hit Dice 4 / Hit Points 17 / Armour Class as chain and shield / Move 60' (180') / # Attacks 3 bite, pincer, pincer / Damage 1d6, 1d8, 1d8 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; 1 in 6 chance of reflecting ray-like spells or missiles back to the caster;*

9. **Empty Storeroom:** this room is empty, with shelves lining the walls;
10. **Control Chamber (Lights):** this portion of the larger room has a glass-like wall, with coloured lights and symbols beneath. These are touch-sensitive controls that work the lights of the vessel. Anyone messing about with the controls should roll on the table below; an *Intelligence check* on 6d6 will allow the controller to remember the sequence to activate a specific action:

1d6 Roll	What happens?
1	All the lights in the ship go out: 1d6 <b>spider bots</b> arrive in 1d10 rounds to fix the lights;
2	The lights in sections 1 through 12 go out: 1d6 <b>spider bots</b> arrive in 1d10 rounds;
3	The lights go out in sections 13 to 25: 1d6 <b>spider bots</b> arrive in 1d10 rounds;
4	The lights in the cargo level go out;
5	The lights in the command level go out, but are switched back on in 1 turn;
6	All the lights turn blindingly bright: all must <i>save versus paralysis</i> or be blinded for 1d6 turns: 1d6 <b>spider bots</b> arrive in 1d10 rounds to fix the lights;

11. **Control Chamber (Gravity):** this portion of the larger room has a glass-like wall, with coloured lights and symbols beneath. These are touch-sensitive controls that work the artificial gravity of the vessel. Anyone messing about with the controls should roll on the table below; an *Intelligence check* on 6d6 will allow the controller to remember the sequence to activate a specific action. In addition, a **guard** keeps watch over the controls, preventing access to any non-authorised user:

■ **Automaton Guard (1):** *tall cylindrical machines of silvery ceramic-like shells, with treads for moving, two long, thin hooked arms for manipulation, and a bulbous glass orb-like head with coloured lights inside, and a massive glass-eye that stares out. When they speak, the lights flash and pulsate. Hit Dice 6 / Hit Points 21 / Armour Class as plate and shield / Move 40' (120') / # Attacks 2 claws / Damage 1d8 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; can create hypnotic patterns using their lights, save versus paralysis or freeze in place, fascinated by the patterns until the bot attacks, moves more than 10' or a turn passes;*

1d6 Roll	What happens?
1	Gravity in the entire ship turns off: 1d6 <b>spider bots</b> arrive in 1d10 rounds to reset the controls;
2	The gravity in sections 1 through 25 turns off: 1d6 <b>spider bots</b> arrive in 1d10 rounds;
3	The gravity in the cargo level switches off;
4	The gravity in the command level turns off, but is switched back on in 1 turn;
5	Gravity on the main level is reduced to 50%, effectively reducing the encumbrance of any character and doubling the length they can jump: 1d6 <b>spider bots</b> arrive in 1d6 turns to reset the controls;
6	The gravity doubles on the main level: all must <i>save versus paralysis</i> or take 3d6 crushing damage, and in either case movement is halved: 1d6 <b>spider bots</b> arrive in 1d10 rounds to reset the controls and repair any damage;

When gravity is turned off, weightlessness is in effect: characters can move in three-dimensions, at half-movement until they figure out how to move efficiently (every turn, make a 4d6 *Intelligence check*) and are under the effect of a *feather fall* spell while the gravity is off. When it returns, anyone higher than ten feet will fall and take damage normally.

12. **Engineering Room (Diagnostics):** this room has a central pillar of glass with coloured lights, symbols and a diagram of the main level of the ship. The controls are trapped, a security measure against the unauthorised: anyone attempting to activate any controls feels a pressure beneath their hand a moment before a surge of lightning throws them back; *save versus paralysis* or suffer 2d6 lightning damage;
13. **Occupied Workshop:** this chamber has a metal workbench, holding an array of strange tools and a row of crystals along the back of the bench. In this workshop, a **worker bot** is busy making a circuit-board of glass and clockwork gears. On the bench are the following items:
- a dozen *green crystal lozenges* (each holds enough power for three charges);
  - a metal hammer with a slot for a crystal: with a charge, the hammer is augmented and acts as a *magical hammer*, dealing 2d6 damage on a successful hit and the target must *save versus magic device* or be knocked back a number of feet equal to the damage dealt. Each charge powers the hammer for a turn;
  - a slim, light-weight hand-drill: with a charged crystal, this drill can bore through anything. A charge lasts a turn, and if used as a weapon the drill inflicts 1d6 damage and bypasses any armour; if used as a tool, it acts like a *wand of disintegration* with a limited area of effect;



- a hand-saw that buzzes violently when charged: acts as a *magical weapon*, doing 2d8 damage and ignoring any armour unless plate or better. Each charge powers the saw for 1 turn;
- a pistol-shaped device that fire rivets, and holds six at a time, with three ‘clips’ on the bench: when charge, fires a rivet up to a range of 10’, does 1d8 damage, and acts as a *magic missile wand*. A charge is enough to fire six rivets;

■ **Worker Bot (1):** *tall cylindrical machine with a dark ceramic-like shell, tripod legs, two long, thin hooked arms for manipulation, and a bulbous glass orb-like head with coloured lights inside, and an insectoid glass-eye that stares out. Hit Dice 5 / Hit Points 28 / Armour Class as chain and shield / Move 30’ (90’) / # Attacks 2 claws / Damage 1d8 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; can use the tools on the workbench;*

14. **Empty Workshop:** this room has a workbench, but no tools. In the corner is a broken *spider bot* that is due to be dismantled and used for spare parts;
15. **Engineering Room (Power Systems):** this engineering room has a central pillar of glass with coloured lights, symbols and a diagram of the ship’s engines. The controls are trapped, a security measure against the unauthorised: anyone attempting to activate any controls feels a pressure beneath their hand a moment before a surge of lightning throws them back; *save versus paralysis* or suffer 2d6 lightning damage;
16. **Control Chamber (Engines):** this portion of the larger room has a glass-like wall, with coloured lights and symbols beneath. These are touch-sensitive controls that work the engines of the vessel. Anyone messing about with the controls should roll on the table below; an *Intelligence check* on 6d6 will allow the controller to remember the sequence to activate a specific action:

1d6 Roll	What happens?
1	The ship shudders as power is fed to the engines: a further roll of 1 is treated as 5;
2	The ship rocks as too much power runs through the engines: all must <i>save versus paralysis</i> or be knocked prone. Furthermore, 1d6 <b>spider bots</b> arrive in 1d4 turns to investigate the disturbance;
3	The ship fires up its engines and begins to move out of ‘orbit’. The way out is blocked and the door unable to be opened for 1d6 turns while the Mirror-King regains control. As soon as he has done so, 1d6 <b>patrol bots</b> are sent to investigate, arriving a turn later;
4	The ship shuts down its engines. Only a further roll of 4 reactivates them, otherwise the other controls do not function;
5	A power surge causes an imbalance in the engines. The deafening alarm (as per the <i>random encounter</i> table) sounds until the engines are fixed: 1d6 <b>spider bots</b> , accompanied by 1d4 <b>patrol bots</b> arrive in 1d10 rounds to fix the problem and find the cause;
6	A powerful surge causes an imbalance in the engines. An explosion rocks the ship, knocking everyone off their feet, and anyone by the controls must make a <i>save versus breath weapon</i> or suffer 1d6 damage from bursts of lightning and a shattering of glass. Then the deafening alarm (as per the <i>random encounter</i> table) sounds until the engines are fixed: 1d6 <b>spider bots</b> , accompanied by 1d4 <b>patrol bots</b> arrive in 1d10 rounds to fix the problem and find the cause; until the console is fixed, nothing works.

17. **Control Chamber (Connected Devices):** this portion of the larger room has a glass-like wall, with coloured lights and symbols beneath. These are touch-sensitive controls that control the areas connected to the vessel. Anyone messing about with the controls should roll on the table below; an *Intelligence check* on 6d6 will allow the controller to remember the sequence to activate a specific action:

1d6 Roll	What happens?
1	The doors connecting areas 26 to 31 seal, requiring a further roll of 1 to open them (or a -2 <i>Open Doors</i> check);
2	The stairs to the cargo level is sealed off behind a door, requiring a second roll of 2 to open (or a -2 <i>Open Doors</i> check);
3	An order to cleanse the cargo level goes out: cleansing gas (as per the <i>cleansing mists</i> from the <i>random encounter</i> table) is pumped into the level for a turn, before being drawn back out;
4	An order to cleanse areas 26 to 31 goes out: cleansing gas (as per the <i>cleansing mists</i> from the <i>random encounter</i> table) is pumped in for a turn, before being drawn back out;
5	The separate ship that comprise areas 26 to 31 is jettisoned, lost unless someone is on board to pilot it back. A turn later, 1d6 <b>patrol bots</b> led by an <b>ED</b> come to investigate and deal with any intruders;
6	The cargo level is sealed and jettisoned from the ship, forever lost. A turn later, 1d6 <b>patrol bots</b> led by an <b>ED</b> come to investigate and deal with any intruders.

Guarding this chamber is an **automaton guard**:

■ **Automaton Guard (1):** *tall cylindrical machines of silvery ceramic-like shells, with treads for moving, two long, thin hooked arms for manipulation, and a bulbous glass orb-like head with coloured lights inside, and a massive glass-eye that stares out. When they speak, the lights flash and pulsate. Hit Dice 6 / Hit Points 21 / Armour Class as plate and shield / Move 40' (120') / # Attacks 2 claws / Damage 1d8 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; can create hypnotic patterns using their lights, save versus paralysis or freeze in place, fascinated by the patterns until the bot attacks, moves more than 10' or a turn passes;*

18. **Engineering Section:** areas 18 to 25 comprise the engineering section of the ship, with the walls replaced with metal grilles, behind which are wires, pipes and gears, all unreachable by normal means;
19. **Access Hatch:** the door from this room is thick and solid, with yellow stripes across its width, marking it as dangerous. It does not open automatically, but by pressing a red glass-dome (button) on the side of the door;
20. **Radiation Chamber:** the doors to this room are thick and solid, with yellow stripes across their width, marking them as dangerous. These do not open automatically, but by pressing a red glass-dome (button) on the side of the door. Each door has an identical button on the inside, and the doors seal themselves shut after a round. Inside the room are dark metal walls, and a hexagonal pillar in the centre, about three feet tall. A screw-top dome rests upon it, and if unscrewed the pillar is found to be hollow and filled with a sickly green light that emanates from a crystal lump of dark green matter: this light given off is deadly radiation and every round spent in the glow requires a *save versus poison* or be afflicted with *radiation poisoning* (onset, 1d4 days, duration 1d6 months, new save every day or suffer 1d4 points of damage to all physical attributes). Handling the crystal has the same effect;
21. **Access Hatch:** the door from this room is thick and solid, with yellow stripes across its width, marking it as dangerous. It does not open automatically, but by pressing a red glass-dome (button) on the side of the door;
22. **Engine Access Corridor:** this low ceiling corridor (6' high) has iris hatches at either end, opening into the main machinery of the ship's engines. A soft green glow fills this section, which is highly radioactive: for every turn spent here, a character must make a *save versus poison* or be afflicted with *radiation poisoning* (onset, 1d4 days, duration 1d6 months, new save every day or suffer 1d4 points of damage to all physical attributes);
23. **Patrol Bot Factory:** this chamber has a round hole in the 5' ceiling, from which new **patrol bots** pop out when they are built, to replace any destroyed or in times of great need; when this happens, a globe of glass and metal falls out,

and in 3 rounds it unfolds into a fully-functioning automaton; the mechanism around the chamber is warded, to protect the security automatons, and if tampered with it releases a special **guardian bot** from the hole, which unfolds and attacks in a round:

- **Guardian (1):** *short cylindrical machine with a silvery ceramic-like shell, with treads for moving, two long, thin hooked arms for manipulation, and a bulbous glass orb-like head with coloured lights inside, and a massive glass-eye that stares out. Hit Dice 8 / Hit Points 32 / Armour Class as plate and shield / Move 40' (120') / # Attacks 2 claws / Damage 1d8 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; can create spark of lightning that arcs between all in 10' radius, save versus magic device or struck for 2d6 damage;*

24. **Spider Bot Factory:** this chamber has a round hole in the 5' ceiling, from which new **spider bots** pop out when they are built, to replace any destroyed or in times of great need; when this happens, a globe of glass and metal falls out, and in 3 rounds it unfolds into a fully-functioning automaton;
25. **Engine Machinery:** these sections are low (5' high) and filled with gears, wires, pipes and liquid bubbling away in glass jars. These power the engines, and hence the ship. They can be destroyed, if enough damage is inflicted: each has an effective *Armour Class* equal to plate and shield, and have three levels of hit points, as follows:
  - *First Level: 25 hit points;* if this level of damage is inflicted, all the lights on the main level will go out; if both are damaged, the gravity also gives out;
  - *Second Level: 30 hit points;* if this level of damage is dealt, the power supply to the security bots (both **guards** and **patrol bots**) is disrupted, and no new bots will be built (presume 1d10 remain); if both are damaged to this level, all but the **spider bots** and the **Mirror-King** are rendered powerless, except for 1d10 bots that are still out and about;
  - *Third Level: 25 hit points;* the remaining bots are powered down, and the engines shut down; if both are destroyed, the ship is set adrift, powerless, with the exit blocked and only the **Mirror-King** still functioning.

Areas 26 through 31 are a separate ship, attached to the main vessel by an airlock. It is effectively a shuttle for scouting and planetary landings.

26. **Main Deck:** the airlock opens off the main vessel into this scout ship, wherein a **scout automaton** rests, looking after ceramic boxes that hold treasure looted (taken for analysis) from other worlds:
  - box of 500 **triangular coins half-silver, half-gold**, stamped with images of eyes clustered together (each worth 10 sp);
  - a wicker picnic hamper holding **silver forks, spoons, knives and half-a-dozen green crystal wine glasses** (altogether worth 2000 sp);
  - a box of 1000 **cubic silver coins**, stamped with symbols (each worth 5 sp);
  - a box full of **small round copper coins**, with an inner circle of silver, stamped with alien runes around the edge (5000 in all, each worth 2 sp);
  - stacks of 250 **hexagon gold pieces** (each worth 75 sp);
  - the cured **furry hide of a leopard** (worth 250 sp);
  - 250 **square platinum coins** with faces bearing images of pouncing tigers (worth 100 sp each);
  - a **pale gold ceramic-like armband** with a gemstone similar to a ruby, that depresses when pushed (worth 1000 sp to someone interested in exotic jewellery; pressing it makes a beeping sound, and if you listen carefully an echo of a voice can be heard, "Down and Safe");
  - 1000 **silver coins** from the PCs own kingdom;
  - a box of a **dozen lumpy gemstones**, possibly crude diamonds (worth 250 sp each);
  - a box of spherical gold coins, three dozen in all (worth 100 sp apiece);

- a silver comb festooned with small sapphire gems (worth 2000 sp);
- five bottles of red wine, fruity and full-bodied, labelled with a simple picture of a farming valley and the words “Best of the Shire” (each worth 150 sp to a wine expert);

■ **Automaton Scout (I):** *squat crab-like robot encased in a silvery ceramic-like shell, with treads for moving, two long, thin hooked arms for manipulation, and a dome of glass atop its frame, filled with multiple lens-eyes and coloured lights that shift and alter shape constantly. Hit Dice 4 / Hit Points 17 / Armour Class as chain / Move 50' (150') / # Attacks 2 claws / Damage 1d6 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; can sense invisible or otherwise hidden creatures within 30' radius; fire sleep darts (as the spell) three times per round from a pistol-like arm attachment, treat as a ranged attack with a range of 60';*

27. **Science Laboratory:** this long room has a long wall-mounted worktop, and a wall of glass and coloured lights, a console used to analysis objects gathered during exploration. It is currently in stand-by mode;
28. **Control Bridge:** this chamber is the bridge of the small scout ship. Three alcoves hold a glass console, full of twinkling lights and flashing symbols. A wide window of glass curves around the room, showing a dark void outside, with streams of coloured smoke drifting past. The consoles are multi-functioning, touch-sensitive, and if messed about with, have the following effects (and with a 6d6 *Intelligence check* the sequence can be memorised):

1d6 Roll	What happens?
1	The scout ship fires a pulse of burning energy into the void, that sizzles into darkness;
2	The lights go out and remain out for a full turn before switching back on;
3	An alarm sounds on the console, bringing 1d6 <b>patrol bots</b> in 1d4 turns to investigate;
4	The airlock seals and locks, and the scout ship jettisons into the void;
5	The engines power up: if the ship has been jettisoned it returns and docks in a turn;
6	The engines power down and the lights and gravity all turn off, for 1d6 turns.

29. **Recharge Bay:** used by the scouting automatons to recharge and repair themselves, this chamber has three power cables attached to the walls;
30. **Cargo Bay One:** a dozen empty ceramic boxes are stacked at the rear of the room, but they are unstable and anyone searching through them has a 4 in 6 chance of triggering a collapse, which requires a *save versus paralysis* for all in the room, those that fail take 1d6 damage from the falling boxes;
31. **Cargo Bay Two:** this bay is empty, but has leather-like straps attached to the walls, a cargo net for the boxes used to store specimens and supplies.

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## CARGO LEVEL

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Hanging from the bottom of the vessel is a series of joined cargo containers, some still holding their cargo from alien worlds.

### MAP DETAILS

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1. **Cargo Bay One:** this bay is empty, with hanging straps and netting adorning the walls;
2. **Cargo Bay Two:** this bay is guarded by an **automation guard**, which patrols the bay. The netting here is also empty, and the door to the cargo pod is not locked:
  - **Automaton Guard (1):** *tall cylindrical machines of silvery ceramic-like shells, with treads for moving, two long, thin hooked arms for manipulation, and a bulbous glass orb-like head with coloured lights inside, and a massive glass-eye that stares out. When they speak, the lights flash and pulsate. Hit Dice 6 / Hit Points 37 / Armour Class as plate and shield / Move 40' (120') / # Attacks 2 claws / Damage 1d8 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; can create hypnotic patterns using their lights, save versus paralysis or freeze in place, fascinated by the patterns until the bot attacks, moves more than 10' or a turn passes;*
3. **Cargo Pod:** this pod holds dozens of dry reeds, stacked high together with glass jars full of coloured beads. Opening the door causes these to pour out like a flood, potentially hitting all those before the door: all in front must *save versus paralysis* or be struck by lots of falling objects, 2d6 damage, with a save meaning the character leaps out of the way;
4. **Cargo Bay Three:** this bay is full of broken ceramic boxes, held in place by netting. Liquid contents have congealed on the floor, making the surface slippery and sticky, but harmless;
5. **Cargo Pod:** an empty pod, with blood stains on the walls.

## COMMAND LEVEL

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The brain of the vessel, and the lair of the Mirror-King himself.

### MAP DETAILS

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1. **Command:** this is the ship's bridge, where the **Mirror-King** stands watching the glass consoles that adorn the walls. A curving window of thick glass shows the outside void, and the sleek-lined hull of the ship. These consoles only respond to the King's own touch;

## THE MIRROR-KING

- **The Mirror-King (1):** *a 15' tall humanoid made of sharp-edged and angled mirrors, with clockwork innards and pipes feeding steam and green oil to his internal workings. His face is the only non-mirrored surface, instead being a pulsating red brain in a thick glass bowl with an eye in the middle. Hit Dice 15 / Hit Points 69 / Armour Class as plate / Move 50' (150') / # Attacks 2 fists / Damage 2d8, 2d8 / Morale 12 / Alignment Lawful / Special: telepathic; immune to any attacks or spells that affect living creatures; 2 in 6 chance of reflecting missile or ray spells back to the caster; within a lit area, the Mirror-King can focus the light and send a burning ray towards a target in 60' range, acting as a missile ranged attack, doing 3d6 damage; within a lit area, cast suggestion once per turn;*
  - a. **Gunnery:** in this small room is a glass console, which controls the guns that sit atop this vessel. Touching the controls has a 2 in 6 chance of shooting rays of energy into the void, but otherwise has nothing for the characters;
  - b. **Power Supply:** this chamber has a thick power cable, which the King uses to recharge himself;
- 2. **The King's Hoard:** standing in this chamber is the Mirror-King's bodyguard, who guards the treasure locked away in the rooms that lead off (each door has a glass-panel of symbols, accessed by touch):

■ ***Automaton Bodyguard (1):*** *crab-like spidery machine with ceramic shell and two large clawed arms, six multi-jointed legs, and a dozen glass domed eyes upon its thick body. Hit Dice 9 / Hit Points 49 / Armour Class as plate and shield / Move 40' (120') / # Attacks 2 claws / Damage 2d6 / Morale 12 / Alignment Lawful / Special: immune to any attacks or spells that affect living creatures; if a claw hits, save versus paralysis it be grabbed and crushed for 1d6 damage each round, automatically until freed (break loose takes a full round and an Open Doors check);*

3. Behind this locked door are a **cupboard of a pale gold wood**, strong yet light, with elephants carved into the doors (worth 2500 sp), inside of which are three charred skeletons, one wearing a **silver necklace adorned with teardrop rubies** (worth 5000 sp), another clutches a **small emerald** in its hand (worth 2500 sp), and the third wears a pair of **mithril leggings** (worth 5000 sp); in a ceramic box are a pile of fifty **gold pieces** (from the PCs world, worth 50 sp each);
4. In this vault are a **platinum candelabra with gold-flecked wax candles** of a deep blood red still untouched (worth 5000 sp); a **green felt hat with silver trim**, a **rare phoenix feather** (steadily burning with a rainbow flame, never ending) stuck in the peak (worth 7500 sp); a small ceramic box holding 8000 **silver pieces**; a **bundle of rolls of blue, red and green silks** (ten rolls, each weigh 20 lbs, and worth 100 sp each); as well as a glass-and-ceramic pistol with a inner glass bulb full of fluorescent blue fire: a **magical death ray** (ranged weapon, 60' short range, does 2d6 damage on a hit, takes a round to recharge; holds enough 'fire' for 20 shots);
5. And, finally, in this room are the last items of the Mirror-King's hoard:
  - a **low side table with dragon-shaped oak legs, a glass top flecked with gold and silver, all held together with platinum clasps** (worth 2500 sp);
  - ceramic boxes holding 5000 **silver pieces**, 200 **gold coins** (worth 50 sp each), and 100 **platinum coins** (each worth 100 sp);
  - a skeleton of a man, dressed in torn and charred chain mail, with the skull containing 100 **gold coins** (each worth 50 sp);
  - a ceramic box holding a **dozen black scrolls**, all old parchment full of spidery writing and arcane symbols, written in an alien language. If translated they are histories of unknown realms and worlds, worth 2500 sp each to a scholar;
  - and, lastly, a **small perfume bottle of pure crystal in the shape of an oak tree**. The perfume is a pale silver, smells of the forest, and is worth 2500 sp.

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THE END

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