

Advanced Dungeons & Dragons®

Official Game Adventure

Baltron's Beacon

Philip Meyers

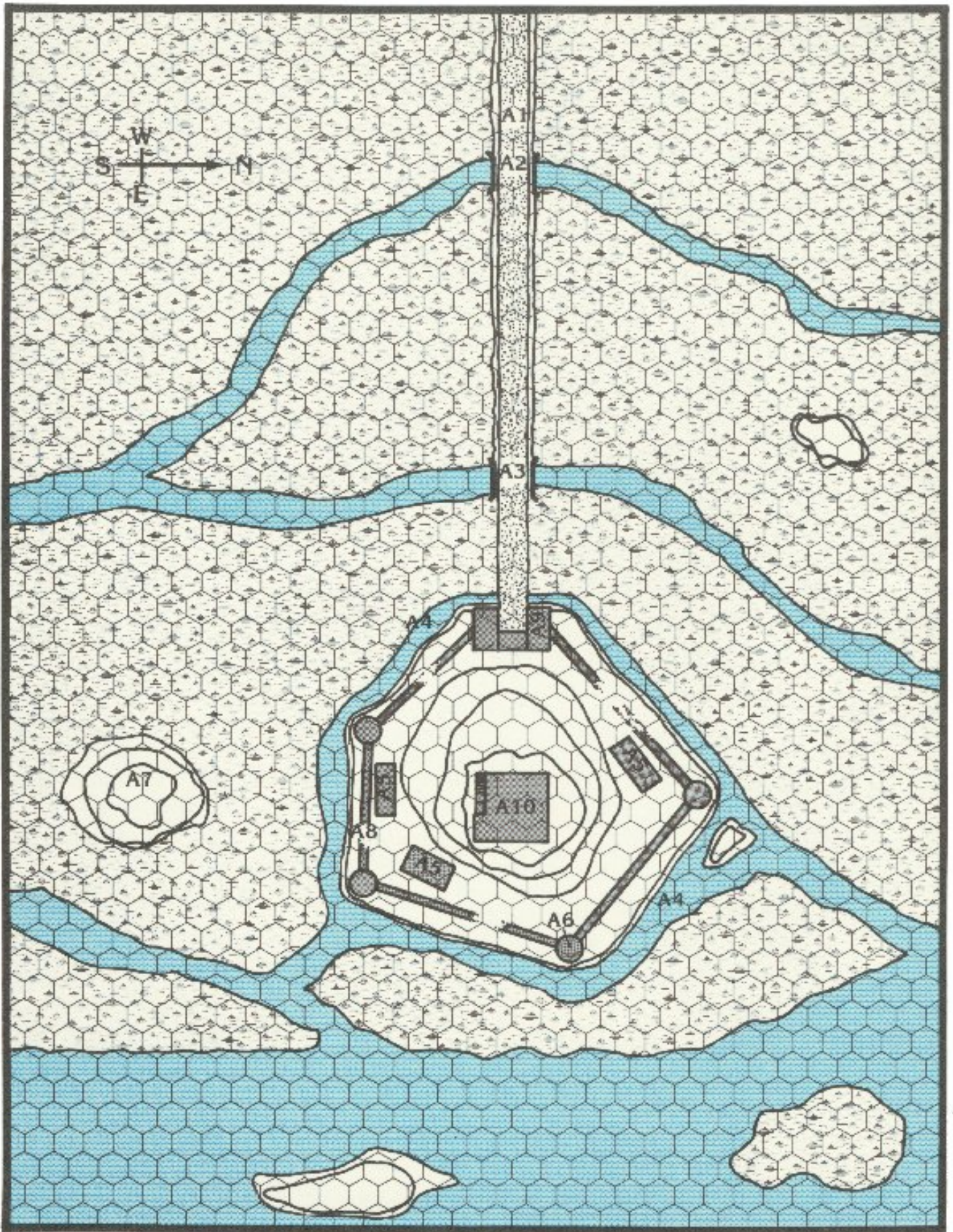


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MAP 1

Scale: 20 feet per hex



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Swamp



Solid ground



Pond/stream



Wall



Partial wall



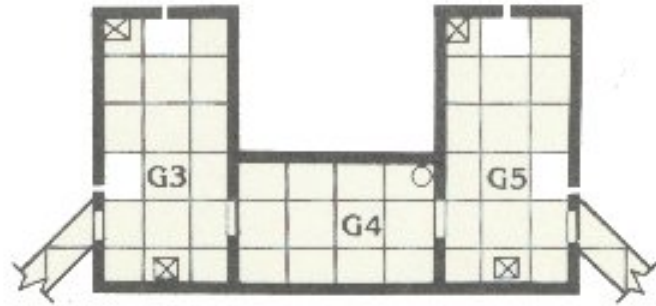
Bridge

MAP 2: GATEHOUSE

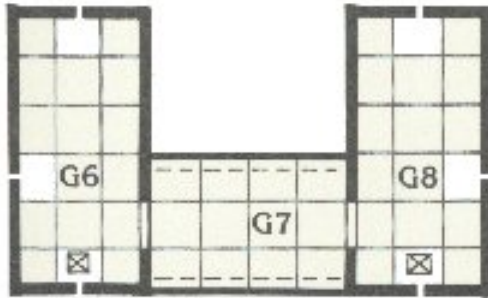
Scale: 5 feet per square



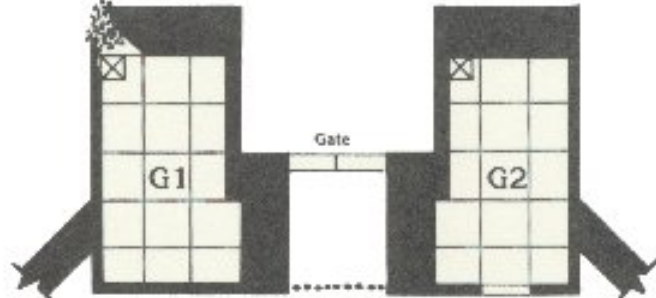
ROOF



SECOND FLOOR



THIRD FLOOR

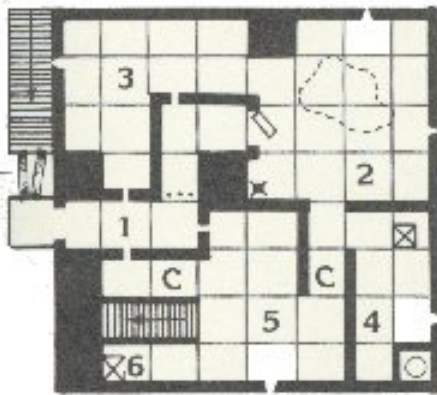


FIRST FLOOR

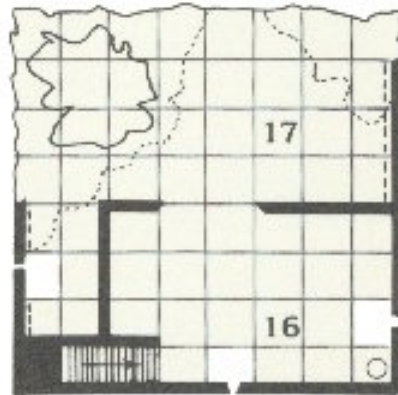


MAP 3: THE KEEP

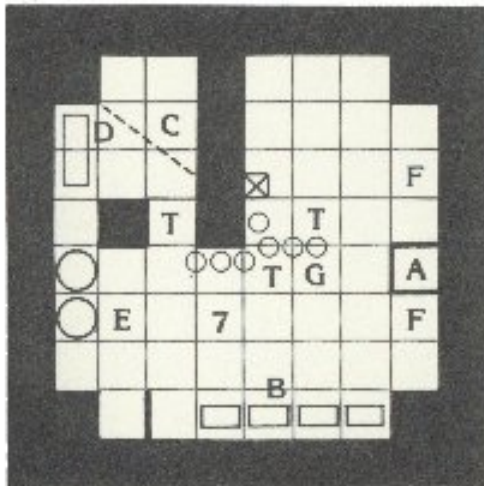
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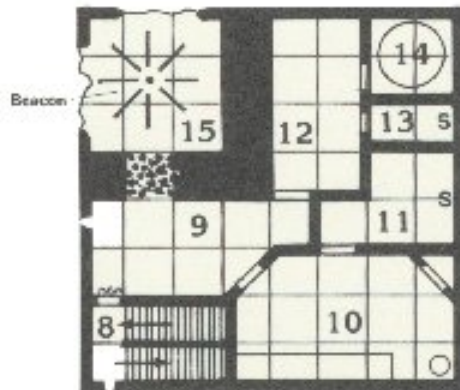
SECOND FLOOR



FOURTH FLOOR & ROOF



FIRST FLOOR



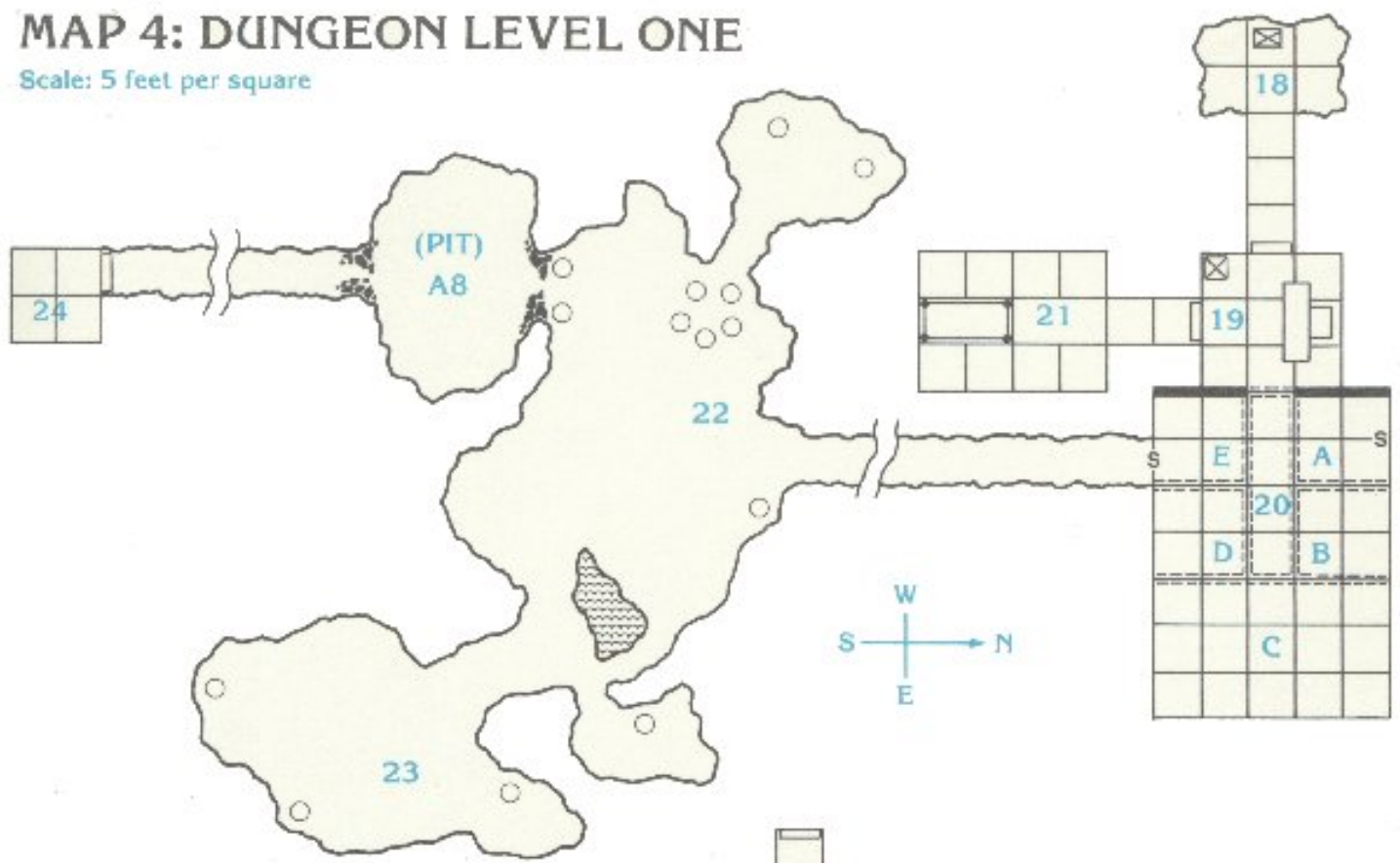
THIRD FLOOR

Key

- Door
- Secret door
- Trap door
- Portcullis
- Crenelated wall
- Rubble
- Arrow slits
- Stairs (direction)
- Capstan axis
- Curtain
- Statue
- Cell bars
- Special feature

MAP 4: DUNGEON LEVEL ONE

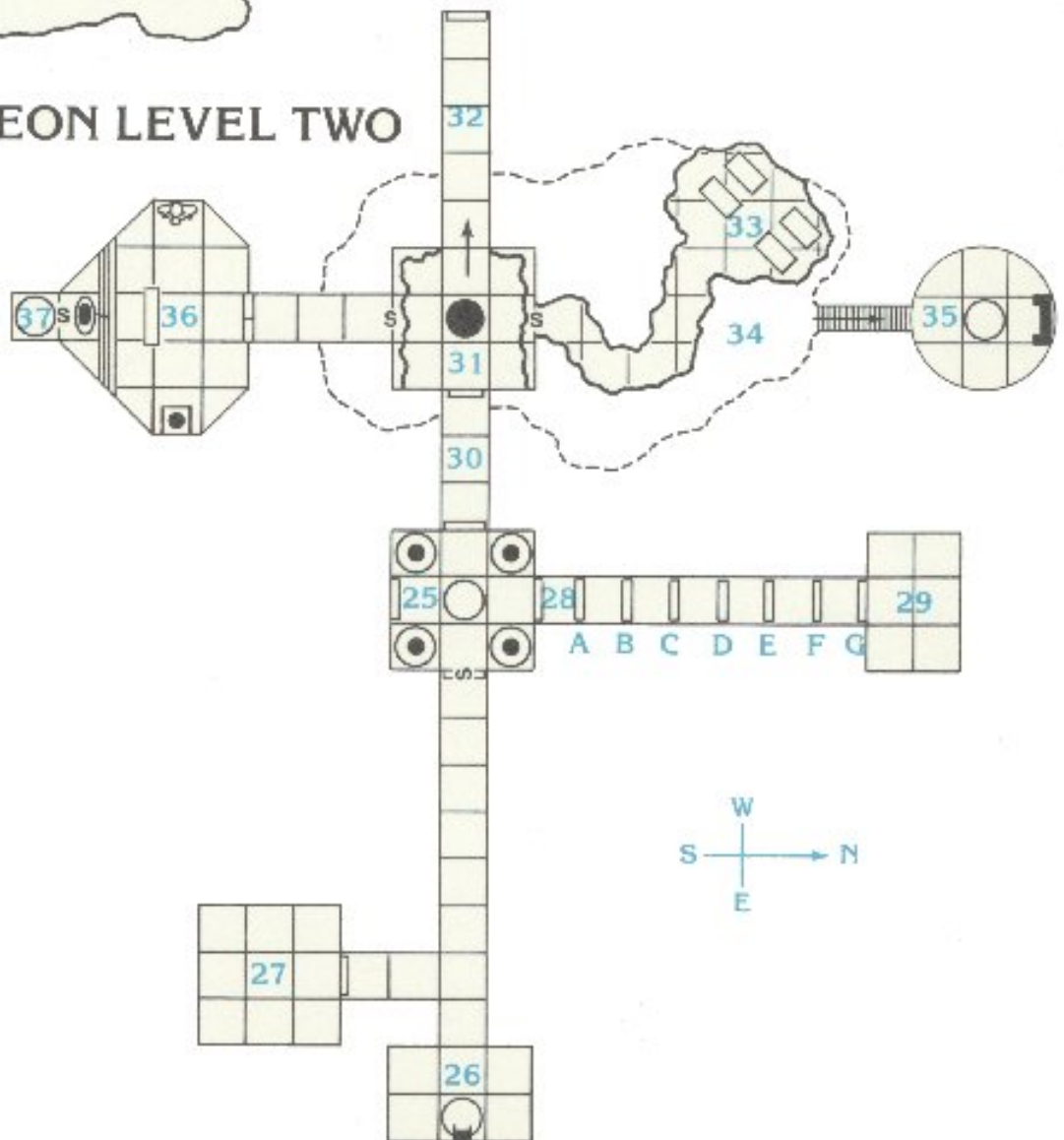
Scale: 5 feet per square



MAP 5: DUNGEON LEVEL TWO

Scale: 10 feet per square

- or
- secret door or panel
- trap door
- skullis
- related battlement
- ible
- ow slits
- ira (direction of arrow)
- stan and winch
- tain
- tue
- bars
- cial features (see text)



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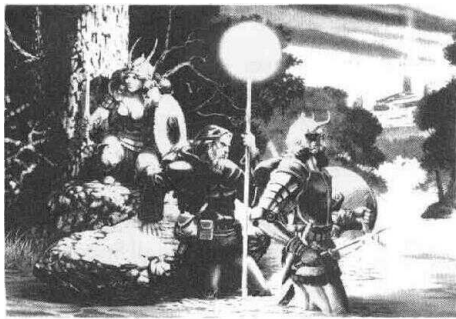
Apply in Person

No magic messages accepted.

Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

For 5-10 Characters, Levels 4-8



Baltron's Beacon

by Philip Meyers

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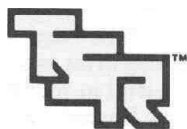
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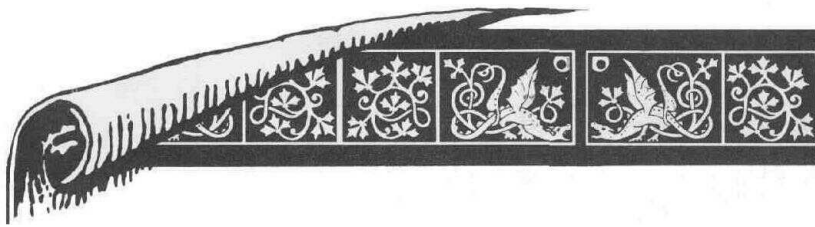


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Before the Adventure

Baltron's Beacon is designed for play by 5-10 characters of fourth to eighth level of experience. The party should include several strong fighters, at least one magic-user of fifth level or higher, and one or more elves. A party of pregenerated adventurers has been provided for use if desired. As Dungeon Master (DM), you may use *Baltron's Beacon* in any campaign or world setting you choose.

Read the adventure carefully before running it for the players. Study the maps while reading the area descriptions. Important encounters are indicated by numbers on the maps which match the numbered area descriptions. Read the boxed information to the players. Do not read unboxed information aloud; it is for your use in guiding the characters through the adventure. You must decide how much of the unboxed information to reveal to the players, and when.

The following abbreviations are used in this adventure:

C	= Cleric	d	= die
F	= Fighter	XP	= Experience Points
MU	= Magic-User	pp	= platinum piece
T	= Thief	gp	= gold piece
AC	= Armor Class	ep	= electrum piece
MV	= Movement rate	sp	= silver piece
HD	= Hit Dice	cp	= copper piece
MR	= Magic Resistance	AL	= Alignment
hp	= hit points	L	= Lawful
#AT	= number of Attacks	N	= Neutral
SA	= Special Attacks	C	= Chaotic
SD	= Special Defenses	G	= Good
Dmg	= Damage	E	= Evil
S	= Strength	D	= Dexterity
I	= Intelligence	Co	= Constitution
W	= Wisdom	Ch	= Charisma

Background

A strangely delivered advertisement draws the characters to an odd sage named Demetrios. He needs a rare component to create a new but desperately needed potion. To accomplish this, however, the party must first go to a castle ruin in the middle of a large swamp, and then find a substance known only as "black flame."

A 16th level magic-user named Baltron is said to have gone to this deserted tower about

a year ago, and claimed it as his own. After rousting the creatures that had infested the place, he set about a great summoning of the legendary Nakimas, the great elemental spirit of the marsh. The spell failed disastrously, destroying Baltron and parts of the keep and its outer defenses. Now a powerful green light shines blindingly from the remains of Baltron's workroom, an impressive reminder of his failure. This light is now an object of worship to the denizens of the swamp, including several thousand lizard men.

But some do not hold the eerie beacon in such awe. The tower is currently inhabited by Leptor, an eighth level chaotic evil magic-user, formerly Baltron's apprentice. When the beacon appeared, Leptor knew that some powerful magic had failed and started at once on the perilous journey through the swamp. He was not motivated by love for his teacher nor by hope of coming to his aid. Rumors said that Baltron had perished, and Leptor was eager to glean the remnants of powerful magicks denied him by his former master—along with Baltron's not insignificant hoard of treasure.

Leptor is accompanied by his assistant, Virna. For safety, Leptor hired the services of the renegade Antarcus (a former ranger) and his henchmen, using what small funds he had as advance payment and hoping to find sufficient treasure in the keep to settle the bill. Unfortunately, Leptor has not succeeded in locating Baltron's secret treasury, and Antarcus' patience is wearing thin.

Leptor's success in rousting the many foul residents of the keep has not yet equalled Baltron's. Leptor holds a mere section of the place, and the monsters who overrun the rest serve to insulate him from Antarcus and his band, who use the gatehouse as a base of operations. These mercenaries are reluctant to leave without their pay, so they allow Leptor to continue his search of the tower. But they also make sure that he does not try to leave.

Encounters

When the party finally nears the keep, refer to Map #1 (Area overview). As the characters approach a numbered area, describe it using the map and information given in the text.

When the party's location can be found on Map #1, roll 1d6 each 3 turns to check for random encounters. If the result is 1 or 2, roll 1d100, and refer to your "Yard and Keep Encounters" chart (page 13) to determine the type of creature. Make an extra check for any turn in which the party produces loud or unusual noises (including the sounds of battle).

The entries for placed encounters in the outer areas and the yard of the keep have an "A" prefix. Areas within the gatehouse (A9) are described in detail, each with a "G" pre-

fix, and are illustrated on Map #2. The remaining encounters—in the keep itself and the two dungeon levels below—have no letter prefix, all being numbered in sequential order. These areas are illustrated on Maps #3, #4, and #5.

Standard chances of surprise should be checked in each encounter, rolling 1d6 for each side, unless the encounter description gives other instructions.

Whenever human or demi-human NPCs are detailed, examine their ability scores carefully to determine hit roll bonuses (if any). Damage ranges given include all Strength and magic bonuses.

Preparing For The Adventure

Before starting, you should become familiar with the primary opponents. These opponents and where they are located include: King Yiss and his followers and allies (Swamp and several other areas), Antarcus (area G8) and his henchmen (G6), Leptor and Virna (area 10), and a special guardian (area 35).

If the players use their own characters, and if these characters are at separate locations in your campaign world, you have two options to bring them together. You may either create different preliminary adventures for each group or individual, or maneuver the characters into a single group by some means. The arrival of the scroll-advertisement occurs in either case, leading to this adventure. Modify the following boxed text accordingly, if needed, to suit your campaign and preference.

Carefully remove pages 13-20 from this booklet. They form two sheets of paper, of four pages apiece. Cut or tear the center sheet in two, so that the characters (pages 17-18) and the map and graph paper (pages 15-16) are on separate sheets.

If the players want to use the pregenerated characters, give them pages 17-18. They should transfer the information to standard character sheets, and add other details from the *Players' Handbook* as needed. If the players use their own characters, you may add these characters to your existing stock of NPCs. Be sure to review their equipment first, adding or deleting items to match other NPCs of comparable level in your game world. Do not give out the Players' Map at this time.

The scroll illustrated on the adventure cover will soon be needed. If you are using the cover as a DM screen, keep that panel folded in and unseen by the players.

New Monsters



New Monsters

In most TSR adventures, new monster descriptions are placed at the end, in an appendix. After you run this adventure, please write to TSR and tell us which you prefer—descriptions here, in the DM notes, or at the end.

VAMPIRE MIST

FREQUENCY: Rare
NO. APPEARING: 1-3
ARMOR CLASS: 4 (8)
MOVE: 12 "(6" after feeding)
HIT DICE: 3
% IN LAIR: 60%
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
LEVEL/XP VALUE: IV/280 + 3 per hp

The vampire mist is related to the crimson death, and is suspected to be the immature form of that horror. It appears as a pale cloud, normally 5-8 feet in diameter but variable in size and density. It is encountered only in bogs, swamps, and similar chill and damp places, including dank subterranean areas.

Healthy vampire mists have maximum hit points (8 per die), but are almost never encountered in this state. A 'mist loses 1 hp for each 12 hours without feeding, and is thus always hungry when encountered wandering. It regains hit points by enveloping its victim with its gaseous tendrils, and draining the victim's fluids, turning a pink hue after feeding. The 'mist regains 1 hit point for each 2 points of blood drained, but this is not regeneration.

Though this is the 'mist's primary reason for attacking, it is quite capable of defending itself even when fully sated. The slightest touch of its airy tendril inflicts 1-8 points of damage, draining blood that the monster simply discards.

Non-magical protections are usually of no value against the 'mist's attacks. Character types are thus treated as base AC 10, modified only by Dexterity and magical protections (shields having no effect).

If the 'mist's hit roll is 4 or greater than the minimum needed, its enveloping attempt is successful. No further hit rolls are needed; the 'mist automatically inflicts 1d8 points of damage each round thereafter until it flees or is slain. If the 'mist is struck while its victim is enveloped, the damage from the blow is divided evenly between the victim and the 'mist. An enveloped victim may attack the mist physically, without risk of sharing the damage. However, the enveloping damage is constant, disrupting concentration, and thus preventing the victim's use of spells and most magical devices.

A 'mist can normally be damaged only by magical weapons and spells that affect air, including *lightning* and *magic missile* spells. After feeding, however, the monster takes on substance; it slows to 6" rate, its Armor Class drops to 8, and it can then be damaged by normal weapons.



VITRIOLUS

FREQUENCY: Very rare
NO. APPEARING: 10-100 or 100-1,000
ARMOR CLASS: 8
MOVE: 6"
HIT DICE: 1/2
% IN LAIR: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Exploding
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Non-
ALIGNMENT: Neutral (Chaotic)
SIZE: S (3' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
LEVEL/XP VALUE: II/32 + 1 per hp

Vitrioli are enchanted monsters native to the Para-elemental Plane of Ooze. They do not respond to conjurations by any known spell, but can be summoned by use of a special liquid. Though anyone can use the liquid, only its creator can command the vitrioli only when they first appear.

Vitrioli appear on the Prime Plane as tiny faceless humanoids that appear to be made of sand. They glow with a dim green light. Excitable even on their home plane, they become enraged when drawn from it, attacking any living thing they see, except each other. All details here apply only to their Prime Plane forms, as they have thus far eluded close observation in their native environment.

A Vitriolus explodes when hit or when it hits an opponent. The explosion has a 5-foot radius, and produces both fire and acid damage. Each victim in the area must make two Saving Throws vs. Breath Weapon. The fire damage is 1d8 points plus the original hit points of the Vitriolus. The acid damage is 2d4 points. A successful saving throw reduces damage to one-half in each case. Failure of either saving throw requires further saving throws for items carried. The explosion can also cause structural damage: 1 point to wood, 1/2 point to metal, but no damage to earth or stone. The Vitriolus is immune to fire and acid-based attacks. It loses 1 hit point per 6 hours spent away from its home plane, disintegrating when reaching 0 hit points.

Vitrioliquid: A cleric may create a vial of this rare fluid by combining three types of acid, swamp water, and graveyard soil in the proper proportions. The following spells must be cast on the mixture, in this order: *light*, *flame strike*, *animate object*, *command*, *implore*, and *quest*. Some knowledge of the Para-elemental Plane of Ooze is also required. There is a 30% chance that the finished liquid suddenly and permanently drains 1 point of Constitution from the caster, probably because of some force emanating from the monsters' home plane. Such damage cannot be avoided except by chance, though it can be repaired in the usual ways.

Vitrioliquid is always kept in a glass vial, for glass is the only known substance through which the liquid cannot eat. If the entire potion is poured out or the vial broken on earth or stone,

10-100 vitrioli appear from the spot at the rate of one each two segments (5 per round). If only part of the liquid is used, the number of creatures appearing is proportionately fewer. If the liquid is poured into a swamp or other mixture of water and abundant plant life, the number of creatures summoned is greater by tenfold (100-1,000), as the rich muck beneath the water somehow enhances the effect. If the liquid is poured out onto any other substance except glass, it eats its way through and continues downward until it reaches stone or earth.

A sip of vitrioliquid causes 1-6 points of damage; drinking more than a sip is extremely dangerous. The foolish imbiber must roll 1d20; a result of 1-19 indicates death (immediate reduction to -20 hit points), and a result of 20 means that the victim survives the experience but with only 1-4 hit points remaining. This effect supercedes and negates the usual effects of the liquid; no creatures are summoned, and the liquid does not eat its way out of the victim.





At the appropriate time, read the following boxed section aloud to the players:

You are walking from your lodgings to the local tavern when, without warning, something soft and light drops from the sky and lands on your head with a "plop." You look up to see a crow 10 feet overhead. If crows could smile, you'd swear he looks very pleased with himself.

Reluctantly, you raise your hand to feel the top of your head. To your surprise, it is dry. The crow laughs raucously and turns off toward the east. Looking down, you notice a rolled parchment tied with a stout cord. Picking it up, you break the string and read it.

Reveal the scroll illustration on the adventure cover to the players. You may copy, roll, and tie it beforehand, if you wish.

Give the players a few minutes to discuss the message and decide how to proceed. Of course, if they decline the opportunity, this adventure does not occur. You may need to drop unobtrusive hints to that effect.

If the characters ask townspeople how to reach Labalna, they are told that it is "off to the southwest" (or whatever direction suits your campaign). You may extend this section by adding encounters along the way if desired.

If the characters have never adventured together before, they should meet on the road to Labalna or when they reach Demetrios's dwelling. If the former occurs, an amusing encounter might result if you ask for surprise rolls, separate the players, and carefully describe the "monsters" each has encountered (meaning, of course, the other PCs). If so, try to steer the action away from immediate combat with high chances of lethality, as this could seriously interfere with future party cooperation.

If they travel separately, some characters may reach the old sage's house before others. This would be a good time for introductions, and an astute player might take the first steps toward assembling an adventuring party. This may in turn produce a natural party leader, or it may lead to some rivalry or jealousy. In any event, Demetrios does not answer the door in haste—perhaps not for hours, as he is quite arbitrary at times.

Demetrios' house is typically secure, lacking windows but having a broad and inviting front porch. Its only adornment is an ornately-carved padded rocking chair. If any character sits in it, however, the chair starts rocking of its own accord. The character cannot rise voluntarily, and the rocker's speed increases rather quickly, until the trespasser is suddenly and

forcibly ejected from it, taking 1 point of damage in the process. The rocker then slowly comes to a stop.

In the middle of some PC conversation, preferably just before tempers start to boil over, the door opens and the ancient sage steps out onto the covered porch. Read the following to the players:

"Welcome! Welcome, brave adventurers. By the look of you, I see you have traveled a great distance to seek employment. Ah! I see you have one of my advertisements. Who would have thought those ravens could travel so far? I did want my notices spread about, you see, and as Crackle and his flock were willing to work for chicken feed.

"Enough. I know you haven't come all this way to listen to the ramblings of old Demetrios. It was the gold—eh?—the gold that caught your fancy. I mentioned it in my flyer—Ho, ho, flyer...ravens with notices...heh, heh! That's funny, yes? Well, ahem, I see your patience is strained just now, and as you have come so far, and as no one else has shown up, well, we should get right to the heart of it, eh?"

The adventurers may become impatient and want to ask Demetrios questions about the job, particularly about their payment and the risks involved. Demetrios absent-mindedly relates the following information, but he should get around to answering their questions eventually. When portraying Demetrios, remember that the wizened sage is not as doddering and senile as he seems, and that he is exceedingly fond of puns.

Demetrios comes out, locks his door, and teeters over to his rocking chair, which accommodates him peacefully. He will not explain any earlier misbehavior. He invites the group to be seated, although there are no chairs other than the rocker, and none are provided, even on specific request.

You may relate as much of Demetrios's story as you feel the players should know. It is more in the spirit of the game to make them work for the information by asking questions than to read it to them in a long narrative.

"Is one of you perhaps a student of metaphysics or theology? Oh, too bad. I do so love a rousing discussion. I have spent my life studying minor deities, their followers, and why some men are attracted to one, some to another. Interesting study, to be sure, to an old gray beard like me, but not terribly practical to such folk as yourselves, I'm sure, eh? Eh? Or is it? No? Well, then.

"About a halfyear ago, news came to me from the south. Horribly disturbing news. Ah, but you are strangers here and don't know our history. Just have patience a bit longer. All this is really quite important.

"Perhaps a hundred years ago, the evil Cult of...I hesitate even now to speak the name aloud...it was in Arthemene's day when they arrived, led by their high priest, Ohjos. Ah, but you must have it all if you are to know what you face. Ohjos sought leave for his followers to build a tower on a small hill amidst the vast, trackless swamp that lies to the east. No one knew, then, why they desired to settle in such a desolate place. Nor did we know then what evil rites they practiced there undisturbed.

"But several of our youths, who were drawn to the cult out of curiosity or boredom, escaped to tell of the terrible black name. This flame, when touched to a living creature, burns cold and drains the victim's life force. Worse still, once the flames begin to burn upon a victim, no normal means can extinguish them.

"Boazor, our lord's youngest son, was one of the youths drawn to the Cult of the Black Flame. He was not so fortunate as the other disillusioned ones. The boys who escaped told a horrible tale of how he was consumed by the black flame that does not burn, rolling and writhing upon the ground until only an empty husk was left, with not a mark on him. Ohjos laughed, the boys said, and bade them heed the example of what happens to those who break faith.

"But Ohjos had gone too far. Two of the bravest boys managed to slip away while all the congregation were gathered for some despicable ritual. When our lord heard their tale, he gathered his fighting men and called for all his vassals to send troops. Soon, a great army gathered on the plain below the lord's stronghold. The common people came too, bearing pitchforks, scythes, whatever they owned that would serve as weapons. For they had also lost sons.

"They all marched off through the swamp—a force so large that even Yiss the Old, whose domain it is, feared to confront them. But Ohjos must have received warning, for when they arrived, the tower and its surroundings were abandoned. They must have used some arcane knowledge to make good their escape so thoroughly. The rooms were stripped bare, and nothing of value was found there. Nothing except three boys of the village, drained and lifeless. A warning, some said, not to pursue Ohjos and his minions.

"One of those boys was Enrix, my own son. My only son. My dear, poor Enrix.



"Well, onward. Since that day I have studied all I can learn about the Cult of the Black Flame. But they seemed to disappear without a trace. No word of them was heard until just a month ago. In my long life I have traveled only a few miles from this little village, but news comes to me. The sage Orimaxes, who lives far to the south, knew of my interest in the Cult of the Black Flame and sent word that it has surfaced again in his country. The new high priest is not content to use the black flames to control his own followers only. He has found a way to use them as a weapon and has begun to gain power in the land, leaving only the empty shells of those who dare oppose him.

"For many long years I have feared they would come again. Now Orimaxes, the friend of my youth, has begged my help, and for that I need you.

"I have developed a formula for a potion that can extinguish the black flames! But the potion is useless without one ingredient: ferlow seeds roasted in the source of the black flames. Here is a small bag of them. The potion does not require many. I think that one source of the black flames lies within the Tem-

ple of the Flame, in that long-deserted tower in the swamp. Our army never found the temple, and none from the village have gone back there since. It is an accursed place.

"Someone has been living there, though, and recently. A powerful magic-user named Baltron took up residence about a year ago. His purpose was to conduct some arcane research in an out-of-the-way place with a damp, boggy environment. He passed through our village, discovered he could not hire porters or servants to live in that place for any amount of gold, and left immediately. He has not been seen or heard from since.

"Several months later, an eerie green light appeared in the marsh, shining upward from the old tower and disappearing into the sky. Ah, I see by your sidelong looks that you have seen it as you approached our village, eh? Eh? You could hardly have missed it. It is visible for miles, particularly at night. No one knows what happened to Baltron, but I sometimes speak with those living nearer the marsh, and they say that the lizard men of the swamp worship the green light.

"Rumors abound among the common folk, of course, but I shan't bore you with baseless

gossip. Only take the seeds to the tower, roast them in the black flames, and return them to me. There is sure to be gold for you if you can find the cult's secret temple; they cannot have carted it all off in their haste. And Baltron, it is said, could have paid any amount for servants had he found some willing to follow him. His treasure is doubtless still in the tower.

"Your road lies to the east through the great swamp. You cannot fail to find your way; the beacon will guide you by night. Go now, and swiftly return. My prayers will be with you, brave adventurers."

START

Once the preceding information has been revealed, the stage is set, and the adventure can begin. Allow the PCs to buy more equipment in the village if they wish. When the characters are ready, they set forth on the journey. Tell the players that accurate directions have been obtained, and specific details are not necessary. A detailed map of the swamp is not included. You may, of course, draw up the area before the adventure begins, to extend the scope of the adventure even further.



To reach the tower, the party must first journey 30 miles from the nearest habitation and then pass through 20 miles of a vast swamp. Several thousand lizard men inhabit an area of 100 square miles surrounding the tower. Their king, Yiss the Old, is allied with a powerful pan lung (oriental dragon) also here.

The water depth in the swamp varies from 1 foot at high ground to almost 20 feet where numerous small rivers run through the mire. The party can wade through the swamp, avoiding deep areas, at a rate of 5 miles per day. By poling a raft or barge, the party can advance 15 miles per day, traveling for 12 hours and resting for 12 hours. If the travel period is during the day, there is a 50% chance of becoming lost in the trackless swamp (or 10% if a ranger is present). But the party cannot become lost at night, unless the fog is very thick, because the green light is always visible in the distance to guide them.

At 1 mile from the keep, a roadway may be discovered. Refer to area A1.

Random Encounters

The party may have encounters during the trek through the swamp. Roll 1d6 for each 12 hours of travel, a result of 1-3 indicating an encounter. When the party is within 10 miles of the tower, increase the frequency of checks to one per 6 hours, but decrease the chance to 1-2 (on 1d6). If an encounter occurs more than 10 miles from the tower, you may use the encounters given in the *Dungeon Masters Guide* for uninhabited sub-tropical marsh (page 184). Nearer the tower, use the random encounter chart provided here (page 13, on the front of your pullout section).

A small party of adventurers is not likely to cause the reptilian forces of King Yiss to mobilize. Small bands of lizard men encountered are usually unfriendly (-20% penalty to reaction rolls), but proper and apologetic character actions might keep the affair to mere insults, avoiding combat.

The following PC actions are those most likely to provoke a mass attack by the lizard men:

- Interference with the green light (now a holy symbol, of sorts)
- Entering the marsh with a force of 100 or more creatures
- Slaying King Yiss, the pan lung, or 100 or more lizard men

If the lizard men do mobilize to repulse invaders, the pan lung usually aids them at Yiss's request. Note, however, that the lizard men are primitive and not well organized. King Yiss can summon 500 lizard men in a few hours, and 2,000 in one day. If the pan lung joins the

attack, it uses its *scaly command* power to bring 2-12 giant lizards, 1-8 minotaur lizards, 3-24 crocodiles, and one giant crocodile. If Antarcus and his band (Gatehouse encounter key, areas G6 and G8) notice the fight, they will aid the lizard men, for Antarcus is on good terms with King Yiss. There is also a 75% chance of 2-12 trolls joining the attack in hopes of gaining fresh meat. They are not exactly friends of the lizard men, but their aid will surely not be rejected. The lizard men attempt to surround the party and fight fanatically until two-thirds of their number have been slain; only then do they check Morale.

If the characters are attacked by an army of lizard men and then enter the keep for refuge, King Yiss lays siege to the place. One hundred additional lizard men join the attack each day the siege lasts, to a maximum of 3,000 lizard men. The appearance of large numbers of vitrioli (see new monsters) would immediately cause the attackers to rout, but King Yiss can rally his forces by the next day. If King Yiss is killed, the lizard men go berserk and attack without regard to the consequences.

Yiss, lizard king: AC 3; MV 15"/12"; HD 8; hp 51; #AT 1; Dmg 5-20; SA skewering; MR 20%; AL N (See FIEND FOLIO™ Tome, pg. 61)

Dragon, Oriental (Pan Lung): AC 2; MV 12"/12"/9"; HD 8 (huge); hp 56 (very old); #AT 3; Dmg 1-3/1-3/2-16; SA scaly command power, *charm monster* 3x/day, *water fire*, bite hit attaches (Dmg 1-8 and 2-12 constriction); SZ L; I High (See FIEND FOLIO™ Tome, pg. 29)

The Beacon

When the characters are in sight of the keep, hand out the Players' Map (pages 15 and 16), and read the following aloud:

A beam of unearthly green light shines into the sky from the broken top of a square stone building ahead. This tower stands atop a hill on an island in the swamp. Both it and the surrounding structures are made of greenish-gray limestone, but are in a state of moderate disrepair. The tower is encircled by a wall that connects four smaller round towers, each fairly intact. The wall itself has collapsed at one or more points. In contrast, a solid-looking gatehouse straddles the road that leads to the keep. Outside the wall are a few soggy islands surrounded by stagnant water.

If the characters are approaching at night, they also see lights shining from various rooms of both the gatehouse and the main tower.

ENCOUNTER KEYS

Outer Areas and Yard

A1. ROADWAY

The remains of a roadway made of limestone blocks lead west to a gatehouse. This road once extended a full mile, making the final approach to the keep much easier. Parts of the road have sunk and are now under water, and the entire road is partially overgrown. A dank, mouldy odor rises from the stones.

A2. WEST BRIDGE

Six trolls live near this bridge, and may (50% chance) be nearby. If so, they attack intruders, preferably by ambush. One troll suddenly rises from the reeds along the road ahead of the party, while two more make ready to rise from under the bridge at the east edge of the stream. The other three wait until they hear the sounds of combat, and then quietly climb up the west end of the bridge, hoping to attack with surprise from the rear.

Note that the trolls attack the first group of intruders to cross the bridge. This might be all or merely some of the characters.

Roll normally for surprise for the party when the first three trolls appear. The trolls cannot be surprised unless all the characters are invisible. If any character specifically watches the rear after combat begins (assuming that the entire party is being attacked), the other trolls do not gain surprise. If no such action is described, apply a -2 penalty to the party's second surprise roll, and a +1 bonus to that of the trolls.

The trolls' lair is somewhere along the banks of the stream within 8 map hexes of the bridge (its exact location left to your choice). It consists of a few shallow holes dug in the boggy soil, to afford some meager protection against attacks. Lair treasure is split in four parts and buried. It consists of the bones of several humans, demi-humans, and lizard men, 240 cp, 372 sp, 41 ep, 2,750 gp, 4 gems each worth 100 gp, a string of pearls worth 3,500 gp, a *dagger* +2, two *potions of healing*, and a *scroll of protection from add*.

Trolls (6): AC 4; MV 12"; HD 6 + 6; hp 38; 35, 33, 28, 26, 23; #AT 3; Dmg 5-8/5-8/2-12; SD regeneration

Map # 1: Outer Area



A3. EAST BRIDGE

If the trolls attacked at the west bridge, no encounter occurs here. If the trolls were absent, 40 lizard men may have planned an ambush for this location. The chance is normally 25%, or triple that if any lizard men have been previously slain by PCs.

If they are here, the lizard men are submerged in the stream, with 10 lizard men per map hex to either side of the bridge. If any character's vision is magically aided (using *detect invisibility*, for example, but not including infravision), neither side gains surprise. Otherwise, a -1 penalty applies to the party's surprise roll, and a +1 bonus to that of the lizard men.

If the monsters gain surprise, only the 10 closest (five from either side) can use all their surprise segments for attacks. The others lose 1 segment per half-hex of movement required—*i.e.* 10 use one segment for movement, 10 use two, and the remaining 10 move for three segments before engaging.

Lizard Men (40): AC 5; MV 6"/12"; HD 2 + 1; hp 15 (x4), 13 (x12), 11 (x12), 9 (x12); #AT 1 or 3; Dmg 2-8 or 1-2/1-2/1-8

A4. OUTER WALL

The walls surrounding the keep were once 20 feet high and 3 feet thick. The height of the walls is now less than 10 feet in many damaged places, and only 1 foot or less in the gaps. A round tower 30 feet high and 15 feet in diameter stands at each turn in the wall.

With the exception of area A6, the interior of each tower has collapsed. They are now empty stone cylinders. If the players inspect any of the hollow towers, the doors are rusted shut (as with A6). If they gain access, the characters find only a huge pile of stone and rubble at the bottom. A patch of sky above gapes like an open mouth, the jagged battlements its teeth.

A5. OUTBUILDINGS

Three rotted wooden buildings stand at the base of the hill on which the keep is built. The building to the north is an old stable; those to the west and south are storage sheds. Marsh vegetation covers all their outer walls. The soggy ground sucks noisily at the adventurers' feet as they lift them out of the muck. The buildings are so covered with plant life that the doors are not easily found. The doors are half off their hinges and held shut only by creeper vines which appear to grow and intertwine even as they are watched.

The buildings to the east and south are not

inhabited. The remains of a shambling mound lie in the old stable (north outbuilding), apparently crushed by a fallen beam. This monster is actually quite unharmed, napping as it awaits prey. If the building is entered, the shambler rises and attacks.

Shambling Mound: AC 0; MV 6"; HD 9; hp 38; #AT 2; Dmg 2-16/2-16; SA entangle if both attacks hit (producing suffocation in 2-8 rounds); SD immune to fire, half damage from blows, half or no damage from cold, grows 1 HD from lightning

A6. EAST WATCHTOWER

Entry to this 30-foot structure is blocked by an iron door. From the third level of the tower, just below the roof, two iron doors give access to the walkway atop the adjoining walls. Three arrow slits with iron shutters face south-east, east, and northeast, and crenelated battlements edge the roof.

The small door on the ground floor is rusted fast. It is too small for more than one person to push against, and is so corroded that anyone trying to open it has a +3 penalty to the roll. The upper doors open with only a little shoving.

Each of the three interior levels is a simple round room, shrouded in spiderwebs. Trap doors in the ceilings and floors near the west wall are the only access between levels, but the ladders are long gone. The trap door in the ceiling of the lower level hangs open. The trap door to the roof is rusted shut.

Two large spiders cling to the ceiling of the lower level. The rooms of the tower are empty.

Large spiders (2): AC 8; MV 6"*15"; HD 1 + 1; hp 4, 3; #AT 1; Dmg 1; SA poison (save at +2)

A7. HIDDEN DOOR

This slight pocket of ground is marked only for your reference, and cannot be found by the characters except from the underside. It is the location of the exit from area 24, the emergency escape room in dungeon level one. The door is covered by a layer of dirt and rotted vegetation two feet thick.

A8. PIT

The outer wall is no barrier here, south of the keep. A pit 20 feet across and 20 feet deep has formed beneath the spot where the wall once stood. The entire pit is heavily overgrown with vegetation, but is reasonably dry. Scuttling sounds are audible from within the mass of vines and branches.

If the party clears or burns the plant life, numerous small and harmless animals (mice, frogs) flee the pit in a mass exodus. The bottom of the pit is filled with rubble from the

collapsed wall.

An escape tunnel from the keep collapsed here, opening the diggings on the lower level to the outside. If the party clears the brush and inspects the bottom of the pit, they find an opening leading north. Ten ogres live there, just north of this pit. They will hear the party's work (unless magical *silence* is used) and take appropriate measures to set an ambush; refer to area 22 and Map #4 for details. The lower pit also gives access to a tunnel leading south, partially blocked by debris; see area 24 for more information.

A9. GATEHOUSE

The gatehouse of the keep was constructed as two rectangular three-story towers. The 20-foot space between the towers is bridged at the second floor by a one-story guardroom over the main entrance. A portcullis, now rusted to iron scraps, once blocked the roadway, but does so no longer. The gatehouse is intact except for a large hole at ground level in the west (outer) wall of the south tower.

Conspicuous tracks of humans, horses, and wolves can be seen hereabouts. The doors of the gatehouse are all made of iron. The windows are mere slits, each 6 inches wide and 2 feet from top to bottom. If it is night, several lights can be seen shining from the window slits. The building's most dangerous occupants are on the third floor, including Antarcus (area G8) and his henchmen (area G6). Be sure you are familiar with the abilities of these NPCs before continuing. Others present include some bandits (mostly in area G5) and various monsters.

The occupants of the gatehouse have a clear view to all sides, and attack if an obviously well-equipped group is seen approaching. The party can easily avoid this by entering at night. The mage Leptor (Keep area 10) might not intervene if he hears a fight. He will go upstairs to area 16, send his quasit for a better look, and wait to see who is winning. If the party is having great difficulty defeating Antarcus, Leptor will probably hold off in the hope that the two groups will exterminate one another, or that the surviving group will be greatly weakened. If the party seems powerful, he is likely to aid Antarcus by casting spells from the safety of the keep. Antarcus will then ask aid of Yiss, the lizard king, by tying a message to the leg of his blood hawk.

If an invading party gets past the active defenses at the gatehouse, Leptor will make preparations to ambush them at the entrance to the keep. Refer to Keep area 1 for complete details on this operation. Some or all of the bandits in the gatehouse will try to get to the keep before the party, whether by sneaking around them or a simple dash for safety. They will obey Leptor's commands upon arrival.



Map # 2: The Gatehouse

The Gatehouse

G1. SOUTH TOWER, 1ST FLOOR

This room has no doors. It can be entered through a hole in the southwest wall, or by using a trap door above that corner.

The hole is partially blocked by rubble piled 3 feet high. It is a tight squeeze, but passable if the characters are not too heavily laden. The room appears to have once been a storeroom. It contains several empty barrels in which rodents have nested, a pile of fetid sleeping mats, and an iron tub with a hole in the bottom.

The trap door is *wizard locked* at eighth level of magic use. Furthermore, the passage is blocked from above by a pile of crates loaded with stones. If the door is opened, the crates can be moved from below with two rounds' work.

G2. NORTH TOWER, 1ST FLOOR

A ground-level iron door in the east wall of this room faces the keep. This door is locked, and has a *glyph of warding* upon it (Fire, Dmg 10). If the party has not been seen before entering, describe the room as follows:

Whatever its former purpose, this room is now used as a stable. Straw covers the floor and a ladder leads to a trap door in the ceiling by the southwest corner. Within, a bandit in leather and a lizard man are currying two horses.

Bandit "Harry": AC 7 (leather & shield); MV 12"; HD 1-1; hp 4; #AT 1 or 2; Dmg 1-6 (Shortsword) or 1-6/1-6 (shortbow); AL N

Lizard man "Gyruga": AC 5; MV 6"/12"; HD 2 + 1; hp 9; #AT 3; Dmg 1-2/1-2/1-8; AL N

Medium warhorses (2): AC 7; MV 18"; HD 2 + 2; hp 11, 13; #AT 3; Dmg 1-6/1-6/1-3; AL N

G3. SOUTH TOWER, 2ND FLOOR

The door in the south wall, which leads to the walkway atop the outer wall, is locked and trapped with a *glyph of warding* (Fire, Dmg 10) on its outer side. The door in the north wall, connecting to room G4, is not trapped or locked. A trap door is visible in the ceiling by the east wall, but is bolted from the room above (G6). A heavy pile of crates loaded with stones conceals a trap door (to room G1) in the floor's southwest corner.

Four bugbears are here. Each is armed with a morning star, light crossbow, torch, and two flasks of oil. The room contains dozens of rocks, light crossbows and bolts, and other assorted weapons for use against invaders trying to climb up through the trap door (+ 4 to hit roll, Dmg 2-12 each). If attacked, 1-2 of

the bugbears will hurry off to inform Antarcus and his henchmen (areas G6 and G8).

Bugbears (4): AC 5; MV 9"; HD 3 + 1; hp 19, 17, 15, 13; #AT 1; Dmg 2-8 (morning star) or 1-4 (light crossbow)

G4. GUARD ROOM

The doors in the north and south walls are not locked. A rancid smell greets anyone entering this room. The floor is pierced by murder holes over the main entrance to the yard of the keep. Several bales of hay are stacked in the southwest corner, and a large black kettle is mounted on a raised platform in the northwest corner. The kettle is empty except for an oily residue that clings to its inner walls. This kettle is used to heat oil, for pouring through the holes onto intruders.

G5. NORTH TOWER, 2ND FLOOR

The doors to this room are secured as those of room G3—the outer one locked and trapped on the outside with a *glyph of warding* (Fire, Dmg 10), and the inner one unlocked and not trapped. Trap doors are visible in the floor (southwest corner) and the ceiling (by the east wall), leading to areas G2 and G8 respectively.

The possessions, supplies, and weapons of a band of fighting men litter the floor. Threadbare blankets are stretched over piles of straw around the outer walls of the room. A lantern hangs from a hook in the ceiling.

If one of the bugbears from room G3 has given an alarm, no one is in this room. Otherwise, eight bandits and their leader (a warrior) are here playing dice. If they are taken by surprise, they take two rounds just to find their own weapons, and may even then quarrel among themselves over possession of certain choice blades.

If the party permits conversation, the bandits will not pursue a fight. They have not been paid in weeks, and their loyalty to Antarcus is waning, even if their fear of him is not. The bandits fear that the party will tell Antarcus (who has forbidden gambling) of their pastime, and may try to bribe the PCs to keep the matter quiet.

Each bandit has 3-18 sp and 2-8 gp in a pack. The leader has 95 gp and one 10 gp gem.

Bandits (8): AC 7 (leather & shield); MV 12"; HD 1-1; hp 6 (x2), 5 (x2), 4 (x2), 3 (x2); #AT 1 or 2; Dmg 1-6 (Shortsword) or 1-6/1-6 (shortbow); AL N

Ivral Zahn, 2nd level human fighter: AC 4 (chain & shield); MV 9"; hp 12; #AT 1 or 2; Dmg 1-8 (longsword) or 1-6/1-6 (shortbow); AL LE

G6. SOUTH TOWER, 3RD FLOOR

Supplies and personal belongings are arranged in orderly piles near the west wall of this room. Trap doors, one above the other, are in the floor and ceiling near the east wall. A ladder leads up to the one above.

No common bandits occupy this room. Antarcus's trusted retainers, a rather odd group, are resting their elbows in the remains of a hearty meal while discussing the oyster beds off Jetsam Island, good taverns, blondes they have known, and the diminishing likelihood that Baltron's treasure will ever be found.

The group consists of a pair of human identical twins (fighters), each wearing plate armor, another man (a cleric) with a fiery symbol on his breastplate, a gnome (illusionist) in multi-colored robes, and a half-orc (thief) in leather armor. If the bugbears from G3 have raised the alarm, these mercenaries have gone off to fight the intruders.

In addition to the equipment noted with the statistics, the NPCs have the following valuables. The twin fighters carry 28 gp each. The cleric carries 30 gp, 25 pp, 2 vials of unholy water, and one 250 gp gem. The gnome illusionist has 70 gp and a *potion of plant control*. The half-orc thief carries 35 gp and one 250 gp gem. Each NPC also owns standard equipment and provisions.

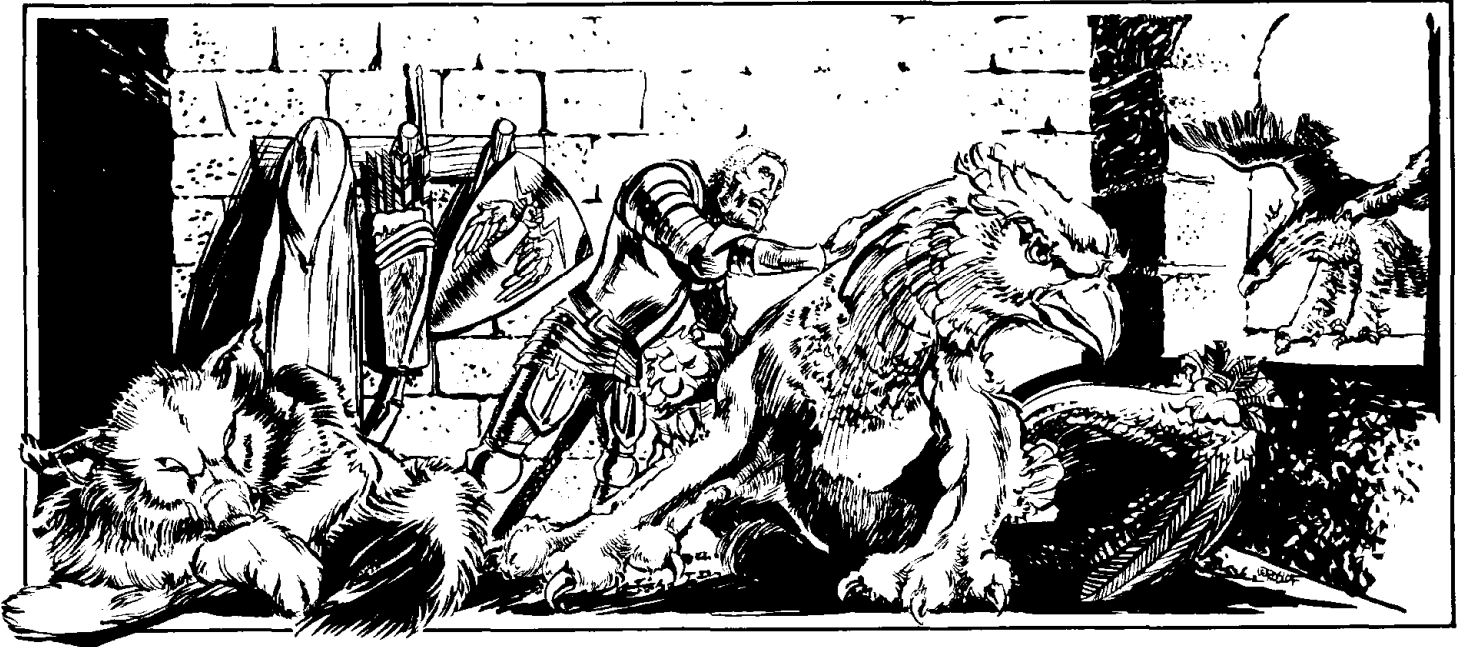
The gnome's spell books are hidden among the piled equipment, and contain the following spells. Level One: *change self*, *color spray*, *darkness*, *detect illusion*, *read illusionist magic*; Level Two: *blindness*, *mirror image*. The first page of the book is blank except for a brief note, written and signed by the gnome's mentor (one Eggy Gax by name, a spellbinder) in *illusionary script*. This message, safely read only by illusionists, is merely a personalized autograph; but it causes any non-illusionist reading it to become *confused* (no saving throw) for 5-20 turns, minus 1 turn per level of the victim.

The twins have identical characteristics and equipment. The thief has a special dislike for magic-users, and will concentrate attacks on them if possible.

Cyrus and Tyras Thyrian, 3rd level human fighters:

AC 2 (plate & shield); MV 9"; hp 20; #AT 1 or 2; Dmg 2-9 (longsword, bonuses included) or 1-6/1-6 (composite longbow); AL LE
S 16, I 9, W 8, D 13, Co 12, Ch 10

Borg the Sly, 5th level half-orc thief: AC 5 (leather); MV 12"; hp 26; #AT 1; Dmg 1-8 (longsword) or 2-5 (*dagger + 1*); AL CE
Thief skills: PP 50%; OL 57%; F/RT 45%; MS 45%; HS 36%; HN 25%; CW 95%; RL 15%; backstab at + 4 for triple damage
S 12, I 14, W 8, D 17, Co 15, Ch 9



Boris the Baffler, 3rd level gnome illusionist:

AC 7 (robes); MV 12"; hp 9; #AT 1; Dmg 1-4 (silver dagger); AL N
S 9, I 17, W 10, D 16, Co 10, Ch 11

Spells:

1st level: *color spray, darkness*
2nd level: *blindness*

Rothgar Redmace, 5th level human cleric: AC

4 (chain & shield); MV 9"; hp 23; #AT 1; Dmg 2-7 (mace); AL LE
5 12, I 11, W 16, D 9, Co 11, Ch 13

Spells:

1st level: *command, cure light wounds (x2), detect magic, light*
2nd level: *hold person (x2), resist fire, silence 15' radius, speak with animals*
3rd level: *dispel magic*

G7. GUARDROOM ROOF

This section of the gatehouse roof is 10 feet below the tops of the north and south towers. Two doors, one at each end of the roof, lead to the third floor rooms of the towers (G6 and G8). The roof is empty. A 4-foot-high crenelated battlement encloses this area on the east and west sides. *Glyphs of warding* (Electric, Dmg 10) have been placed on the outer side of each door.

G8. NORTH TOWER, 3RD FLOOR

There is no hint of elegance here. This is the spartan, functional chamber of a mercenary leader. A crude cot covered by a good wool blanket lies against the wall to

the left of a narrow window. A small pack and a lantern stand on an overturned crate used as a makeshift nightstand. The west end of the room is piled with straw. A strong animal odor fills the air. There are trap doors in the floor and ceiling at the east end of the room.

If Antarcus, his blood hawk, or his hieracosphinx has been killed in a swamp encounter, or if the bugbears in room G3 have raised the alarm, this room is unoccupied. But if Antarcus is taken by surprise, add the following:

At the west end of the room, a powerful man in plate armor is fussing over a large monstrous form—a hawk-headed winged lion. The man is grooming the creature with a coarse brush. A large hawk-like bird sits on the sill of the west window. In the southeast corner, between the trap door and the entry, a huge wolf lies curled on the floor.

The fighter will parlay unless attacked first. This is Antarcus, who is always accompanied by his pets, a worg and a blood hawk. The hieracosphinx serves as his flying mount. These creatures are totally loyal to him and obey all his commands. Antarcus has a meager 175 gp and one 500 gp gem, which he keeps in a leather pouch hidden in the worg's sleeping straw. Antarcus's pack contains only ordinary clothing and supplies.

Antarcus was once a ranger, but lost this status because of acts of cruelty to helpless foes.

He and his employer, the mage Leptor, are not on the best of terms, because Leptor has thus far failed to find sufficient treasure in the keep to pay for Antarcus's services as escort and guide. This is especially galling since the former ranger accepted the employment partially because of his lack of funds.

Antarcus might be persuaded to aid the party in getting rid of Leptor, but once Baltron's treasure is discovered, the alliance will abruptly end. Antarcus will turn on the party and try to take all the treasure for himself.

Antarcus Giantbane, 9th level human fighter:

AC -3 (*plate +1, shield +2*); MV 12"; hp 89; #AT 3/2 (*giant slayer longsword +2*) or 2; Dmg 8-15 (1d8 + 7, including bonuses) or 1-6/1-6 (composite longbow); AL NE; wears *cloak of elvenkind*
S 18/92, I 15, W 14, D 16, Co 18, Ch 16

Blood Hawk: AC 7; MV 24"; HD 1 + 1; hp 9; #AT 3; Dmg 1-4/1-4/1-6; AL N

Hieracosphinx: AC 1; MV 9"/36"; HD 9; hp 47; #AT 3; Dmg 2-8/2-8/1-10; AL CE

Worg: AC 6; MV 18"; HD 4 + 4; hp 25; #AT 1; Dmg 2-8; AL NE

G9. SOUTH TOWER ROOFTOP

A 4-foot-high crenelation encloses this rooftop. The area is bare and windswept. The iron trap door to the room below (G6) is rusted shut.

G10. NORTH TOWER ROOFTOP

The rooftop is bare, enclosed by a 4-foot-high crenelation. The trap door to Antarcus's room (G8) is locked from below.



Map # 3: The Keep

The Keep

This section begins with the second floor rooms, since a hallway is the only easy means of entry.

If the party ignores the gatehouse and proceeds directly to the keep, Antarcus and his band attack at the first favorable opportunity (assuming, of course, that at least one PC could be seen by sentries). Their attack might be supported by spells from the mage Leptor (Keep area 10), as detailed in the general description of the Gatehouse (A9). Statistics for the attacking forces are given in Gatehouse areas G5, G6, G8. Should the party get past the defender's resistance and try to enter the keep, Leptor will have gathered any available forces (including Virna his lady weretiger, Hardrack his guard in room 9, the mimic in room 12, and any mercenaries fleeing here from the gatehouse) and prepared an ambush at area 1. Refer to that area description for further details.

The keep is 40 feet square and 70 feet high. An explosion about halfway up the southwest corner has destroyed the room from which the green light now issues. The second and third floors are damaged, and the roof has fallen in over this section. The building has not been well cared for, and the harsh environment of the swamp has caused deterioration in other places as well. The windows of the keep are archer slits, 3 feet long and 6 inches wide. Their iron shutters are missing. Wooden interior doors are reinforced with iron. The first floor windows are 20 feet off the ground.

1. PROTECTED ENTRANCE

The keep has no entrance at ground level. A narrow stone staircase with no railing hugs the keep wall. It ends abruptly, 15 feet off the ground and 5 feet from a small platform in front of the entryway. This gap is bridged by two boards, the remains of a door.

The entry hall is 5 feet wide. It extends 30 feet into the keep before turning west. The ceiling at the turn contains a portcullis, normally open, which can be lowered by operating the turnwheel in room 2. The north wall at the turn is pierced by an archer slit 3 inches wide and 3 feet tall, and a similar slit marks each side of the hallway. The ceiling is perforated by dozens of holes, each about 2 inches across.

The hall continues 5 feet west of the portcullis before turning north, then continuing for 5 feet and ending at a doorway. This door (half open at the moment) can swing about fully, to close off either the entry hall or the doorway to room 3.

Ambush

If Leptor is ready for the party's arrival, he

has set up as much of the following as possible. The portcullis is down, in closed position. A small table stands in the northeast corner of the hall; this is actually Leptor's *charmed* mimic, from room 12, which will attack only when such is convenient. Two carrion crawlers fill much of the hall, having been dragged here from room 5 by Hardrack, a guard who is immune to paralysis. Archers should be posted in room 5 at the arrow slits (though none will be in room 3, because of the untamed monsters). The archer at the end of the hall has dipped the ends of several arrows in oil. Leptor is in room 5 with a lit torch, and with his belt pouches open for quick access to spell components. Finally, someone is upstairs with both oil and water ready, the former for dumping on invaders, the latter for preventing the spread of fire. Given 3 turns' time to prepare, the oil is boiling hot; but whether heated or not, it is still used.

A minimal setup finds Leptor and Hardrack at the north end of the hall, with Virna tending the oil and water upstairs.

Expected visitors will be allowed to deal with the carrion crawlers and the mimic before the others attack. When the oil is poured, each victim in the hall must make a Saving Throw vs. Breath Weapon. Those in the northern 5 feet are past the ceiling holes, and gain a +5 bonus to the saving throw. Success indicates a mere splattering with oil; failure means a thorough soaking. If the oil is boiling, it inflicts 5-30 (5d6) points of heat damage to those failing the saving throw, or half damage to those who succeed. At least one archer will then use flaming arrows on the victims. Anyone completely soaked with oil and then lit will burn for a full turn, taking 1-8 points of damage each round. If merely splattered, the victim burns for half that time, and for half that damage (1d4) per round.

The whole affair will probably attract the vampire mists from room 3, who are immune to fire. They should arrive shortly after the oil is poured.

Those quick to react to being doused with oil may, of course, simply dash back outside. The first person to hastily cross the boards between the landing and the stair will knock them to the ground. Those following suffer a delay of 1-2 segments when preparing to jump from the landing to the stairs. At that point, it may be better for a soaked but unburnt victim to simply jump, taking the 1-6 points of damage from the fall instead of risking shots from flaming arrows.

If the defenders manage to capture any PCs, the losers are stripped of all equipment (excepting only their normal clothes) and imprisoned in the cells (area 20). Leptor sends word to King Yiss for the lizard men to be on the lookout for fresh meat. Prisoners will be

divided amongst the cells as evenly as possible, including cell E (which has a secret escape route). Assume that any thief prisoners have concealed their lockpicks well enough that such are not discovered in the search, though no other useful equipment remains. Finally, be prepared to run an interesting adventure when the characters try to escape and sneak out through the swamplands.

2. DINING HALL

In this room, apparently an old dining hall, old bones shrouded in cobwebs litter the remains of several square tables. Splintered chairs lie scattered throughout the room.

The floor section surrounded by the dotted line is unsafe, and will collapse if stepped on by anyone weighing 100 or more pounds, plunging the victim to room 7 for 2-12 points of damage and a sojourn with the trolls.

3. SITTING ROOM

Two rotted, broken armchairs and a decrepit sofa with very short legs appear to float 12 inches above the floor. A second look shows that the furniture legs are concealed by a white mist that covers the floor to a depth of a foot. The mist appears identical to normal swamp mist, but is actually three living creatures. The room contains nothing of value.

These vampire mists are intelligent and will make coordinated attacks, one flowing out the window to the stair, the other two flowing out through the archer slits opening into the entry hall. They fear Leptor (area 10) and do not attack if he is present. Antarcus (G8) periodically delivers a freshly killed animal to placate them.

Vampire mists* (3): AC 6; MV 12"; HD 3; hp 22, 15, 11; #AT 1; Dmg 1-8; SA envelopment; SD spell immunities
*New Monster, described on page 3

4. KITCHEN

If the party has slain a will-o-wisp in a random encounter, this area (and its lair nearby) is uninhabited. Otherwise, roll 1d20 when the room is entered:

1-6 Monster is away and does not return for 2-5 hours.

7-14 Monster is in lair (see below).

15-20 Monster is away, but returns while the party is in the room. It then tries to lure them away from the room, or attacks.

A large iron stove squats in the northeast corner of the room. Only half of a trap door remains to cover a 2-foot-square shaft in the northwest corner. Thirty feet down the shaft, light reflects off the inky water in this old well.



The well is 70 feet deep. An underwater side cavity, 60 feet from the top, is only visible when observed from within 10 feet of it. This 3-foot-wide cavity is the lair of the will-o-wisp. The lair contains 3,000 sp, 40 gems worth 100 gp each, a crown (1,500 gp), a gold-plated sword hilt (100 gp), an emerald ring (1,000 gp), a platinum bracelet (400 gp), and a *mace* +1/+4 vs. *undead*.

The 'wisp fears Leptor, who has hit it with *magic missiles* more than once. It will thus flee immediately after taking damage from this spell.

Will-o-wisp: AC -8; MV 18" (MC:A); HD 9; hp 46; #AT 1; Dmg 2-16; SD affected by any blows but immune to all spells except *magic missile*, *protection from evil*, and *maze*

5. LARDER

A narrow corridor running east and west opens into an irregularly shaped room with a stairway to the third floor at the south end. The two large cabinets in this room are empty. In the northwest corner, a nest made of sticks and debris protrudes from the general mess on the floor. The nest contains several eggs and the partially consumed body of a lizard man.

The two carrion crawlers here are quite hungry, surviving on the bloodless corpses of victims of the vampire mists (area 3). Their presence is known to Leptor and his allies, but tolerated. The 'crawlers will be so overjoyed to see living prey that they gain a +2 bonus to their hit roll, this lasting until either is damaged. The 'crawlers lurk at the spots marked "C" on the map. The one by the stairs is on the floor, hidden in shadows; the other clings to the ceiling.

Carrion Crawlers (2): AC 3/7; MV 12"; HD 3 + 1; hp 16, 12; #AT 8; Dmg 0; SA paralysis 2-8 turns

6. ALCOVE

A heavy oak trap door in the floor stands open, leaning against the south wall. Metal rungs in the wall form a stair down to the ground level of the keep. A pulley attached to the ceiling above the door is used to lower goods to that storage area. Anyone listening at the open trap door hears the grunts of something (trolls) foraging below.

7. STORAGE ROOM

The entire ground level of the keep is a single large storeroom with a 15-foot ceiling. Three trolls are foraging among the items.

Driven by hunger, these trolls recently crept in secretly. Their presence is not known to the keep's inhabitants. Features of the storeroom identified by letters A through G on the map

are described in detail below. Each troll's location is marked by a "T."

Trolls (3): AC 4, MV 12", HD 6 + 6, hp 36, 30, 28; #AT 3; Dmg 5-8/5-8/2-12; AL CE; SD regeneration

At the middle of the north wall, a wooden 6-foot square column (A) extends from floor to ceiling. Four large chests (B) stand against the east wall, north of the trap door in the ceiling. Two large casks (E) and a huge chest (D) are set against the south wall. The alcove north of them (C) has been made into a large bin, now filled by rotten tubers. Shelves (F) lining the north wall hold a variety of ordinary items, mostly jars. Four kegs and three barrels (G) stand on end in the center of the room. The trolls have opened the barrels.

A. This square wooden column surrounds the well shaft from room 4.

B. The chests lined up here contain cloth of wool, linen, and cotton.

C. The bin holds rotted tubers and troll dung. Five rot grubs are hidden within:

Rot Grubs (5): AC 9; MV 1"; hp 1; #AT 1; Dmg burrowing (kills in 1-3 turns unless destroyed by flame or *cure disease*)

D. This large chest is filled with yellow mold. The chest does not appear sturdy. On close examination, a faint yellow discoloration can be detected around its edges.

Yellow Mold: AC 9; MV 0"; HD 2; hp 15; #AT 1; Dmg 1-8; SD when hit, 50% chance for poison spores in 10-foot cube, SD affected only by light (calms for 2-12 turns) or fire; AL N

E. The large casks set here contain sour ale and wine.

F. These shelves hold jars, pottery, dirty rags, soap, a box of nails, two bags of cement, a large wooden tub, a tinderbox, torches, a set of false teeth for a humanoid, and several rusted but useable keys.

G. Four small kegs (of brandy, water, pitch, and oil) are stacked here by three barrels (dried salted meat, flour, and hardtack).

A secret trap door just west of the kegs leads to the dungeon below by way of a square shaft with a ladder built into one side. The shaft extends 40 feet down to room 18. The trap door is padlocked, but one of the rusty keys can unlock it.

8. LANDING

The stairway leads to a square landing. The floor of the landing is covered with loose rocks and dust. An arrow slit penetrates the west wall, giving a clear view of the usable tower (A6). The door opposite opens westward, with hinges on the north edge. It is closed and locked. Anyone opening it feels resistance, as if someone were holding it shut from the other side. This is merely because of an old but very heavy rug, nailed up above the door on the west side.

9. UPPER HALLWAY

A heavy old rug covers the door in the southeast corner. The light from a torch set in the east wall thus cannot be seen from the landing. Another old rug covers several holes in the floor (over the entry hall, area 1). An arrow slit in the south wall gives a view of the outside yard. Five feet of the west wall and a good part of the ceiling have fallen into rubble. The door in the solid wall north of the rubble leads to area 12; a solid chair stands in the corner nearby.

A man in plate mail guards the door to the northeast. This is the fighter Hardrack, who stands guard before the door to the alchemy lab. Though of Lawful Good alignment, he was tricked by Leptor into donning a *cursed helm of freedom*. He now has a Wisdom of 2, and is under Leptor's *charm* as well. Hardrack will attack any creature entering the hall other than Leptor, Virna, or Leptor's quasit, using methods described below. He does not alert his master before attacking, but loud noise of battle might do so. However, at the time of the party's arrival, Leptor is using a squeaky grindstone in room 10, and will not hear the sounds of melee unless they include shouting, explosions, or some other loud or unusual noise.

Movement of the rug over the door alerts Hardrack. If those arriving push through immediately, he draws his sword and moves to engage, then falling back to his original position before the northeast door. If the intruders hesitate at the rug's resistance, Hardrack quickly grabs the chair (around the corner to his right) while drawing his bow. He places the chair just south of his door, kneels behind it, drops his shield, and readies an arrow. This results in 75% cover, for a -7 bonus to both Armor Class (revised AC -5) and saving throws. In this concealed and alert position, treat Hardrack's ensuing surprise roll as an automatic 6, and apply a -1 penalty to the party's roll.

Note that all of the above actions are because of Leptor's detailed instructions. Hardrack is not stupid, merely unwise.

The *helm* gives Hardrack immunity from *paralysis* and *hold* spells. His primary loyalty can only be redirected by a *charm* from a more powerful caster (10th or higher level), though it can be removed (by *dispel magic*, at the usual chances of success) or divided (by still another *charm*). The *curse helm* cannot be removed until after treatment with a *remove curse* spell produced by an 8th or higher level caster. (The curse can only be permanently removed by a caster of 12th or higher level. In addition to the immunities bestowed, as noted above, the helm enables the wearer to produce a *knock* spell effect 3 times per day if the proper command word is known, though this has not been discovered as yet.)

If spared and rescued from Leptor's control, Hardrack will be exceedingly grateful and will serve one rescuer (the party leader, unless good reason is given otherwise) for the remainder of the adventure.

Should access to area 15 be desired, the rubble can be cleared in 3-18 man-turns. A small hole, suitable for crawling, can be opened in a tenth that time.

Hardrack, 7th level human fighter: AC 1 (plate & shield) or -5 (with cover); MV 9"; hp 63; #AT 3/2 or 2; Dmg 3-10 (*longsword* + 1) or 1-6/1-6 (*shortbow*); AL LG S 15, I 9, W 2 (11), D 14, Co 15, Ch 11

10. ALCHEMY LAB

The party must perform well to enter without alerting Leptor the mage. If alerted by combat outside the keep, Leptor has already left this area to either observe or conduct the defense from area 17, or to organize the ambush in area 1. In any case, he and Virna are not thereafter found here. They may have vacated the keep completely, or may be in the dungeon areas. If you choose the latter, keep track of the pair's activities and location; the party may be along shortly.

If the characters manage to enter quietly, they surprise Leptor and his lady Virna, and may act for 1-4 (1d4) surprise segments before their enemies can react. Read the boxed text labeled "A" after the door is opened, and skip the text marked "B".

If alerted by the noise of combat with Hardrack in area 9, Leptor overturns Virna's chair and hides behind it, while she changes to weretiger form and moves to the room's southwest corner, so that the opening door will shield her from sight. Skip text "A" and read text "B" aloud.

A. Party Surprises Leptor

The door opens into the southwest corner of a long room, about 25 feet north-to-

south and 15 feet wide. A gaunt man in normal clothes is sitting at a grindstone near the north wall, busily working its squeaky foot pedal and honing a large knife. A fiercely beautiful woman sits in a large stuffed chair by a small open furnace in the northeast corner, fondly gazing into the flames. A bat hangs from the ceiling above a long table by the east wall.

The craftsman is the mage Leptor, of course, and the woman is his ally Virna. The mage will throw the knife he is honing, given the chance to do so (treat as a dagger, throwing ranges 1"/2"/3").

B. Combat in Area 9 Has Alerted Leptor

The door, hinged along the south edge, opens into the southwest corner of a long room, about 25 feet north-to-south and 15 feet wide. The floor is tiled with red and white squares, and the walls are plastered and painted white. The only visible exit is a door in the west wall. A tall closed cabinet fills the northwest corner, and a pedal-driven grindstone stands along the north wall. A large well-padded chair sits empty before a small furnace in the northeast corner, and an exhaust pipe projects through the ceiling. A long workbench occupies the east wall. Three long wall shelves over the workbench are filled with hundreds of bottles, some sparkling clean, others dusty. Many have peeling, unreadable labels or no labels at all.

If characters enter the room without caution, they are automatically surprised for 2-5 segments. If someone examines the area slowly, with care, without entering, and using a *detect invisibility* spell, Leptor is seen hiding, and Virna's breathing is heard behind the door. The party's actions will most likely fall somewhere between these extremes, so use your judgment for modifiers to the surprise rolls. Note that if PCs spot and move toward Leptor, Virna may attack from the rear and gain surprise as well.

While the quasit is within 10 feet of its master, Leptor is a 9th level magic-user with 25% magic resistance, and regenerates at the rate of 1 point per round. If the quasit dies, Leptor immediately becomes a fourth level magic-user. You must then delete some spells from the list given, leaving 3 of first level and 2 of second level.

Leptor wears a *brooch of shielding* (42 charges), and thus cannot be harmed by *magic missile* spells. He also carries 20 gp, 15 pp, and a *potion of diminution*. Should his

future look dim, he tries to retreat through the west door. This portal bears his *fire trap* (Dmg 1d4+9 in a 5-foot radius), and thus only he can safely enter the Library.

The quasit follows Leptor into the Library if he retreats, and its special status as familiar avoids detonating the *fire trap*. However, it keeps its bat form whatever the course of the battle, and does not fight physically. It readily abandons Leptor if damaged at all, fleeing to some other room nearby to avoid danger. Should this occur, Leptor remains 9th level but loses the magic resistance and regeneration power.

Leptor, 9th (8th) level Magic-User: AC 5 (*bracers of defense* AC 8); MV 12"; HD 9 (8); hp 39; #AT 1; Dmg 3-6 (*dagger* +2); SD regenerates 1 hp/round; MR 25%; AL CE; has *brooch of shielding*, *potion of diminution*
S 11, I 18, W 12, D 17, Co 15, Ch 11

Spells:

1st level: *charm person*, *magic missile* (x2), *protection from good*
2nd level: *detect invisibility*, *invisibility*, *web*
3rd level: *dispel magic*, *fireball*, *fly*
4th level: *ice storm*, *polymorph other*
5th level: *hold monster*

Virna (weretiger form): AC 3; MV 12"; HD 6 + 2; hp 26; #AT 3; Dmg 1-4/1-4/1-12; SA rear claws (Dmg 2-5/2-5); SD hit only by silver or magic weapons

Virna (human form, 4th level fighter): AC 8; MV 12"; hp 26; #AT 1 or 2; Dmg 1-4 (*dagger*) or 2-7/2-7 (using six *arrows* +1 and composite longbow); AL N(E)
S 13, I 12, W 8, D 16, Co 15, Ch 16

Quasit (bat form): AC 2; MV 15"; HD 3; hp 17; #AT 0; SA *detect good*, *detect magic* 1/day rear 3" radius; SD save as 7 HD, become *invisible* at will, immune to cold, fire, lightning, and normal weapons; MR 25%; AL CE

Reveal some or all of the following details, as needed, if the party examines the room carefully.

The laboratory contains many items for use in alchemy. Labeled bottles and jars on the shelves contain nitric acid, sulfuric acid, formic acid, holy water, unholy water, an ammonia salt, copper sulfate, gelatin, alum, giant bee wax, powdered silver, powdered lead, zinc and iron filings, bat guano, graveyard soil, olive oil, snake tongues, and two umber hulk eyes in a clear liquid. The cabinet contains an hourglass, an astrolabe, prisms, lenses, metal connecting rods for supporting glassware, clamps, rubber tubing, brushes, and the skull of a unicorn. The workbench is solid stone, built into the wall. At one

Random Encounters



Swamp Encounters

Id100 Roll	Creatures Encountered
01-25	10-40 lizard men (see note A)
26-30	1 quasit (from keep area 9) in bat form (see notes B and C)
31-40	1 will-o-wisp (from keep area 4; see note B)
41-50	2-12 trolls
51-60	Antarcus (see note D)
61-80	1-2 fog giants
81-85	2-12 ghouls, and 10% chance for 1-2 ghaunts as well
86-88	2-8 shadows
89-92	1-4 wraiths
93	1 spectre
94-00	pan lung (see notes B and E)

Yard & Keep Encounters

Id100 Roll	Yard	Keep	Creatures Encountered
01-10	01-20		1 will-o-wisp (from keep area 4; see note B)
11-15	21-30		1 quasit (from keep area 9; see notes Band C)
16-30	31-45		1-4 trolls
31-39	46-50		1 shambling mound
40			1-2 algoids
41-45	51-56		10-40 lizard men (See note A)
46-49			4-9 giant frogs
50-52			2-8 killer frogs
53			2-8 poisonous frogs
54-56			2-8 giant lizards
57-58			3-6 crocodiles
59-60			1 giant snake, constrictor
61-62			1 giant snake, poisonous
63-66	57-60		2-8 gargoyles
67			1 hieracosphinx

Id100 Roll	Yard	Keep	Creatures Encountered
68			1 criosphinx
69-70	61-69		1-4 giant weasels
71-75	70-74		2-8 giant wasps
76-78			2-8 giant toads
79-81	75-76		1 meazel
82			1 dragon, black (see notes B and F)
83-86	77-82		2-12 ghouls, and 10% chance for 1-2 ghaunts also
87-91	83-87		2-8 shadows
92-93	88-90		1-3 wraiths
94	91		3-12 needlemen
95	92		1 spectre
96-98	93-98		1-3 vampire mists (see new monster, page 5)
99			1 cifal
100	99		pan lung (see notes B and E)
	100		1 gas spore (90%) or 1 beholder (10%)

Monster Statistics

Algoid: AL CN; MV 6"; HD 5; AC 5; #AT 2; Dmg 1-10/1-10; SA controls trees as treant; SD + 2 or better edged weapon to hit, immune to magical *fireball*, *lightning*; I Semi; SZ M; Psi 101-120 (FF 11)

Beholder: AL LE; MV 3"/3"; HD 10; hp 45; AC 0/2/7; #AT 1; Dmg 2-8; SA eyes; SD front anti-magic eye; SZ L; I Exc (MM 10)

Cifal: AL N; HD 8; AC 6; #AT 1; Dmg 1-12; SD edged weapon inflicts 1 point only; SZ M; I Non (FF 19)

Crocodile: AL N; MV 6"/12"; HD 3; AC 5; #AT 2; Dmg 2-8/1-12; SZ L; I Ani (MM 15)

Dragon, black: AL CE; MV 12"/24"; HD 7; hp 35; AC 3; #AT 3; Dmg 1-4/1-4/3-18; SA breath 6" x 1/2", fear aura; SD save as 9 HD; SZ L; I Ave (MM 31)

Dragon, Oriental (Pan Lung): AL CN; MV 12"/12"/9"; HD 6-8; AC 2; #AT 3; Dmg 1-3/1-3/2-8; SA scaly command power, *charm monster* 3x/day, *water fire*, bite hit attaches (Dmg 1-8 and 2-12 constriction); SZ L; I High (FF 29)

Frog, giant: AL N; MV 3"/9"; HD 2; AC 7; #AT 1; Dmg 1-6; SA leap for surprise on 1-4, tongue attacks at +4, swallow on natural 20; SZ S; I Non (MM 41)

Frog, killer: AL N; MV 6"/12"; HD 1+4; AC 8; #AT 1; Dmg 1-2/1-2/2-5; SA leap for surprise on 1-4, tongue attacks at +4, leap 18"; SZ S; I Non (MM 41)

Frog, poisonous: AL N; MV 3"/9"; HD 1; AC 8; #AT 1; Dmg 1 + poison (+4 to save); SA leap for surprise on 1-4, tongue attacks at +4, leap 18"; SZ S; I Non (MM 41)

Gargoyle: AL CE; MV 9"/15"; HD 4+4; AC 5; #AT 4; Dmg 1-3/1-3/1-6/1-4; SD magic weapon to hit; SZ M; I Low (MM 42)

Gas spore: AL N; MV 3"; HD ; AC 9; THAC 0 20; #AT 1; Dmg disease (kills in 24 hours); SD explodes if hit (Dmg 6-36 in 10' radius); SZ L; I Non (MM 42)

Ghaunt: AL CE; MV 15"; HD 4; AC 4; #AT 3; Dmg 1-4/1-4/1-8 + *paralysis*; SD stench 10' radius, immune to *sleep* and *charm*; SZ M; I Very (MM 43)

Ghoul: AL CE; MV 9"; HD 2; AC 6; #AT 3; Dmg 1-3/1-3/1-6; SA *paralysis* per hit; SD immune to *sleep* and *charm*; SZ M; I Low (MM 43)

Giant, fog: AL NE; MV 15"; HD 14; AC 1; #AT 1; Dmg 4-24; SA surprise 80% in fog, throw rocks (range 24", Dmg 2-20); SD surprised on 1 only; SZ L; I Ave (FF 42)

Lizard man: AL N; MV 6"/12"; HD 2 + 1; AC 5; #AT 3; Dmg 1-2/1-2/1-8; SZ M; I Low (MM 62)

Meazel: AL CE; MV 12"; HD 4; AC 8; #AT 2; Dmg 1-4/1-4; SA surprise allows strangulation in 2 rounds; SZ M; I Low (FF 63)

Needleman: AL N; MV 9"; HD 3+4; AC 6; #AT 1-6 (range 20'); Dmg 1-2 each; SA surprise 75% in undergrowth; SZ M; I Low (FF 67)

Quasit (bat form): AL CE; MV 15"; HD 3; AC 2; #AT 0, SA *polymorph* to bat or wolf, *detect magic*, *detect good*, *invisibility*, *fear* 3" radius 1/day; SD regenerate 1 hp/round, immune to cold, fire, lightning, and normal weapons, save as 7 HD; MR 25%; SZ S; I Low (MM 80)

Shadow: AL CE; MV 12"; HD 3+3; AC 7; #AT 1; Dmg 2-5; SA hit = drain 1 STR for 2-8 turns; SD magic weapon to hit, immune to *sleep*, *charm*, *hold*, *cold*, 90% invisible except in bright light; SZ M; I Low (MM 86)

Shambling mound: AL N; MV 6"; HD 8; AC 0; #AT 2; Dmg 2-16/2-16; SA 2 hits entangle (suffocate in 2-8 rounds); SD immune to fire, half or no damage from cold, half damage from blows, grows 1 HD from lightning; SZ L; I Low (MM 87)

Snake, giant constrictor: AL N; MV 9"; HD 6 + 1; AC 5; #AT 2; Dmg 1-4/2-8; SZ L; I Ani (MM 88)

Snake, giant poisonous: AL N; MV 15"; HD 4 + 2; AC 5; #AT 1; Dmg 1-3 + poison (Dmg 2-12 and save or die); SZ L; I Ani (MM 88)

Spectre (1-6): AL LE; MV 15"/30"; HD 7 + 3; AC 2; #AT 1; Dmg 1-8 + double energy drain; SD immune to *sleep*, *charm*, *hold*, *cold*, *poison*, *paralysis*; SZ M; I High (MM 89)

Sphinx, Crio-: AL N; MV 12"/24"; HD 10; AC 0; #AT 3; Dmg 2-8/2-8/3-18; SZ L; I Ave (MM 89)

Sphinx, Hieraco-: AL CE; MV 9"/36"; HD 9; AC 1; #AT 3; Dmg 2-8/2-8/1-10; SZ L; I Low (MM 89)

Toad, giant: AL N; MV 6"; HD 2 + 4; AC 6; #AT 1; Dmg 2-8; SA hop 6"; SZ M; I Ani (MM 95)

Troll: AL CE; MV 12"; HD 6 + 6; AC 4; AT 3; Dmg 5-8/5-8/2-12; SA regenerate 3 hp/round starting 3 rounds after wounding, slain only by fire or acid; SZ L; I Low (MM 97)

Vampire mist: AL NE; MV 12"; AC 6; HD 3; #AT 1; Dmg 1-8; SA envelopment; SD immune to all spells except air-affecting; SZ M; I Ave (new monster, page 5)

Wasp, giant: AL N; MV 6"/21; HD 4; AC 4; #AT 2; Dmg 2-8/1-4 + paralytic poison; SZ M; I Non (MM 99)

Weasel, giant: AL N; MV 15"; HD 3 + 3; AC 6; #AT 1; Dmg 2-12; SA attaches with bite; SZ M; I Ani (MM 100)

Will-o-wisp: AL CE; MV 18"; HD 9; AC -8; #AT 1; Dmg 2-16; SD immune to all spells except *magic missile*, *protection from evil*, and *maze*, become invisible for 2-8 rounds; SZ S; I Exc (MM 101)

Wraith: AL LE; MV 12"/24"; HD 5 + 3; AC 4; #AT 1; Dmg 1-6 + 1-level drain; SD silver or magic to hit, immune to *sleep*, *charm*, *hold*, *cold*, *poison*, *paralysis*; SZ M; I Very (MM 102)

Special Notes

A. Lizard Men: There is a 5% chance that King Yiss will be present with an additional 10-40 lizard men and Shagroth, a witch doctor lizard man. See note B also, with reference to King Yiss and Shagroth.

Shagroth (cleric/magic-user, levels 7/2): AL N; MV 6"/12"; HD 7; AC 4; hp 37; #AT 3; Dmg 1-2/1-2/1-8; SA magic use; SZ M; I Ave (MM 62); spells: 1st level: *dancing lights*, *shield*, *cute light wounds*, *cause fear*, *light*

2nd level: *speak with animals* x2, *augury*
3rd level: *dispel magic*, *cure disease*
4th level: *neutralize poison*

B. If this creature is slain, adjust the appropriate encounter key for its absence.

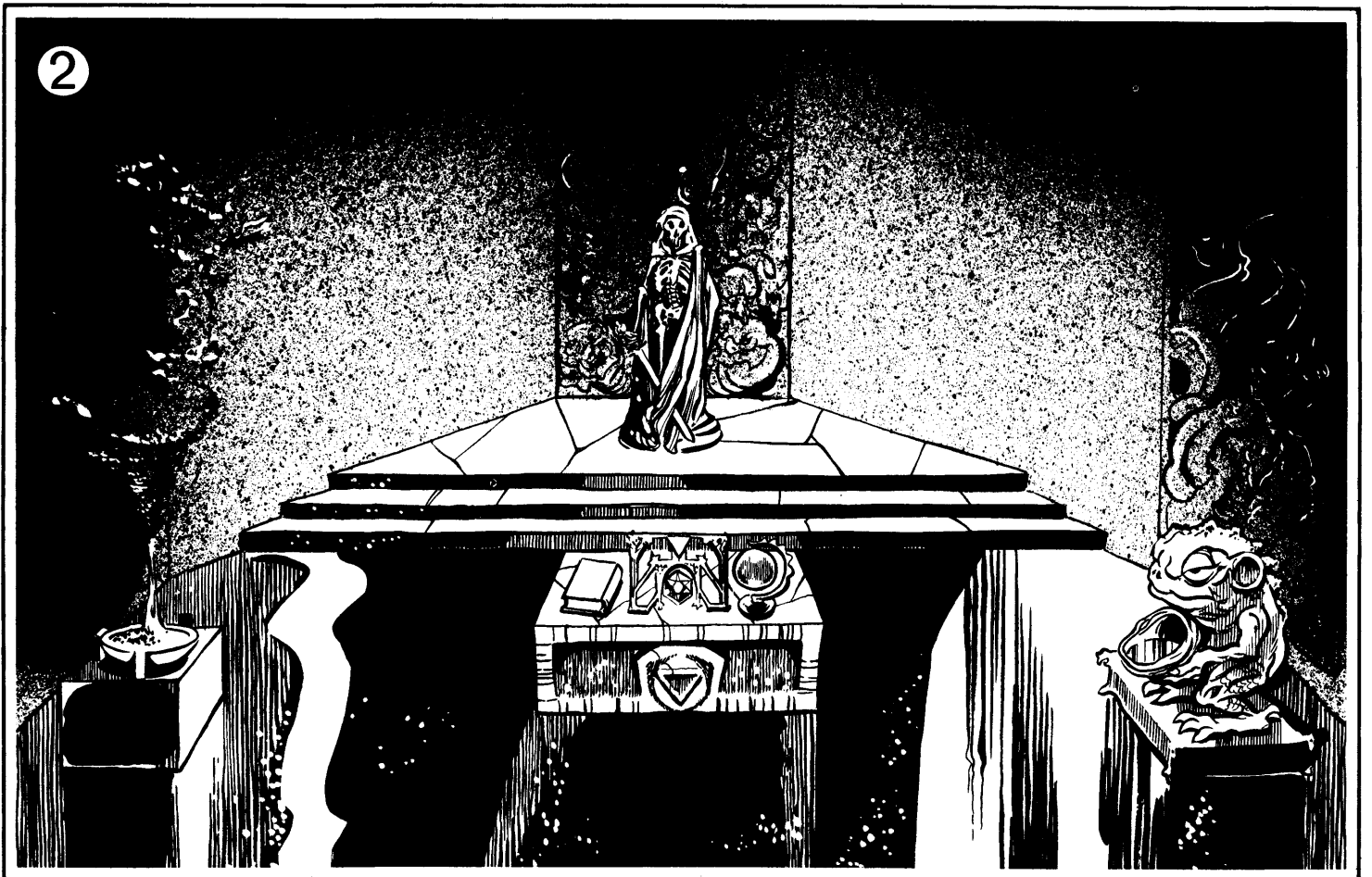
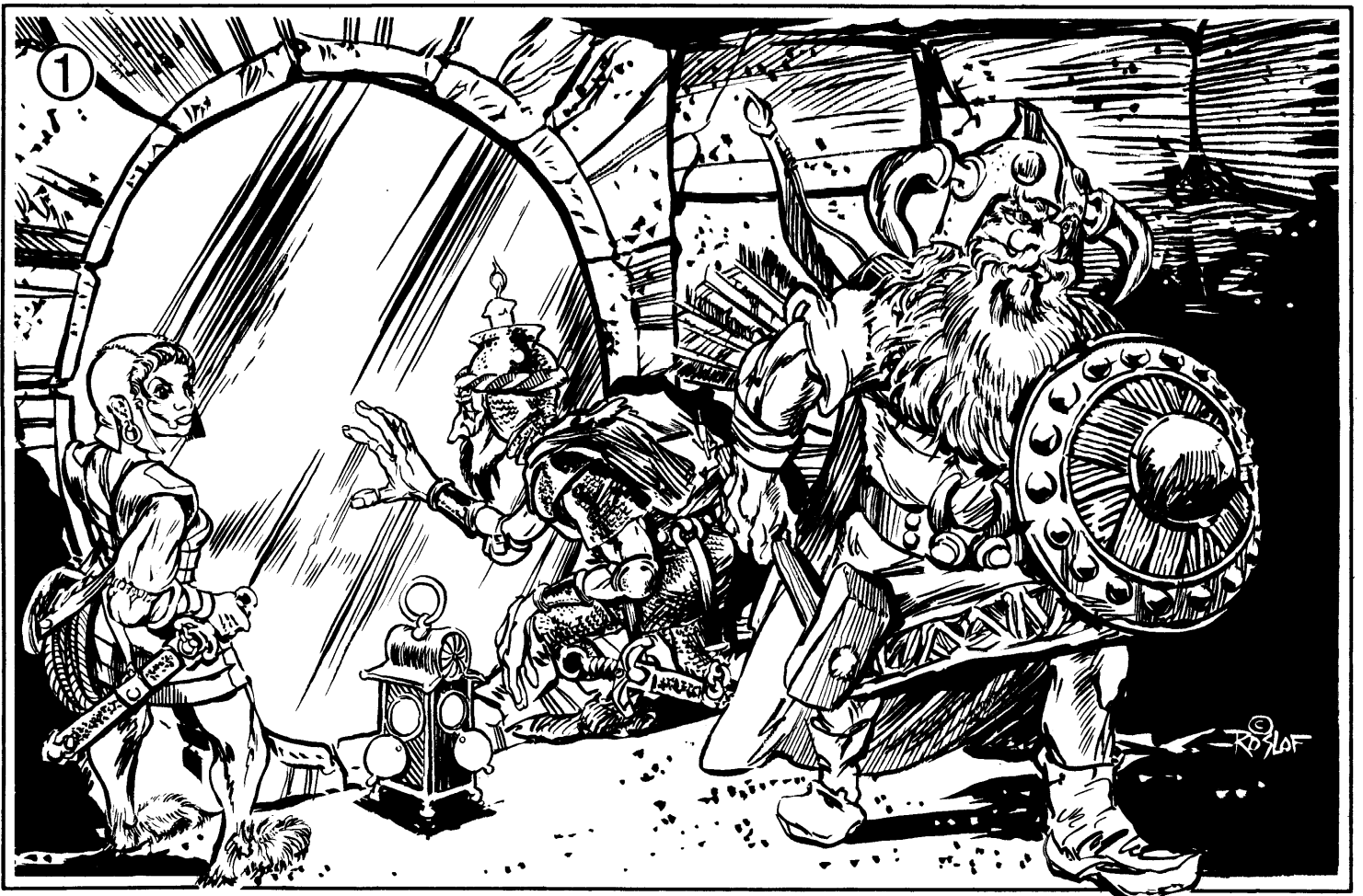
C. The quasit remains in bat form, and does not attack. It is a familiar, reconnoitering for its master Leptor (keep room 10).

D. Antarcus: See the gatehouse key (G8) for statistics. This 9th level fighter may (80%) be riding his

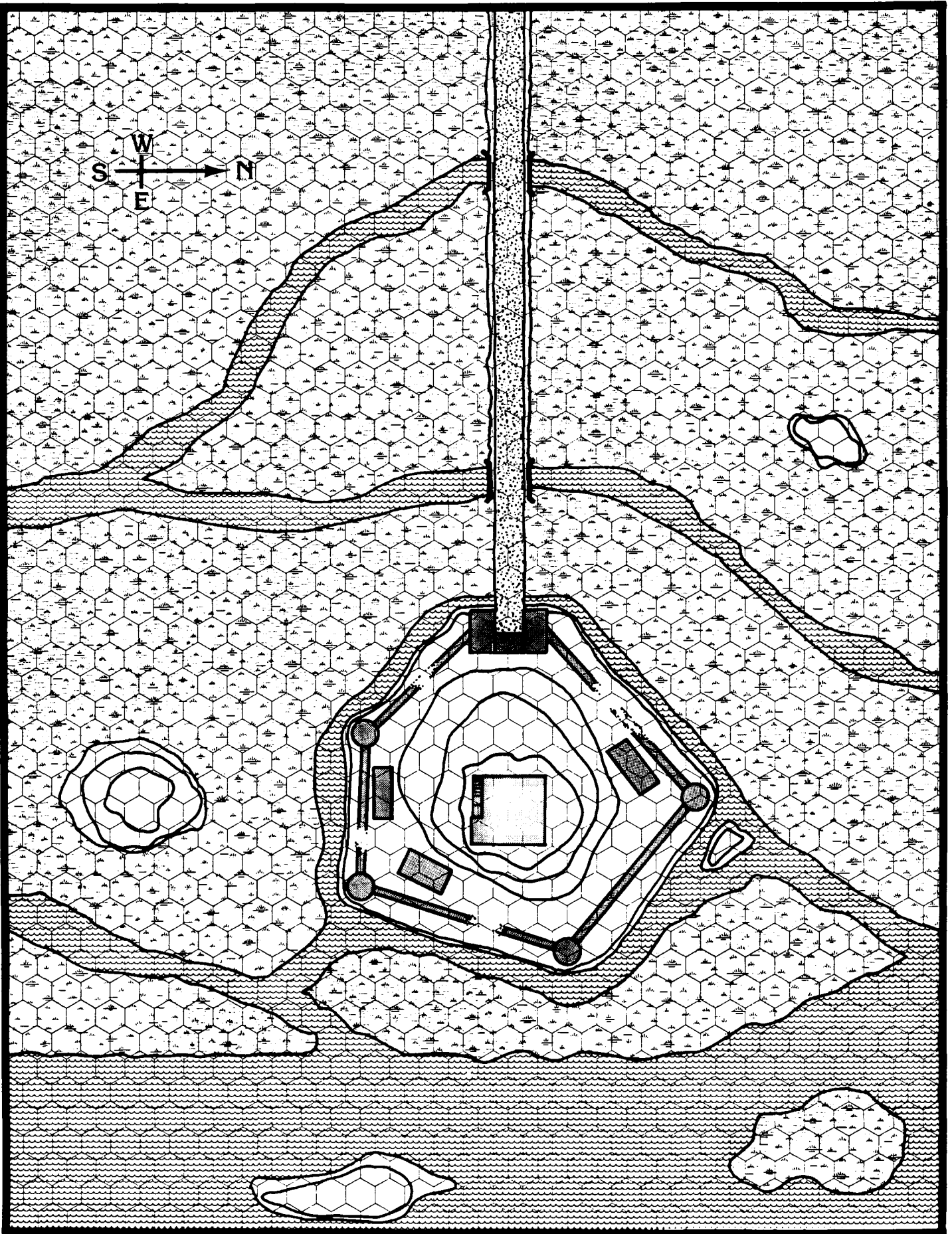
hieracosphinx, but will always be accompanied by his blood hawk.

E. Pan Lung: This creature will be *polymorphed* as an old man if encountered in the keep. If the party has recently acquired treasure, he will demand a share. He is likely to parley with the party out of curiosity.

F. Black dragon: This creature lives in the swamp within two miles of the keep. It is a medium-sized adult, and cannot speak nor use spells. Its mate, a large-sized adult, waits in the lair.



PLAYERS' MAP



Swamp



Solid ground



Pond/stream



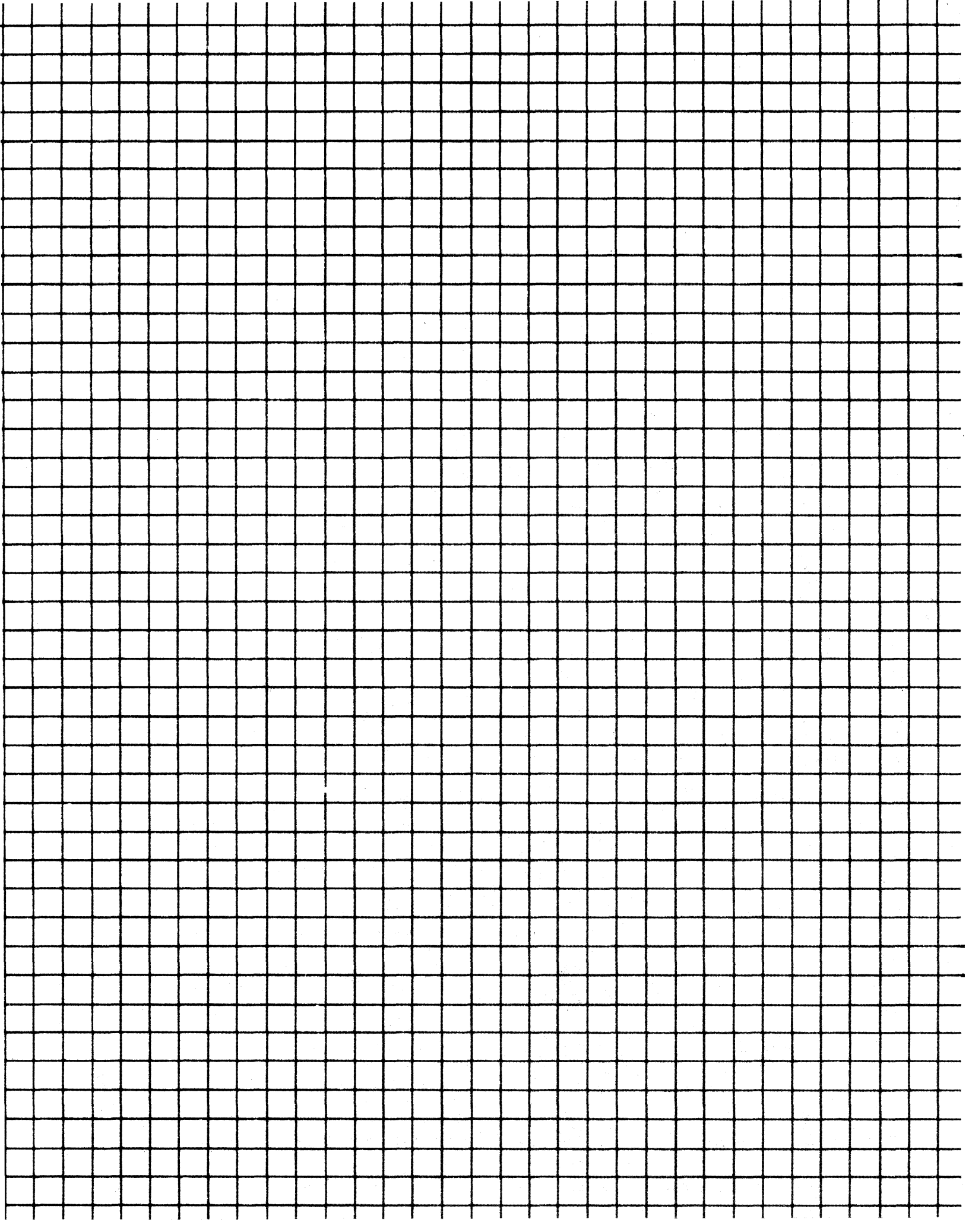
Wall



Partial wall



Bridge



Pre-generated Characters



Cleric

Name: Karis Sunpriest
Race/sex: Human male
Alignment: Lawful Good
Level (XP): 6 (27,501)
Hit points: 36
Abilities: S 15, W 16, Co 15,
I 12, D 10, Ch 13



Armor Class: -1
Armor type: *Plate + 1, shield + 2*
Weapons: 2 hammers, *mace + 1*
Proficiencies: Flail, hammer, mace
Turn undead: D—skeleton, zombie, T—ghoul, shadow, 4
wight, 7 ghost, 10 wraith, 13 mummy, 16 spectre, 20 vampire
Magic Items: As above, and scroll of 1 spell (*commune*)
Spells: 5 L1, 5 L2, 2 L3

Personality notes: You are fresh from training, having recently reached the status of Canon. Though you are holding back your sinful pride, you still emphasize the title, and suggest to others that they use it when addressing you. You are gentle and kind, with no prejudices against any creature. You believe that all differences can be solved by talking things out reasonably, and often play the role of peacemaker and arbiter for party disputes. You are willing to help any who seek your aid.

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Fighter

Name: Rayche Firebrand
Race/sex: Human Male
Alignment: Neutral Good
Level (XP): 8 (140,672)
Hit Points: 57
Abilities: S 18(49), W 10, Co 16,
I 9, D 14, Ch 17



Armor Class: 0
Armor Type: Plate mail, *shield + 2*
Weapons: *Longsword +3*, two-handed sword, dagger
Proficiencies: Longsword, two-handed sword, dagger, spear,
short bow, scimitar
Magic Items: As above, and *ring of warmth*

Personality notes: You are driven by a need to help others fight against injustice and evil. Your methods are simple: try the direct approach first; when that fails, get sneaky. Bending the laws of the land is all right if it serves a greater good. As a result, while your previous adventures have been successful, you are not welcome in several kingdoms, as you have incited the populace to overthrow tyrannical rulers, refused to pay taxes, and encouraged court intrigues. You have promised yourself to avoid unnecessary conflicts—until you find a cause that will fail without your help.

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Fighter

Name: Krondar Hammerhand
Race/sex: Dwarf male
Alignment: Lawful Good
Level (XP): 7 (72,358)
Hit points: 58
Abilities: S 17, W 10, Co 17,
I 9, D 13, Ch 11



Armor Class: 1
Armor type: *Chain mail + 2, shield + 1*
Weapons: *Hammer + 1*, dagger, light crossbow
Proficiencies: Club, dagger, hammer, spear, Shortsword, light crossbow
Magic Items: As above

Personality notes: You are very open-minded. You don't even mind the presence of elves, since one of them saved your life. You are an excellent strategist, once a general in the dwarven forces. Your background affects your dealings with others, as you try to keep everyone working together in an organized manner. You may become irritated when they resist proper discipline. When you are overexcited, you lapse into dwarvish without realizing it—which causes others to worry, as you keep your hammer in hand most of the time.

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Ranger

Name: Deric Blackstone
Race/sex: Human male
Alignment: Neutral Good
Level (XP): 6 (71,911)
Hit points: 43
Abilities: S 16, W 15, Co 16,
I 13, D 10, Ch 14



Armor Class: 1
Armor type: Plate mail, *shield + 1*
Weapons: *Longsword +2*, 2 daggers, longbow
Proficiencies: Dagger, longsword, spear, longbow
Magic Items: As above, and *potion of plant control*

Personality notes: Abandoned in the woods at a young age, you learned the woodland ways as you grew. Your only friends were animals and birds until a kindly ranger adopted and educated you. You haven't had much contact with the outside world, and don't really understand the customs and prejudices of the human race. Some laugh at your speech and habits, so you copy the ways (and even speech patterns) of those around you when adventuring with a group. You harbor only good will toward all living things, and are willing to help wherever needed.

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Magic-User

Name: Nicholas Mysticus
 Race/sex: Human male
 Alignment: Lawful Good
 Level (XP): 6 (51,993)
 Hit points: 17
 Abilities: S 9, W 10, Co 10,
 I 17, D 16, Ch 10



Armor Class: 7
 Armor type: Robes, *ring of protection + 1*
 Weapons: *Dagger + 1* / +2 vs. *Large*, silver dagger, normal dagger
 Proficiencies: Dagger
 Magic Items: As above, and scroll of 3 spells (*knock*, *dispel magic*, *charm monster*)
 Spells: 4 L1, 2 L2, 2 L3
 Spell book: L1—*charm person*, *comprehend languages*, *magic missile*, *read magic*, *spider climb*, *unseen servant*
 L2—*detect invisibility*, *knock*, *pyrotechnics*, *rope trick*, *stinking cloud*
 L3—*fireball*, *lightning bolt*, *water breathing*

Personality notes: Others with less tact often refer to you as "awful good." You have often been accused of forcing your values and beliefs on others, though you see it as educated guidance. You are criticized for voicing your thoughts so often that you seem sarcastic and unpleasant at times. You suggest that others simply cannot see the obvious. Nevertheless, you have only the best of intentions, and will risk yourself to help an ally in trouble.

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Thief

Name: Slu Tippy
 Race/sex: Halfling female
 Alignment: Chaotic Neutral
 Level (XP): 7 (44,722)
 Hit points: 30
 Abilities: S 12, W 8, Co 15,
 I 10, D 17, Ch 9



Armor Class: 6
 Armor type: Leather
 Weapons: *Shortsword +1*, 3 daggers, silver dagger, sling & 20 bullets
 Proficiencies: Dagger, sling, Shortsword
 Thief skills: PP 70, OL 67, F/RT 55, MS 70, HS 63, HN 30, CW 79, RL 30
 Magic Items: As above, and *rope of climbing*

Personality notes: You are a sly creature with the heart of a trickster. You refer to your profession as "treasure finder." Though you like the stuffy folk with whom you adventure, you relish playing practical jokes on them when they least expect it. When asked for your opinion, you enjoy miming your ideas, to silently show how they should work.

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Fighter/Magic-User

Name: Lintra Silverleaf
 Race/sex: Half-elf female
 Alignment: Chaotic Good
 Level (XP): 5/5 (29,081/29,081)
 Hit points: 22
 Abilities: S 13, W 12, Co 12,
 I 16, D 15, Ch 13



Armor Class: 2
 Armor type: *Chain mail + 1*, *shield*
 Weapons carried: *Dagger + 1*, dagger, longsword, longbow
 Proficiencies: Dagger, spear, longsword, longbow, sling (as fighter); staff (as magic-user)
 Magic Items: As above, and *cloak of elvenkind*, 4 arrows + 1
 Spells: 4 L1, 2 L2, 1 L3
 Spell book: L1—*detect magic*, *hold portal*, *read magic*, *sleep*, *ventriloquism*
 L2—*ESP*, *invisibility*, *magic mouth*, *strength*
 L3—*fireball*, *fly*, *slow*

Personality notes: You are a free-wheeling, outgoing adventurer, with many tales to tell—both true and otherwise. You are proud of your lineage. You never hesitate to voice your opinion, though you tend to phrase it as example of something that happened "in the past" (describing things that are always colorful but not necessarily accurate). You watch your comrades carefully, and if anyone seems annoyed with you, you start voicing opinions that coincide with theirs, to encourage their friendship.

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Fighter/Illusionist

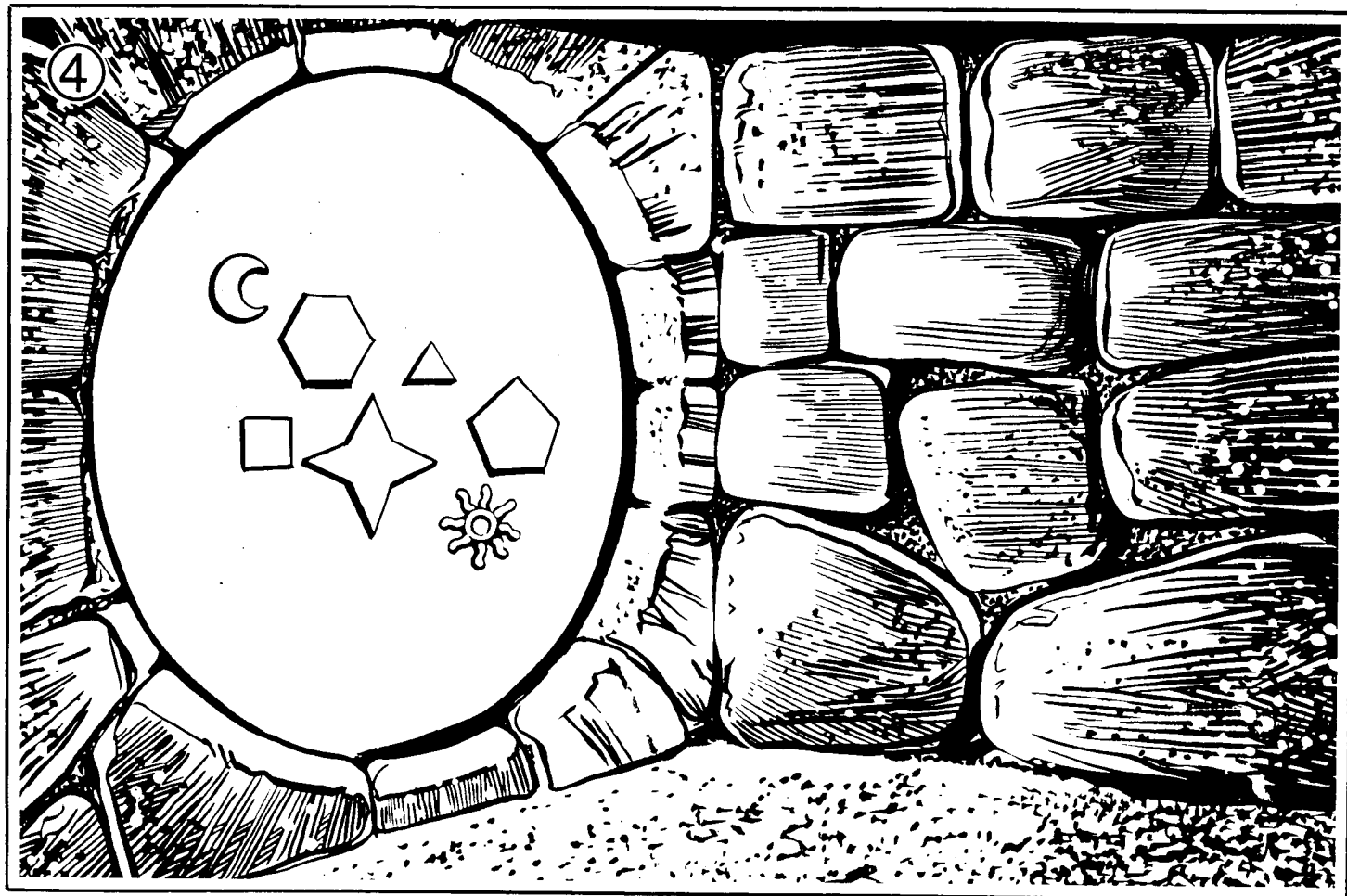
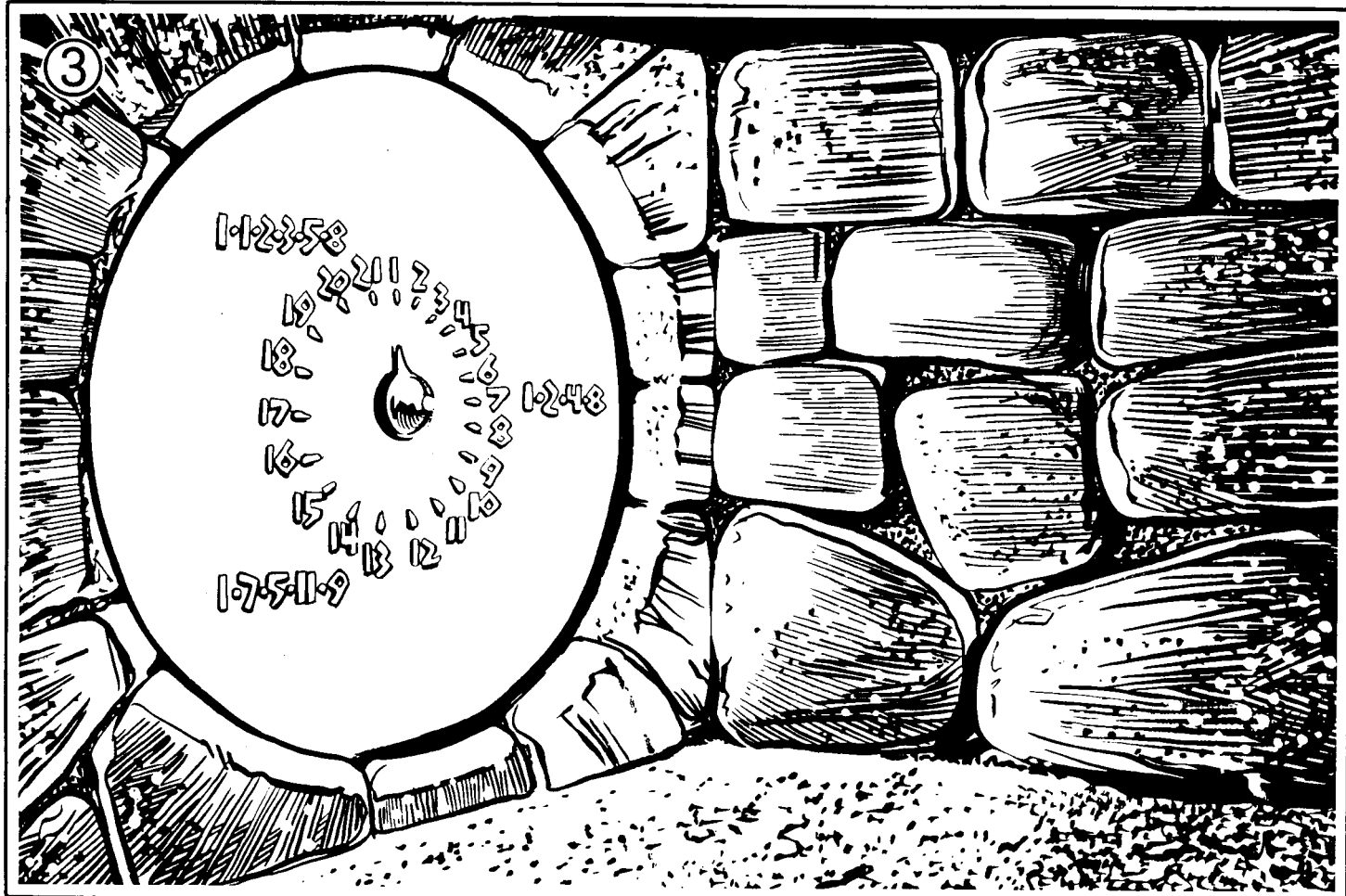
Name: Alberich Delversson
 Race/sex: Gnome male
 Alignment: Neutral Good
 Level (XP): 5/4 (21,512/16,512)
 Hit points: 29
 Abilities: S 14, W 12, Co 16, I 18,
 D 17, Ch 16

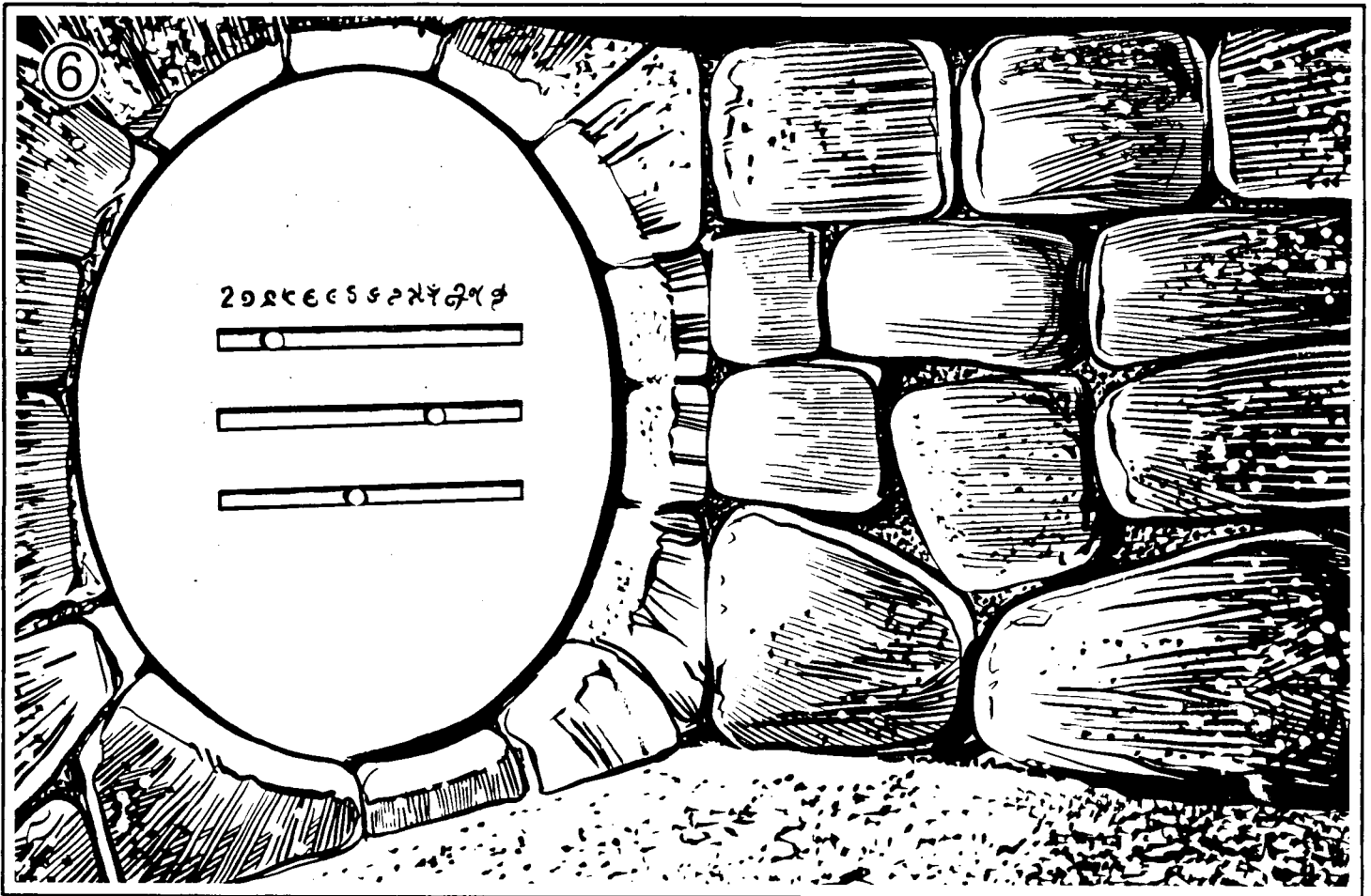
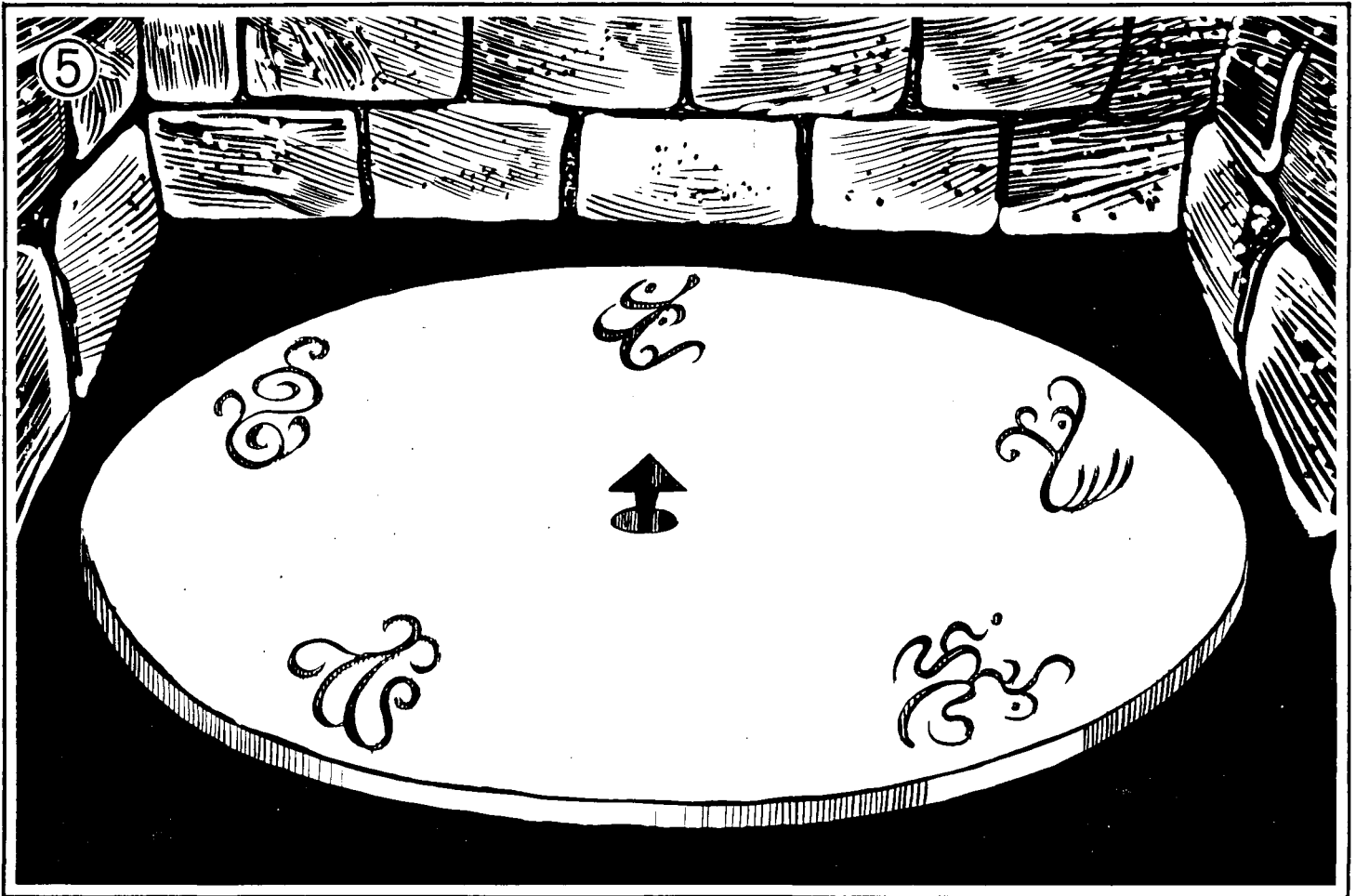


Armor Class: -1
 Armor type: Plate mail, shield
 Weapons: *Shortsword + 1*, hand axe, dagger, 3 darts, sling & 20 bullets
 Proficiencies: Hand axe, dart, sling, spear, Shortsword (as fighter); dagger (as illusionist)
 Magic Items: As above, and *bag of holding* (500 pound capacity)
 Spells: 2 L1, 1 L2
 Spell book: L1—*change self*, *detect illusion*, *hypnotism*, *read illusionist magic*, *wall off fog*
 L2—*blur*, *invisibility*

Personality notes: You grumble a lot about any mission you undertake, and you have the typical gnomish black humor which makes humans and their ilk a bit nervous. Nevertheless, you don't hesitate to throw in a few "gallows" jokes when your opinion is requested. You have a great fondness for short folk of all sorts, and sympathy for the problems resulting from their (and your) diminutive stature.

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end of its flat surface, an iron door covers a 1-foot-square compartment. At the other end of the workbench, a bowl filled with green jelly gives off acrid fumes.

The powdered silver is worth 10 gp. One aquamarine lens is worth 300 gp. The unicorn skull will bring 200 gp from the right buyer. You may assign other values as fit your campaign; they should range from a few coppers to as much as 100 gp per item.

Anything placed in the small compartment is immediately disintegrated (as the 6th level magic-user spell, but affecting a lesser volume) when the door is closed. This compartment was designed for disposal of the hazardous and noxious waste products of alchemical experimentation. It cannot be safely removed or tampered with. The green jelly is an incomplete potion of *plant control*, presently poison. A drawer in the workbench contains a number of small cages, a bellows, and other implements. There is a crucible in the furnace that holds molten gold worth 250 gp.

Baltron had converted this chamber into his alchemy lab. Leptor and Virna have continued that use, and have been trying to duplicate Baltron's experiments with less disastrous results.

11. LIBRARY

This area was one of Baltron's greatest secrets. All spell effects here were cast by him, at 16th level magic use.

Dusty shelves of books, scrolls, and tomes line the walls of this room from floor to ceiling. All are built into the walls. A single desk and chair stand in the center of the room. One shelf on the east wall, holding twelve books, is enclosed by glass doors.

A small mouse hole penetrates the back of the lowest shelf along the west wall, leading into the closet (area 13). If Leptor flees into this room, he drinks his *potion of diminution* and takes that route, continuing under the door and into the bedroom (area 12), the hall (9), and out from there.

The desk has one drawer, secured by Baltron's *wizard lock*, but the drawer is empty. One shelf section on the north wall can be pulled away to reveal a secret compartment. Treat this as a secret door for detection purposes. The compartment contains two large ivory keys that radiate magic; each is 6 inches long and worth 50 gp. Any one of these will operate the teleporter in room 14.

The glass doors of the one shelf are *wizard locked*, and the glass is unbreakable *glassteel*. The 12 books therein also radiate magic, but none have visible titles.

Originally, there were 15 magic books behind the glass. The three missing books were all nastily trapped, and Leptor destroyed them (and they nearly destroyed him) in his searching. His

experiences with these prompted him to leave the remaining ones alone.

A search of the non-magical texts in the library will quickly reveal one that describes the Cult of the Black Flame (written in the common tongue). It prominently mentions a password (which is needed in area 28, though that detail is not given). The other works deal with psionics, magic, marsh and swamp life, legends of the gods, beasts and monsters, diseases, leadership, history, religion, elementals, summonings, and grammar of various languages. The complete collection will allow a sage of the *Supernatural and Unusual* (such as old Demetrios) to gain a +10% bonus whenever the base percentage roll for knowledge is made. Portions of the collection retrieved augment that roll proportionately.

Magical Tomes

a. The magic on this book is an unknown type; the book is impressed with strong psychic traumas. It deals with psionics, but any psionically-endowed character touching it is immediately hit by a 75-point psychic crush. This effect may recur indefinitely.

b. The magic here is an alteration. This tome tells how to build psionic powers. If the reader cannot use psionics, the tome has no effect. If the reader is psionic, the study confers 25 more psionic strength points immediately, and (at the usual rate, with level progression) one new attack mode, one new defense mode, and one minor discipline. If the reader is not psionic but is not prohibited from such powers, the study permits a check for them at double normal chances, even if a previous roll for psionics has failed. However, if the roll is more than 30% under the minimum needed to gain such abilities, the victim is struck by catatonia (insanity) that can only be cured by a *heal* spell. The tome vanishes either after proper use or after causing three cases of catatonia.

c. This book's magic is an evocation. This is a religious manual on Lawful Evil practices, its clasp is guarded by a *fire trap* (Dmg 1d4 + 16 in a 5-foot radius).

d. This is Baltron's diary. Its magic is an alteration. The first page is written in *explosive runes* (Dmg 6d4 + 6 in a 5-foot radius, reader gets no saving throw). It documents Baltron's attempt to summon Nakimas, the great spirit of the marsh. Baltron theorized that Nakimas is not an individual entity, but rather a composite life force of all the myriad living creatures of the swamp.

e. The only magic on this book is an illusion/phantasm, *Nystul's magic aura*. The book is about leadership, but no Charisma is gained from its lore.

f. This text is a dissertation on marsh diseases. Its magic is an illusion/phantasm, another application of *Nystul's magic aura*.

g. This rare text details the life cycle of the beholder. Its magic is an alteration; a *magic mouth* that cries "Help! Help! I'm being stolen!" when the book is touched.

h. This is an account of the life of Keswin, a good high priest. Its pages somehow magically glow when touched for easy reading; this magic is an alteration.

i. This book, bearing necromantic magic, is a *cursed manual of flesh golems*. After its directions are followed, the completed golem will go berserk at the end of the second round of its first meleé.

j. Necromantic magic can be detected here. This false book has a square space inside, in which rests a *scarab of death*.

k. This *wizard locked spellbook* contains eight first level magic-user spells. Select new ones for your campaign, using the spell list in *Unearthed Arcana*.

l. This book bears conjuration magic, and radiates evil; its subject matter is demonology. It contains the spells *cacodemon* and *spiritwrack* on vellum pages, and also the truenames of one demon each of types I through V. Each time the book is touched, however, there is a 5% chance that a type I, II, or III demon (by random roll) will appear voluntarily (not summoned or controlled) and immediately attack the reader. Folded and carefully hidden in the book's spine is a *scroll of protection from possession*.

12. BALTRON'S BEDROOM

This well-furnished bedchamber contains a large double bed, a dresser, and a nightstand upon which rests a stack of books and a small shaving basin. A mirror and razor lie by the basin.

The top dresser drawer contains pots of cosmetics, perfumes, and salves, a tortoise shell brush and comb, a large felt mouse stuffed with catnip, and several neatly folded gowns. The lower drawer contains men's clothing. The hand mirror and razor radiate magic. The mirror shows any cerebral parasites infesting the person who uses it. The razor is magically sharp (as a *sword of sharpness*) but cannot cut living flesh. It is useless as a weapon but excellent for shaving.

The books on the nightstand are Leptor's spell books. If Leptor's *charmed* mimic died in the entry hall ambush, the nightstand is mere furniture; it is otherwise this creature. If present, the mimic will attack any intruder except Leptor. The spell books contain 10 first level spells, 8 second level spells, 6 third level spells, 4 fourth level spells, and 2 fifth level spells. They include the spells Leptor has memorized and others that you may select as desired.

Mimic: AC 7; MV 3"; HD 7; hp 18; #AT 1; Dmg 3-12; SA glue; SD camouflage



13. CLOSET

The door to this small room fits poorly. Within, various robes, cloaks, shirts, and other garments hang from hooks set into the walls. A pile of wooden boxes stands against the back wall.

The clothing belongs to Leptor, Virna, and Hardrack. Virna's fur cape, worth 100 gp, will be uncovered if the closet is thoroughly searched. The boxes at the end of the closet contain Baltron's old garments, now mildewed. They conceal a secret compartment at the back of the closet that contains a pair of *boots of levitation* and a magical ivory key identical to the keys hidden in the library.

14. TELEPORTATION CHAMBER

The chamber floor is almost completely covered by a round stone platform 6 inches high and 9 feet in diameter. The platform has a silver rim, a keyhole at its center, and five complex runes spaced evenly around its surface. Show the players illustration #5 of the teleportation platform (page 20, pullout section).

The runes radiate magic. If a *read magic* spell is employed, they translate as (reading clockwise) ANNOTIUM SHINER PAWMS DALINS NOUDENG. When the letters are unscrambled, the words individually become mountain, shrine, swamp, island, and dungeon, respectively.

All of the magical ivory keys (found in rooms 11 or 12) will fit the keyhole. When one is placed in a keyhole, a glowing light appears, forming an arrow pointing at the "annotium" rune. Though made only of light, this arrow can be moved by physical or magical means, and can be turned to point at any one rune. When this is done, the chosen rune begins to glow, its brightness increasing with each passing second. If the key is quickly turned again, the arrow may be reset before any effect occurs. If the key is removed, the rune stops glowing, the arrow vanishes, and nothing happens.

If the arrow is not moved for 3 segments, the glowing of the rune reaches full brilliance, and everything on the platform is teleported to the destination represented by the glowing rune. The key used is also teleported, arriving in an identical keyhole in the center of the platform of destination, except in one case. No platform exists at the "dungeon" destination, so the key reappears here in room 14, again in the keyhole.

Those teleporting to the DUNGEON arrive in room 20, cell A.

The destination of the SWAMP rune is a point one mile from the keep, at the end of the roadway (Map 1, A1).

The SHRINE rune sends users to room 25, a matching platform.

The ISLAND rune is keyed to a far place, the Isle of Banburn, which is not detailed in this adventure. Users arrive on a platform atop a tower in the midst of the ruin, once a great stronghold of the Cult of the Black Flame. That platform has only one rune, readable as "WROTE", and a keyhole. It functions in similar fashion, sending its occupants back to the TOWER (this room). The Isle is uninhabited except for thousands of sea birds, and covered by heavy jungle. It is so small that the characters can see the whole place without leaving the platform.

Users of the MOUNTAIN room teleport back to this chamber. The rune is keyed to a fortress of the Cult atop a high mountain, but this rebound effect has occurred ever since that peak became an active volcano. The fortress, of course, has long since become a puddle of molten slag.

15. CHAMBER OF LIGHT

It is difficult to tell that the south and west walls and the roof of this chamber have been destroyed. Only the humid, swampy breeze blowing through the hole where the rubble of the inner wall has been removed gives any clue that the room has been breached. The entire chamber is so blindingly illuminated by a strange green light that nothing else can be seen.

The light emanates from a disc-shaped area 3 feet off the floor in the center of the room. No source for the light can be found; it simply appears from this volume of air. The beam of light shines upward, passing through the hole in the roof to create a giant, gradually fading cone of light above the keep. The light remains very bright to a height of 500 feet, then rapidly fades.

The light is strongly magical, but is treated as if produced by a 32nd level magic-user. It ages living creatures and causes decay or corrosion in any inanimate object other than stone. The effect produces the equivalent of one year of aging or ten years of decay and corrosion per round of exposure to the light. If a living creature dies as a result of the magical aging, that creature is immediately *reincarnated* (using the druid spell chart to find the new form). The life force instantly occupies the new form somewhere at ground level, 101-200 yards from this beacon.

If the light is blocked or turned off, the lizard men for several miles around the keep will react. King Yiss will eventually hear of it and immediately march on the keep to slay the ones committing this sacrilege. (See page 4 for details.)

16. DAMAGED ROOM

The stairway ascends to a large room with a 10-foot gap in its west wall. The chimney of

the alchemy lab furnace (area 10) passes through the floor and the roof, at the northeast corner of the room. A winged reptilian creature lies against the warmth of the flue, sleeping cozily.

Three wyverns make their lair in the remains of this room. These creatures usually fly out of the marsh to hunt. At any given time, 1-2 wyverns are present. The absent wyvern will return 1-100 turns later. The creature curled against the chimney (40 hp) never leaves the lair because it has an injured wing and cannot fly. If a second is present, it is in the southwest corner. The lair contains numerous bones but no treasure.

Wyverns (3): AC 3; MV 6"/24" (MC:E); HD 7 + 7; hp 50, 43, 40; #AT 2; Dmg 2-16/1-6; AL N(E); SA poison tail

17. ROOF

The stone roof of the keep is flat, surrounded by a 4-foot crenelated battlement. Large sections of the room in the southwest and northwest corners have collapsed. The green light shines up through the gaping hole at the southwest corner. The roof is bare except for debris.

There is a 50% chance per round that the wyverns (room 16) will notice activity on the roof, and investigate.

There is a 75% chance that anyone approaching within 5 feet of the jagged edge of the roof will cause a partial collapse and take 2-12 points of damage while plunging to the area directly below that point (second floor).

Map # 4: Dungeon Level One



Dungeon Level One

18. ROUGH-HEWN CHAMBER

The walls of this empty room are rough rock, worked but not dressed. A thick layer of dust carpets the floor, unmarked by tracks of any sort. A ladder built into the west wall disappears upward into a square shaft. A narrow corridor leads east 15 feet to a door, which is locked and barred on this (west) side.

One of the keys from room 7 fits the lock on this door. Anyone teleporting to room 20 cannot force this door without magic, since the bar is on the west side.

19. JAILER'S OFFICE

The walls and contents of this room are thickly covered with brown and yellow mold. Water drips from a crack in the ceiling and disappears between the flagstones of the floor. The room contains a crudely made desk and matching chair, both unusually large and badly rotted. A long mold-covered lump is atop the desk. A normal door is centered in the south wall, opposite the desk. A door in the east wall is of prison type, made entirely of bars.

The mold is harmless; it can easily be scraped off or burnt away. One of the keys found in room 7 will open the barred door; the others fit the cell doors and the normal door leading to room 21. The mound upon the desk conceals a large wooden club. The desk drawers are not locked. They contain three empty bottles, a set of rusty manacles with a key, a ring, and a rotting bag. The bag contains 55 cp and 12 sp. The ring is magical, a *ring of spell storing* containing two *scone to flesh* spells.

A 3-foot-square trap door in the southwest corner of the room is simply a flagstone (a secret door concealed further by mold). It has no handle, but can be raised by prying. The floor of the 5-foot-deep pit below is loose rubble. Lying atop the rubble is an intact adventurer's pack. The pack contains a few pieces of typical equipment and small tract promoting the Cult of the Black Flame. The word "Surteek" is hand-written on the first page, and the word "Sosume" is similarly inscribed inside the back cover. Both words are meaningless, even to magical aid. The first is the name of the pack's owner, a former Cult member who has become the apparition in room 20 (Cell B). The second is the password needed to calm the guardian in area 35 and corresponds to the word that can be found in the Library, room 11.

This pit is actually a shaft 100 feet deep, connecting to the second dungeon level (rooms 25-37). It was filled with rocks when the teleporter system was completed. Nearly 6,000 man-hours of work would be required

to clear the shaft without magical aid.

20. JAIL

This large room is divided into six areas by bars of typical prison type. The bars are intact and firmly set into the solid rock walls, ceiling, and floor. One area, 5 feet by 20 feet in size, is lined with doors of the same style. It provides access between room 19 and the other five areas of this room, which are cells. Four of the cells (A, B, D, and E) are each 10 feet square; the largest, at the east end (C), is 15 by 25 feet.

Each of the five cell doors is locked, but the door to room 19 will open easily. The cells contain decayed straw, wooden benches, and bowls filled with the moldy remains of ancient meals. The large cell (C) is also equipped with seven sets of manacles anchored in the east wall.

Cell A may contain a living being, if one has teleported here from room 14. Cell B contains a human skeleton, still clad in rotted clothing. If these remains are disturbed, an apparition appears 3-6 rounds later; see below for details.

A secret panel in the wall of Cell A conceals a leather scrollcase containing a scroll of one clerical spell, *word of recall*. If used by a cleric who has not previously prepared an appropriate sanctuary as a destination, the spell effect transports the caster to a point atop the main altar of his or her home church.

The secret door at the back of cell E opens into an escape tunnel that leads 100 feet to a cavern. If this passage is taken, read the following aloud, and then refer to area 22.

The secret door opens to reveal a long tunnel, about 10 feet wide and 10 feet high, extending due south. After you proceed about 50 feet, you hear guttural, argumentative voices ahead. You cannot make out what they are saying, but the speakers must be large, judging by the sounds they make.

The Remains in Cell B

The skeleton here radiates both evil and magic. Its long, bony fingers clutch an antique medallion. This device sports the symbol of the Cult of the Black Flame. It is worth 250 gp to certain scholars (such as Demetrius), but if shown to any other person in this region, the bearer will be accused of membership in that vile organization, and prosecuted if such is possible.

The skeleton is that of poor Surteek, a Cult member placed here for disciplinary reasons but abandoned when the keep was evacuated. His spirit lingers here in the form of an apparition, but he will not arise unless his remains

are disturbed (including the medallion). If disturbed, a ghostly skeletal form rises from the remains 3-6 rounds later, and moves quickly (24" rate) toward the vandal.

Unfortunately, the medallion is needed in area 35, for use against the guardian. If the characters take it, they must deal with Surteek; if they do not, they will have a tough time later.

Surteek's apparition can be Turned by a cleric (treat as a spectre). He can also be immobilized by two methods. If called by his name, which can be found on materials in the secret pit in room 19, he stops and faces the person speaking. He may then be conversed with normally, and will describe his doom and ask to be either left undisturbed or released. He will reveal the command word (sosume) if asked, and will even reveal that it calms the guardian of the Black Flame (though not its location). He will not speak at all, however, unless first called by name.

Surteek can also be immobilized by application of the spell needed to release his spirit, an *exorcise*. The apparition is effectively paralyzed (but cannot be attacked) when that spell is begun, and remains so until the spell is either interrupted or completed (the latter possibly requiring up to 100 turns of time, as explained in the spell description).

If Surteek's remains are restored to their original condition (clutching the medallion), the apparition vanishes instantly.

If the apparition catches its victim, no hit roll is needed. The monster has closed its bony fingers around the victim's throat, and the player must roll 3d6. If the total is less than the character's intelligence score, the attack has no effect; otherwise, another 3d6 roll must be made. If this second roll is less than the victim's Constitution, he or she flees in terror for 1-4 rounds; otherwise, the victim falls dead of fright (treat as immediate reduction to -20 hp, but with no visible wounds).

If not stopped, Surteek will attack all the intruders. He remains ethereal, immune to all attacks, except during the round in which he is attacking. If attacked on the ethereal plane, he is AC 7 (#AT 1, Dmg 1-12).

Apparition: AC 0; MV 24"; HD 8; hp 56; #AT 1; Dmg special; SD ethereality (immune to attacks) or brief appearance (hit only by magic or silver weapons); AL CE

21. TORTURE CHAMBER

A heavy layer of dust mercifully obscures most details of this room, and nothing of value remains here. If the pieces are dusted off, several bizarre artifacts are revealed. Large iron boots stand empty before a tall chair, from which hang the rotting remains of leather straps. A device the size of a bedframe,



with a crank mechanism at its head, is overshadowed by a huge pair of pliers hanging from the south wall. An iron cauldron filled with dirty oil stands next to a brass brazier, the latter green with tarnish. Three branding irons lean against the brazier.

22. CAVERN

This area is irregular and large, the ceiling ranging from 15 to 25 feet in height. This is the lair of 10 ogres. Their positions (and that of their one captive) are noted by small circles on the map.

The 100-foot-long tunnel from the jail (room 20) opens into the north end of this cavern.

If the pit area south of the keep (A8) is excavated, two corridor openings may be found; the northern leads into this area. Two ogres nearby will hear the sounds of digging and alert their fellows.

In an alcove northwest of the cavern, one ogre sits watching his bound captive, a live lizard man. Just outside that alcove, five ogres are clustered around a small fire, over which hangs a boiling kettle. These five are arguing heatedly over the proper proportion of frogs to lizards in their recipe. One ogre is busily drawing pictures on the cavern wall (just west of the north corridor) with a piece of charcoal, and another is taking a nap in the east alcove.

A large pool of clear water in the western pan of the cavern is used by the residents but poorly cared for, now becoming polluted. A passage to the southwest leads to the lair of three fog giants, who are feared and served by the ogres.

Five other ogres and one fog giant were slain by Antarcus (G8) and his gang during

the last month. They are now all in hiding, waiting for an opportunity to escape and fearful of those living above. They have explored the north tunnel, but have not found the secret door entrance to the cells.

Ogres (10): AC 5; MV 9"; HD 4 + 1; hp 29, 27, 25, 23, 21, 19, 17, 15, 13, 11; #AT 1; Dmg 1-10; AL CE

Lizard Man: AC 5; MV 6"//12"; HD 2 + 1; hp 11; #AT 3; Dmg 1-2/1-2/1-8; AL N

23. SOUTHEAST CAVE

This area, southeast of the main cavern, is littered with bones and filthy animal skins. This is the temporary lair of three fog giants, masters of the ogres in area 22. Plenty of loose boulders lie about for their use against intruders.

Three leather sacks stand against the south wall; these contain the giants' treasures. The first and second sacks contain 8,000 sp each; the third contains 3,000 gp and a *potion of climbing*.

Fog Giants (3): AC 1; MV 15"; HD 14; hp 66, 58, 49; #AT 1; Dmg 4-14; AL NE; SA hurl rocks; SD surprised on 1 only

24. EMERGENCY EXIT

If the party has not cleared the refuse in the pit (A8), that must be done before the south corridor leading to area 24 can be reached.

The tunnel between the pit and area 24 has been blocked by some debris from a partial collapse, but the refuse can be cleared by 1-4 man-hours (6-24 man-turns) of work. Beyond the blockage, the tunnel continues south for 100 feet and ends in a locked door. No keys

found in this adventure will fit the lock.

A ladder built into the south wall of this 20-foot-square room leads to a trap door in the southwest corner of the ceiling. The room is empty except for a chest in the northwest corner. The chest contains 50 feet of rope, an empty leather backpack, an empty tinder box, a one-inch stub of tallow candle, an empty water skin, 40 gp, three 100 gp gems, and a suit of clothing. The chest has a false bottom, and the concealed compartment contains a magical cloak. If the cloak is touched, a *glyph of warding* lining the compartment detonates (Electrical, Dmg 24 points). The cloak can be turned into *wings of flying* by use of the proper command word, which unfortunately is not included here.

The trap door in the ceiling is secured by a bolt, which can easily be drawn. Iron rungs in the south wall then continue up a square shaft, which ends 40 feet up in another trap door, again bolted. This is yard area A7. When this bolt is drawn, the door falls open, and the foot of soil atop it pours into the shaft. This is not detectable as a trap.

Tell the player of the character opening the door to roll 3d8. If the total is equal to or less than the character's strength score, the victim holds the rungs tightly enough to avoid falling. However, if the roll is greater than the character's strength score, the character falls, and must make a normal hit roll. If that attempt hits AC 5 or better, the victim grabs a rung in passing, and takes only 1-6 points of damage from the incident. If a miss is indicated, the victim falls the 50 feet to the floor of room 24, taking 5-30 points of damage on impact.



Map # 5: Dungeon Level Two



Dungeon Level Two

This dungeon level is normally accessible only from area 14 of the keep, using the teleporter system. During his stay in the keep, Baltron discovered and made use of this area. Leptor has not found any ivory keys, and is extremely frustrated because he knows the purpose of the platform (in room 14) but cannot activate it. Neither Antarcus nor any of his band are aware of this dungeon level.

25. HALL OF DOORS AND STATUES

Read the following aloud if the PCs have arrived by teleporter platform.

You see nothing but blue spots for a short while after the brilliant flash, but your eyes adjust quickly. You are still on a round stone platform, 6 inches tall and 9 feet in diameter, but it bears only a single rune; you must be in another place. A key is in the keyhole in the center.

The platform is centered in a room 30 feet square, with an iron door centered in each wall. One door is adorned by a demonic face in bas-relief, but the others are plain. *You* don't know which direction is north. Four statues stand in the corners, their heads nearly reaching the 20-foot ceiling of the room. The creatures depicted are an efreeti, sahuagin, raven, and xorn.

Only one rune, magically readable as WROTE (Tower), is on this platform. The two sources of magic in the room are the platform itself and an alteration (actually three *magic mouth* spells) on the demonic face of the south door.

Pipes hidden in the four statues allow the room to be completely flooded with water and then drained. The floor of the room (but not the platform) is pressure sensitive. If the east, north, or west door is open, this trap will not become active. Otherwise, when the floor supports 50 or more pounds of added weight, water starts gushing from the mouths of the statues, and each of the four doors emit three loud clicks. The demonic face says "Ah, ha, ha, ha! You fools have sealed your doom!" and laughs evilly. The room floods to the ceiling in 10 rounds, remains for 25 rounds, and then drains away in 5 rounds, leaving only a few shallow puddles. The teleporter ceases to function when water reaches its surface, one round after the trap is triggered, and is not usable again until the water has drained away.

The south door (with the face) is a false one. If it is touched, the demonic face on the door says "You shall never get by me!" and chuckles and gurgles horribly. If this door is opened, it reveals a dead end six inches behind it. If

any other door is touched, the face says "You are wasting your time, fools! You will be dead in minutes. Just sit back and enjoy your deaths, like good little prisoners!" The east door, if opened, reveals a dead end seemingly identical to that southward, but a secret door therein gives access to the corridor leading to areas 26 and 27.

26. HALL OF THE GORGON

The hallway proceeds east 60 feet from the secret door, where a side passage branches south. The side passage is also 10 feet wide and tall, and ends in an unusual circular door. Looking ahead, you see a 20-foot by 30-foot chamber. Within it is another round platform, though this one seems to have no rune or keyhole. A stone bull's head is mounted on the east wall.

Show the players illustration #1 (top of page 14) to show the door to room 27. Sharp-eyed characters see some horizontal marks on the door as well. If they investigate or can see clearly at a distance, show the players illustration #6 (bottom of page 20). Refer to area 27 for more details.

The scaly stone head in room 26 is magical. It is no mere decoration, actually protruding from a place behind the wall in which the life essences of three gorgons are magically kept. When any living creature stands on the platform, the head breathes a petrifying mist. Each creature on the platform must then make a successful Saving Throw vs. Petrification or turn to stone. The mist is breathed out each round in which a living creature is on the platform, but no more than 12 times per day. The cult used this device often, both to punish misbehavior and to ensure that no prisoners escaped. Two very lifelike statues of warriors stand to either side of the platform.

27. FALSE TREASURY

If you have not already shown the players illustration #6 (three rods), do so at this time. The peculiar round door is 7 feet in diameter and 1 foot thick, made of layers of steel, lead, and granite. The hinges are not visible.

The door can be opened when each of the rods is moved to the correct numeral. You may select the three correct positions for the rods. A thief's Open Locks attempt must be checked separately for each sliding rod. A *knock* spell will cause two of the rods to move to their proper positions.

The door opens to reveal a treasure vault. Read the following text aloud.

The walls of the vault are made of steel. Life-sized statues of a centaur, an armored

man, a robed man, and a young woman stand near the entrance. Near the south wall beyond the statues are four wooden chests, their lids wide open. A closed iron chest and two large wooden crates are by the east wall.

The vault is insulated with layers of steel, lead, and granite in the same manner as the door. The four statues are actually creatures petrified by the gorgon head in room 26, placed here for storage. The centaur is Caerion, companion of a seventh level human ranger named Andar, who is now the "armored man" statue. The two were hired to find and return the young son of a local noble who was abducted by the cult. The young woman is Theandra, daughter of a powerful noble in a nearby kingdom. She was abducted and held for ransom, but the ransom never arrived and, rather than feed useless merchandise, the cult petrified her. The fourth statue is Torm Blackmace, a fourth level cleric of the Cult of the Black Flame, who was turned to stone for allowing a prisoner to die too quickly under torture. These four have been statues for nearly a century.

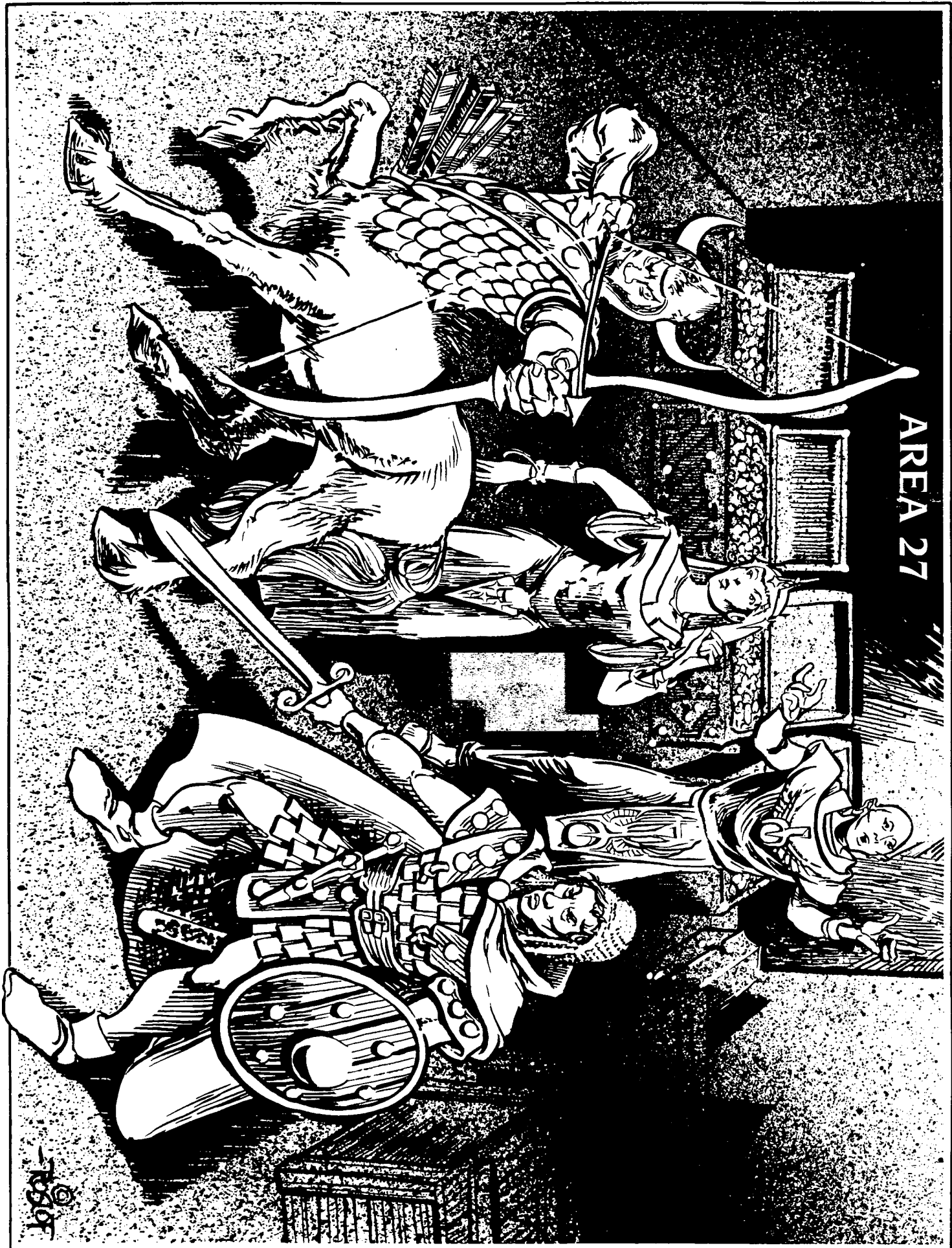
If both Caerion and Andar are rescued, they offer to repay their debt by aiding the party until the seeds are roasted and safely returned to Demetrios. If either is restored alone, he thanks his rescuers profusely, but hurries off to find some way of rescuing his comrade. Theandra can offer no reward; the last member of her family died 60 years ago. Blackmace, the evil cleric, will fail to understand that the cult has gone, and will attempt to detain the party until they can be questioned by his superiors. He has nothing of value except a medallion of the cult, identical to the one in cell B (room 20), that is hidden by his garb.

Centaur Caerion (SS 95%): AC 5; MV 18"; HD 4; hp 24; #AT 2; Dmg 1-6/1-6; AL NG; composite longbow, 25 arrows

Andar, human 7th level ranger (SS 88%): AC 7 (leather & shield); MV 12"; HD 8; hp 41; #AT 1; Dmg 2-9 (longsword) or 2-5 (dagger); ALLG
S 15, I 16, W 14, D 14, Co 14, Ch 15

Theandra (normal human woman, SS 85%): AC 10; MV 12"; HD ½; hp 4; #AT 1; Dmg 1-4 (silver dagger); AL CG

Torm Blackmace (human 4th level cleric, SS 85%): AC 10 (robes); MV 12"; HD 4; hp 19; #AT 1; Dmg by weapon type (none carried); SA spells (none memorized); AL LE
S 14, I 11, W 17, D 13, Co 13, Ch 12



AREA 27



The first three open chests contain 6,000 cp, 6,000 sp, and 6,000 sp (respectively). The fourth contains 6,000 coins that seem to be gold pieces, which are merely gilt coppers (the combined value equivalent to silver pieces). The two crates contain 150 daggers and 350 darts, respectively. The iron chest is locked, and contains three bolts of silk worth 300 gp each. Wrapped in the silk are two *potions of heading* and a wand case, the latter containing a *wand of wonder* (6 charges).

28. HALL OF DOORS

This corridor (north of room 25) can only be traversed by solving the puzzles posed by seven magical doors along its length. Baltron solved them all, and thereafter used the vault beyond (area 29) as his treasury.

The walls, floor, and ceiling of the corridor are constructed of layers of steel, lead, and granite, only the outer (steel) being visible. The steel and granite radiate magic as well. The combined effect renders all surfaces immune to non-magical penetration from either direction, and the combination of *dweomers* (actually three alterations) reflects all magic (including "at will" spell-like effects) back at the creature or item producing it. Even other-planar and trans-dimensional access (*ethereality*, *teleport*) is blocked by the combination of protections found here.

The doors spaced at 10-foot intervals in the corridor (excepting only the third) are protected in like manner, as is the vault beyond (area 29).

Spells not directed at the surfaces, such as those of personal use—for example, detection spells and others of the divination category—can be used with normal effect. Though it should not occur in play, the protections can be bypassed by use of a magical digging tool, such as a *mattock of the titans*. The work would take a considerable amount of time—perhaps months.

The method for opening or passing each door is different. All the doors open inward. The opposite (north) side of each door bears a large handle and heavily sheathed hinges; each can easily be opened from that side.

Read the boxed text describing each door aloud, and use illustration #1 (top of page 14) for every door. You will also use illustrations #3 and #4 (page 19) to show certain inscriptions.

A. First Door

Ten feet beyond the door from the hall of the statues, you see a circular steel door, 7 feet in diameter. The steel door has no apparent lock, and its surface is smooth and unmarked. No hinges for the door can be seen.

This was *wizard locked* by a 12th level caster. It opens automatically when that effect is countered (by the usual means).

B. Second Door

Ten feet beyond the featureless door is another, similar but more elaborate. Thirty-three keyholes are spaced evenly around its perimeter, each about six inches from the edge.

All of the locks appear identical, even to *x-ray vision*, though that spell or a *find traps* spell could certainly spot the traps described below. The door swings open automatically when seven of them are unlocked. Remember that a *knock* spell cannot work, instead rebounding to the caster.

Take a moment and use the spaces below to note the different locks (your choice). Avoid logical placement and symmetry. Use a clockwise numbering system for reference, with lock #1 at the top of the door. Reveal this numbering system to the players, as this will speed play and cannot adversely affect results (unless you employ an easily deduced system of lock placement).

The seven locks which secure the door are those numbered:

Thirteen of the other locks are trapped as follows. The remaining thirteen have no practical purpose.

Poison needle traps in 6 locks, numbers. Make a Saving Throw vs. Poison or receive 1d6 points of damage.

Glyph of warding (blindness) traps on three locks, numbers:

Acid traps in 3 locks. Each sprays in a 5-foot radius (Dmg 2-8). If the trapped lock is picked or if an attempt to remove the trap fails, the victim may (25% chance) be seriously blinded, a *regenerate* needed before a cure *blindness* can succeed. These three locks are numbers:

One trap spews forth a cloud of gas in 10-foot cube; each victim must make a successful Saving Throw vs. Poison at -4 or sleep for 2-8 days. The sleep cannot be removed by non-magical means, and any magic employed must affect the poison (not a disease or other affliction). This trap is in lock number:

C. Third Door

After the door of many locks lies a third door which appears exactly the same as the first—totally featureless.

The third portal is a *permanent illusion*. It can be passed only when the character successfully disbelieves its reality, determined by the usual Saving Throw vs. Spells after the player specifically announces the attempt. Wisdom bonuses or penalties apply. If the illusion is detected, apply a +4 bonus to the roll. If one or more characters pass through, apply a +4 bonus to subsequent rolls. Bonuses are cumulative. A maximum of 3 attempts (saving throws) are allowed per person per day.

D. Fourth Door

Ten feet further on, you are faced with yet another door. This door is unmarked except for a message etched on its surface.

This door is not locked and opens easily when pushed. It is detectable as a trap. Anyone passing through it is teleported to the platform in room 26 (and must thus save or be petrified). To avoid this, the proper password must be spoken aloud by the person stepping through the doorway.

The message inscribed on the door is in the secret language of the cult, unknown to any of the PCs. It reads, "Sayez Chi, Passant Avantre," ("To pass through, say who.") A *comprehend languages* effect (the spell or *helm*) will prove useful, but as the writing is not magical, *read magic* is useless.

The password is "who," spoken in the language of the cult ("Chi"). The word is easily found, as it is part of the inscription; but the players must realize this and act on the knowledge. If they do not specify otherwise, assume that the characters' attempts are made in the Common tongue. The natural inclination of the caster is to ignore the language of the message and concentrate on the magically translated version, which is ineffective here.

E. Fifth Door

Is this procession of doors endless? The fifth door has a large dial at its center. The numbers 1 through 21 are inscribed around the dial at even intervals. A silver bar extends from the top of the dial and points to the number one. To either side of the dial are rows of numbers, two rows to the left and one to the right.

Show the players illustration #3 (top of page 19). This is a magical combination lock.



and any Open Locks attempt by random die toll automatically fails. The players must figure it out by examining the rows of numbers for patterns. In each case, a sequence is given; the next (missing) number in the sequence is needed to open the lock.

In the first sequence of numbers (upper left), each number is the sum of the previous two; the next in the sequence would be 13. In the second row (right of the dial), each number is double the previous one; the next would thus be 16. The third series is produced by alternately adding 6 and subtracting 2 from the previous number; the next in the sequence is thus 15. Therefore, when the dial is moved to the numbers 13, 16, and 15 (in that order), the door opens.

In campaign play, you may wish to replace the sequences given above with others more difficult to deduce, changing the combination thereby. Be sure that each sequence contains enough elements to produce a unique solution; you must otherwise permit success for any logical process that could explain the sequence.

F. Sixth Door

The fifth portal opens to reveal yet another door 10 feet beyond. This one is nearly featureless, but has three locks near its right edge. And, for the first time, the corridor is not unmarked! A hole in the east wall, about a cubic foot in size, is filled with a tangle of brass keys. Another hole in the west wall is empty, a brass plate lines its base.

The door locks serve no purpose, although three of the brass keys will fit them. If exactly seven of the brass keys are placed in the west (empty) niche, the portal will open one segment later. It will stay open so long as the keys remain there. More or fewer keys will not produce the desired effect, but as the process is mechanical, any objects weighing precisely the same amount as seven keys will do nicely. If a character searches, he discovers the symbol for a scale beneath the dust engraved above the west wall, and the symbol for one pound.

G. Seventh Door

A seventh door blocks the hallway ahead. Seven symbols are etched in its surface—a moon, hexagon, triangle, square, star, pentagon, and sun.

Show the players illustration #4 (bottom of page 19). The door opens when the triangle, square, pentagon, and hexagon symbols are all glowing. This occurs when they are

touched by living flesh in that order. The star may be touched at any time without affecting the results, but touching any other symbol will ruin the sequence, as will touching a symbol out of order. Any glowing symbol remains lit until it is touched again, or until any symbol produces a shock, or until the sun is touched.

All the symbols can glow except for the moon and sun. If a symbol can glow but fails to do so when touched, it produces a shock.

The square will not glow unless the triangle is already lit. The pentagon will not glow unless both the triangle and square are lit. The hexagon will not glow unless the triangle, square, and pentagon are all lit. The star always glows when touched, but has no other effect. The moon always produces a shock, but no other effect. If the sun is touched, any and all glowing symbols are extinguished, but no shock occurs.

If a symbol produces a shock, the creature touching it takes 3 points of damage, regardless of immunities. No saving throw applies. This damage can only be cured by a *heal* spell, a *wish*, or normal rest, the latter at the rate of 1 hp per week.

29. BALTRON'S TREASURY

The seventh portal opens to reveal a vault lined by the same metal as the corridor and doors. Two statues, one of an armored fighter and the other of a man in robes clutching a long pole, stand in the corners nearest the entrance. Along the far wall are three small chests, a sealed vase, a sealed glass bottle filled with a white mist, a large stone chest, and a table supporting an open book in a glass case.

The statue to the left appears to be a petrified fighter, but is actually a stone golem. It attacks any living being who enters the room unless deactivated by a command word. Unfortunately, the command word was known only to Baltron, and is long lost.

Stone golem: AC 5; MV 6"; hp 60; #AT 1; Dmg 3-24; SA produces *slow* every other round to 10-foot range; SD +2 weapon to hit, affected only by earth-based spells

The right-hand statue is a tenth level monk, petrified by Baltron for trying to destroy the mage's evil experiments. The monk may be restored by a *stone to flesh* spell (such as those found in the ring from room 19). He will be very grateful for rescue, offering to repay the debt by serving the party as best he can until the party mission is accomplished.

Eson the Wise, human 10th level monk (SS 80%): AC 3; MV 24"; HD 11; hp 27; #AT 1 or 2; Dmg 8-13 (*bo stick* + 2) or 3-13/3-13 (hands); SA/SD standard monk powers; AL LG; wears *ring of spell turning* S 15, I 8, W 16, D 15, Co 12, Ch 10

The glass case is made of unbreakable *glassteel*, and bears both a *wizard lock* and a *fire trap* (Dmg 1d4 + 16 in 5-foot radius). If unsecured, the case easily separates into two pieces. Within the case is a *book of infinite spells*, open to a page containing the first level illusionist *light* spell. Eight pages of the book remain unused. You may select the remaining spells; new ones for the campaign, from *Unearthed Arcana*, are recommended.

The large stone chest contains the jade statue of a dragon (worth 500 gp), packed in straw, and a small case which holds a *ring of swimming* and a *potion of longevity*.

Two of the small chests contain 1,500 gp each; the third holds 800 pp. The vase contains a rare aromatic oil worth 300 gp. The glass bottle contains an imprisoned vampire mist.

Vampire mist: AC 6; MV 12"; HD 3; hp 17; #AT 1; Dmg 1-8; SA envelopment; SD immune to all spells except air-affecting; SZ M; I Ave (see new monster)

As with the other magical portals, the treasury door can be easily opened from the north side. It closes slowly but automatically when no living creatures remain in the vault. It cannot be forced to remain open.

30. HALL OF SPIKES

The walls of this 30-foot-long hall are studded with 2-foot spikes from floor to ceiling. They all point toward the center of the corridor, leaving a clear pathway 6 feet wide. Each spike is coated with a dull black substance. A door at the far end of the hallway is cloaked in shadow.

The black substance on the spikes is a contact poison. Anyone touching it must make a saving throw, but as the substance is very old and dry, a +5 bonus applies to the roll. Success indicates no effect, and even failure means that only 1-4 points of damage are taken. However, the damage cannot be cured until the poison is neutralized.

This hall appears ominous and forbidding, but there is nothing more to it. The cultists wanted to scare intruders into thinking that this hall was a trap leading to a dead end.

31. DARK CHAMBER

Be sure you are familiar with all of the following details before starting this encounter. This room bears an old but still powerful



enchantment that dims the sight of those entering. Torch and lantern flames seem to be extinguished upon entry. *Light* spells seem to have no effect, and magical blades seem to become non-magical as they enter, their bright glows suddenly vanishing. Even a *continual light effect* seems reduced to dim torchlight herein. The enchantment does not truly affect anything but the senses, however, lightless flames are still hot, and can still burn.

Describe the room's contents only if some light source nearly equal to full daylight is employed, such as *continual light*. The room is 30 feet square. An eerie mist swirls over the floor of polished black stone. The walls are lined with rotted tapestries into which some unknown craftsman wove a procession of cloaked, hooded figures. The two lines of evil worshippers appear to advance to an open doorway to the west. In mouldy splendor, the leader of each line of the procession carries a lamp from which burns a black flame.

The mist emanates from a 10-foot-diameter pit in the center of the room, but this gaping hole is so covered by mist as to be invisible. The pit ends 40 feet below at the surface of a subterranean pool. The pool is 30 feet deep at this point, and varies from 10 to 80 feet in depth over its entire length. Refer to area 34 if the pool's occupants have any unexpected visitors.

Any character roped to or held by another can avoid an accidental fall into the pit, but if an unsecured character has such an accident, the player must make a Dexterity check, as follows. The player rolls 3d6. A total equal to or greater than the character's Dexterity score means that the victim falls in head over heels. A lesser total indicates a near miss, the character being able to regain his or her balance without toppling.

An invisible stalker now waits in this room. It will bide its time, seeking the best opportunities to attack, unless an intruder carries a medallion of the Cult of the Black Flame (such as the one found in cell B of room 20). The monster will attack such a person immediately upon entering, trying to throw that person into the pit by using a grappling attack. The medallion need not be visibly worn or carried; the creature senses its presence. The stalker is blind, and thus suffers a -4 penalty on all hit rolls.

The stalker scores no damage with its grappling attack. Instead, any victim hit must make a Dexterity check (as described above) or fall into the pit. Furthermore, a penalty applies to the player's roll if the character attacked is within 10 feet of the pit. Add a +6 penalty if the character is within 5 feet of the pit, or a +3 penalty if from 5 to 10 feet away. Victims who avoid being thrown into the pit are instead thrown to the floor in prone or

supine position (player's choice), and suffer a +4 Armor Class penalty until they regain their footing.

A -2 penalty applies to every initiative roll for the stalker except for the round in which it first attacks. If the monster loses the initiative, it cannot grapple, and instead takes a feeble swipe at its victim. Although it is a conjured creature, and cannot reach anyone within a *protection from evil 10' radius*, the lesser *protection from evil* will not stop its grappling, merely preventing damage and penalizing the monster's chance to hit. The stalker can fly, should it choose to do so, and thus cannot itself be effectively thrown into the pit.

Long ago, this poor creature entered this room seeking a mage who conjured it, and was trapped by the dweomer. After nearly a century of imprisonment and darkness, it has become weak, blind, and insane. When "slain" or otherwise released, its life essence returns to its elemental home, where it can be cured in time. It will remember the scents of those who release it, and reward all of them at another place and time, though not with its service.

Invisible stalker: AC 3; MV 12"; HD 8; hp 39; #AT 1; Dmg grappling or 2-8; AL N; SA surprise on 1-5; SD invisibility; MR 30%; SZ L

The grappling system described above is the simplest of several options given in *Unearthed Arcana*. One of the more complex versions can be used, if you wish.

The doors leading north and south are both secret and concealed by the tapestries, and are thus hard to find by non-magical means. An elf does so only if searching, and then only on a roll of 1 on 1d10. A character of any other race has a chance half that (1 on 1d20) at best. If the curtains are moved and the wall itself searched, use the dice noted above, but applying a -2 bonus to the roll.

32. TRAPPED HALL

Beyond the open doorway, the floor of the hallway slopes upward at a 30 degree angle. It is made of the same smooth black stone as the floor in room 31. The hallway ends in a closed door.

Only solid stone lies beyond this false door. When it is opened, a hidden mechanism on the wall over the door fires a spray of old, rancid, but slippery oil down the corridor. Another nozzle spits out sparks, which set the oil afire. Each victim in the corridor must make a Saving Throw vs. Breath Weapon. Those failing are soaked; those successful are

splattered. Anyone soaked with oil takes 2-12 points of fire damage per round; anyone merely splattered takes only 1-6 points per round. The fire lasts for 10 rounds before the oil burns itself out. Enough oil remains in the trap to produce the effect another 19 times.

Once the trap is sprung, anyone who tries to move will slip, fall, and then slide down the sloping hall and fall into the pit in room 31. Assume a base 25% chance of success if anyone in room 31 tries to grab a sliding victim, but disallow such attempts by anyone who is surprised (as per the usual die roll).

33. SECRET CRYPT

A rough-hewn passage leading 40 feet north from the secret door ends in a small cave containing four stone sarcophagi.

No treasure remains here, but each sarcophagus is occupied. The monsters continue their dreamless sleep until their rest is disturbed, either by opening their sarcophagi or by the sound of the chime in room 36. If the former occurs, the monster disturbed tries to slay the person doing so. If successful, it returns to its rest, replacing the cover on its sarcophagus. If the chime sounds, all the monsters awaken, emerge, and take the most direct route to room 36, attacking any living thing they encounter there or along the way. If Turned by a cleric, the monsters simply return to their sarcophagi for more rest. The usual duration of the Turn result is curtailed if the monsters are reawakened by either of the means noted.

Mummies (3): AC 3; MV 6"; HD 6 + 3; hp 33, 28, 22; #AT 1; Dmg 1-12; ALLE; SA sight within 6" produces fear and paralysis, hit causes disease; SD hit only by magic weapons, half damage from blows, immune to *sleep*, *charm*, *hold*, *cold*, poison, and paralysis

Son of Kyuss: AC 10; MV 9"; HD 4; hp 15; #AT 1 and 1; Dmg 1-8 and worm burrowing; AL CE; SA emanates fear 30' radius, hit may (25%) cause disease; SD regenerates 2 hp per round

34. UNDERGROUND POOL

The shaft of the pit in room 31 empties into an underground pool with very murky water. Nothing is visible below the surface unless light brighter than a torch or *light* spell is used. The lake covers 5,000 square feet, and its depth varies from 10 to 80 feet. It has no shores, but fills an irregularly shaped cavern of solid but unworked rock. A dozen lizard man skeletons reside in the pool, and attack anyone who drops in.



Lizard man skeletons (12): AC 7; MV 12"; HD 2 + 1; hp 15, 14, 13, 12, 12, 10, 10, 9, 9, 9, 7, 4; #AT 1; Dmg 1-6; SD half damage from edged weapons, immune to *sleep, charm, hold*, and cold

If the bottom of the pool is explored, an underwater stairway at its north end can be easily found. The stairs emerge from the water five feet from a locked iron door, and continue up to that portal.

35. PLACE OF THE GUARDIAN

The characters may arrive here by teleportation from room 37, or may enter through the unlocked iron door to the south. A large stone throne stands by the north edge of this round room. On the throne is a chest, and on the chest is a creature. The monster is an unfamiliar type—a green froglike being with long fangs and claws. In the center of the room is a familiar-looking stone platform, 9 feet across and 6 inches tall. It has a keyhole at its center, and a single rune upon its surface.

This guardian daemon will attack anyone entering the room (by any means) unless the intruder visibly wears or carries a medallion of the cult. If an intruder does have such a medallion, the daemon says (using the secret language of the cult) "Speak, then." The intruder must respond either with the single

word of calming or the phrase giving the words of release, again using the secret cult language. If neither response is given within 5 segments, the daemon attacks.

The word of calming is "Sosume" (which can be found in the old diary in room 19). If calmed, the daemon will not attack unless it or its treasure chest is disturbed or attacked. The words of release are "Karuglamurin, be gone!" but they are known only to the high priests of the Cult. If that phrase is somehow known and spoken, the daemon vanishes instantly, leaving the chest on the throne.

Guardian daemon: AC 1; MV 9"; HD 9; hp 51; #AT 3; Dmg 1-6/1-12/1-12; ALN; SA fire breath (30-foot cone 10 feet across, Dmg 5-30); SD +2 weapon to hit, immune to *charm, hold, sleep, polymorph, fear*, and all magic-user spells

The teleporter here works in a manner similar to that in room 14. However, it requires 3 rounds to activate, rather than 3 segments. The rune on its surface can be translated, by *read magic*, as SHINER. The platform thus sends users only to room 37, the SHRINE anteroom.

This room was constructed by undead at the bidding of Ohjos, high priest and founder of the Cult of the Black Flame. When the cult

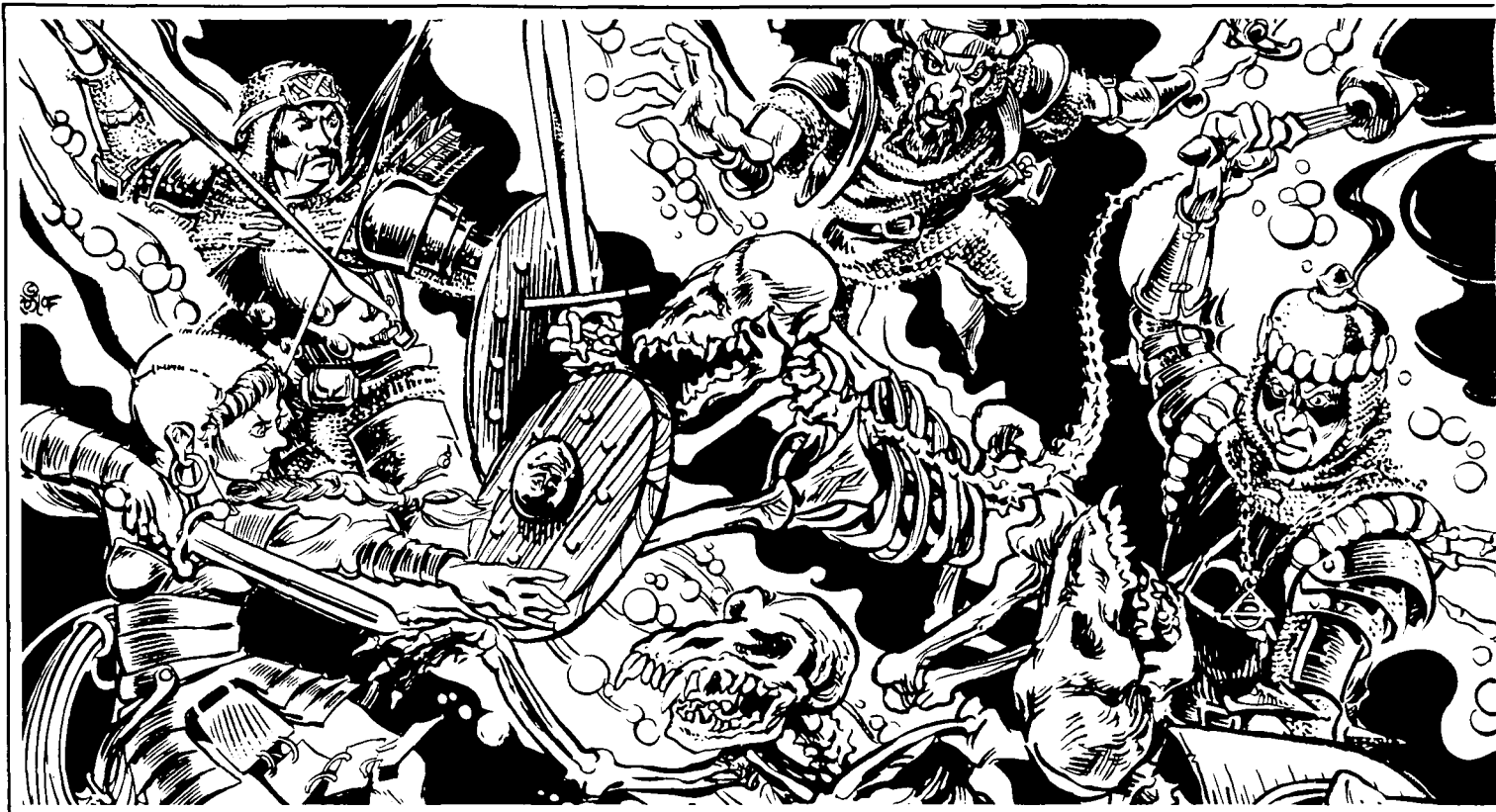
was attacked, he hid many important items here and charged the guardian daemon with the task of protecting them until a high priest of the cult should return to claim them.

The chest on the throne contains a *staff of withering*, a *talisman of ultimate evil* with three charges, and a stoppered glass vial containing a luminous green liquid. The latter item is a potion of sons, but is not drinkable. The green liquid is vitrioliquid, a potent acid that conjures 10-100 small enchanted monsters, called vitrioli, from the earth. See page 5 for details on both the creatures and the potion.

Vitrioli (10-100 or 100-1,000): AC 8; MV 6"; HD ½; #AT 1; Dmg exploding; AL (C)N; SA explode in 5-foot radius upon contact, producing fire (Dmg 1-8 + hp) and acid spray (Dmg 2-8); SD immune to fire and acid; SZ S

36. SHRINE

Show the players Illustration #2 while you describe this room. Beyond the secret door, a 20-foot-long corridor leads to a pair of bronze-bound oak doors. They are not locked or trapped, and open easily. The oddly shaped room beyond is fashioned completely of black stone. The 10-foot-wide south wall is carved with the images of a multitude of leering





demons. The decoration conceals the outline of the secret door leading to area 37, and a small peephole. Just before this wall, atop a raised area, stands a cloaked and hooded skeleton, apparently made of iron. Steps lead up to this area, and a stone altar stands at the base of the steps. Upon the altar rests a book, a small chime, and a large ruby (worth 8,000 gp) firmly held by an iron frame connected to the altar.

A small figure by the west wall holds a bowl filled with murky water. This figure is a fanged frog-like being made of iron. The carved 10-foot wall behind the thing depicts a foul marsh teeming with all manner of deadly creatures. Anyone drinking the foul water in the bowl must make a successful Saving Throw vs. Polymorph or be changed into a killer frog.

To the east, a large block of obsidian stands before a smooth wall. The block supports a brazier of gray stone. Oddly, the brazier is still burning, and the flames are black.

This, the Shrine of the Black Flame, remains as it was when the keep was abandoned by the cult. The book, chime, ruby, murky water, and black flames all radiate magic. The book and the water also radiate evil. The chime rings itself whenever anyone not wearing a medallion of the cult approaches within 15 feet of it. The ringing of

the chime awakens and summons the undead in the crypt (room 33), and also shatters the ruby, releasing a Type I demon from within. The chime becomes non-magical after it chimes.

The sounding of the chime can be prevented by use of a *silence 15' radius* spell, of course. The range of its sound is 180 feet, so if magically transported beyond that distance from the ruby (or *vice versa*, but either without approaching the chime), the shattering of the gem can be averted. No non-magical means will stop the sound, but the enchantment in areas 28 and 29 will block the tone. The gem cannot be pried loose from a distance, but a thief's Remove Traps skill may produce success, again assuming that the chime is somehow moved away first.

The black flames burn cold. In this container, they can only be extinguished by Demetrios' completed potion. They burn, and "set blackfire" to any living tissue they contact, except plant life. However, *resist cold* confers immunity for the duration of that spell. When burning tissue, the flames can be extinguished by a *dispel magic* or *wish* (either having automatic success). A victim "set on blackfire" takes 2-12 points of magical damage per round. The victim takes no visible damage, but becomes a lifeless husk upon reaching -10 hit points. The flames do not

affect mineral objects nor undead; in fact, undead and other evil creatures are attracted by their presence.

The book is the unholy scripture of the cult. Any evil character will enjoy reading its contents. Any character of Good alignment takes damage from merely touching the book, the amount being a base 2-12 points, plus 2-12 points if Lawful, or plus 1-6 points if Neutral. The damage cannot be avoided nor magically healed, the hit points only returning at the rate of 1 per week's rest. A character of purely Neutral alignment who touches the book feels compelled to read it (no saving throw). This person must also make a Saving Throw vs. Spells, with a -4 penalty, during each round of reading the tome; any failure causes his or her alignment to instantly change to Chaotic Evil and he will attempt to lead friends into danger and betray them. The victim's original alignment can be restored by the usual means (such as the application of an *atonement* spell).

If the demon is loosed, it immediately *teleports* to a place nearby (room 31 or 37, for example) and considers its situation. It has been imprisoned long, and seeks revenge on those responsible—assumed to be the characters. It is not overly bright, but neither is it forced to attack; it has some measure of free will. As it ponders, the demon will use each



round constructively by producing *darkness* here and there, using its limited *telepathy* to eavesdrop on the characters, and give itself *detect invisibility*, *h* will renew the latter spell effect as needed, to avoid surprise. For calculating variable details of its spell-like powers, treat the demon as an 8th level caster.

The demon will try to explore a bit, seeking a good place for "hit-and-run" type attacks. If it happens into area 32, it may dismantle the trap to get the oil, as it is immune to non-magical fire. Should the monster happen to discover area 31, it will probably decide to attack from there as the characters depart.

Demon, Type I: AC 0; MV 12"/18" (MC: A); HD 8; hp 40; #AT 5; Dmg 1-4/1-4/1-8/1-8/1-6; SA (at will) *darkness* 1' radius, *detect invisibility*, *limited telepathy*, *telekinetic* 5,000 gp weight, *teleport* (no error), *gate* (10% success for a Type 1); SD half damage from cold, electricity, magical fire, or gas, MR 50%; SZ L; I Low

37. SECRET PLATFORM

This anteroom of the shrine contains only a 9-foot-diameter platform several inches high, similar to the ones previously encountered. A keyhole is in the center of the platform, and a complex rune on its surface reads CLAPE OF THE DRAGUNIA. A small peephole in the north wall gives a fair view of the Shrine (area 36), but is partially blocked by the skeletal iron statue there.

The runes unscramble to "Place of the Guardian," as this platform sends users only to room 35. It otherwise operates exactly as does that in room 14. Only the high priests of the cult knew of the existence of this chamber.

Epilogue : Ending The Adventure

When the adventurers have found the secret temple and roasted the ferlow seeds in the black flames as Demetrios instructed, they must use all that they have learned to get safely out of the keep and the swamp. Use the random encounter tables for this portion of the trip.

Once the party leaves the marsh, they can return swiftly and uneventfully to Demetrios's house in Labalna. You may add other encounters as desired. Bedraggled and weary, the characters eventually make their way to Demetrios's shady porch where they collapse on the steps and possibly in the old sage's rocking chair—which will promptly throw them back out, as before.

If a character gathers strength and knocks on the front door, there is no response. A second knock, even with more force, will go unrewarded; there is no sound of sage feet hurrying to answer. Just before the third knock, the door is jerked open from inside. Demetrios' head peers around the edge of the door. He stares at the adventurers with suspicious eyes.

"What do you mean, disturbing a venerable sage in the middle of his studies, eh? Eh? Just because I work at home, everyone in the neighborhood seems to think I don't really work at all. It's always, 'Demetrios, while you're home can you take in a package?' or 'Demetrios, will you watch the children while we're gone to market, thank-you bye,' or even 'Demetrios won't mind running the village beautification committee; he doesn't have any *real* work to do.' Hrumph!"

"Say, you're not salesmen, are you, eh? Eh? You're always coming around trying to sell me encyclopedias. I'm a sage; I *write*

encyclopedias! How do you think you'll get more to sell if you keep pestering me? Be quick about it, and tell me what you want."

After all the trouble they have gone through to procure the one missing ingredient for Demetrios's potion, the characters may be taken aback by his reception. After several minutes of explanations, the light of recognition dawns in the old sage's eyes.

"Ah, yes. Now I remember you. I see you've had a rough time of it. Goodness, do you mean that you have the seeds? Oh, forgive my lack of manners. Come in, come in!"

The characters troop into the cool dimness of the house, and are soon seated in comfortable stuffed chairs with refreshing beverages at hand. They relate all their adventures with Antarcus, Leptor, and the ancient keep of the Black Flame. When the tale winds down, Demetrios disappears into his workroom. He returns after some time, holding a small stoppered flask containing a livid blue potion.

"You see here, my friends, the result of all of our labors. With this potion, the Black Flame may be extinguished wherever it burns. The seeds you have brought me will serve to make many more such flasks, but this first potion is vitally important. With this vial, my formula, and a packet of the roasted ferlow seeds, my dear friend Orimaxes can manufacture the potion himself.

"Oh, but however shall I send it to him? I am too old and frail to undertake such a

trip. Think of the hazards along the way! There may be fearful monsters guarding treasure hoards, or unspeakably rich evil magicians. And the Cult of the Black Flame, of course, is in its new headquarters, with all of the riches they managed to spirit out of the old keep a hundred years ago.

"You wouldn't, by any chance, know where I could find a brave group of adventurers, to undertake the journey, would you?"

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