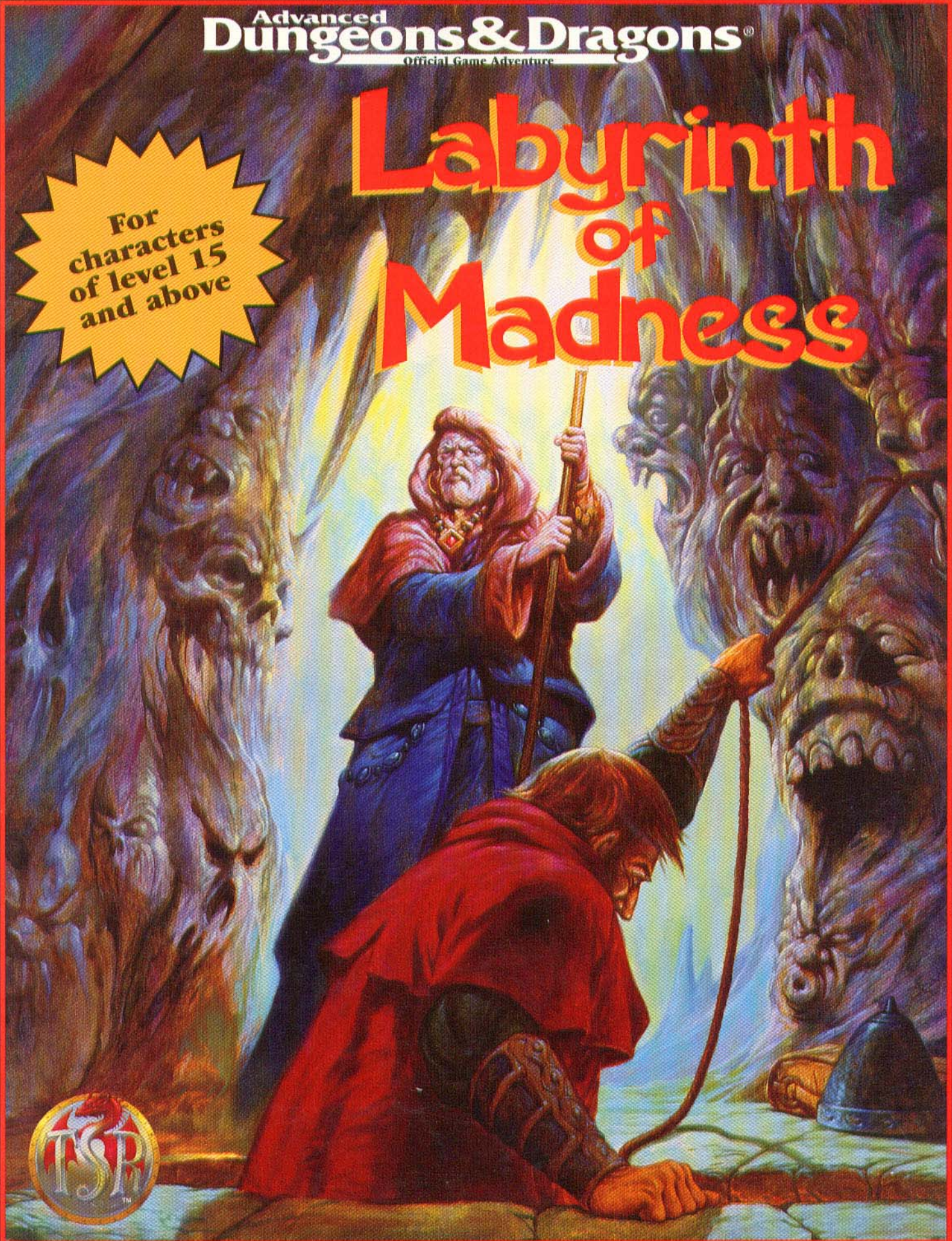


Advanced
Dungeons & Dragons[®]
Official Game Adventure

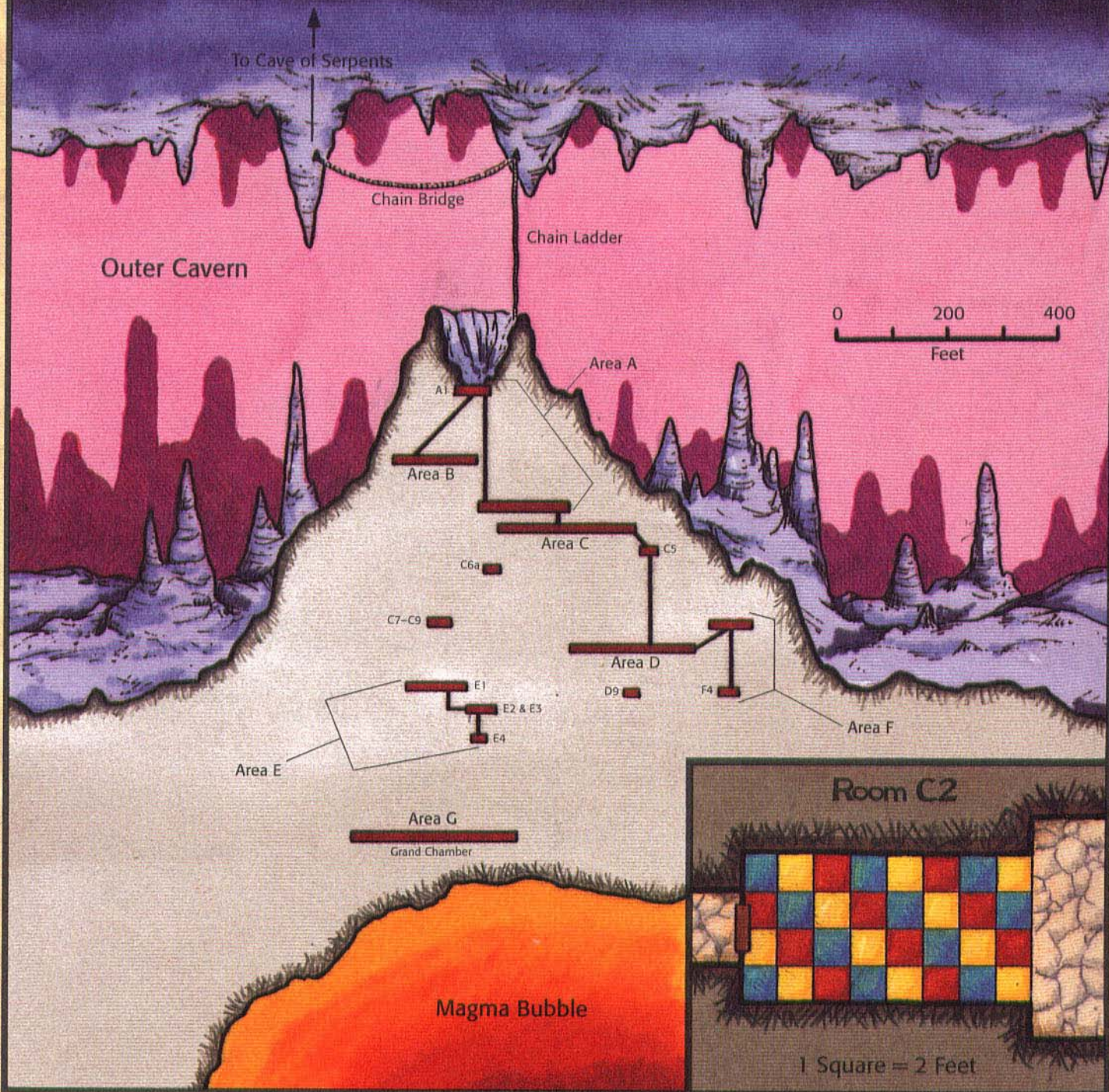
Labyrinth of Madness

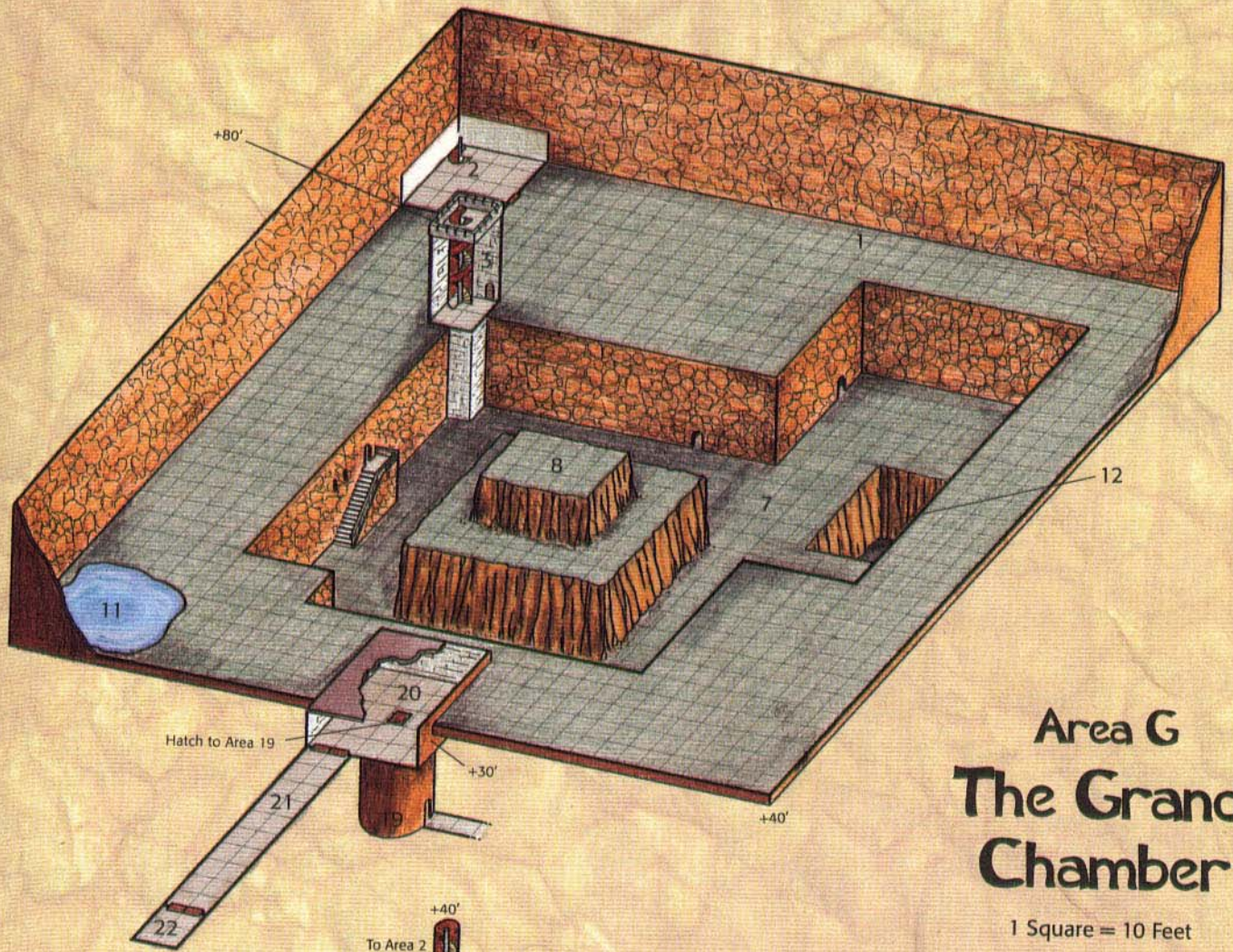
For
characters
of level 15
and above





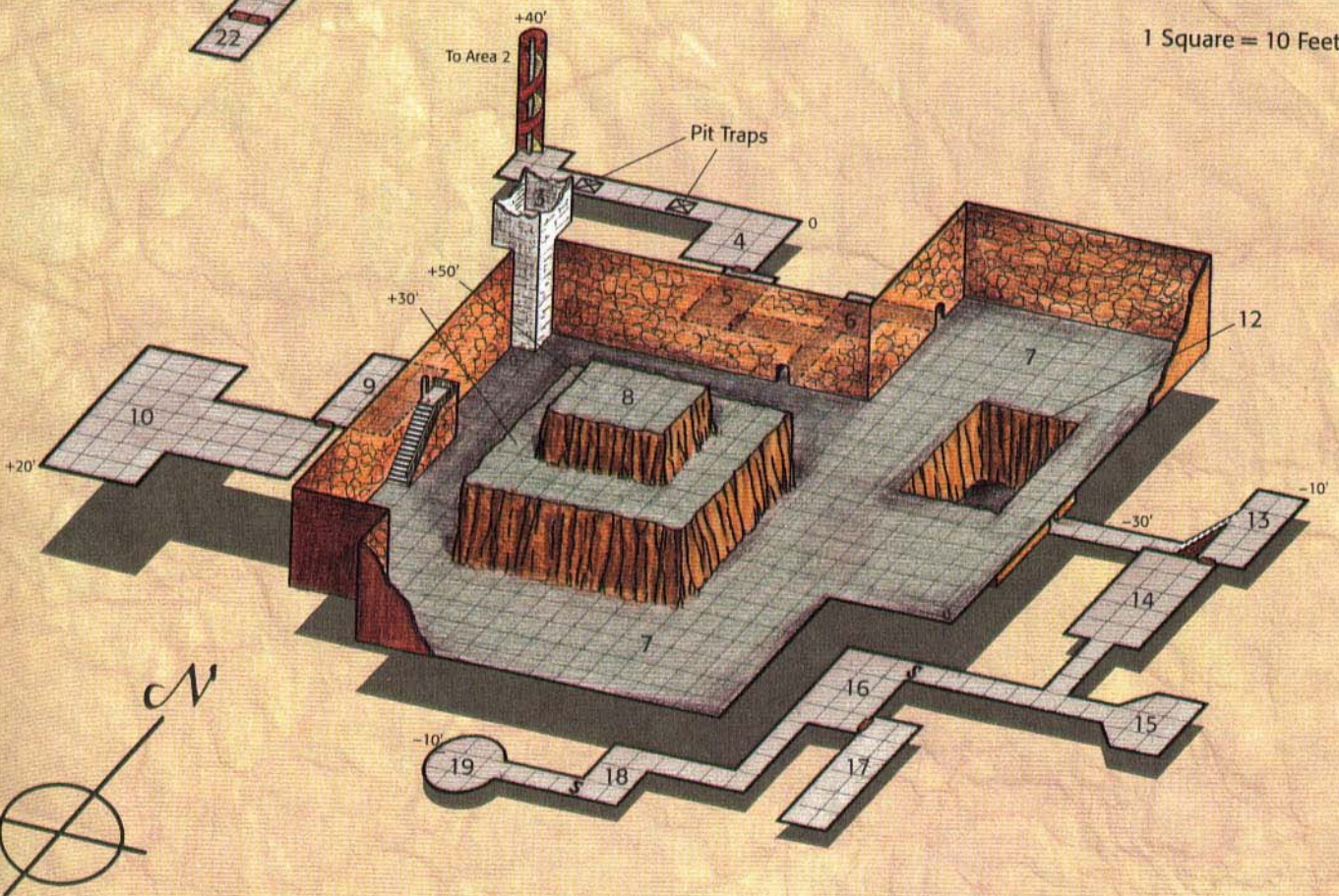
Labyrinth of Madness





Area G The Grand Chamber

1 Square = 10 Feet



Advanced Dungeons & Dragons®

Official Game Accessory

Labyrinth of Madness

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Welcome to *Labyrinth of Madness*. This adventure commemorates the 20th anniversary of TSR, Inc. For twenty years we have striven to produce quality, challenging **ADVANCED DUNGEONS & DRAGONS®** role-playing adventures for our consumers. We hope you find *Labyrinth of Madness* to be one of your favorites.

You will find, as you either read or play through this adventure, that it incorporates many aspects of role-playing. Hopefully there is something for all players and Dungeon Masters, whether you are a new fan or one that has been playing for twenty years right along with us. You also might find the number 20 cropping up a few times. . . .

Using this Adventure *Labyrinth of Madness* is an AD&D® adventure for high-level characters. The party's average level should be at least 15th. Even characters of 20th level or higher will find this adventure a challenge. A good mix of character types is best, and at least four, if not six or more, characters are needed to complete the adventure. Each character should have a fair assortment of magical items as well. Because of its difficult and deadly nature, players may wish to create new characters to adventure in the labyrinth rather than taking their long-time favorite characters into the dungeon. This warning will not be repeated again: **This is a dangerous and difficult adventure.**

While we tried to avoid the utterly ridiculous, we set few limitations on the difficulty of this adventure. That is to say, while this adventure does not simply require saving throws vs. death with every breath or present 35 pit fiends in every encounter, very few ideas were rejected because they would make things "too hard." This adventure is not just hard to survive—it's easy to kill player characters—it is hard to complete. Adventuring parties actually making it to the end and successfully reaching their goal have really accomplished something. This may be the most difficult dungeon-style adventure that TSR, Inc. has created.

DMs will find that it is easy to place the labyrinth in virtually any campaign setting. It is an underground "dungeon" adventure underneath a difficult-to-reach secret mountain vale. The adventure begins in a large, well-populated city, with the player characters being sought for help from a

major temple. The details for which city and what mountain range the secret vale is in are up to each individual Dungeon Master.

Included with this adventure is a booklet of numbered illustrations, or "visual aids." These are to be shown to the players when the text instructs you to use them. These illustrations are designed to help the players visualize the encounters and discover the means to reach their goal.

As well, some of the maps of the labyrinth can be found on the inside panels of the cover of this booklet, while the rest are on pages 31–34. This makes it a simple matter to open the staples and remove those center pages from the book for ease of reference, should you so desire.

Running the Adventure One of the reasons that *Labyrinth of Madness* is such a difficult adventure is that the inhabitants of the dungeon are organized as well as powerful. The dungeon's true master, Aerthun, has the ability to observe, assist, and even resurrect his servants.

As they read through the adventure, DMs will notice that there are no random encounter tables. This does not mean that the monsters do not move around. On the contrary, many of the dungeon's inhabitants can be encountered in more than one place (this is noted in the text). The dungeon's most powerful denizens have their statistics presented in the section before the actual room descriptions because the PCs can encounter them anywhere (although their individual lairs are presented in the descriptions). This means that the DM will have to be prepared during the game, basing the locations of the monsters on the actions of the party. Remember, these are intelligent creatures and their master is an evil genius.

Toning Down the Difficulty DMs that want to use *Labyrinth of Madness* may wish to make it less difficult or less deadly. Reducing the deadliness is easy, although time consuming for the DM. Simply reduce the number of monsters, substitute foes of lesser power, and reduce the number or lethality of the traps.

To reduce the difficulty of the dungeon, the magical sigils and their requirements can simply be done away with, treating each room as though



the PCs had all the necessary sigils. This will make the labyrinth into a fairly typical "dungeon crawl" adventure. It will take away many of the unique aspects of the scenario, but it will certainly make it easier for the player characters to actually finish the adventure.

The last option for making the adventure easier is to place the solution to the quest (freeing the captive in the scepter) in a place where the characters encounter it earlier in the dungeon, such as in room D5 or E1. At that point, the players are free to continue to explore more of the labyrinth but have the option of quitting while still being successful. This, of course, decreases the satisfaction of getting to that final encounter, but that area is extremely hard to reach—many groups may give up before reaching it, anyway.

The History of the Labyrinth

Well over 800 years ago, deep in the bowels of the Underdark (that cavernous realm below our world's surface), a people called the dyris flourished. These were humans that were driven underground into the darkness because of their evil religion based on human sacrifice and torture. The dyris were extremely pale of skin and sported snow-white hair but were nonetheless human.

In a huge, fungus-filled cavern, this displaced people built a temple to the dark gods they worshiped. They summoned forth fiends from the lower planes and consorted with monstrous creatures of the Underdark while keeping their distance from the other subsurface races such as the drow, the illithids, and the kuo-toa. They feared the power and number of these other races—and rightfully so.

Within their underground temple the priests of the dyris focused their evil religion on the adoration of chaos—but only on the dark, twisted side of its nature. They opened gates to realms such as Pandemonium and the Abyss, drawing power from them and waiting for the day when they could transform their own world into a realm of true chaos and destruction.

While these gates were open, energies unknown to the dyris seeped into this world from the planes of chaos. Over many years, these energies interacted and combined, finally becoming a force known as the *lifebane*. This semi-

sentient force, born of chaos and fostered in madness, began to subtly twist, reshape, and corrupt everything around it, starting with the dyris themselves.

Over time, the dyris were changed into serpent-like humanoids, greatly resembling the creatures known to most as yuan-ti. Eventually, all of the dyris and their descendants were completely transformed into the variety of yuan-ti called abominations: huge serpents with human-like arms. Unlike the yuan-ti occasionally found on the surface world, the transformed dyris priests were able to retain their clerical powers.

Having gained these new, cold-blooded forms with twisted and inhuman minds, they used the spells and various magical items that they possessed to draw forth fiery magma from the world's heart and bring it very near the surface. This heated the area, making it more comfortable for their new snake-like forms. The magma also heated the surface world above the great dyris cavern, transforming a hidden mountain vale into a tropical glen.

With their new bodies and the subsequent power that accompanied them, the dyris waged minor wars and campaigns against the other Underdark races that they had feared for so long. In their lifebane-induced madness, they sought control over a larger realm in their dark, underground world. These battles of power with the illithids and dark elves were costly to the dyris, who were still small in numbers relative to their enemies.

Eventually, the dyris as a race began to wane. The corruption of their form ultimately made it difficult for them to bear offspring to replace those fallen in battle. Fortunately, their foes sensed the power and corruption of the lifebane and never attacked them in their home.

Finally, a powerful dyris priest named Im-Ravin succumbed completely to madness and performed the secret rituals of lichdom. He likewise transformed the remaining dyris into undead creatures, entombing himself and his people in the temple. To guard their tomb from their enemies as well as treasure-seeking plunderers, they placed deadly traps throughout it. From this temple/tomb, which became known as the Labyrinth of Madness, Im-Ravin and his undead tried to once again assert their power over that region of the Underdark.



Though minor victories were won, even the power of a lich lessens over time, and Im-Ravin soon felt the call of eternal slumber. To insure that his rest would go undisturbed, he sealed the labyrinth with impassable magical wards, making the place virtually impregnable.

The lifebane, however, over the decades of its existence had grown slightly aware with a sickly twisted spark of sentience. It did not want to see its influence diminish—it had no intention of being entombed forever with the dyris, with nothing else to toy with and reshape. It used its power to alter the wards of Im-Ravin, making it possible to breach the defenses if certain, specific sigils, sacred to the dyris, were found and used. By the time it had accomplished these alterations, some surface-world explorers had discovered the labyrinth. After entering, however, they quickly found themselves imprisoned by one of the place's many traps. The lifebane, having grown more powerful over time, was able to transform and corrupt these adventurers much more quickly than it had changed the dyris. They became yuan-ti half-breeds, evil to the soul, in only a short time.

The adventurers had come from a surface world realm that worshiped a number of titans as gods. Once they were firmly in the grip of madness from the lifebane's corruption, they used a powerful artifact in their possession to summon one of the titans. The titan, known as Aerthun, was soon snared by the lifebane's power and insanity and in a short time found himself transformed into the new lord of the labyrinth, a serpentine being of corrupt power.

Aerthun, now firmly in the clutches of insanity, seeks to draw beings of evil power to his side, re-establishing the time-lost reputation of the labyrinth as a power within the Underdark. The last thing he desired was the meddling of surface-worlders seeking fame, fortune, or the destruction of evil in all its forms. That, however, is exactly what the corrupted titan got.

Recent Events

Sorril Venir, a paladin of great repute, and a group of his companions recently sensed the corruption growing under the earth in the vicinity of the labyrinth by use of a powerful spell. The group descended into the Underdark to determine its nature. All fell prey to the dark magic and deadly

traps within the labyrinth, and Aerthun sealed Sorril inside a crystal sphere set into a magical scepter created by Im-Ravin. He then dispatched a small mephit to carry the scepter to Sorril's homeland with a message:

"If you continue to probe the unknown, you'll only discover new and faster means of inevitable destruction. You are not even the masters of your surface world—do not presume to meddle in affairs far beyond you. Disturb not the Labyrinth of Madness again, and live a while longer."

Starting the Adventure

The best way to incorporate the player characters into this adventure is to tie Sorril Venir to one or more of them somehow. Perhaps set him up as an old friend, a brother, a son, a father, etc. If need be, change Sorril to fit the required significant personal tie. In this manner, the PCs will have their own motivations for going to the labyrinth to help him. If such a personal tie is not desired, simply use the background as presented.

Sorril was a champion of Immotian, a goddess of purity and cleansing (substitute your own deity if you so choose). He was well-known as a warrior who traveled the world seeking evil to destroy. When the mephit brought the scepter containing Sorril to the Grand Temple of Immotian in the capital city, it caused great despair. The priests of the temple used all of their powers, but could not free him. Wizards from throughout the city and beyond were beseeched to try their spells. All failed.

Divinations were able to provide only the following information: Sorril was held by a modified *imprisonment* spell, the only counter for which was to be found with the one that had created the scepter. *ESP* spells were able to make contact with Sorril inside the scepter, but only the following surface thoughts could ever be gleaned from him:

great magic, twisted and corrupted

madness beyond reckoning

flesh reshaped, becoming serpentine horrors

The only hope of rescuing Sorril seems to be to send some brave and powerful adventurers back



with the scepter to where he was originally imprisoned and hope that they can find the means the free him. The player characters, being well-known heroes in their own right, are called to the Grand Temple, given all of the above information, and presented with the scepter.

The scepter is two feet long and made of a silvery iron alloy. It is topped with a crystal globe three inches in diameter, in which can be seen the distorted and twisted face of Sorril—a handsome, dark-haired man in his thirties. Wrapped around the scepter and tied to an iron loop at its end is a long green sash. This sash is embossed with twenty sigils, each different and with no known meanings.

The last known activity of Sorril was an exploration of a hidden vale in a mountain range far to the north. Fortunately, he was able to send word of the location of the vale before contact with him and his party was lost. The priests will instruct the PCs that anyone seeking to find the Labyrinth of Madness should start there.

Getting to the Labyrinth

The player characters can get to

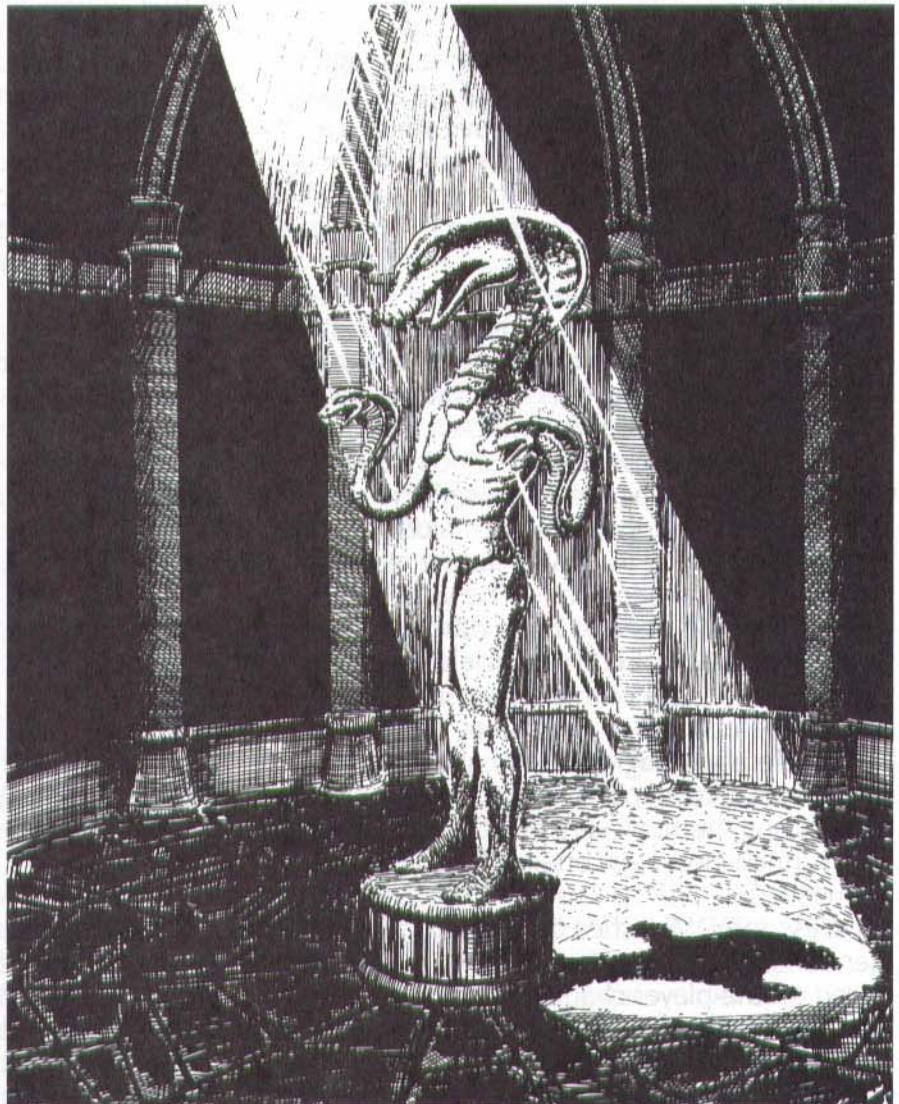
the labyrinth in whatever manner they desire. The Priests of Immotian will be willing to help in any way they can in providing transportation to the secret vale that Sorril described.

The Secret Vale

Hidden in otherwise icy, rocky mountains is a small valley filled with green plants, fostering in the unnatural heat. Year round, this vale is kept at near-tropical temperatures. These temperatures, mixed with an abundance of water flowing down from the mountains, have created a lush, vegetated region that is a haven for all sorts of animals and not a few monstrous creatures.

A tribe of primitive humans occupies the vale as well. This tribe is a society of unsophisticated, superstitious hunters and gatherers. They live in a small village that is on the opposite side of the vale from the “cave of serpents,” a place they fear as the source of the “snake gods from below” that occasionally come to torment them. Other than that information (derived only through a *tongues* spell or the like since none of them speak any language the PCs are familiar with), there is little that the villagers have that can aid the party. No one from the tribe will even approach the cave, let alone accompany the adventurers.

Those exploring the vale will almost certainly encounter hostile beasts, including wolves, owl-bears, smilodons, giant beetles, and dinosaurs.





The Labyrinth of Madness is an ancient place, now held firmly in the grip of an otherplanar force known as the lifebane. This force is comprised of energies brought here inadvertently long ago by worshippers of chaos, madness, and darkness. Now this force alters all that come within its grasp, in a hope to expand its influence.

Conditions Within the Lifebane

The lifebane's sphere of control includes the entire labyrinth, although the changes it brings are permanent, even if the victim is taken out of the labyrinth. Within its confines,

minds, flesh, and magic are altered and changed in evil, corrupted ways.

Madness

Those unfortunate enough to spend a lengthy span of time within the confines of the lifebane cannot resist its overwhelming evil influence. The otherworldly energies that comprise the force alter the victim's mind and spirit, forever twisting the person until he or she is horribly evil.

The madness of the lifebane is not debilitating, nor does it render the victim ineffectual in any way. The twisted mind, however, becomes cruel, ruthless, and devious. Motivations center around destruction, death, and pain.

This madness, however, does not give the victim knowledge of the lifebane itself. In fact, part of the insanity that the lifebane inflicts renders its victims unwilling to delve into the cause of their own mental alterations. The victims, however, do feel the need to bring others to the labyrinth, and they realize that somehow the location has some effect on newcomers. Therefore, despite the number of deathtraps and horribly lethal defensive magics, the inhabitants will sometimes take steps to entrap intruders rather than slaying them. Nevertheless, all of the labyrinth's inhabitants will certainly kill to protect themselves.

Unless the DM wishes otherwise, it is recommended that this maddening effect not be enforced on the player characters. It is doubtful that they will be spending the vast amount of time needed in the dungeon to be twisted in such a way, and evil PCs are not a desirable end.

Corruption

Within the lifebane's influence, matter—particularly flesh—becomes warped and twisted, just as the mind is. Many of the energies that eventually combined to create the lifebane originally served a power within the Abyss and Pandemonium whose focus involved a serpentine evil. This power, known to its worshipers in this portion of the Underdark as Vytholus, has an affinity for snakes. Now, so does the lifebane. Those corrupted by its powers are now physically mutated in a strange, snake-like manner.

Humans altered by the lifebane resemble the surface-dwelling creatures known as yuan-ti half-breeds, although they keep the skills (including spellcasting abilities) that they had in their former form. Descendants of those altered by the lifebane resemble yuan-ti abominations.

Other creatures are all changed in different ways, although the mutation is always obviously serpentine. Scales, snake tails, and even snake heads and bodies sprouting from the creatures are common changes. The lifebane also alters certain spells and spell-like effects when they are used within its influence. The changes are such:

Divination and Detection Spells

The following spells all have a 25% chance of being altered by the lifebane when cast within the Labyrinth of Madness: *augury*, *clairaudience*, *clairvoyance*, *commune*, *detect evil*, *detect lie*, *detect magic*, *divination*, *find traps*, *identify*, *know alignment*, *legend lore*, *magic mirror*, *magic font*, *reflecting pool*, and *true seeing*. If corruption of one of these spells is indicated by the die roll, the spell has contacted the lifebane itself rather than the normal source of information or target of detection. In such a case, the lifebane corrupts the results of the spell, altering the information provided in a way that is least beneficial to the player characters.

Summoning Spells

All spells that summon another creature, whether animal, monster, elemental, fiend, or spirit, have a 75% chance of being corrupted. If the spell is indeed altered, the being summoned is under the control of the lifebane and will attack the PCs.



Healing Spells

All flesh that is healed or regenerated within the lifebane has a 50% chance of being corrupted by it. Such corrupted flesh heals normally (the hit points are regained), but the appearance of the healed flesh is scaly and snake-like. These changes can only be undone by a *limited wish*, *wish*, or a *heal* spell cast outside of the labyrinth.

Other Spells

The spells *fear*, *feeblemind*, *symbol of insanity*, *Tasha's uncontrollable hideous laughter*, and any other spell that the DM rules induces insanity have their durations increased by 50%, and saving throws to ward off the effects of such spells are rolled with a -3 penalty.

Magical Items

Items with effects resembling those mentioned above are likewise affected. Additionally, many items within the labyrinth have been altered in various ways (see specific encounters for more information), not the least of which is the ability to be used by monsters not normally encountered using magical items.

Psionics

The lifebane has no effect on psionic powers.

Doors and Walls

The lifebane frequently absorbs the life essences of those that die in or around it, storing them within the walls and doors of the labyrinth. The effect of this is that anytime a *passwall*, *phase door*, or similar spell is used to pass through a door or wall, 1-6 wraiths (60% of the time) or 1-3 spectres (40% of the time) will be released, immediately attacking the party. The same is true of anyone attempting to become ethereal in the labyrinth.

Ceilings

Unless specifically mentioned otherwise, all rooms have a 15-foot-high ceiling. Hallway ceilings rise 12 feet above the floor.

The Sigils As mentioned previously, there are twenty sigils that must be found, in their proper order, to successfully navigate the Labyrinth of Madness. Fortunately for the PCs, each of the sigils, along with their required order, is displayed on the green sash that is attached to the *scepter of imprisonment*.

The proper sigils, when found, will be small greenish symbols. Each will be emblazoned upon a solid surface and must be touched to be activated. An activated sigil will transfer its likeness to the body of the creature touching it (although the original sigil will remain). Each of these tattoo-like symbols will appear on a character's arms, the first 10 on the right arm, the second 10 on the left. If a character, for whatever reason, does not have two arms, the tattoos will appear somewhere else on the character's body.

Every character in the group can touch and gain the sigil, once it is found. A character that already has touched the sigil once gains no benefit by touching the sigil again. Remember that the sigils must be found in order, so if a character has sigils 1 and 2 and touches sigil 5, the sigil is not activated—nothing will happen until sigils 3 and 4 are found and touched first.

In many rooms of the labyrinth, there are certain features, including doors, walls, and furniture, that simply *do not exist* for those without the proper sigil. If a table in a room is accessible only by using a particular sigil, characters without that sigil will not see, feel, or in any way be able to interact with the table. In the text, all room descriptions are presented as though the characters do not have the sigils (even though some areas would be impossible to reach without them). Features in an area that are different when a character possesses a sigil are presented in a separate paragraph marked by a header with the required sigil in boldface type.

These changes vary in importance, but usually they make it difficult to gain further sigils or get deeper into the labyrinth. The odd, sigil-related things are the results of the lifebane's twisting of the original wards on the labyrinth. These wards once totally prevented intruders from passing through the dungeon's chambers and levels, while now, in their perverted state, they only make things very, very difficult.

One facet of the sigils that PCs will probably not guess at right away is that they work on a



personal level. That is, it is not enough for one member of an adventuring party to have the sigil tattoos. Each individual must have the tattoos, or the effect will not work for them. For example, if two companions, one with the proper sigils and one without, come to a door that only exists for those with a certain sigil, the character with the sigil will be able to use it normally. The one without the sigil cannot. There is no way for either character to alter this fact. The need for the sigils to make it through the labyrinth is absolute.

Since the sigils must also be gained in order, characters traveling through the labyrinth will find that sometimes they will come upon sigils that they cannot use (gain as tattoos) at that time. In some cases, PCs may spend a great deal of time searching for certain sigils only so that they can use one that they have already found.

The following table can be used for quick reference to keep track of where each sigil can be found:

- 1 Room A4 hidden behind the statue's hand
- 2 Room C6 in the secret compartment on the wall by the teleporter
- 3 Room C1 behind the mirror
- 4 Room B4 on the stone hung from the chain
- 5 Room C9 on the black altar in the back room
- 6 Room B5 inside the cabinet
- 7 Room F4 behind the secret panel
- 8 Room D6a inside the golem
- 9 Room C2 beyond the turnstile
- 10 Room F2a beyond the invisible stone
- 11 Room D7 on the ceiling
- 12 Room C2 beyond the turnstile
- 13 Room G4 in the second pit
- 14 Room E1 on the back of the throne
- 15 Room F2 beyond the invisible stone
- 16 Room G8 on the black stone cube
- 17 Room C9 on the black altar in the back room
- 18 Room G8 in the black stone cube
- 19 Room G11 inside the gem
- 20 Room D5 on the floor after the spirits are freed

Organization of the Inhabitants There is a magical alarm that is triggered by stepping on the bottom stair of the staircase that spirals through the first stalactite

that leads into the cavern that holds the labyrinth (see below). Only characters leaping, flying, teleporting, or otherwise bypassing the stair will not trigger the alarm. If this alarm is triggered, the entire labyrinth goes on "alert status." This means that all of the intelligent inhabitants will be expecting intruders. Some of the encounters described in the following sections run differently if the labyrinth is on alert status.

If the labyrinth is on alert status, Aerthun uses his crystal ball to monitor the various inhabitants of his domain. If he observes that some of his servants have been slain, he sends his quasit, Xxilgh, with his special *rod of resurrection* to bring the creatures back from the dead. Aerthun particularly favors the medusae, the beholders, and, of course, the yuan-ti/adventurers. He may also command the quasit to use the yellow key in room B3 to reanimate the flesh golems there.

If the player characters find themselves in need of rest, healing, or the memorizing of spells, they may choose to leave the labyrinth altogether. This is a risky choice for the PCs to make. First, they most likely will have to pass through traps that they have already encountered and perhaps even fight monsters that they have left behind. Furthermore, once they are out of the labyrinth, there is nowhere for them to go except to the surface, and there is very little that the natives in the vale can provide to aid them, if they aid them at all. Unless the characters go all the way back to civilization, they are still on their own.

Worse, the labyrinth will be reorganized during the characters' absence and ready for them. The amount of "restocking" of the dungeon that occurs is really up to the DM, based on the amount of time that the PCs have been away. Keep in mind that Aerthun has a *rod of resurrection*, and there are 16 more trolls under his command outside the labyrinth (and, in fact, even more could be recruited from nearby tribes if Aerthun is given enough time). Additionally, all of the traps will be reset.

If the PCs prove to be particularly powerful or resourceful, the yuan-ti masters of the labyrinth may make a stand in room E1 with the remainder of the trolls. Many of the other surviving monsters can be repositioned by the masters of the labyrinth in order to maximize their usefulness in defending the dungeon.



The Masters of the Labyrinth

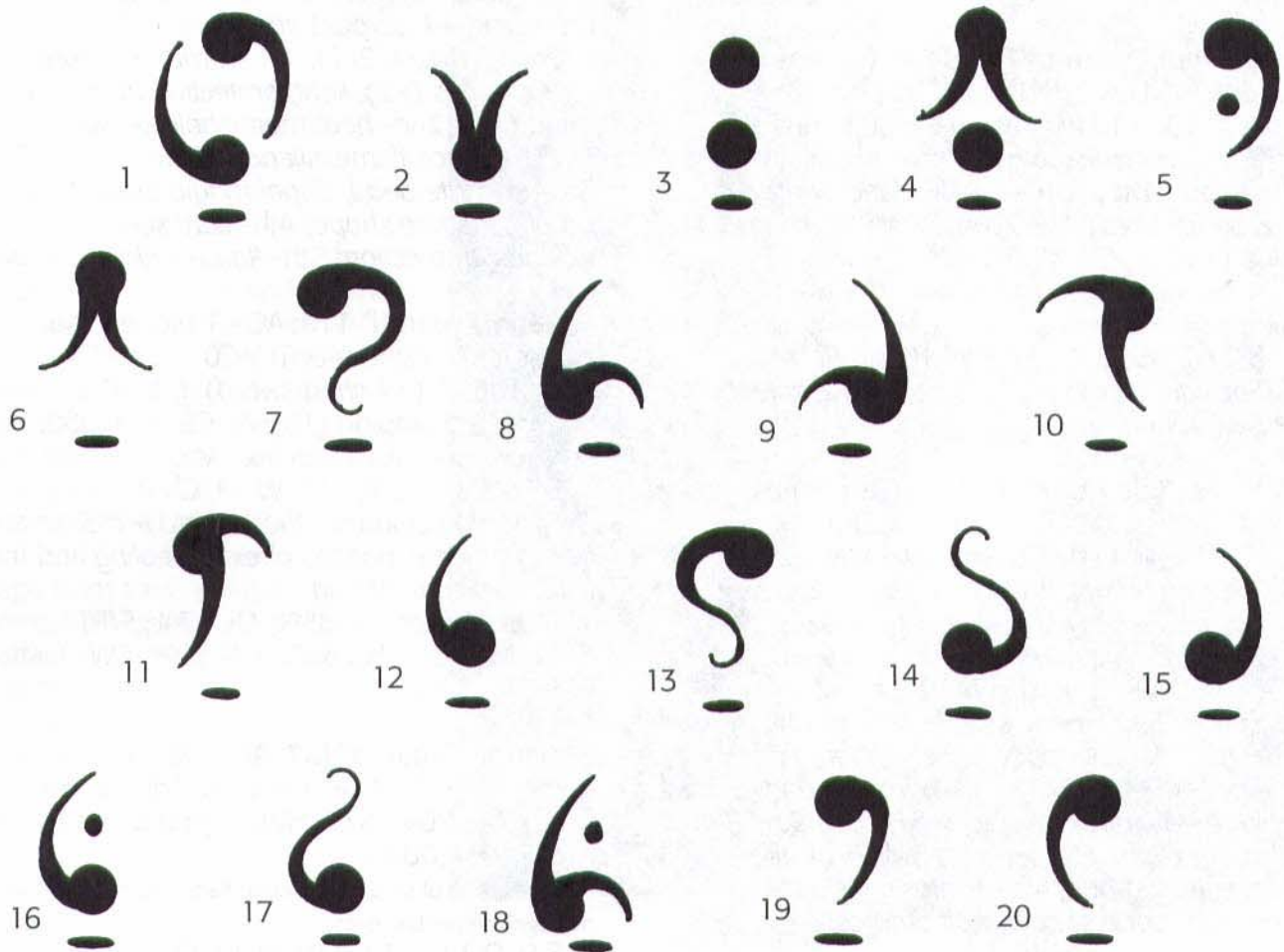
The following are the labyrinth's current rulers, including Aerthun, the corrupted titan, and the adventurers that summoned him.


Each of the adventurers have been transformed into a creature resembling a yuan-ti half-breed. Their individual snake-like mutations are listed along with their spells and equipment. Each of them also has a *serpent ring*, a magical item that gives special access and privileges within the labyrinth. This serpent ring is made of a crystalline green stone and is in the shape of a snake eating its own tail. These rings were worn by many of the dyris and still have value in many of the chambers within the labyrinth. If magic is detected, it will be found on the ring (keep in

mind the limitations imposed by the lifebane, however), although no powers can be identified.

These monsters are presented together, here, so that the DM can place them in the dungeon wherever he wishes. The easiest place, of course, is where each lives within the labyrinth. These creatures do not, however, stay in their rooms all the time, and if they are aware of the player characters' presence, they will plan an ambush or be encountered in the place best suited for defense.

All of the yuan-ti have a base AC of 4 (unless otherwise noted), a THACO of 13 (unless the THACO of their human self was better), hit points based on having 8 HD (unless their hit points were higher in their human form), 20% Magic Resistance, and the following psionic powers:





Attack/Defense: Mind Thrust, Id Insinuation, Mind Blank, Intellect Fortress, Tower of Iron Will

Power Score: = Intelligence

PSPs: 15 × Level

Clairsentience: danger sense, feel sound, poison sense

Psychometabolism: animal affinity (snakes), metamorphosis (snake), chameleon power, chemical stimulation, flesh armor

Telepathy: attraction (to snakes), aversion (to snakes), false sensory input, inflict pain, invincible foes, life detection, phobia amplification, post-hypnotic suggestion, repugnance (to snakes), taste link

Those with human heads have the following spell-like abilities, usable once per day: *cause fear*, *darkness 15' radius*, *snake charm*, *sticks to snakes*, *neutralize poison*, *suggestion*, and *polymorph other*.

Daergul, "yuan-ti" F8: AC -3 (scales, shield +1, Dex bonus); MV 12; hp 63; THACO 13 (11 *long sword* +2, Str bonus); #AT 3/2 with weapon or 2 snake bites and 1 weapon; Dmg 1d8+3, 1d6 (*long sword* +2, snake bites); MR 20%; SZ M; ML champion (15); AL CE; XP 6,000.

Notes: snake scales on skin (base AC 0), snakes sprouting from eye sockets (each bites for 1d6 damage) S 17, D 15, C 15, I 12, W 10, Ch 6.

Special Equipment: *long sword* +2, *shield* +1, *serpent ring*

Yquis, "yuan-ti" M10: AC 0 (Dex bonus); MV 9; hp 48; THACO 13; #AT 1; Dmg 1d6+3 or 1d4 (staff or snake tail); MR 20%; SZ M; ML champion (15); AL CE; XP 8,000.

Notes: lower torso and legs replaced by snake tail (constricts for 1d4 damage), serpentine eyes, fangs S 10, D 18, C 9, I 17, W 10, Ch 5.

Special Equipment: *staff of striking* (17 charges), *dust of appearance*, *serpent ring*

Spells (5/4/3/2/2): 1st—*burning hands*, *hold portal*, *magic missile*, *wall of fog*; 2nd—*blindness*, *blur*, *ESP*, *levitate*; 3rd—*blink*, *fireball*, *lightning bolt*; 4th—*confusion*, *stone-skin*; 5th—*cone of cold*, *wall of force*

Tarrana, "yuan-ti" F9: AC 4; MV 12; hp 54; THACO 12 (8 +1 *two-handed sword*, Str

bonus); #AT 3/2 with weapon or 1 bite and 1 weapon; Dmg 1d10+8, 1d10 (+1 *two-handed sword* and +7 Str bonus, bite); MR 20%; SZ M; ML champion (15); AL CE; XP 8,000

Notes: Snake head (bite for 1d10 damage) S 17, D 10, C 15, I 10, W 11, Ch 7.

Special Equipment: *two-handed sword* +1, *girdle of hill giant strength*, *serpent ring*

Erthane, "yuan-ti" C9: AC 3; MV 12; hp 50; THACO 13; #AT 1 with weapon or 5 snakes; Dmg 1d6+2 or 1d4 (*mace* +2, snake bites); MR 20%; SZ M; ML champion (15); AL CE; XP 7,000

Notes: Snakes instead of fingers on right hand (each bites for 1d4 damage), snake tail protruding from back of head, serpentine eyes, fangs

S 14, D 11, C 9, I 15, W 17, C 6.

Special Equipment: *mace* +2, *cloak of protection* +1, *serpent ring*

Spells (6/6/4/2/1): 1st—*command*, *cure light wounds* (×2), *light*, *protection from good* (×2); 2nd—*heat metal*, *hold person* (×2), *produce flame*, *silence 15' R* (×2); 3rd—*animate dead*, *dispel magic*, *cause paralysis*, *stone shape*; 4th—*cure serious wounds*, *free action*; 5th—*flame strike*

Renn, "yuan-ti" T10: AC -1 (scales, Dex bonus); MV 12; hp 48; THACO 13; #AT 1; Dmg 1d6+1 (+1 *short sword*); MR 20%; SZ M; ML champion (15); AL CE; XP 8,000.

Notes: snake scales on skin (base AC 0)

S 14, D 15, C 9, I 11, W 14, Ch 8.

Special Equipment: *short sword* +1, 5 *beads of force*, *potions of extra-healing* and *levitation*, *serpent ring*

Thief Abilities: PP 85%, OL 67%, F/RT 65%, MS 88%, HS 68%, DN 30%, CW 99%, RL 50%.

Llanoir, "yuan-ti" M7: AC 4; MV 12; hp 45; THACO 13; #AT 6; Dmg 1d6 (snake bites); MR 20%; SZ M; ML champion (15); AL CE; XP 8,000.

Notes: Ring of six snakes around neck (bite for 1d6 damage), serpentine eyes

S 9, D 14, C 12, I 18, W 12, Ch 7.

Special Equipment: *wand of illusion* (26 charges), *serpent ring*, *dagger*



Spells (4/3/2/1): 1st—charm person, jump, magic missile, phantasmal force; 2nd—detect invisibility, Melf's acid arrow, web; 3rd—lightning bolt, slow; 4th—improved invisibility

Aerthun (Titan): AC 0; MV 36; HD 20; hp 128; THACO 5; #AT 2; Dmg 7d6+14 (maul, Str bonus); SA 20th-level wizard, spell-like powers; SD +1 or better weapon to hit; MR 50%; SZ G (25' tall); ML fanatic (18); Int supra-genius (20); AL CE; XP 21,000.

Notes: Aerthun has the following spell-like powers—become ethereal twice per day; *advanced illusion, alter self, animal summoning II, astral spell, bless, charm person or mammal, commune with nature, cure light wounds, eyebite, fire storm, hold person, hold monster, hold undead, invisibility, levitate, light, mirror image, pass without trace, produce fire, protection from evil (10' radius), remove (or cause) fear, remove (or bestow) curse, shield, speak with plants, summon insects, whispering wind* all at will, once per round

Special Equipment: crystal ball, maul of the titans, special rod of resurrection (35 charges, resurrects monsters at a rate of 1 charge per Hit Die, can be used by any creature or class)

Spells (5/5/5/5/5/4/3/3/2): 1st—detect magic, hold portal, magic missile, reduce, unseen servant; 2nd—blindness, blur, darkness (15' radius), detect invisibility, web; 3rd—blink, fireball, fly, lightning bolt, suggestion; 4th—charm monster, dimension door, ice storm, wall of fire, wall of ice; 5th—airy water, animate dead, cloudkill, domination, teleport; 6th—anti-magic shell, death spell, monster summoning IV, stone to flesh; 7th—duo-dimension, power word: stun, reverse gravity; 8th—Bigby's clenched fist, maze, sink; 9th—energy drain, time stop

Xxilgh (Quasit): AC 2; MV 15; HD 3; hp 22; THACO 17; #AT 3; Dmg 1d2/1d2/1d4; SA poisonous claws, spell-like powers; SD magical or iron weapon to hit, save as 7 HD monster, regeneration, immunities; MR 25%; SZ T (2' tall); ML average (10); Int low (7); AL CE; XP 2,000.

Notes: claws have poison that causes victim to lose one point of Dexterity for 2d6 rounds; can transform into a bat or wolf, *detect good, detect magic*, and invisibility at

will, once per round, *fear* with 30' range one time per day, *commune* one time per week; regenerates 1 hp/round; immune to cold, fire, and lightning

The Outer Cavern The Cave of Serpents leads through a series of passages and finally to a 30-foot diameter pit. The pit has a spiraling stairway carved into its sides that ends in the dyris cavern. There is no map for this area, but there should be no encounters, either.

The cavern itself is 1,000 feet wide, 500 feet tall, and almost half a mile long. The stairway ends inside a gigantic stalactite that hangs from the ceiling of the cave. Passing over the bottom stair of this staircase activates a magical alarm within the labyrinth, placing the entire place on "alert" status (see above).

From the stair, the PCs emerge onto a balcony-like overhang on the side of the stalactite. Below them, they can see a huge stalagmite that juts out of the mist that perpetually shrouds the floor of the cavern. The top of the stalagmite is open, rather than coming to a point, and appears much like a gaping maw filled with hungry darkness inside.

From this balcony, a bridge made out of chain runs across to another huge stalactite, this one almost directly over the open stalagmite below. A chain ladder drops down from there straight into the maw.

If the player characters explore the outer cavern, they discover dangerous fungi and molds (violet fungi, shriekers, yellow mold, etc.) as well as other threats, such as a giant slug, giant bats, and more.

Area A

Room A1. Serpent Room

Your descent into the top of the structure is long and physically tiring. When you finally see the bottom of the chain ladder, the floor below you seems uneven and maybe even moving. The closer you get, the more it becomes apparent that the entire floor below you is covered with writhing, black-skinned snakes.

Show the players illustration A1 from the exhibit booklet. It only takes a little closer observa-



tion to determine that the floor is actually only carved to look like it is covered in snakes. When this happens, and the group reaches or nears the bottom, read the following text:

The floor and walls here have very convincingly been carved from the natural black stone so that they appear to be constructed of writhing, intertwining snakes of all types and sizes. In a few places, the snakes rise up as though preparing to strike. Furthermore, the closer you look, the more you see the horrible carved visages of humans being overwhelmed by the serpents, with faces and the occasional grasping hand all that is visible in the mass of snakes. After getting used to this unsettling form of decor, you can see that the area is basically an octagonal room, and the room's center is burdened with a huge serpent's head made of stone, 30 feet in length and 15 feet high. The dark green paint that colors it remains, although it shows signs of aging.

The four hatches (marked A–D on the map) are not readily visible, but are found without making a roll if the particular area of the floor where the hatch opens is searched. Each is about 3 feet in diameter and is removed by pulling it completely out of the floor with a rearing snake-head "handle" (somewhat like the lid of a jack-o-lantern). Hatches A, B, and C lead to traps, while hatch D leads into the labyrinth.

Serpent Head. This huge structure has a human-like hand-print set into the area just above the front of the snake's mouth. If a hand is placed there, a tiny poisoned needle injects a Class B poison into the victim (a find/remove traps roll disables this minor trap). Whether or not the trap works, the pressure of a hand causes the stone head to open, as though the snake is going to bite. There is a large, empty area within the serpent's head.

Class B Poison. Onset time: 2d6 rounds; Strength: 20 hit points of damage/1d3 if a successful saving throw vs. poison is rolled.

Those PCs stating that they examine the inside of the head find the name "Vytholus" written on the upper mouth.

Sigil 2. There is an eight-foot-wide staircase leading downward inside the serpent head, visible only to those with the 2nd Sigil.

Hatch A

Below the opening, there is a six-foot drop down to a 30-foot-diameter room.

The floor of this circular chamber is covered in bones, bone fragments, and skulls. Upon closer examination, you see that all of them have been severely gnawed upon, and some appear very old. The curved wall has twenty crude drawings of leering, horrific faces around the perimeter that seem to mock you as you glance about. The drawings are chiseled into the stone and painted over with blood that is now discolored and flaking.

These bones were dumped here by the undead dyris and are from victims that were sacrificed and then eaten. A spiral staircase made of black iron winds its way down approximately 200 feet through a 30-foot-diameter shaft. A straight staircase leads 20 feet down to a trapped room with a fake door on the wall opposite the stairs. Observant characters (those making an Intelligence check with a –8 penalty) notice that the floor of the room, and the stairway as well, is devoid of anything—no loose stones, bones from the upper chamber, etc.

The trap is activated when at least 100 pounds of weight are placed in the center of the room. At this time, the floor suddenly splits along the line indicated on the map and moves quickly apart, dropping anyone in the room 20 feet down. It only takes about 15 seconds for the floor to completely open. Anyone within 10 feet of the door when the floor parts can roll a Dexterity ability check to attempt to leap back through the door and to apparent safety on the stairs.

The two halves of the floor close back up after two rounds, crushing fallen characters for 6d10 damage unless the victims can somehow climb or fly out of the pit. That same round, the stairs flip so that they form a smooth slide, dumping any characters on them into the pit. Characters standing on the stairs when this happens must roll a Dexterity check with a –3 penalty to avoid sliding down.



When the floor completely closes, the stairs return to normal.

Hatch B

This hatch opens at the top of an eight-foot-diameter shaft with a metal ladder at the center running from top to bottom, which lies 100 feet below. At a point 20 feet down on the ladder, there is a *glyph of warding* that inflicts 14d4 points of electrical damage. A character suffering more than 15 points of damage must roll a successful Strength check with a -6 penalty or fall off the ladder to the bottom of the pit, suffering 8d6 more points of damage from the fall. Anyone touching the floor of the pit is immediately affected by a *power word: kill* spell, which slays anyone with 60 hp or fewer (*current*, not maximum) immediately. That person is then *animated* and *levitated* back up to the top of the pit as a zombie and begins to attack the rest of the party.

This is a particularly deadly trap, but only for one character. Parties entering this dungeon will probably have the ability to bring the character back from the dead (*raise dead*, *resurrection*, etc.), but they will be extremely demoralized when they have to use it in the first room of the dungeon!

The magical parts of the trap reset in one hour, but until that time is up, the ladder and floor are safe.

Zombie (1): AC 8; MV 6; HD 2; hp 12; THACO 19; #AT 1; Dmg 1d8; SD immune to *charm*, *hold*, *sleep*, *cold*, *poison* and *death magic*; SZ M; ML Special; Int non (0); AL N; XP 65.

Notes: the zombie character makes no morale checks; it attacks as long as it is capable.

Hatch C

A square shaft, eight feet to a side, extends down from this hatch, with a metal ladder running down one side.

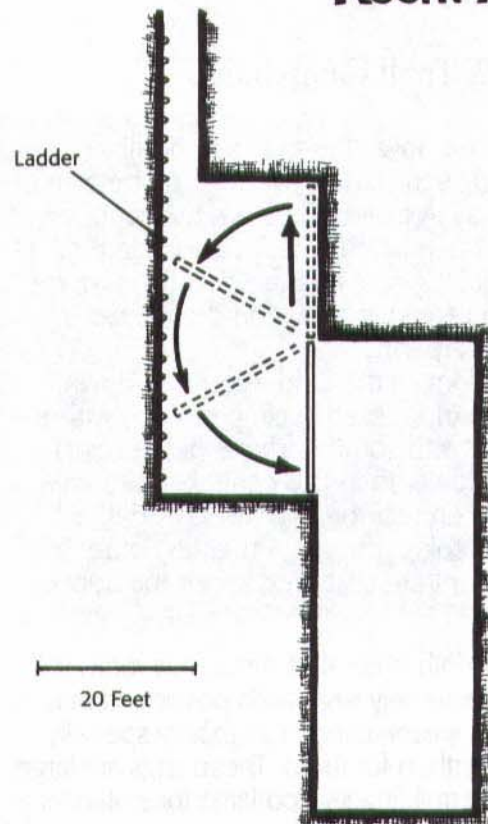
The ladder is about 80 feet long, and the shaft ends in a 20'x20' room with a 40-foot ceiling (so the shaft opens into the room halfway down the ladder). The wall opposite the ladder has a huge (20'x15') iron door that obviously slides upward on a set of iron tracks. The door has carved into its

surface the image of a snake-headed giant crushing a number of humans under one foot while bating another victim far away with a powerful kick.

See Diagram 1 for a detailed look at this area. If the characters try to raise the door, they find it very easy to do. In fact, once it is started, the door will raise by itself (magically) very quickly. One round after it raises all the way (revealing a similar sized room beyond it), it pivots at the bottom, its top swinging down and hitting everyone in the room for 3d6 points of damage. The only way to avoid the door without leaping into the pit beyond the door is to duck down in the spot where the ladder meets the floor (the door does not reach there), but there is only room for two human-sized figures to fit in that space.

If the characters have somehow detected this trap, spikes in the wall will stop the falling door. Or, a single character with a Strength of 19 or greater can catch the door after successful Dexterity and Strength checks.

Diagram 1
Room A1c





Characters in the middle of the room or back towards the ladder must roll a successful Dexterity check or be swept along by the swinging door. Those who are successful manage to jump to the sides of the room, beyond the width of the door. Characters closer to the opening than that have no chance to avoid the sweeping. The area beyond is a 40-foot deep pit, and anyone swept into the room falls the distance for 4d6 points of damage. Worse, the door slams shut behind them, *wizard locked* for one full week. The walls of the pit have been magically smoothed so as to be virtually unclimbable, even with magic like *spider climb*.

Within the pit itself is a partially decayed body sprawled in the northeast corner. It is the remains of an adventurer who became trapped in this room and never escaped. There is a suit of *chain mail* +2, an *ioun stone* (a lavender and green ellipsoid), and six iron spikes (but no hammer) among the body's things. On the right forearm is the 1st sigil, still visible.

Hatch D

The shaft here, 10 feet in diameter, has a ladder running down its approximately 100-foot length. It opens into room A2.

Room A2. Troll Guardians.

As you climb down the ladder, a horrible stench grows thick. The room at the bottom of the shaft is large, and there are two wooden doors on the eastern wall. The doors are bound in black iron, and the doorways themselves are carved in a manner to resemble entwined serpents.

The bottom of the ladder touches down in the middle of a raised section of floor, with the north, west and south sections of the room three feet lower than this central, raised area. A few steps connect the two levels. A dented helmet, a broken dagger, and a few other bits of equipment are scattered about the floor.

If the labyrinth is on alert status, this room will have eight extremely large trolls positioned in it as guards. Each wears a *ring of invisibility* specially crafted by Aerthun for them. These rings are large enough to fit troll fingers (too large for a standard-sized character) and each has only four charges left.

The trolls wait invisibly to ambush the intruders as they climb, hoping to gain surprise (roll for the PCs with a -2 modifier). While attacking climbing characters, each troll gains a +4 bonus to attack, plus AC bonuses for Dexterity or shields do not apply for the characters.

Each troll is armed with a 10-foot-long iron pole ending with an opaque glass ball three feet in diameter. Inside the glass ball is a small black pudding. The trolls wait until at least three characters are within striking range to attack (assuming that there are at least three characters in the party). If a troll rolls a hit on a character with its pole (inflicting 1d8+8 points of damage due to Str bonus), the glass shatters, giving the black pudding an automatic hit upon the character as well. After so striking, the troll probably drops the weapon and uses its natural attacks. Obviously, once they make a successful strike, they become visible.

The trolls have no other possessions with them, and know little about the labyrinth beyond this level since they enter and exit the place from the top (where the PCs came in). One of the trolls does, however, have the first two sigils on its forearm. These trolls are part of a 24-member troll unit that Aerthun has recruited from local troll "packs." Only eight are used at a time, although they can be replaced in short notice by the others who live in a cavern near the one where the labyrinth is located.

If the labyrinth is not on alert status, the trolls are in room A3. The scattered equipment is left over from previous battles. There is nothing of value here.

Trolls (8): AC 4; MV 12; HD 6+6; hp 47, 42, 39, 36, 35, 32, 31, 30; THACO 13; #AT 3 or 1; Dmg 1d4+4/1d4+4/1d8+4 or 1d8+8 (claw/claw/bite, pole-weapon); SD regenerates 3 hp/round after 3rd round; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400.

Black puddings (8): AC 6; MV 6; HD 10; hp 24 each; THACO 11; #AT 1; Dmg 3d8; SA dissolves flesh, wood, and metal; SD immune to acid, cold, and poison, lightning divides it into smaller puddings; SZ S (3' diameter); ML Special; Int non (0); AL N; XP 2,000.



Room A3. Troll Lair.

This room is filled with trollstench. It is apparently a lair of some sort, with eight large crude wooden beds holding straw around its perimeter. The center of the room is taken up by a large wooden blood-stained trough filled with bone fragments, blood-soaked cloth, and even a few fragments of armor.

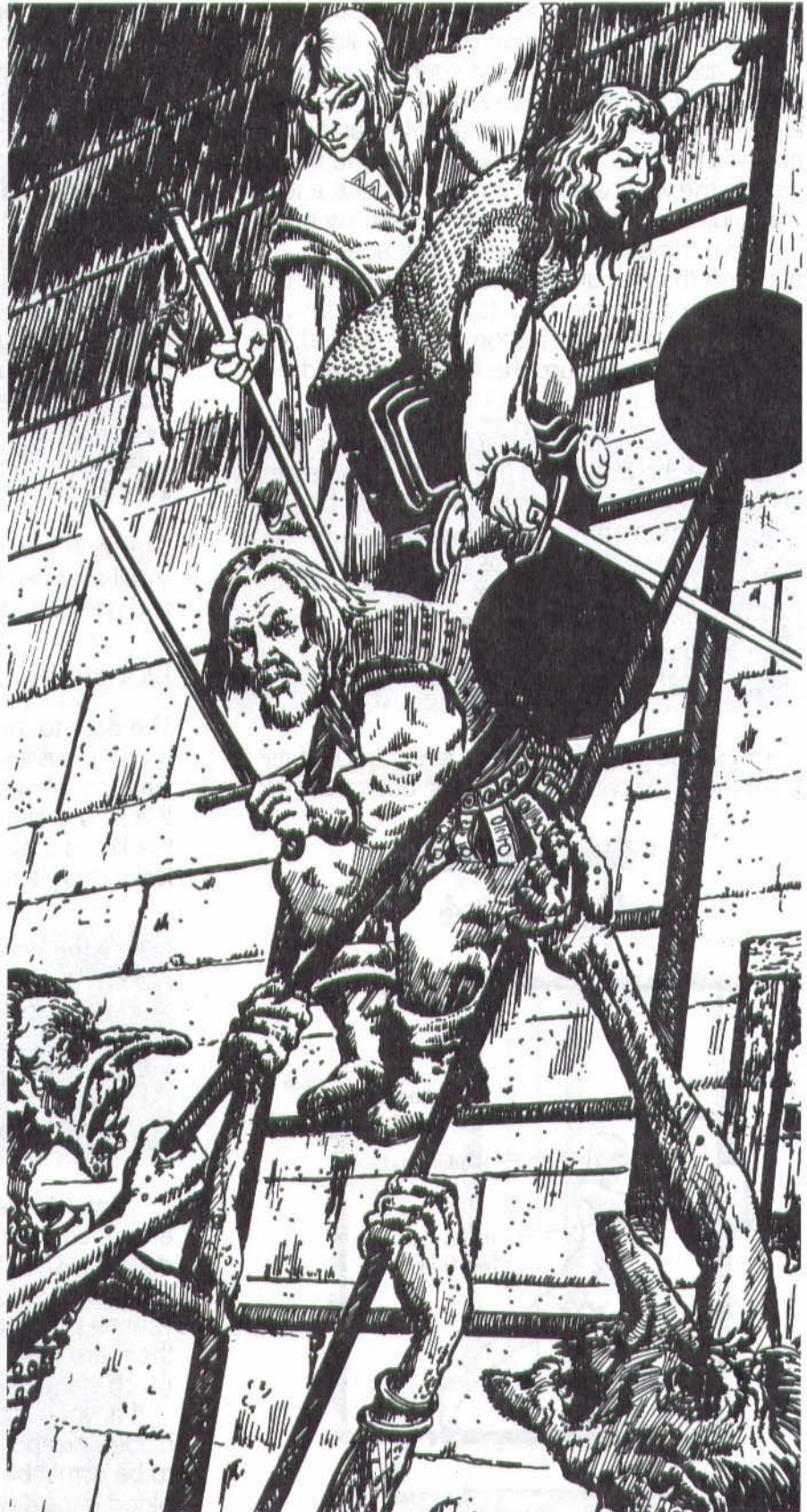
This is where the troll guards from room A2 actually live while not on alert. Each bed has a leather sack tucked underneath it with a troll's personal belongings within. Each sack has 1d6x10 gp, some meaty bones, a few crude tools, weapons or other implements, and some miscellaneous skull trophies or sparkly stones.

One sack (chosen at random) contains a special treasure, however. One of the trolls picked up an ancient *serpent ring* that was lost long ago.

Room A4. Secret Statue.

This room is rectangular and basically empty. Each of the four walls has a one-foot-square indentation that sinks in about two inches. A bloated human face is carved into each of these indentations. The floor in this chamber drops off suddenly after the first 20 feet of the room's length. The final 10' of the room is a pit of unknown depth. No apparent way to reach the door opposite the entrance presents itself.

The faces are simply decorative.





See Diagram 2 for a side view of the room, showing the hidden section below the floor.

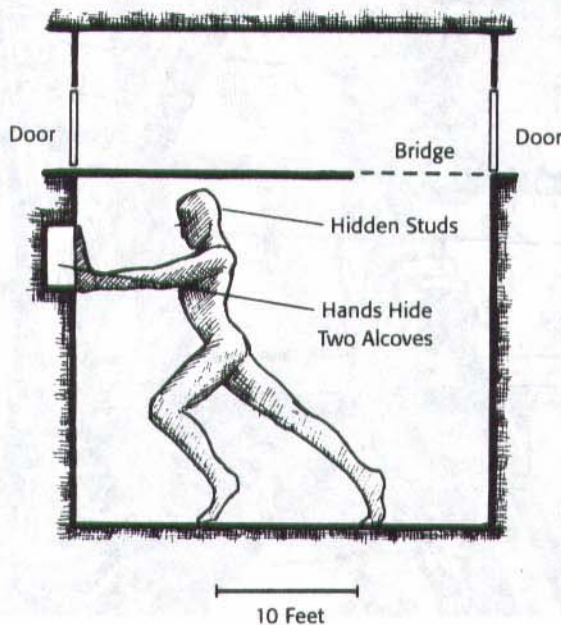
The door to the east is *wizard locked* and indestructible by nonmagical means. There is an extremely well-hidden secret panel (found with normal chances on a d10 rather than the normal d6) on the west wall. Behind the panel is a lever that causes a 10-foot-wide stone walkway to slide out from the eastern wall, providing access between the rest of the room and the door. The lever also causes the door to swing open.

If the PCs go to the bottom of the pit and look into the lower area, use the following boxed text.

A hidden room beneath the one above is revealed at the bottom of the pit. The whole area is consumed by a gigantic stone statue of a muscular human man with his hands pressed against the western wall, as though he is pushing against it. His face is carved to show the great exertion required to maintain his task, and his back is scarred as though he was flogged with a whip.

The statue is 25 feet high. On the back of its head there are two hidden studs, detectable as

Diagram 2 Room A4



secret doors, but only by someone that has climbed or flown up to get a close examination. The first stud, when pressed, causes the statue to slowly move its right hand, uncovering a small alcove 20 feet off the floor. Within the alcove is a lever that when pulled functions exactly as the hidden lever in the room above. This, however, is a ruse. Only after that alcove is uncovered is it possible to find the second stud on the statue's head, which causes the *left* hand to move (so a second search is required, or perhaps a kind DM will allow an automatic Intelligence check to notice the second stud). This also reveals an alcove, this one with the 1st sigil inscribed on the back wall.

Beyond the door on the east wall is a bare 20'x10' room.

Sigil 2. There is a stairway going down to the small area beyond room C3. It can only be seen and used by those with the 2nd sigil.

Room A5. Odd Transport.

The door to this room is locked, although a keyhole is obviously visible within the mouth of a large scowling face made of metal that is set into the center of the door. There is no trap here, and the key is long since lost. The door, however, locks every time it is shut.

Once the door is opened, you see a square room 30 feet to a side. In the middle of the room, a gaping circular hole beckons you forward into its unknown depths. On either side of the hole a huge, clawed hand covered in scales made of reddish metal juts up from the floor, palms facing the hole.

Show the players illustration A5 from the exhibit booklet. The hole is the top of a 10-foot-diameter shaft that leads 20 feet down to room C1. A *wall of force* covers the hole, however, preventing passage. Close examination shows that there are scars on the palms of the giant hands (each stands eight feet high).

If anyone cuts one of the hands' palms with a bladed weapon, the wound bleeds what appears to be actual blood. If both hands are cut, the blood drips down and dissolves the *wall of force*.



Further, it quickly coalesces in mid-air between the hands to form a 10-foot-diameter sphere. If anyone touches the sphere, they are pulled into it (no saving throw), and the sphere carries them gently down into the statue's hands in room C1, where the sphere disappears. Each wound (on both hands) provides enough blood for three spheres to form. Each sphere only takes one person unless two or more people touch one at exactly the same time (Dexterity checks are required by all who attempt this).

In bygone days, the dyris used this device to lower sacrifices into the temple below.

Area B

Room B1. Altered States

The long descent down the stairs brings you into a chamber that seems somehow more disturbing even than the one above it, although you see no horrifying imagery. All you see is a white sphere of energy, floating in the exact center of the room. It seems cold, even from your view from the stairs, as if it somehow draws energy from you where you stand. The room is otherwise featureless except for stone archways providing access to passages leading north and east. The arches are embellished with images of screaming, tortured faces.

The glowing sphere of energy is an artifact of sorts and is imbued with powerful psionic-related magic. It was once used by the dyris—and in particular Im-Ravin—as a device for controlling the minds of others. The lifebane has corrupted its powers, however, and its functions are now much different. The sphere now takes the mind of one thinking being within its area of control and places it in the body of another. Basically, its area of control is this entire level (Area B).

As soon as the player characters enter this area, one of them, determined randomly, is affected by its power. There is no saving throw, although magic resistance applies. This character's consciousness trades places with someone else in the party (again, determined randomly), each mind transferred into the other's body. The sec-

ond victim *does* receive a saving throw roll, and if it is successful, another victim is chosen randomly until someone fails a saving throw or the first victim ends up back in his own body (if he was chosen in the random selection).

Consciousnesses carry with them skills (proficiencies, THACO, etc.), magic use and memorized spells, and Intelligence and Wisdom. Physical capabilities, such as Strength, Dexterity, and hit points, stay with the body. Important things to keep in mind include: spellcasters are still hampered by wearing armor, new THACOs are determined by the new body's Strength, and racial abilities that are skill-oriented or mental (or mostly so) in nature, such as an elf's +1 bonus to hit with sword or bow, are transferred with the mind, while those that are physical (or mostly so), like a dwarf's resistance to poison and magic, stay with the body. The bodies of members of races unable to become certain professions, such as halflings operating as wizards, remain unable to use the prohibited skills and abilities of the profession.

Three rounds later, two more characters are affected. Again, these characters are determined randomly, and a person already affected can be affected again. These characters *do* receive saving throw rolls vs. the effect, although unless both of them succeed, the disembodied mind must go somewhere. In this case, all characters, in random order, must roll saving throws vs. spells until one character fails and switches bodies with the first character. This continues every third round that the characters remain on this level.

The artifact is completely impervious to any spells or physical attacks. It also cannot be moved (in fact, it cannot be touched). The only way to reverse the effects is to wait until the artifact switches a mind into its rightful body and then escape the level before it is switched again. Player characters can voluntarily choose to fail their saving throw in this instance if they so wish.

To make matters worse, if the characters spend more than four rounds in this room, the golems from room B3 move in to attack.

Room B2. Secret Chapel

The secret door that leads into this room is a pivoting panel that can only be opened when the secret lever on the statue in room B4 is pulled.



The secret door has pivoted to allow access into a large chamber. The floor of this place is five feet below the level of the last room, as well as that of the door. Around a corner to your immediate right, there appears to be a large alcove with a low, four-foot ceiling. On the opposite end of the room, a large silver basin sits on top of a low stone table covered with an embroidered red and purple cloth. The basin seems to be filled with a dark liquid. Above the table is a fresco painting of a group of people literally tearing their own, and each others', flesh from their faces.

Show the players illustration B2 from the exhibit booklet. A short wooden staircase, long gone now, once connected the level of the entrance to the floor of this room. Characters must make the short jump to get down into the chapel.

The basin on the table is magical, preserving forever whatever liquid is placed within it. Currently, it contains human blood. Anyone touching this basin must roll a successful saving throw vs. spell or become *cursed*. The affected victim almost immediately begins to wither, losing 1 hit point per round until a *remove curse* spell is cast upon the character.

The alcove contains a small shrine. The shrine consists of a large silver snake entwined about a silver coffer. The coffer has a lid, sealed with more silver, with a single rune inscribed upon its surface. A *comprehend languages* spell or similar magic or an ancient languages proficiency check with a -2 penalty reveals that this rune is a warning of great evil within. All around this central figure are nine black candles set in silver candlestick holders (each candlestick holder is worth 20 gp). This shrine is magical, absorbing negative energy and storing it within the coffer. The dyris created this powerful item so that the dark energies could be used for foul purposes, including the creation of evil magical items and gateways to the lower planes.

Because negative energy is drawn to the shrine, the lifebane has no power within the large alcove. The effects that the lifebane has upon spells and other actions do not apply here. Nevertheless, the area is dangerous. If the PCs are foolish enough to open the coffer, all of the negative energy stored within is released. If this is done, all within the alcove or outer room must roll a suc-

cessful saving throw vs. death magic or be instantly corrupted, their alignment changing to chaotic evil (only an *atonement* or *wish* spell restores the character's previous alignment). Further, all magical items except potions and scrolls in the area have a 30% chance of becoming intelligent (roll 3d6 to determine the score), if not already, and of chaotic evil alignment. Such items develop evil goals for themselves and only function to further those goals.

Good-aligned priests and paladins lose all their prepared spells once bathed in this raw, evil energy, even if they roll a successful saving throw. These same characters must roll another successful saving throw if they are successful with the first, or they are struck unconscious for 1d10x10 rounds. Obviously, this is disastrous for the party. The energy, however, also has effects upon the surrounding areas of the dungeon.

Any evil beings in Areas A, B, or C are healed 3d6 hit points if they were wounded. They also regain any spells used that day. Lastly, they learn the location of any good aligned beings (like the PCs, or at least those that rolled successful saving throws) within Areas A, B, or C at that precise moment. This knowledge does not enable them to track a good being that moves to a new location.

In this particular area, bathed in the strongest concentration of negative energies, the blood in the basin is affected in a horrible way. It becomes an animate creature, rising up from the basin and gaining mass until it is the size and strength of a water elemental. It cannot be dispelled and attacks any good-aligned PCs until it is destroyed or they are. It should be noted that healing spells cast upon this blood creature harm it to the same degree that the spell would aid a normal creature. The creature also *causes fear* to all beings that fail a saving throw vs. spell.

Hidden on the underside of the shrine is the following inscription (regarding some of the keys in room B3 and their uses):

Blue opens the unenterable room,
Red finds its way past the tyrant of eyes.
Iron seeks a chest in terrible gloom,
Emerald calls forth a beast of great size.

Water "blood" elemental (1): AC 2;
MV 6; HD 12; hp 63; THACO 9; #AT 1;



Dmg 5d6; SA fear; SD +2 or better weapon to hit; SZ L (12' tall); ML champion (16); Int low (7); AL CE; XP 7,000.

Room B3. Keys of the Golems

This room is bleakly empty. Aside from a few bits of wood in the far corner, there is nothing here.

Five flesh golems guard this room and room B1. They attack as soon as the PCs enter the room, or if the characters spend more than four rounds in room B1.

The wood in the corner is the rotting remains of a chair, long since smashed.

Sigil 5. At the far end of the room there is a long table with a key rack hanging on the wall above it. From the rack hang 12 keys. Show the players illustration B3 from the exhibit booklet. Each of the keys is different in size, color, and appearance. Remember that PCs without sigil 5 cannot see, feel, or interact with the table or the keys. From left to right on the rack the keys are:

1. **Bronze Key**—This large key is a trap and of no use anywhere. Touching this key triggers a *glyph of warding* that inflicts 10d4 points of cold damage.
2. **Blue Key**—This small key of blue-tinted iron is used to open the door to room C2.
3. **Red Key**—This key is of reddish crystal and is the key to open the secret door in room F2.
4. **Bone Key**—This is a magical item known as the *necromantic key*. Its power permits the owner of the key to create double-strength undead when using an *animate dead* spell. This means that 2-Hit-Die skeletons or 4-Hit-Die zombies are created (for hit point, THACO, and turning purposes) rather than the normal variety. Monster zombies are likewise created at double normal hit die totals, but the total hit dice, after doubling, still cannot be more than the level of the caster. The *necromantic key* can be used once per week.
5. **Green Key**—This iron key, painted green, is inscribed with red lettering. Next to the writing is a *sepia snake sigil* cast by a 15th-level wizard. The writing states in common: "The third portal." It activates the teleporter between

rooms D9 and E1.

6. **Silver Key**—This key is finely engraved, worth 75 gp. It is also *cursed*. Anyone with this key suffers -2 penalties on all die rolls, including attacks, damage, saving throws, ability checks, etc. It also opens the door to room D6a.
7. **Glass Key**—This key is made of completely clear glass and opens the magical lock in room G15.
8. **Iron Key**—This rusty iron key opens the chest in room G12.
9. **Gold Key**—This key no longer has a use within the labyrinth (presumably it once did). It is, however, worth 10 gp.
10. **Yellow Key**—This magical key is made of an unknown yellow metal that is pitted and flaking. It is used to reactivate the flesh golems that are/were in this room once they have been destroyed. When this key is removed from the rack and brought within 10 feet of a destroyed golem, the golem reanimates. The golems have their full hit point totals and their original commands. Only one golem may be reanimated per round, and the golems must be one of the five golems from this room. It is powerless while hung on the rack, but all the while it is removed, its power is active.
11. **Double Key**—This iron key is double ended so that it is actually two keys, each protruding in opposite directions from the same circular ring. One end opens the locked door in room G13. The other activates a special magical trap when placed in the same lock. The trap itself is a *disintegrate* spell cast upon the user.
12. **Emerald Key**—This does not appear to be a key at first but simply a thin rod carefully cut from a huge emerald. The rod has been placed into a tiny, ornate platinum handle. It can be inserted into the wall in room E1c to produce the effects detailed there.

Sigil 20. There is a thirteenth key that opens the door to the tomb of Im-Ravin. It is black in color and made of the purest ebony.

Flesh Golems (5): AC 9; MV 8; HD 9; hp 40; THACO 11; #AT 2; Dmg 2d8/2d8; SD +1 or better weapon to hit, immune to spells except fire and cold which *slow* them for 2d6 rounds, and electricity, which heals them; SZ L (7½' tall); ML fearless (20); Int semi (4); AL N; XP 2,000.



Room B4. Statues of Summoning

Beyond this door there are six statues arrayed around the perimeter of the room. Each is of a man or a woman with an arched cobra's head rather than a human's. On the far wall, an arched opening has a small, stone gargoyle looming over its keystone. The gargoyle has coiling, hissing snakes rather than arms. A curtain hides whatever lies beyond the archway.

Show the players illustration B4 from the exhibit booklet. The statues that are here are all magically trapped. Touching any of them without first stating the name Vytholus activates a special *monster summoning* spell that summons two monsters that appear in room B4a. To determine the monsters, roll 1d6 two times:

- | | |
|---------------|-------------|
| 1. umber hulk | 4. xorn |
| 2. nightmare | 5. basilisk |
| 3. roper | 6. ettin |

The monsters summoned remain for 60 rounds and are mentally commanded to attack anyone in room B4. Each statue only activates the summoning spell once per 24 hours.

Since this is within the mind-switching artifact's domain, one of the creatures is automatically affected by the mind-switch, exchanging consciousnesses with the first being to miss a saving throw vs. spells. This could be the other monster, or it could be one of the PCs.

Mind-switching with a monster can lead to some strange situations. Obviously, the great strength of the umber hulk and ettin, or the stretching abilities of the roper, remain with the body. Special monster abilities, such as a petrifying or confusing gaze, the ability to pass through stone, etc. also stay with the body. The gaze attacks cannot be consciously controlled no matter who is in the creature's body.

Spellcasting PCs switched into a monster's body need hands to cast spells (i.e., the nightmare, roper, and basilisk prevent spellcasting). Likewise, only the xorn or the ettin bodies are able to use a weapon of any type.

Monsters switched into new bodies are unable to act for 1d3 rounds due to the adjustment and

reorientation. This period of adjustment only happens the first time they are mind-switched. They are still under the summoning spell's compulsion to kill anyone in room B4 once they have managed to grow somewhat accustomed to their new body. Of all of the monsters, only the ettin is able to attack with its new body's weapons, while all the others will use natural attacks. If a monster's new body is another monster, it is able to use the beast's special abilities.

The ettin presents some particular problems, since it technically has two minds. Characters that wind up in the body of the ettin have only a 60% chance of taking any action (the ettin only has 40% control since it is dim-witted). The ettin in a new body has only a 50% chance of acting in any given round since it is not used to acting with only one mind. Since every three rounds there is a chance for another mind switch, there is a small chance that two PCs end up in the ettin, with the ettin in two different bodies. Such PCs can use the ettin body efficiently, assuming that they verbally coordinate their actions.

Characters using the xorn's ability to flow through stone, or the nightmare's power to become *ethereal*, attract undead spirits as mentioned at the beginning of the chapter in the section Doors and Walls.

The right arm of the second statue from the immediate left of the door pulls down, causing the secret door between room B1 and room B2 to pivot open. Raising the arm causes the door to close.

Room B4a is empty, existing only to hold summoned monsters.

Umbur Hulk: AC 2; MV 6, Br 1–6; HD 8+8; hp 52; THACO 11; #AT 3; Dmg 3d4/3d4/1d10 (claw/claw/bite); SA gaze causes *confusion*; SZ L (8' tall, 5' wide); ML elite (13); Int avg (10); AL CE; XP 4,000.

Nightmare: AC –4; MV 15, Fl 36(C); HD 6+6; hp 42; THACO 13; #AT 3; Dmg 2d4+2/2d4+2/2d4 (hoof/hoof/bite); SA hooves ignite combustibles; SD fumes cause –2 penalty to attack and damage rolls of foes that fail saving throw vs. paralyzation; SZ L (6' at shoulder); ML elite (14); Int very (12); AL NE; XP 2,000.



Roper: AC 0; MV 3; HD 12; hp 63; THACO 9; #AT 1; Dmg 5d4; SA strands grapple, drain ½ remaining Strength; SD unaffected by lightning and suffer only half damage from cold attacks; MR 80%; SZ L (9' long); ML champion (15); Int exc (16); AL CE; XP 12,000.

Xorn: AC -2; MV 9, Br 9; HD 7+7; hp 48; THACO 13; #AT 4; Dmg 1d3(x3)/6d4 (claw/claw/claw/bite); SA achieve surprise by camouflage; SD immune to heat and cold, electrical attacks cause half or no damage; SZ M (5' tall); ML champion (16); Int avg (10); AL N; XP 4,000.

Basilisk: AC 4; MV 6; HD 6+1; hp 38; THACO 15; #AT 1; Dmg 1d10; SA gaze turns victims who fail saving throw vs. petrification to stone; SZ M (7' long); ML steady (12); Int animal (1); AL N; XP 1,400.

Ettin: AC 3; MV 12; HD 10; hp 64; THACO 10; #AT 2; Dmg 1d10/2d6; SD Surprised only on a 1; SZ H (13' tall); ML elite (14); Int low (7); AL CE; XP 3,000.

Sigil 3. Hanging from the ceiling on a golden chain is a large octagonal stone. Inscribed on the stone is the 4th sigil. The stone is surrounded by a 1-foot-diameter *sphere of force*, preventing the sigil from being touched. Touching the force field, however, causes the 10'×10'×10' section of the floor to move out of phase, as if affected by a *phase door* spell. Those standing there fall into an 80-foot-deep pit. After one round, the floor returns to normal.

To get at the sigil, the *sphere of force* must be destroyed by a *disintegrate* spell or similar method (see the description of a *wall of force* spell).

Room B5. Living Weapons

As the door opens, a horrible stench rolls from the chamber beyond. Inside the chamber, a large iron cabinet stands against the far wall. The stench of the room obviously comes from the long dead corpses of six dark elves on the floor. Each is surrounded by weapons, the black, dried remnants of blood still coating

their blades. These drow obviously died in battle, apparently with each other.

An Intelligence check (with a -4 penalty by all except warriors) rolled by anyone carefully studying the bodies and their positions reveals that the placement and the number of weapons do not make sense. Those rolling another successful Intelligence check (unmodified, but only characters that made the first check can roll for this one) deduce that the dead drow were killed by their own weapons. Those failing the second check believe that the weapons were wielded by others no longer in the room.

One round after entering, ten *magic mouths* hidden around the room begin to scream and *all* melee weapons brought in by the characters magically animate and attack. The weapons strike with a THACO of 10, fight for 10 rounds, and then drop to the ground. At that point, weapons can be picked up and sheathed/used without problem, but if they are taken out and brought back in, they reanimate. While a wizard carrying a staff has only a small worry, a fighter carrying numerous daggers, a sword, an extra sword and a hand axe is probably in a lot of trouble.

There is no way to fight back against the animated weapons. Only a *dispel magic* causes the weapons to drop before the 10 rounds are up.

The six corpses lying about have the following treasure (total): 43 pp, 235 gp, one 100-gp gem, three *short swords* +1, five suits of *chain mail* +1, a *mace* +1, a *wand of frost* (13 charges), two *bucklers* +1, and a *short sword* +3. These drow came here to invade and loot the labyrinth, but were done in by the magical trap in this room. Each of these individuals has the first three sigils on their right forearms.

The metal cabinet is locked. It is constructed of ornamental iron rods woven together almost like a basket is woven with straw. Inside, the back wall of the cabinet has the 6th sigil.

Sigil 9. Behind the cabinet, there is a secret compartment in the wall. The compartment contains a small steel box that is double-locked and trapped so that a 10'×10'×10' cloud of poisonous gas (roll a successful saving throw vs. poison or die in 1d6 rounds) is released when the first lock is undone. Inside the box, which is lined with silk, are two



serpent rings. There are obvious spaces within the silk for 18 more rings. This is where all of the rings were originally kept. This compartment and the box can only be found or touched by someone with sigil 9.

Area C

Room C1. The Temple

If the PCs reach this room via the blood spheres in room A5, read the following text.

You float gently down the shaft, eventually entering a very large, dimly-lit room. Directly below you, a gigantic misshapen humanoid made of greenish crystal holds its hands outstretched, apparently ready to grasp you as you descend into its domain.

See Diagram 3 for a side view of this area. Show the players illustration C1 from the exhibit booklet. The statue is made of huge, interlocking pieces of green crystal and represents Vytholus, one of the ancient gods of the dyris. The statue

indeed grasps PCs as they descend, slowly and smoothly moving its articulated parts. It then sets the characters gently down on the floor. The statue does not become a danger to the PCs until they disturb the other furnishings in the room.

Once the PCs are safely on the floor, read the following:

This vaulted, 25-foot-tall chamber is square, at least 70 feet to a side. The center of the room around the statue is a raised square dais 30 feet across. The far corners of the room have brass braziers with oddly shaped crystal devices mounted on top of them. On the walls, placed directly between the braziers, are large mirrors. Despite their placement, these mirrors do not show the green crystal statue in their reflections.

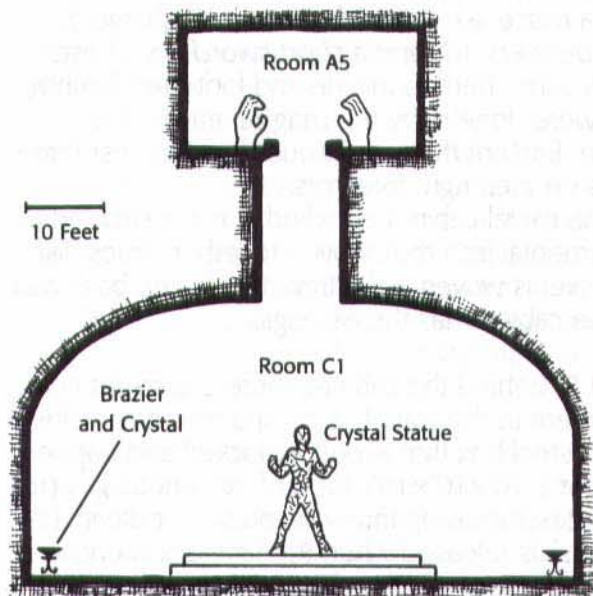
This was once a temple of the dyris, where they performed horrible, bloody rites in reverence of the god Vytholus. The dyris priests, in their worship rituals, would light the braziers. When this is done even today, the light from these devices is focused magically through the crystals mounted on top and is projected toward the mirrors (each brazier shoots at the mirror on the far right wall in relation to itself). Once this happens, the light from the braziers begins to burn with a greenish light and then becomes almost translucent. Suddenly, within each mirror, the reflection of the crystal idol appears and seems to step out of the mirror.

At this point in the ceremonies of old, the sacrifices were lowered telekinetically from the chamber above (room A5) into the waiting arms of the idol, which would set them solemnly on the floor.

The images from the mirror then begin to attack anyone in the room not wearing one of the *serpent rings*. Their method of attack is a sweeping hand swipe that drains the life from those touched. Anyone hit by one of these images is affected as if by an *energy drain* spell. The images can be struck by magical weapons, although they are immune to spells except for *dispel magic* (they are dispelled as though cast by a 20th-level caster). Once destroyed or dispelled, the images fade.

Destroying or altering the mirrors or braziers has no effect on the images, although behind the western mirror, on the wall itself, the 3rd sigil can be found.

Diagram 3
Rooms A5 & C1





The secret door on the north wall is opened by manipulating a small hidden knob on the right knee of the crystal statue. This knob requires a detect secret doors roll to find.

Vytholus images (4): AC 0; MV 8; HD 10; hp 50 each; THACO 11; #AT 1; Dmg none; SA *energy drain* by touch; SD +1 or better weapon to hit, immune to spells except *dispel magic*; SZ L (8' tall); ML Special; Int non; AL CE; XP 5,000.

Room C2. The Color of Magic

The wooden door to this room is *wizard locked* and virtually indestructible, immune to physical blows and virtually any spell (including *knock*) other than a *disintegrate*, *limited wish*, *meteor swarm*, or *wish*. A *phase door* spell sends the caster helplessly into the astral plane, in addition to the standard effects of that spell on doors within the labyrinth. All other spells simply fail. Likewise, the wall between rooms C2 and C4 is similarly enchanted. It is impossible to teleport into the room or to bypass the door or walls in any other magical way. Only the blue key from room B3 or the specified ways of destroying the door or wall allow egress into this room. Players examining the lock closely will notice that it is made of a strange, bluish metal that is unfamiliar to them.

Beyond the doorway, the initial portion of this room has a grid pattern of large, multicolored tiles. Beyond that, the room widens slightly, and the opposite wall has a short wall jutting outward perpendicularly from it, dividing the very back of the room into two separate areas. The room itself, however, appears to be empty. Show the players illustration C2 from the exhibit booklet.

This room is a complicated magical trap. The floor in the 20-foot-wide area nearest the door is divided into a grid pattern, with each square of the grid five feet across. Each also has a corresponding color (see the diagram on the inside front cover). A character (and all possessions) entering a square take on the square's color, as if illuminated by a filtered light.

A PC can enter the room by stepping onto any colored square in the first two rows, although a Dexterity check is required to make it to one of the blue squares in the first row or any of the

squares in the second row. An unencumbered character with a running start could possibly make it into the third row without hurting himself. There is not, however, enough clearance through the door to pole vault. After a color is gained, moving into another square changes the color according to the following rules:

Yellow into Red = (Yellow) Orange
Yellow into Blue = (Yellow) Green
Red into Yellow = (Red) Orange
Red into Blue = (Red) Violet
Blue into Yellow = (Blue) Green
Blue into Red = (Blue) Violet

Any of the orange, green, or violet shades moving into any of the primary colors turns the character into a muddy brown. A muddy brown character moving into any other square turns black as pitch. Obviously, DMs will need to keep close track of where each character moves.

Characters can jump over one square to another, but a Dexterity check is required to make it into the desired square without touching another square. No more than one square can be jumped over. Pole vaulting is possible, once inside the room, although the ceiling is only 15 feet high, so characters could only cross about 20 feet (4 rows) in this manner, and they would not have much control over which square they landed in. If an object is laid down over a square and stepped upon, the character still takes on the square's color *unless* the square is completely covered, in which case the square is negated. Thus, any spell that creates a large covering, or even a number of large blankets, could get the party across without gaining colors.

Climbing along the walls, flying, etc. are all other ways to cross the area without gaining a color. A *dispel magic* spell will also clear a character of all colors gained in this area.

The effect of these color changes becomes evident when the area is exited on its eastern end. The affect of attempting to leave with a different color is as such:

No color gained: character is returned to hallway outside door (therefore, teleporting, flying, and other means of bypassing the area always fail).
Yellow: Character may exit the area with no adverse affects.



Red: Character may exit the area but is first magically *held* for 10 rounds (perhaps persuading companions that this was the wrong color to choose).

Blue: Character may exit the area, but doing so causes a *wall of iron* to appear in front of the door leading into the room, preventing ingress or egress.

Yellow orange: Character may not exit area and is affected by a *blindness* spell.

Red orange: Character may not exit area and loses 1d6 points of Dexterity for one day.

Blue violet: Character may not exit area.

Red violet: Character may not exit area and is affected by a *slow* spell lasting 10 rounds.

Yellow green: Character may not exit area and is affected by a *forget* spell, which erases the last turn from the character's mind.

Blue green: Character may not exit area.

Brown: Character is sent back 1d6 squares, but does not gain the color of the square he is placed in.

Black: Character is returned to the hallway outside the door and loses all colors gained.

Colors gained remain for as long as the character is in room C2 and have further effects in the room.

After a character moves 10 feet beyond the color grid into the room, a *prismatic wall* appears at the indicated spot on the map. A character may ignore the color of the wall that was gained earlier. The wall lasts as long as there are people in the room.

Once past the *prismatic wall*, the characters reach the pivoting turnstile, although it is not obvious as such. It merely seems like a 1½-foot-wide, 10-foot-long section of wall juts outward from the back wall of the room (the seams are detected only by a successful detect secret doors roll).

A small lever on the right side of the protruding wall (again, found by a successful detect secret doors roll) releases a stud holding the turnstile in place. As soon as the lever is pushed downward, the entire turnstile turns counter-clockwise one quarter turn, until the walls are flush once again. This rotation takes 15 seconds to complete. No force possessed by the characters (short of a *wish* spell) can stop the pivoting motion, and any object placed to bar the closing

in any way is destroyed unless it is specifically indestructible (such as an artifact). *Nothing* can make the turnstile turn backwards (in a clockwise motion).

Once the turnstile has fully completed its turn, it can be moved again via a new lever on the wall that is now in the jutting outward position. The lever here is in the same place as the lever on the wall that was formerly in that position. Manipulating the original lever on that wall now produces no effect, which means that if all the characters have turned with the turnstile and there is no one left outside after the turnstile has moved, the characters are trapped in the 10'×10' area created by the moving walls. If the lever on the newly jutting wall is pushed downward, the turnstile once again turns one quarter turn.

Characters who have followed the turnstile around will now find themselves in a new 10'×10' area. In the north wall of this small place, the characters find sigil 9 and sigil 12. Remember that the sigils must be gained in order, so the characters discover that they have to return to this room later and once again endure its trials to gain sigil 12.

Room C3. The Trophy

The secret door that leads into this room from the south is essentially a huge stone that can be moved, but only with a great deal of strength. It takes a combined Strength total of 50 to push the stone into room C3, taking 2d4 rounds to accomplish.

When you open the door to this room, you are greeted by a horrible odor. The room beyond is much taller than wide. Hanging from the ceiling, which is more than 100 feet above the floor, is a bronze dragon, long dead. The thick iron chains that suspend the carcass connect to long, vicious hooks that dig into the dragon's desiccated flesh. The belly of the beast hangs only six feet from the floor. Dried blood cakes the floor.

Show the players illustration C3 from the exhibit booklet. This dragon was slain by Aerthun a few months ago, placed here as a trophy, and



then all but forgotten. The yuan-ti have been meaning to take the thing into room C4, but they, too, have been occupied with other matters.

Room C4. Rubbish

The effluvia only worsens as you enter this area. Mounds of waste, refuse and dung fill it, and amid the trash are decaying corpses of various types of creatures, including a few humans and other humanoids. As you look closer, you see that one of the pale, bloated human corpses is moving.

The waste of the various creatures of the labyrinth is brought here. The moving corpse is neither alive nor undead, but full of so many rot grubs that the entire corpse seems to move on its own. Anyone foolish enough to touch the corpse is attacked and infested with 2d10 of the hundreds of grubs within the body.

A lever is located on the wall at the spot marked X on the map. This lever opens a trap door that covers the far 20'x20' area. This door dumps whatever is on top of it into a 20-foot-deep pit filled eight feet deep with rubbish. Living in the waste is a neo-otyugh, a creature that has dwelled here since the days of the dyris. While it may have been altered by the lifebane, its bizarre structure makes it impossible to recognize any changes. It has always had an agreement with the masters of the labyrinth to devour the waste material produced by the inhabitants.

Rot grubs (500): AC 9; MV 1, Br 0; 1 hp each; THACO Nil; #AT 0; Dmg 0; SA burrow into flesh, killing in 1d3 turns; SZ T (1" long); ML unsteady (5); Int non (0); AL N; XP 15.

Neo-otyugh (1): AC 0; MV 6; HD 12; hp 68; THACO 9; #AT 3; Dmg 2d6/2d6/1d3; SA Grapple for 1d2+1 hp damage each round, bite infects with disease 90% of the time; SD Never surprised; SZ L (8' diameter); ML fanatic (17); Int very (12); AL N; XP 5,000.

Room C5. The Stairway

After passing through the diagonal corridor, you come to a small open area that lies at the top of a long flight of stairs. At either end of each individual step, next to the side walls, a human skull sits with a black candle thrust into a drilled hole at its top. The candles are unlit.

The candles and skulls are not magical or special in any way.

This whole area is double-trapped. The stairway down is filled with an inert gas, detectable only on a 1 in 20 by any character. The gas is pumped out by an organic, sponge-like creature in the room at the bottom of the stairs. It consumes oxygen in the air and expels this harmless gas. Because of the gas's special properties, however, the inhabitants of the labyrinth brought it here and make sure that it is well.

The 15th step down the stairwell activates a magical trap. When triggered, a lightning bolt fires from the top of the stairs and shoots downward, 10 feet wide, all the way to the bottom, and then arcs back upward to the top. Everyone on the stairs or immediately at the top or bottom must roll two saving throws. If either is failed, the full 10d6 damage is dealt. Two successful saves indicate half damage.

Further, the electricity in the air causes a chemical change in the gas, altering it into a poison that drains 1d4 Strength points for 1d6 hours. This gas only affects mammalian creatures. A secret panel on the north wall of the room at the bottom of the stairs (found as a secret door) deactivates the lightning bolt trap for 10 rounds when pressed.

The stairway leads to a small room with an iron, spiral staircase that takes characters down to room D1. The sponge creature has no combat abilities and can be easily destroyed with little effort.

Room C6. Teleporter

The secret door to this area is not particularly hard to find (roll for normal chances), but it is somewhat tricky (or at least time consuming) to open. It is a fake stone panel, actually made of painted plaster over a one-inch-thick steel plate. To open the door, a character must slide it to



the right, into the wall. However, there are three separate stone plugs that keep it from sliding. Each plug must be found (by rolling to find a secret door) and removed before the door will open. Removing the plugs is very difficult, too, since each is *wizard locked* to keep it firmly in place.

Beyond the secret door a short hallway opens into a somewhat oval-shaped chamber. Show the players illustration C6 from the exhibit booklet. In the center of the room a steep stair leads up to a 10-foot-square platform that rises more than 15 feet off the floor. The top of the platform is covered by white, spidery growths with pale yellow blossoms. Thin, thorny tendrils hang off the platform and run halfway down the stairs. The north and south walls each have a bas relief carving of a giant constrictor snake squeezing the life out of an elf (the carvings are similar, but not identical). A close look into the room reveals thorns scattered about the entire floor.

The plants on top of the platform are thornslingers, and there are three separate plants altogether. They begin firing their thorns as soon as someone enters the room, and they continue to fire at anything and everything as long as there is someone in the room. All three plants can fire at all portions of the room—there are no safe zones from any of them.

The top of the stone platform has a 5'x5' depression that is three feet deep. The depression is filled with soil that the plants grow in. They were originally *charmed* and brought here by the dyris. They still are usually fed and watered so as to be used as guardians, although they are often forgotten and usually on the brink of wilting for lack of nourishment.

The dirt-filled area is also a *teleportation* key. Stepping onto the dirt-filled area transports a character to room C6a. No knowledge of the teleporter or concentration is required.

Thornslinger (3): AC 8; MV 0; HD 4; hp 25 each; THACO Nil; #AT Special; Dmg 2d4; SA adhesive sap; SZ M (4' radius); ML average (10); Int non (0); AL N; XP 270.

Sigil 3. With sigil 3, the teleporter takes a character to room C7.

Room C6a

Characters teleporting in arrive at the point marked T. Remember that after being teleported, they have no way of knowing compass directions, so only give descriptions in terms of left, right, ahead, etc.

The natural impulse will be for teleported characters, once they arrive, to move forward for their comrades to follow them by teleporting in after them. This instinct will spell disaster for the first PC to arrive, however, since the area immediately ahead of the teleport zone is a pit trap. The trap door is both 10 feet wide and long, so it is almost impossible to avoid. It drops when more than 30 pounds are placed on it and closes immediately afterward without a sound.

The pit itself is 30 feet deep, but a victim will initially only fall about half that distance, his descent stopped short by a gelatinous cube (10 feet on all sides) that clings to the center. The momentum of the falling character plunges him halfway into the cube's gelatinous body before his fall is completely stopped. Like the plants in room C6, this creature is *charmed* and occasionally fed to make sure that it remains alive and part of the trap, but it is forgotten enough that it is almost always near starvation.

A PC trapped within the cube automatically suffers damage from the digestive juices of the creature (2d4 points) every round, plus each round must roll a saving throw vs. paralysis. Caught PCs also suffocate within the monster's body in 1d6+3 (+ Con bonus) rounds. Unparalyzed characters can attempt to free themselves from the cube, an action which is quite simple, but they automatically fall through the cube and down the rest of the pit, the bottom of which is covered in spikes. Those falling suffer 1d6 points of damage from the fall and 4d4 points of damage from the spikes and must figure out a way to get past the gelatinous cube which is between them and the only way out of the pit—the trap door. If the cube is slain while a character is underneath it, that character is automatically hit by the falling gelatinous body of the thing. The digestive acids (inflicting 2d4 points of damage) and paralytic gels are still active for 1d10 rounds after the creature dies and the character once again needs to worry about suffocation.



Gelatinous Cube (1): AC 8; MV 6; HD 4; hp 28; THACO 17; #AT 1; Dmg 2d4; SA paralyzation; SD Immune to electricity, fear, hold, paralyzation, polymorph, and sleep; SZ L (10' cube); ML average (10); Int non (0); AL N; XP 650.

The larger part of the area around the corner is also a trap. The floor of the entire 30'x20' area is trapped by a special *glyph of warding* that affects everyone in the area with a *hold person* spell. This *glyph* renews itself each round so that PCs in the area must roll a saving throw each round. Characters affected are *held* for only 10 rounds, but after the second round of immobility, the victim is automatically teleported back to room C6 in front of the northern bas relief. If the thorn-slingers are still alive, the characters are pelted with volley after volley of thorns the entire time they are *held*.

Around the corner again the short passage appears to come to a dead end. The 10-foot square marked T2 is another teleporter, and it takes characters back to room C6 in front of the southern bas relief. However, characters standing in the T2 area concentrating on *not* teleporting aren't transported and are able to search the back wall if they so choose. If a find secret doors roll is successful, the searcher finds a removable stone, behind which is a two-foot-deep hole just large enough for a man to stick his arm in. At the end of the hole is a metal bar set crosswise in the space so it is easily grasped. The bar doesn't do anything, but it holds the 2nd sigil.

Room C7. Disturbing Images

When your head ceases spinning, you realize that you are no longer where you once stood, atop the pedestal in the oval-shaped room. Around you, the walls of this new room are painted with horrible images. You see men and women with creatures bursting from their bodies—snakes from their eye sockets, frogs from mouths stretched open far too wide, and unidentifiable creatures ripping their way from chests and stomachs with sharp claws and teeth. The paintings are vivid and realistic, albeit chipped and faded with age.

Ahead of you are a pair of iron portals, cast and molded in such a way that they appear to be a huge human rib cage, with the clasp that holds them closed a large sternum. The spaces in between the ribs allow a glimpse of what lies beyond the doors, should you approach for a closer look.

Show the players illustration C7 from the exhibit booklet. A close examination of the west wall (remember again that after teleporting, it will be difficult or impossible to determine compass directions) reveals that one of the snakes that juts from a woman's eye socket in the painting is actually a three-dimensional, painted stone carving of a serpent. Touching this snake teleports a character back to room C6 in front of the southern bas relief.

Room C8. Flaming Iron

Beyond the rib-like doors, the room is bare of furnishings, and thankfully has no more paintings on the walls to torment you. Opposite the doors, a corridor extends a short distance and halts at another door. Near the wall on your right, a blackened skeleton lies on the ground, seemingly encased in a metallic cloak.

When this room is entered, 1d4 metallic items on each person (assuming the character has that many) are affected by a *heat metal* spell. Magical metal items are entitled to an item saving throw roll vs. magical fire, as the spell description states.

Worse yet, each round that someone spends in this room, a successful saving throw vs. magic must be rolled by the character or one of the nonmetallic items on his person turns to iron (magical items are immune), automatically affected by a *heat metal* spell. The item affected is random, and the effects of its transformation into metal may have dire consequences on the character—particularly items like robes, pants, backpacks, and other objects which may hinder movement, equipment access, etc.

Characters re-entering this area are subject to the *heat metal* effects all over again.

If the skeleton is examined, it has an iron staff (formerly wood), an iron pouch containing an iron



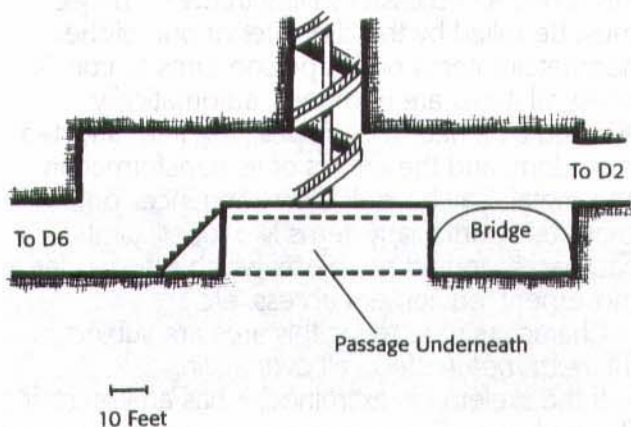
flask (with a *potion of extra healing* in it), 15 gp, 13 sp, and some iron spell components, as well as the above-mentioned iron cloak.

Room C9. Insects and Gold

The door that leads into this area is made of wood and is locked as well as trapped. It is carved to resemble a mass of crawling insects. If someone attempts to open the door without unlocking it first (or even tests to see if it is locked, or if the door is smashed down) he must roll a saving throw vs. spell or activate an *insect plague* spell that emanates from, and is centered upon, the door itself. The plague lasts for 2 turns and extends only 20 feet away from the door, but all other effects are the same. This effect may drive the PCs back into room C8, where they are affected by the *heat metal* and transformation effects described above all over again.

If an attempt to pick the door's lock is made (whether it is successful or not), a swarm of insects equal to those from a *summon swarm* comes from the door. This swarm affects only the 10 feet in front of the door, and it lasts 20 rounds, inflicting 1d4+6 points of damage to all within the swarm except those rolling a successful saving throw vs. spell. If this swarm is attacked with fire or other area-of-effect attacks, it should be treated as having 36 hit points.

Diagram 4 Room D1



Sigil 8. The key to the door hangs next to it on the west wall. Using the key bypasses the harmful effects, but since the PCs have not yet been able to get sigil 8 when they come to this door the first time, they must find some other way in.

This room is apparently some sort of treasure chamber. Four large chests sit together in the far right corner, with five urns sitting next to them. Coins are scattered about the chests.


Show the players illustration C9 from the exhibit booklet. The wooden chests, the PCs discover if they approach closer, are carved like the door (which probably is enough to deter them from dealing with them). They do not produce swarms. There is danger present, however. Touching the chests anywhere on their surface causes the insects within the wood to magically animate and attack the character touching them. Any touch results in 1d4 bites that inflict no damage but inject Type E poison. All four chests are locked.

Type E Poison. Onset time: Immediate; Strength: Death/20 hit points of damage if a successful saving throw vs. poison is rolled.

The first chest contains 2,394 cp. The second, 1,457 sp and a box containing 25 50-gp gems. The third chest contains 389 gp, 892 sp, and three large 100-gp necklaces. The last has three *daggers +1* in a leather bandolier, a *mace +1*, *potions of healing* and *fire resistance*, and a wizard scroll with the spell *clairvoyance*. The urns contain 100 gp each.

This room is not a false treasure room or a ruse, *per se*. In fact, it was originally one of the vaults of the dyris, and its treasure is not insignificant. However, over the years various inhabitants of the labyrinth have looted some of the treasure here or have at least moved it to other locations. Nevertheless, Aerthun realizes its importance in distracting invaders away from the door (detectable and usable only with sigil 4) in this room.

Sigil 4. The door on the east wall is usable only with this sigil. The door is fairly nondescript and leads to a small chamber beyond. The floor is covered in faded red carpet, marked with dark



stains and burn marks. On the southern end of the room, an altar-like black stone sits up against the wall. This stone has the 5th and 17th sigils on its surface.

If the top of the alter is removed, a magic mouth within the altar states:

Secreted away within plain sight,
Keys found lost in hidden light.
Golems of flesh mark their place,
Find first the chapel of forbidden grace.

This message refers to the keys in room B3 and the nearby chapel that holds the method of obtaining them.

Area D

Room D1. Daergul and Yquis

The bottom of the iron staircase terminates in a large, multi-leveled chamber. The eastern and western ends of the room are 20 feet lower than the center of the room. An archway on the eastern wall is connected to the central portion of the room via a 10-foot-wide bridge, while another archway is on the western wall, on the same level as that lower area. The western portion of the room is joined to the upper area by two sets of stairs running along the north and south walls.

Directly to the south of the spiral staircase, a double door made of iron stands within an ornate stone archway depicting innumerable entwined serpents. On the north end of the lower area in the east, a simple wooden door is set into the otherwise blank wall.

See Diagram 4 for a side-view of the multi-leveled chamber. Show the players illustration D1 from the exhibit booklet. Although it is not visible to the players at first, keep in mind when tracking the movements of the yuan-ti that there is a narrow tunnel connecting the lower east and west portions of the room.

The smaller room in the northeast is the home of two of the corrupted adventurers that originally summoned Aerthun, named Daergul and Yquis.



These two are usually found here, although they can be encountered anywhere within the labyrinth. For their statistics and descriptions, see the earlier section, *Masters of the Labyrinth*. They enjoy each other's company, although Yquis enjoys spending her time studying magical texts even more. Daergul will do whatever Yquis tells him to do.

If these two are here, they hear or sense (through *danger sense* and *life detection*) the player characters arrive. The round after the PCs come down the steps (or enter from one of the other entrances if applicable), the yuan-ti move into action, masking themselves with their *chameleon power* ability. Daergul uses his *sticks to snakes* ability on sticks that have been rendered *invisible* and scattered throughout the entire area just for this reason. If the PCs did not come from room D2, he affects the sticks in such a position so that when he uses his *aversion* and *phobia amplification* abilities to make the characters run from the snakes, they flee to room D2. If this works, the yuan-ti most likely follow and attempt to trap the party between the two of them and the medusae.



Yquis, a wizard, uses the narrow passage under the middle portion of the room to take her from the eastern lower section to the west. From here, she uses her spells, first summoning aid with *monster summoning* spells. She also has access to a panel at the area marked "X" in the tunnel that when touched affects the entire upper area of this room (not the bridge) with a *reverse gravity* spell. Touching it again returns the gravity to normal. This allows her not only to cause the PCs to fall up and down repeatedly, but it enables her to keep the characters unbalanced and unorganized.

The actual lair comprises two large beds, a bookcase filled with books, a table with various books on it, another with food (small rodents, both alive in cages and dead on platters, make up the bulk of it) and wine, two divans, and two large chests.

The books found in this room are in various languages and are tomes on magical theory, texts on psionic powers, books on reptiles, etc. None are magical or contain important secrets.

Within the chests (both of which are locked, although the keys can be found in pouches on the

yuan-ti), PCs find clothing, innocuous equipment (lamps, candles, mirrors, dishes, brushes, soap, etc.), and some valuables, including: *1st Chest*—234 gp, 353 sp in a bag, a jeweled comb worth 250 gp, a potion of *longevity*, and a scroll with the wizard spells *mend*, *detect evil*, *tongues*, and *dig*. *2nd Chest*—a locked iron box containing 249 pp, 63 gp, 10 100-gp gems, and a *ring of delusion* wrapped in a cloth (that Daergul was able to remove as a side affect of his transformation).

Room D2. Medusa Lair

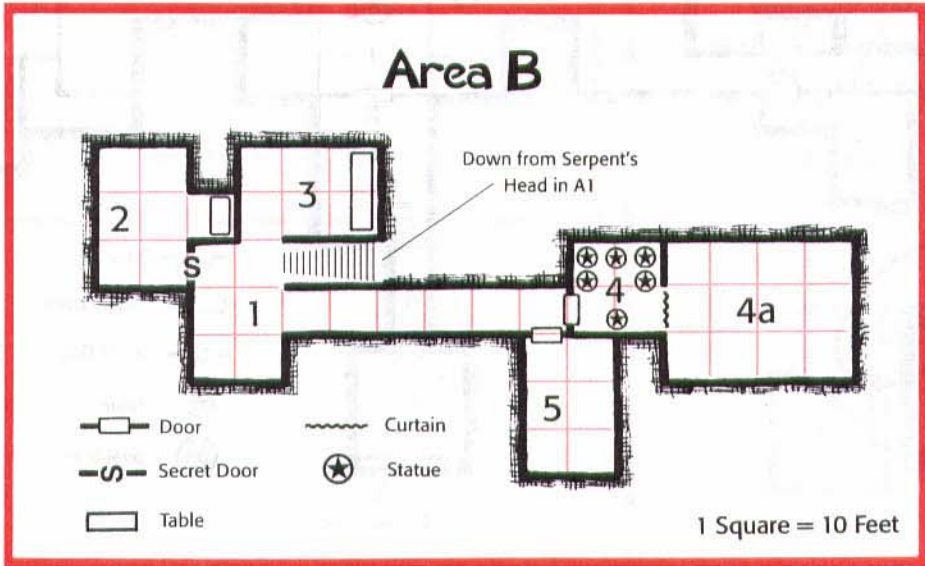
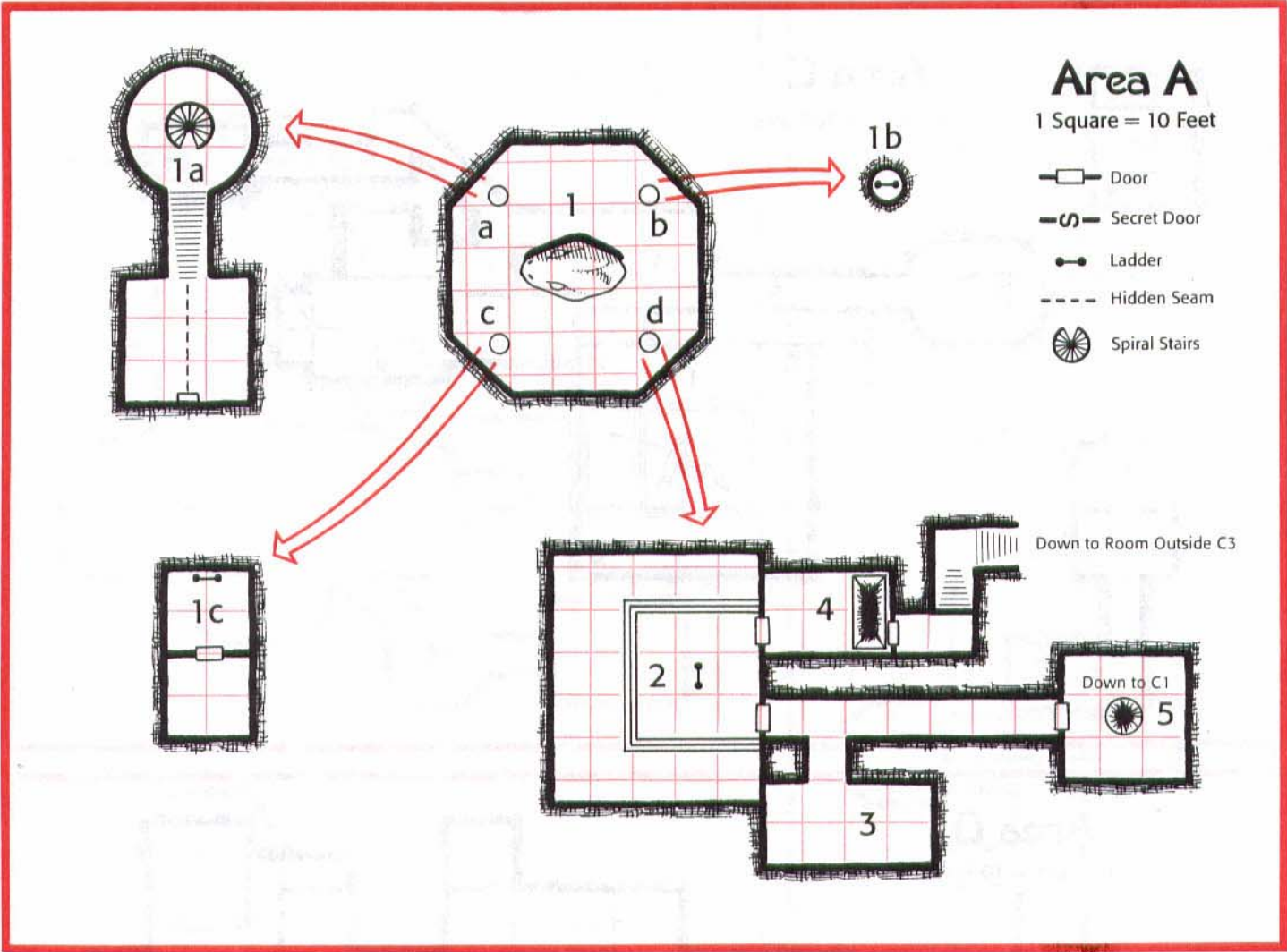
The hallway ends after 60 feet. Where it terminates, another chamber lies ready to be explored. Directly across the room, an archway leads into another chamber, but the path is blocked by a heavy iron portcullis. On the left and right walls, full length mirrors hang opposite each other, capturing the entire room in both reflections. Each mirror sits within an ornate frame detailed with disturbing abstraction.

A heavy musk permeates this room, originating most likely from the area beyond the portcullis. This smell is accompanied by the moist odors of fungus and animal dung.



Show the players illustration D2 from the exhibit booklet. This area is the lair of two medusae, which are usually found here, although they can be encountered virtually anywhere in the labyrinth (though they despise and avoid the beholders in Area F). The lifebane has corrupted even these foul creatures, giving them serpentine lower bodies rather than legs, so they now operate as greater medusae. If the labyrinth is on alert status, they wait behind the mirrors in the secret rooms. These mirrors are one-way, being transparent from the medusae's point of view. Additionally, the mirrors are magical (and detect as such) and allow spells and magical items to be used through them safely. When the PCs enter the area, the waiting medusae attempt to surprise them using their wands.

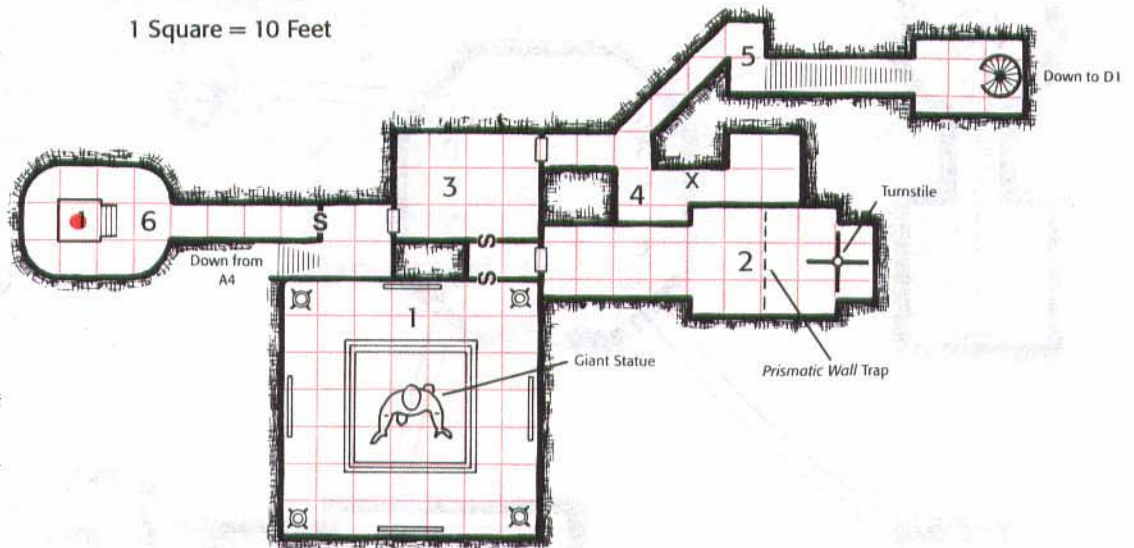
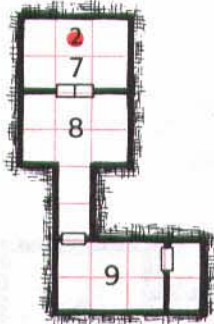
If the PCs charge or attack one of the mirrors, the medusae do one of two things. From where they wait, they can raise or lower the portcullis, letting the manticores that live in the next room attack the characters. They can also activate the





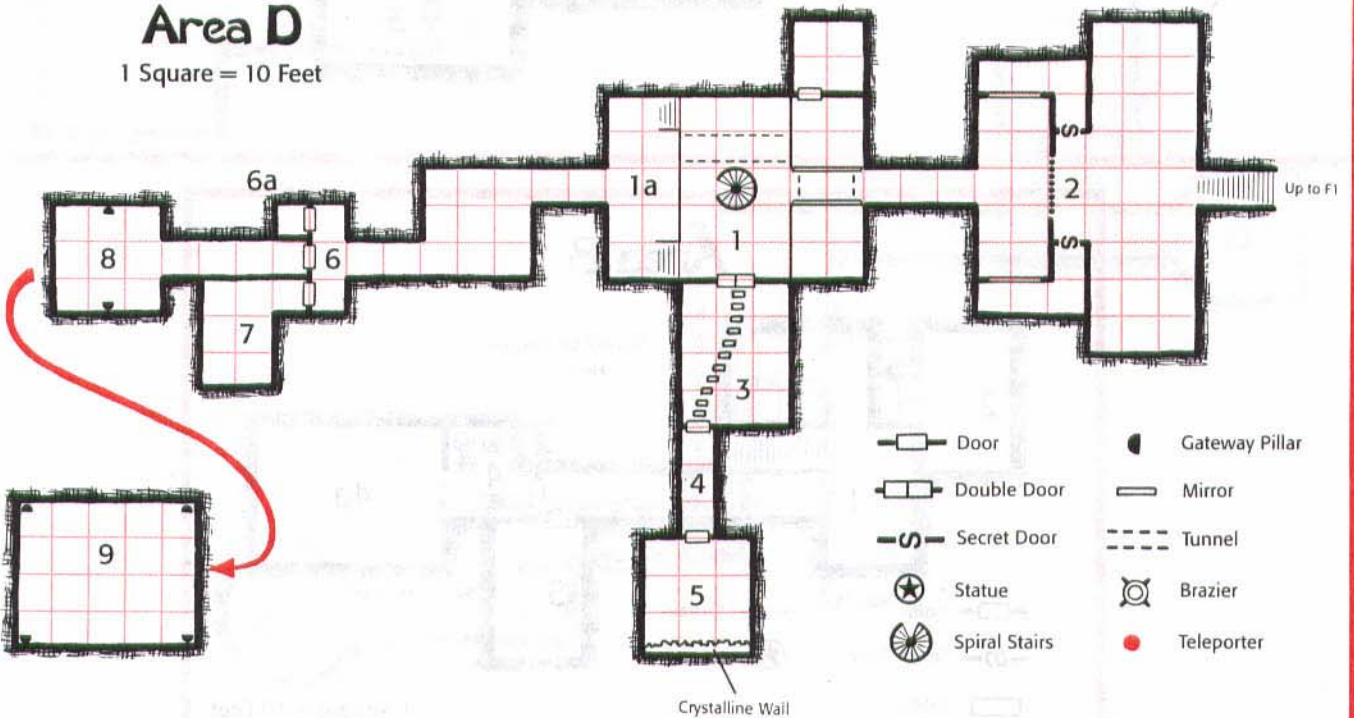
Area C

1 Square = 10 Feet



Area D

1 Square = 10 Feet

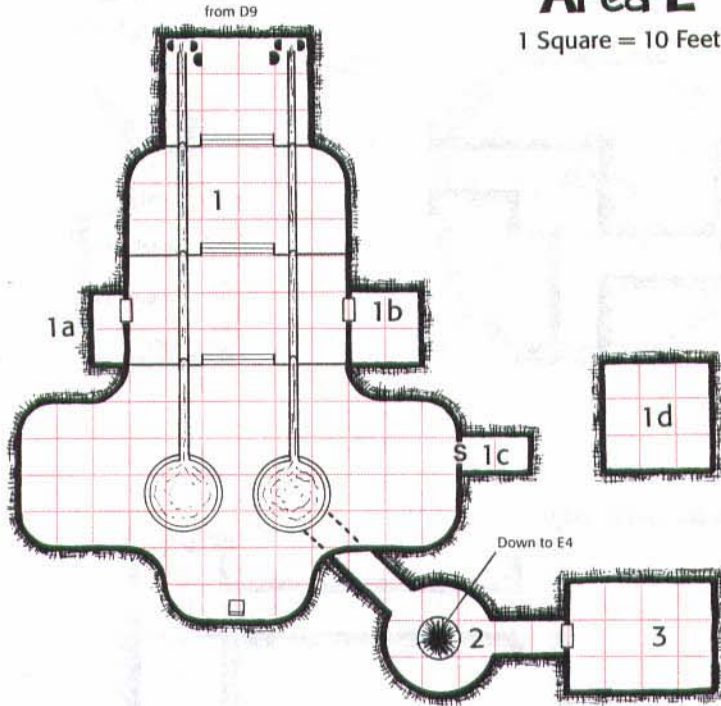


- Door
- Gateway Pillar
- Double Door
- Mirror
- S— Secret Door
- - - Tunnel
- ★ Statue
- ☉ Brazier
- ⊙ Spiral Stairs
- Teleporter



Area E

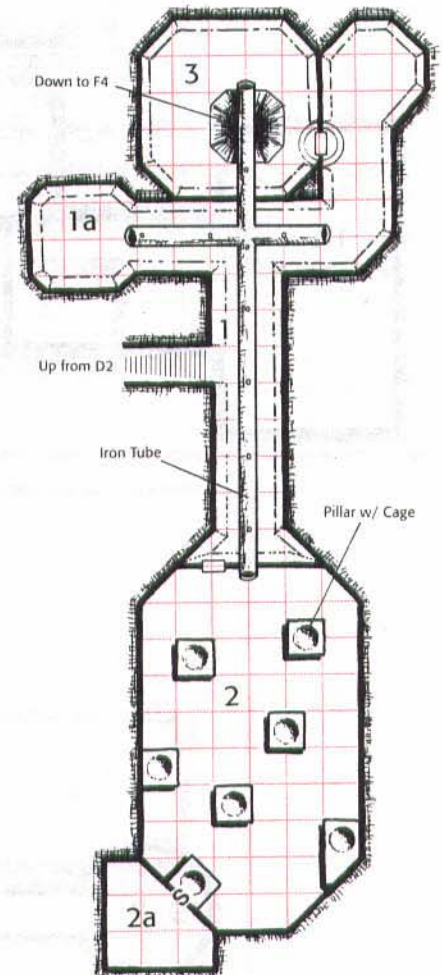
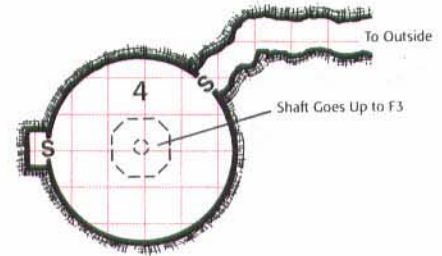
1 Square = 10 Feet



- | | |
|-------------|----------------|
| Door | Gateway Pillar |
| Secret Door | Throne |
| Table | Hexagonal Wall |

Area F

1 Square = 10 Feet

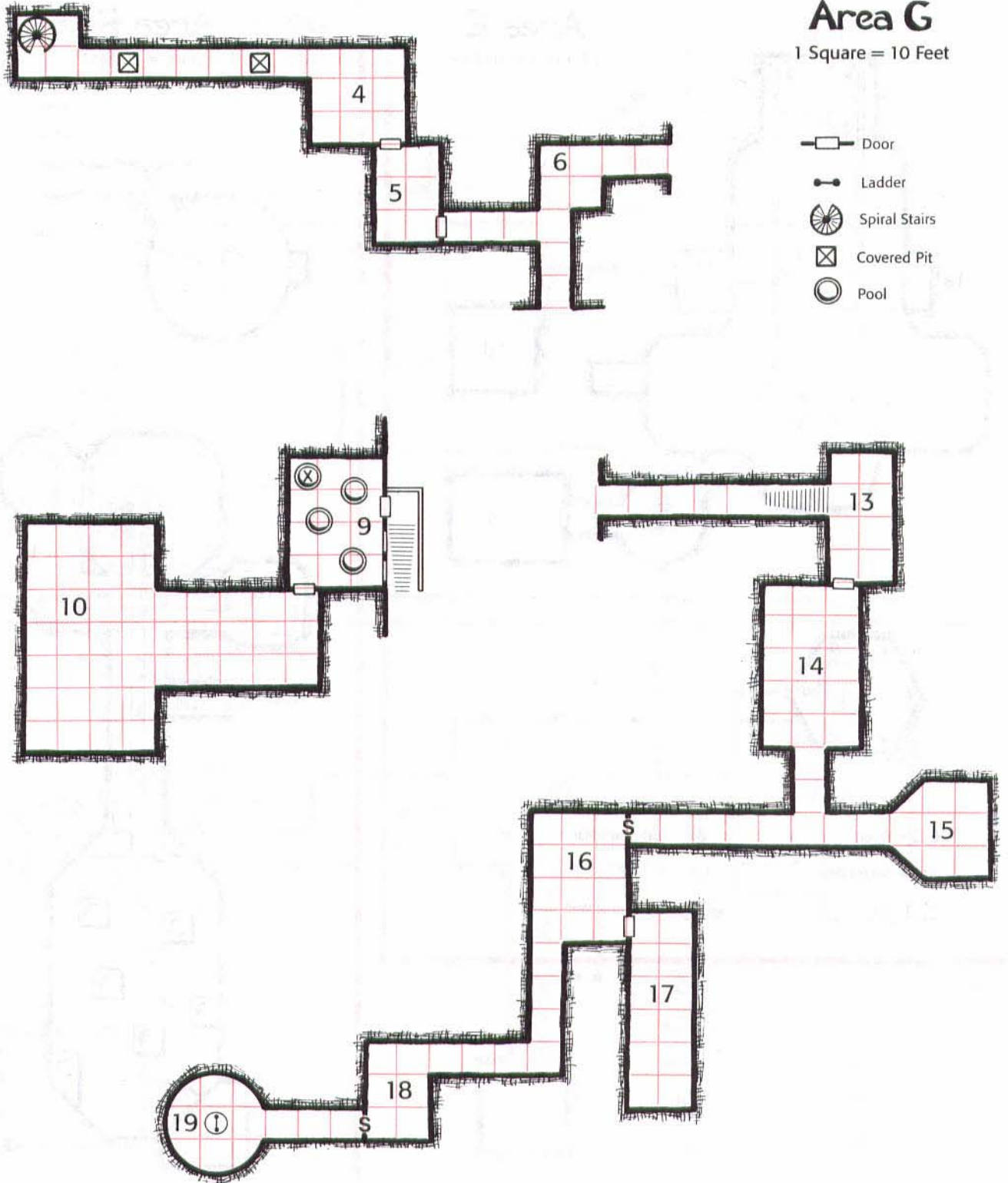




Area G

1 Square = 10 Feet

-  Door
-  Ladder
-  Spiral Stairs
-  Covered Pit
-  Pool





other function of the mirrors, which is the ability to become totally transparent; that is, clear from both directions. This allows the characters to actually see the medusae, allowing the creatures to use their gaze attacks. Further, because of the positioning of the mirrors, if one of them is still reflective, even characters not facing the medusae have a 30% chance of catching a glimpse of the other monster, requiring a successful saving throw vs. petrification to avoid being turned to stone.

The manticores in the next area have also felt the touch of the lifebane. Their bat-like wings have been altered to resemble snake-like tendrils. These appendages allow the manticores to sense movement and heat, compensating for the fact that the medusae have purposefully blinded them (so that they cannot be affected by the medusae's gaze attacks).

The manticores' stable has beds of fungus (gathered from nearby caverns in the Underdark) for each of the creatures, with piles of bones from the beasts' food. If the portcullis is not raised, the manticores use their spike attack on any foes that present themselves (remember, they sense their prey by smell, heat, and movement, not sight), taking every opportunity to fling their tails at beings in the other room.

The secret lairs of the medusae each have a circular bed (to coil upon), wardrobes full of clothes (upper body garments only), and tables with fresh, raw meat, along with various edible fungi and a few bottles of fine wine. Both of the medusae have all 20 of the sigil tattoos.

Medusa, greater #1: AC 3; MV 12; HD 8; hp 49; THACO 13; #AT 2; Dmg 1d4/1d4+1 or 1d6 (dagger/dagger +1, bow); SA gaze turns to stone, poisoned bite, weapons, magical items; SD poisonous blood; MR 20%; SZ M (7' long); ML elite (14); Int very (12); AL LE; XP 5,000.

Special Equipment: wand of fire (27 charges), dagger +1, potion of healing, bow and 24 arrows

Medusa, greater #2: AC 1 (cloak of protection +2); MV 12; HD 8; hp 51; THACO 13; #AT 2; Dmg 1d4/1d4 (2 daggers); SA gaze turns to stone, poisoned bite, weapons, magical items; SD poisonous blood; MR 20%; SZ M (7' long); ML elite

(14); Int very (12); AL LE; XP 5,000.

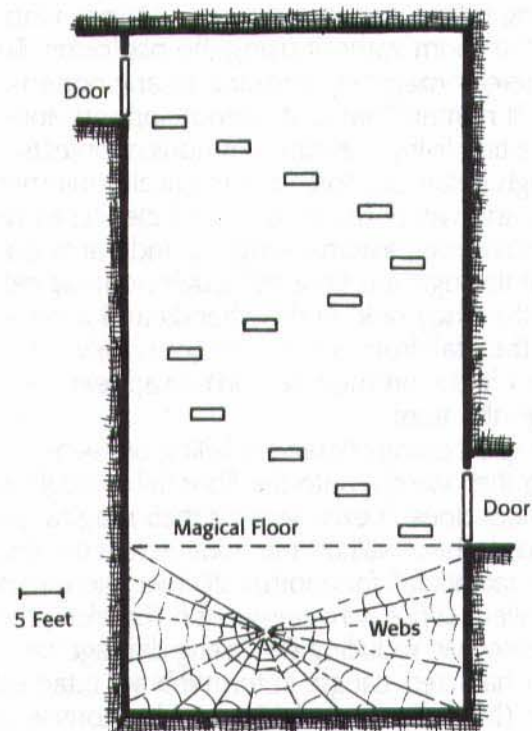
Special Equipment: wand of paralyzation (32 charges), cloak of protection +2, dagger

Manticores (6): AC 4; MV 12; HD 6+3; hp 43, 35, 33, 31, 29, 24; THACO 13; #AT 3; Dmg 1d3/1d3/1d8 (claw/claw/bite); SA tail spikes (1d6 spikes inflict 1d6 points of damage each); SZ H (15' long); ML elite (13); Int low (7); AL LE; XP 975.

Room D3. Platform Peril

Stretching before you, beyond the double doors, is a long chamber with a high, cathedral-like ceiling. Far into the room, a door hangs on the opposite wall, 50 feet from the level of the floor. Between where you stand and the suspended door, a dozen floating platforms, five feet long and three feet wide, form a climbing pathway. Each step, however, is approximately eight feet apart, making any attempt to reach the door an arduous task.

Diagram 5 Room D3





The floor is covered in stone carvings of people writhing in pain and agony, as though a horrible, hellish mass torture scene is being viewed from above.

Show the players illustration D3 from the exhibit booklet. Each platform is immovable from where it floats via a powerful *levitation* spell. PCs attempting to use the platforms to ascend towards the door must roll a successful Dexterity check *each* time they jump from one to the next. Failed ability checks indicate the character falls. Such characters take the amount of falling damage appropriate to the height of each platform (shown on Diagram 5).

To make things even harder, every third platform has an *antipathy* spell cast upon it geared towards beings of any good alignment. Furthermore, as soon as any platform is touched, a *Bigby's clenched fist* spell is cast by the door itself, attacking one random PC per round, although it targets characters on platforms first. The spell lasts until dispelled or until the PCs leave the room. The door recasts the spell as soon as the room is re-entered and a platform is touched, although there is never more than one *Bigby's clenched fist* at any time.

The floor of the chamber is also trapped, affecting both fallen characters and those who enter the room without using the platforms. The floor here is magically immune to any nonenchanted matter. That is, it cannot support non-spellcasting living creatures or normal objects, although it can support their magical equipment, armor, and weapons. Wizards and clerics, as well as spellcasting paladins, rangers, and bards do not fall through the floor, although nonmagical items that they hold in their hands and drop when they fall from a platform (or poorly secured items on their person) disappear through the floor.

Nonspellcasting characters falling or even putting their weight onto the floor fall through as if the floor doesn't exist, leaving their magical possessions behind, still on the floor. Below the floor, the characters fall for another 20 feet into a dark room filled with a *permanent web* (breaking the fall somewhat, reducing the falling damage by 2d6). Characters caught in this web are attacked by one (but only one) of 10 ogre skeletons while

they struggle to break free. Each skeleton wields a long spear as a weapon. The skeletons within the room are limited in their reach and movement, and a fallen character is never attacked by more than one skeleton.

Characters that manage to get to the door, either by scaling the platforms, flying, levitating, or climbing (conceivably a rope could be somehow wrapped around or attached to the door so as to climb up to it, although probably only by someone who has reached it by other means or from directly below it by someone able to stand atop the floor) find that the door leads to a passageway described as room D4.

Ogre skeletons (10): AC 6; MV 12; HD 6; hp 35 each; THACO 15; #AT 1; Dmg 1d6; SD Immune to *sleep, charm, hold* and cold attacks, edged or piercing weapons inflict half damage; SZ L (8' tall); ML Special; Int non (0); AL N; XP 650.

Room D4. The Trapped Hall

This short hallway looks innocuous, until you notice a thin red translucent wall of energy moving down the corridor toward you.

The wall is a special form of a *wall of force*. It is impenetrable in the same manner as a normal *wall of force*, but it moves down the hallway, taking a whole round to pass through its 30-foot length from south to north. Once the wall reaches the end of the corridor, it immediately reappears at the other end and begins moving northward again.

The wall also carries an electrical shock inflicting 3d10 points of electrical damage to anyone that touches it. However, when it strikes a human-sized, conductive target (like any of the PCs or a large mass of metal—such as a suit of plate armor), it shorts out, causing the wall to disappear for the remainder of the round, reappearing at the south end at the beginning of the next round. This potentially allows someone to sacrifice themselves so that the others (and perhaps the sacrificial character as well, assuming he survives the damage) to run down the hall before the wall appears again. Obviously, the closer to the southern end of the hallway that the characters are



able to do this, the better chance of success they have.

To add an extra level of difficulty to this barrier, the door at the southern end of the corridor is locked. Since there is little chance that the characters will be able to pick the lock before the wall reappears, the PCs probably must destroy the door somehow.

Fortunately for the PCs, moving back down the hallway from south to north is fairly easy. Characters simply need to move at the same speed as the wall until it disappears and reappears behind them.

Room D5. The Crystal Wall

Once you have safely navigated past the deadly wall of energy in the hallway behind you, you reach a square room 30 feet to a side. This room is empty, but intriguing nonetheless, since the wall opposite the door that you entered is made of a sparkling green crystalline stone. Your light creates a scintillating display of greenish sparkles throughout the chamber.

The crystal wall is one foot thick with bare stone beyond it. It is magical and virtually indestructible except through powerful magic like a *wish* spell. Anyone touching the crystal comes in contact with the trapped spirits of ancient dyris that lie within. These spirits were trapped here hundreds of years ago for resisting Im-Ravin's plans to turn all of his servants into undead creatures. Within the crystal, these spirits are denied both death and undeath forever.

When the player characters touch the crystal, they hear the following through an instant telepathic link:

"Aaah, finally, creatures of true flesh have found us. Please, help us. We have been here so long. . ."

Show the players illustration D5 from the exhibit booklet. A character touching the crystal can mentally communicate with the spirits trapped within. At first, the spirits are very willing to converse with the PCs and answer their questions. The spirits know nothing regarding the laby-

rinth after they were trapped here, so they have no information regarding the lifebane, the sigils, Aerthun, or the current inhabitants of the place. They can tell the PCs that Im-Ravin is a powerful and evil priest that sought immortality through lichdom. They also can relate their own history (as detailed in the background of the labyrinth).

Any PC communicating with the spirits risks losing control to them, however. For each question asked of the spirits, regardless of the answer, the DM should roll a secret saving throw vs. spell for the character. A failed roll indicates that a spirit has entered the PC's form and begins trying to take control of the body. From this point onward, the player must roll a successful Wisdom check every round to take any sort of action. If the check is failed, the spirit takes control of the PC's actions. Most likely (90% chance) the spirit will use its control to simply try to get away from the other PCs. Otherwise, it may attack them or may even attempt to somehow lure the others into touching the wall in order to give more of the spirits a chance of escape.

In any event, the PC can attempt to regain control on the following round. Three successive rounds of control (successful Wisdom checks) mean that the spirit is forced from the PC. Unless the character is touching the crystal wall when this happens, however, the spirit is free to travel onward to its final resting ground. If the character is touching the crystal, it goes back to being trapped within the wall. The spells *dispel evil*, *holy word*, *exaction*, *imprisonment* and *wish* all force the spirit to leave the victim and send it to its final rest.

Only after three spirits are truly freed (not back into the wall) does the 20th sigil appear on the floor in the middle of the room.

Room D6. Dead End?

This area comes to a complete dead end (the doors marked are visible only in the below conditions):

Sigil 6. The door to room D6a, the northernmost door, is visible and usable. It is made of iron and is very large and heavy. The door, however, is locked; the silver key from room B3 is the only way to open it (a thief's pick locks skill does *not* work).



Sigil 9. The door to room D7, the southernmost door, is visible and usable.

Sigil 10. The door to room D8, the center door, is visible and usable.

Room D6a

The small room marked D6a is a small chamber containing an iron golem. This particular golem has recently been covered in russet mold, as has the inside of the iron door to the room. Therefore, anyone opening the door or engaging in melee with the golem is within the three-foot spore radius of the mold, suffering damage and rolling saving throws to resist the spores' disease.

The golem has been given orders to attack anyone opening the door not wearing one of the *serpent rings*. Anyone of evil alignment wearing one of the rings can give the golem commands.

Inside the golem's chest, behind a secret panel, is the 8th sigil.

Iron golem (1): AC 3; MV 6; HD 18; hp 80; THACO 3; #AT 1; Dmg 4d10; SA breathes poison gas every 7th round; SD +3 or better weapon to hit, electrical attacks only *slow* it for 3 rounds, fire repairs damage, immune to all other spells; SZ L (12' tall); ML fearless (20); Int non (0); AL N; XP 13,000.

Russet mold (2 patches): AC 9; MV 0; HD n/a; hp n/a; THACO n/a; #AT n/a; Dmg n/a; SA 5d4 damage from spores, save vs. poison or die in 5d4 minutes; SD immune to weapons and most spells, only *cure disease*, *continual light*, alcohol, acid, and salt kill it; SZ S; ML n/a; Int non (0); AL N; XP 35.

Room D7. The Pedestal

A short corridor provides passage into a chamber 30 feet wide and 20 feet deep. You hear a disturbing, audible click as you pass through the hallway. Suddenly a huge iron battering ram swings down from the ceiling, twin chains keeping it parallel with the floor.

The battering ram strikes the character in the first rank as the group first comes into the room. Each and every character besides the first can roll a Dexterity check with a -3 penalty to avoid being hit (either by the ram itself or the characters ahead of them knocked back by the blow). Any character hit suffers 2d6 points of damage and is knocked backward into the pit that opens behind the characters as soon as the trap is activated. The pit is 20 feet deep, so characters suffer 2d6 more points of damage from the fall. The floor of the pit is 10'x10' (the entire width and length of the short corridor).

One round after the characters land at the bottom of the pit, the floor of this pit becomes yet another trap as four different 5'x5' trap doors spring open. Each of these dumps characters into four different 10-foot-deep pits. Determine which character falls into which pit randomly, sparing only characters who were able to take some action in the previous round that would save them, such as climbing the walls, casting *fly* or *levitate*, etc. These new pits seal with *wizard lock* spells instantly, trapping the characters in tiny cells. Furthermore, the original 10'x10' trap door also shuts and magically seals itself. All of the trap doors are stone three inches thick.

At the bottom of each of these pits there is an iron lever on the wall. When all four of these levers are pulled, a pedestal rises from the center of the floor in the 20'x30' room above. The pedestal is made of stone one foot in diameter and is three feet high.

Sigil 10. An iron rod two feet long protrudes from the pedestal. Floating around the rod, one foot above the pedestal, is a green serpent coiled twice so that it forms a perfect one-foot-diameter circle. Show the players illustration D7 from the exhibit booklet. If the serpent is approached by anyone without one of the *serpent rings*, it attacks (once) as a poisonous snake. A character with a *serpent ring* can safely touch the snake, and in doing so magically transforms it into a silver circlet in the shape of a snake. If the snake circlet is lifted up and over the rod, placed about a character's head, and that character looks around the room, he or she sees the 11th sigil on the ceiling directly above the pedestal. The serpent disappears in three rounds.



Sigil 12. If the serpent has been removed from the rod on the pedestal, four more iron rods project out of each of the four upper corners of the room, each angling down to touch the rod in the pedestal. When all the rods come in contact with each other, a magical discharge is sent throughout the room that casts *polymorph any object* on 1d3 nonmagical items possessed by each character in the room. Those items failing their saving throw rolls are transformed into a ferocious version of winged snake.

The first snake slain is polymorphed again, this time into a 12"×12"×1" stone slab with a message written in common. The message states:

"Vytholus is the dread serpent god,
With scaly outstretched arms.
Yet now the lifebane rules here,
Twisting its halls and your charms.
It seeks new blood to corrupt and foul,
The power of its evil is true.
The labyrinth's corporeal masters:
One long dead, one evil anew.
They seek to prevent your trespass,
But the lifebane wants your soul.
It's altered things to allow you in,
Yet snared you in its dark control."

Poisonous snake (magical) (1): AC 6; MV 15; HD 2+1; hp 17; THACO 19; #AT 1; Dmg 1; SA poison; SZ S (5' long); ML Special; Int animal (1); AL N; XP 175.

Snake, winged: AC 5; MV 12, Fl 18(B); HD 4+4; hp 28 each; THACO 15; #AT 1; Dmg 1d4; SA poisonous bite, 2d8 damage from a spark shower from wings 1/turn; SD immune to electricity; SZ L (8'–10' long); ML average (9); Int semi (4); AL CE; XP 1,400.

Room D8. First Portal

You pass through a corridor at least 40 paces long. The corridor ends at an archway that gives access to a large chamber with no other exits. Approximately 15 feet into the room, and four feet from either of the side walls, two stone pillars rise up from the floor, coming at

least two feet short of meeting the ceiling. These pillars are each fashioned to resemble two stacks of severed heads, although the inside facings, those pointed toward each other, are smooth and flat.

Show the players illustration D8 from the exhibit booklet. These two pillars have no effects, although they do radiate magic.

Sigil 10. Those with this sigil see a faint shimmering in the air between the pillars. Stepping through this shimmering transports the character to room D9, in between the eastern pair of pillars.

Room D9.

Second and Third Portals

As you pass through the magical portal, you appear in a completely new room, stepping from between two pillars much like those you saw in the previous room. They also ornately depict a pile of severed heads, with the sides that face one another flat and smooth. These pillars, however, are at one end of a long room devoid of anything except another pair of identical pillars at the other end of the room.

The center of this room is trapped to attack those heavily protected or aided by magical spells. Anyone passing through the plane that divides the room (there is no visible marking) must roll a saving throw vs. spell for every spell active upon them (*fly*, *stoneskin*, *strength*, but not magical item effects, including potions). Each failed roll means that the spell is cancelled and the character suffers 1d8 points of damage.

The green key from room B3 is required to activate the third set of portals, which lead to room E1. The key must be inserted into the space between the western pillars and turned, just as if it was being inserted into a lock and opening it. After this is done, the portal can be used exactly like those before it.

Area E

Room E1. The Watery Throne

Stepping through this portal, you find yourselves in a huge chamber ringing with the sound of rushing water. To either side of you, smaller portals than the one you have stepped through each let in a single steady stream of water. This water pours through shallow rivulets carved into the stone floor, and over a ledge 25 feet ahead of you. There appear to be two more similar-sized tiers that the water runs down until emptying into large, round pools that flank a strangely wrought throne of gold.

Stairs connect each of the descending tiers, the bottom level being much larger than the others. The tier above that has a small door on the right and left walls, but no other exits are visible.

Show the players illustration E1 from the exhibit booklet. This was once the throne room of Im-Ravin, used both while he was alive and while he was active as an undead lich. The room has four levels, each 10 feet below the last, connected by 20-foot-wide stairways. The streams that pour through the room and over the sides of

the different levels are five feet wide and three feet deep. The portals that let the water into the room are just large enough to let the streams in. If anyone swims against the current and goes through these portals, they lead into the deepest portion of a faraway freshwater lake. Because of this, occasionally small fish, algae and even plants flow into the room.

Both streams flow into two deep shafts that are almost completely filled with water so that they appear to be pools. The level of the pools remains constant. Each of the shafts is 50 feet deep and both have narrow drain holes that empty into a tunnel. This tunnel directs the water out of the labyrinth and into a small stream that runs through the outer cavern.

Diagram 6 shows a side-view of this multi-tiered room.

Between the two pools, next to the south wall, is an oddly shaped throne made of solid gold. It is constructed so that Im-Ravin, in his form as a yuan-ti abomination, could coil around the central portion of the throne rather than sit upon it. The throne is magically protected with two *glyphs of warding* that inflict 10d4 hit points of damage each (one is fire, the other cold).

Anyone not wearing a *serpent ring* who touches the throne must also roll a successful saving throw vs. spell or be *cursed* so that his limbs slowly become unusable, transforming into writhing serpents that the victim has no control over. The change takes 3d4 days to complete. The throne itself is immovable, but would be worth at least 10,000 gp if it could be taken from the labyrinth.

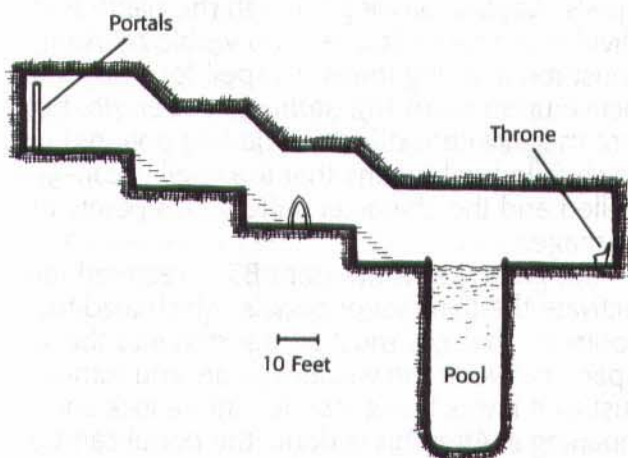
Hidden on the back of the throne is the 14th sigil.

Sigil 11. The easternmost pool has a narrow tunnel leading off to the southeast at the bottom of the shaft. This submerged tunnel leads to room E2.

Room E1a

The door to this room is always locked. This is the home of Tarrana, another of the adventurers transformed into yuan-ti-like creatures. She is not always found here, as she, like her companions, has complete run of the labyrinth. Nevertheless, when not carrying out some important duty, Tarrana is usually here, meditating or practicing her fighting skills.

Diagram 6
Room E1





When the PCs arrive, Tarrana (and Erthane in room E1b, if he is there) hear or sense them (through *danger sense* and *life detection*). Having no desire to fight more than one or two foes at a time, she uses her psionic powers to conceal herself and misdirect large parties. She tries to fight her battles in the main room rather than in her personal quarters. If possible, she attempts to lure her foes toward the pools, catching as many of them off-guard as possible by tricking or knocking them into the water.

This small side room is rather nondescript, with a wooden bed, a small chest of drawers, a table, and two chairs. Dirty and tattered pillows cover the floor. Inside the drawers, the PCs find clothing, eight 100-gp gems wrapped in silk, a *dagger +1* hidden within an otherwise empty brass scroll case, and other miscellaneous personal gear.

Room E1b

This is the home of Erthane, a yuan-ti cleric who has converted his beliefs to follow Vytholus as well as Aerthun. It was Erthane that was the power behind the summoning (and therefore betrayal) of Aerthun, although he still follows the titan as though he was a true deity. Erthane spends much of his time in room C1, attempting to restore the old temple so that it can once again be used as a place to offer up human sacrifices to Vytholus.

Like Tarrana, he can be encountered here or anywhere else in the labyrinth. If he is here, there is little chance that he is surprised. Although he and Tarrana do not necessarily get along, they work together in battle. Erthane uses his spells to hinder or attack the party, providing Tarrana opportunities to make melee attacks. He also heals either or both of them if needed and if the opportunity arises. Erthane only enters into physical combat if he has to.

Erthane's room is lavishly furnished, although everything is very old. Gold-woven tapestries (six total, each worth 500 gp) hang from the walls. An elaborately carved wooden bed, a long oak table, three oaken chairs, and a polished brass chest are the room's main furnishings (each is worth at least 300 gp in its own right). The table has a number of silver platters, bowls, candlestick holders, and various religious paraphernalia (there are 12 pieces altogether, each worth 10d10 gp). There is also a nondescript lantern toward the back of the table.



In the lantern is a *candle of invocation* of evil alignment. If he has enough advance warning and is in his room, Erthane lights the candle, granting him two more levels temporarily. In such an event, after praying, he gains the following additional spells: *command*, *meld into stone*, *cause serious wounds*, *wall of fire*, and *blade barrier*. If particularly hard-pressed for assistance or time, however, he uses the candle's *gate* function and calls forth a marilith tanar'ri from the Abyssal kingdom of Vytholus. The fiend remains and carries out the priest's bidding as long as the candle burns, Erthane lives, and the PCs present a threat. If any of these conditions are not met, the tanar'ri leaves—DMs, note that this encounter could be very deadly to even the most powerful of PCs!

The chest is trapped with a *glyph of warding* that delivers 9d4 points of fire damage. It is not, however, locked. Inside are clothing, minor personal effects, 241 gp, a golden mace worth 150 gp, a scroll of the cleric spells *insect swarm*, *heal*, and *word of recall*, and another cleric scroll with *protection vs. petrification*.



Marilith (1): AC -9; MV 15; HD 12; hp 85; THACO 9; #AT 7; Dmg 4d6/1d8+1 (x6) (six long swords +1); SA spell-like powers; SD +2 or better weapon to hit, never surprised, immune to electricity, nonmagical fire, and poison, half damage from cold, magical fire, and gas; MR 70%; SZ L (7' tall); ML fanatic (17); Int genius (18); AL CE; XP 45,000.

Notes: the marilith has the following spell-like powers—*animate dead*, *cause serious wounds*, *cloudkill*, *comprehend languages*, *curse*, *detect evil*, *detect magic*, *detect invisibility*, *polymorph self*, *project image*, *pyrotechnics*, and *telekinesis at will*, *gate* in other tanar'i with a 35% chance of success one time/hour

Special Equipment: six long swords +1

Room E1c

The secret door that leads to this chamber opens by pushing it in and sliding it upward, once it is found. The room itself is devoid of furnishings or decoration, although the far western wall has a small platinum panel set into it at chest-height.

If the emerald key from room B3 is inserted into the small hole in the center of the panel, a

teleportation spell is activated, and an *apparatus of Kwalish* slowly appears in the space immediately before the wall. The *apparatus* is transported from room E1d. This vehicle-like device is very useful in navigating the submerged section of the labyrinth that lies below room E1. Obviously, however, it is only of limited value to a large adventuring party, since it can hold only two occupants.

The *apparatus* has, unfortunately, been corrupted slightly by the lifebane. After 30 rounds of use, it teleports back to room E1d, taking its occupants with it. After it returns (see below), it teleports *again* after another 30 rounds, although this time it does not take its occupants with it (possibly leaving them to drown if they are currently underwater).

Room E1d

This room can only be reached by teleportation or similar magic. It holds the *apparatus of Kwalish* mentioned in room E1c when that is not in use. In order to preserve the magic of this strange device, this room has been designed so that it saturates everything in it with wild, visible magical power. Read the following text to any players whose characters enter this room by being teleported with the *apparatus* (see above):

After a short, queasy sensation, you suddenly realize that you are no longer where you were moments ago. Although you are still within the strange *apparatus*, you can see blue and purple light flooding the inside of the vehicle from the outside of this new room. The room itself is small, and the violet energies permeate it completely. As you gaze about, you can see the apparatus, your equipment, and even your own flesh absorb the tingling energy.

If any characters come into this room, they must contend with this magical saturation. The effects are unpredictable and vary between beneficial and malignant. Each round, roll on the following chart for each character:

1d20 Result

- | | |
|-----|--|
| 1-7 | Nothing happens. |
| 9 | <i>Faerie fire</i> appears around the character for 1d6 hours. |



- 10 The character is *slowed* for 1d10 turns.
- 11 The character's flesh is permanently altered in color (determine color randomly). Only a successful *dispel magic* spell (versus 20th level) reverses the change.
- 12 One of the character's items (determine randomly, although the effect is best if the item is magical or otherwise important or valuable) forms a permanent *magic mouth* that sings loudly, badly, and incessantly. Only a *wish* spell reverses the magic and dispels the mouth.
- 13 One of the character's limbs (determine randomly) withers and rots. The PC loses all use of the limb until a *regeneration*, *heal*, *limited wish*, or *wish* spell is used to cure him.
- 14 One of the character's items (determine randomly) animates and attacks him for 1d6 rounds. The object has a THACO equal to that of the PC and inflicts damage appropriate to its size and shape.
- 15 The character is affected by a *strength* spell lasting 1d10 hours.
- 16 If the character is a spellcaster, he regains one spell that he memorized and then used (determine randomly if necessary) that day.
- 17 Any one nonmagical weapon on the character's person becomes a +1 enchanted weapon for 1d4 days.
- 18 The character is affected by a *stoneskin* spell as if cast by a 20th-level caster.
- 19 The character's body is engulfed in flame for 2d4 hours. Fortunately, the character and all of his equipment are immune to the flame (and in fact, all other flame and heat while he immolates). His touch inflicts 1d10 damage and ignites combustibles.
- 20 For 1d4 days, the character has the innate ability to *detect magic* and *identify* magical items with 100% accuracy.

On the north wall is a panel identical to that in room E1c. If the emerald key from room B3 is inserted into the hole, everything within the room is teleported to room E1c.

Room E2. Submerged Chamber

Anyone proceeding down the underwater corridor that leads off of the eastern pool in room E1 finds that it runs about 30 feet to a room. Read the following text to the players, keeping in mind that without a powerful light source, they may not see everything in the dark, murky depths.

The underwater passage ends as it opens into a large, circular chamber about 30 feet in diameter. Another passageway, much like the one you used to get here, is visible across the room, while a huge circular iron disk plugs a hole or pit in the center of the floor. The plug is 10 feet across and has engraved runes filled with a glowing coppery metal.

The disk on the floor is immovable by any means other than the hidden lever.

Sigil 12. Those with this sigil can see a lever next to the disk on the south side of the room. When the lever is pulled, however, the word "Vytholus" must be spoken (even underwater), or a trap is sprung. In any event, moving the lever causes the plug to sink into the pit (like an elevator, although it is probably not necessary to use it as such since the room is underwater).

If the trap is sprung, the room begins to spin rapidly and the walls sprout spikes that move out from concealed holes. Those who fail a Strength check to swim against the whirlpool-like current that is generated are slammed against the spinning walls and the protruding spikes. Such victims suffer 1d6 points of damage from the impact and 4d4 points of damage from the spikes. Anyone not thrust against the walls but remaining in the room while it spins needs to make a further Strength check every round. Those that are flung against the walls that insist upon swimming away must make Strength checks as well, and if they fail, they are flung back for full damage. Characters inside the *apparatus* are not harmed, although the *apparatus* is damaged.

The room spins for 2d6 rounds. While it moves, it is impossible to use either of the side passages, although characters could swim down the shaft in the floor. If the shaft is entered by



anything other than the plug without resetting the lever (which does not make the plug rise—that only occurs 10 rounds after it has fully descended), the door to room E3 opens and the creature within is released.

Room E3. Sealed Room

When the player characters reach the door outside of this room (assuming that it is still closed), read the following:

The door here is made of thick iron. The hinges and edges of the door are beginning to show signs of rust and corrosion. It still seems to be tightly sealed.

Only magic or supernatural Strength (19+ score) have any chance of opening this heavy portal, unless the shaft in room E2 is entered. In that case, the door opens magically on its own. When the players can see into this room, read the following text:

The room beyond the huge iron door looms large and dark. There seems to be nothing within.

Held here in suspended animation is a mottled worm of huge size. It is hungry after its long slumber and wishes to feed, sensing the movement of the PCs. It awakens whenever the door is opened, whether it is done by the PCs or if the shaft is entered.

Against the far wall is the crumbled corpse of a former victim of the worm that was not eaten before the creature was put back into stasis. The corpse has been preserved by the same magic that sustains the worm. It wears *banded mail* +2, has a *bastard sword* +1, and has 125 gp, 32 pp, one 500-gp gem, a pair of *golden lions*, and a potion of *extra-healing*, all in a *bag of holding*.

Mottled worm (1): AC 6; MV 9; HD 15; hp 87; THACO 5; #AT 2; Dmg 2d12/2d10; SA swallows whole if required score to hit was exceeded by 4, poisoned stinger tail inflicts 2d4 damage; SZ G (50' long);

ML steady (12); Int non (0); AL N; XP 13,000.

Room E4. Submerged Statues

The shaft is 45 feet deep. Where it ends, a hexagonal room stretches outward so that the shaft opens in the center of its ceiling. The room has six statues, one in each corner, displayed about its perimeter. Though difficult to tell through the murky water, the statues appear to be of well-dressed and handsome humans. In the center of the floor, directly below the bottom of the shaft, the disk comes to rest on some sort of dais or platform of the exact size as the plug.

The six statues have a magical purpose not noticeable without the proper sigils. The platform that the disk rests upon is actually a pool. The disk rises one turn after it has descended, and it cannot be moved earlier by any means. Furthermore, it cannot be stopped once it begins to ascend to its original resting place.

Sigil 14. The first statue is that of a tall, bearded man with long, flowing hair. His clothes are fine, yet simple. With this sigil, the statue animates and moves toward the PCs. It hands a wizard character a pie-shaped piece of a small stone disk. If there is no wizard in the group, it gives it to a priest, although the priest must roll a successful saving throw vs. spell or have a *dispel magic* cast upon him as if the statue were a 15th-level caster. Note that it is quite possible that this negates whatever means the character is using to breathe underwater.

Sigil 15. The pool (under the disk) is filled with a sparkling, silvery liquid, heavier than the water around it. Although the pool itself is only one foot deep, entering the silvery liquid and submersing completely takes a character to room G1.

Sigil 16. The second statue is of a woman with short-cropped hair and magnificent billowing robes. When this statue animates, it gives a priest character a pie-shaped piece of a small stone disk. If there is no priest in the group, it



gives it to a fighter, although the fighter must roll a successful saving throw vs. spell or have a *dispel magic* cast upon him as above.

Sigil 17. The third statue depicts a bald man with a patch over one eye. He wears loose-fitting clothes and sports a short sword at his side. When this statue animates, it gives a thief character a pie-shaped piece of a small stone disk. If there is no thief in the group, it gives it to a wizard, although the wizard must roll a successful saving throw vs. spell or have a *dispel magic* cast upon him as above.

Sigil 18. The fourth statue is of a woman with long, straight hair wearing plate armor. She has a long sword and shield in hand. When the statue animates, it gives a fighter character a pie-shaped piece of a small stone disk. If there is no fighter in the group, it gives it to a priest, although the priest must roll a successful saving throw vs. spell or have a *dispel magic* cast upon him as above.

Sigil 19. The fifth statue is that of a rotund woman with short hair and a simple gown. When this statue animates, it gives a bard character a pie-shaped piece of a small stone disk. If there is no bard in the group, it gives it to a wizard, although the wizard must roll a successful saving throw vs. spell or have a *dispel magic* cast upon him as above.

Sigil 20. The last statue is of a muscular, particularly handsome man in chain armor with a long, thin staff. When this statue animates, it gives a paladin character a pie-shaped piece of a small stone disk. If there is no paladin in the group, it gives it to a fighter, although the fighter must roll a successful saving throw vs. spell or have a *dispel magic* cast upon him as above. If all or most of the sigils are possessed at once, the statues animate one at a time in order. With the sixth piece, the stone disk is complete and returns to its original form. This stone disk is useful in areas beyond this. The statues magically create their pieces of the stone disk, and it is impossible to gain them without possessing the sigils. Each of the six pieces is slightly different as well, so it is impossible to substitute or create counterfeit pieces.

Area F

Room F1. Beholder Passage

The stairway ends as it enters an odd passageway. The walls, ceiling, and floor form an octagonal shape, with all sides covered in ornate carvings. The carvings are horrific, showing hideous, stomach-churning scenes of violence and depravity. A central theme revolving around eyes is woven throughout all of the carvings.

Running through the center of the passage, eight feet above the floor, and about the same distance from all of the walls and the ceiling as well, is a metal tube. The tube is round, about eight feet in diameter, and is suspended from the ceiling and floor by metal poles about every 20 feet.

Like the walls, the tube is intricately engraved with disturbing scenes of torture and defilement.

See Diagram 7 for a side-view of the octagonal passage with the metallic tube.

A successful Intelligence check by any character reveals the fact that this area was created for or by creatures that do not distinguish a difference between the floor, the walls, or the ceiling.

Diagram 7
Room F1

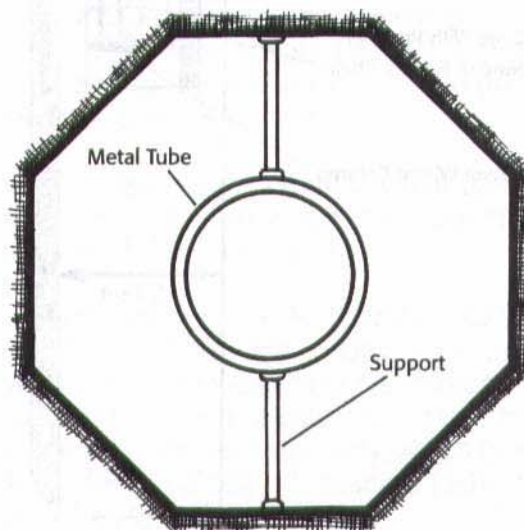


Diagram 8 Room F2

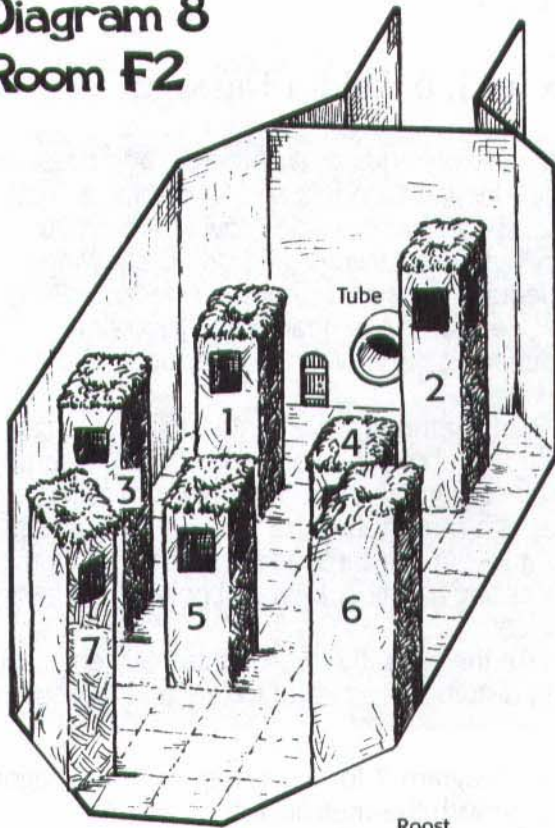
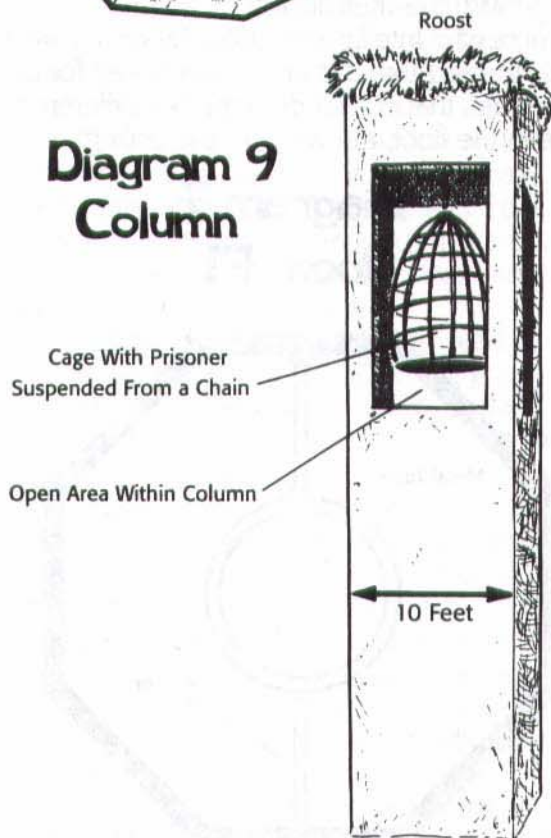


Diagram 9 Column



The beholders use the tubes, which connects all of the areas they control, to fly through, giving them a quick means of transport without encountering other creatures. The metal of the tube is iron painted blood-red and is about a ½-inch thick.

Room F1a

This open area is empty, but it is notable because the metal tube extends a branch here (and another to the east, as well). It ends in this room, exposing the interior. PCs that enter the tube may be attacked by the beholders (if the eye tyrants realize the characters' position). The beholders make a point of doing this since the PCs are at -2 penalties to all attacks and physical maneuvers (those requiring ability checks) due to the curved nature of the tube. The beholders enjoy using this advantage against nonflyers.

Room F2. Abode of the Eye Tyrants

Read the following to the players before the characters actually enter room F2, but are approaching the door that leads into the room:

The wall ahead bisects the octagonal structure of the area, but it is completely flat. The tube running through the middle of the corridor appears to breach the wall and go into it, although it fits snugly into the hole there, so there is not room to gain any clues about what lies beyond the wall.

A wooden, nondescript door is set into this wall, and appears to be rarely used.

Once the characters actually open the door, read the following text:

The disturbing visage before you is one of horrible madness. A large room looms in the octagonal pattern of this area, with numerous square pillars rising to different heights throughout the room (none, however, reach the ceiling). These pillars appear to be about 10 feet to a side and have large iron cages hanging within open cavities in their centers. Within these cages, humans cry and moan in anguish and fear. The tops of these columns appear to be roosts of some sort.



The metal tube extends into this room, but only a few feet. Its end is open, showing it to be hollow, its sides about a ½-inch thick. It is engraved on the inside just as it is on the outside.

See Diagram 8 for a view of this room, showing the different heights of the columns, and Diagram 9 for a close-up of how each column appears with the cage inside. Show the players illustration F2 from the exhibit booklet.

Currently, Aerthun has three beholders under his command. All three use this place as their lair, although they are not necessarily encountered together, or even here. They have free reign over the entire labyrinth but are usually found in Area F.

The columns are indeed the roosts of the beholders, although not all are in use at the moment. Each holds a single prisoner, natives taken from the village in the secret vale on the surface. The columns are numbered on the map and break down as follows:

- #1: 30 feet high, prisoner is a male.
- #2: 45 feet high, prisoner is female. Roost of beholder #1. The roost contains six 50-gp gems and a 100-gp necklace. It is littered with bits of bone, dried flesh, and fungus.
- #3: 35 feet high, prisoner is male. Roost of beholder #2. The roost is filled with 1,976 copper pieces. Many are covered in dried blood.
- #4: 25 feet high, prisoner is female.
- #5: 30 feet high, prisoner is male. Roost of beholder #3, containing 384 gp, 266 sp and a *short sword +1*. Like the other roosts, this one is filled with bits of bone and dried blood.
- #6: 35 feet high, prisoner is female.
- #7: 40 feet high, prisoner is female.

Assuming that they are encountered here, each of the beholders has a different preferred method of attack. These beholders have also been corrupted by the lifebane so that some or all of their eyestalks have become snakes, although they still retain their magical abilities. These snakes can also bite for 1d6 points of damage, injecting a poison so deadly that if the saving throw roll is failed, the victim dies in 1d3 rounds.

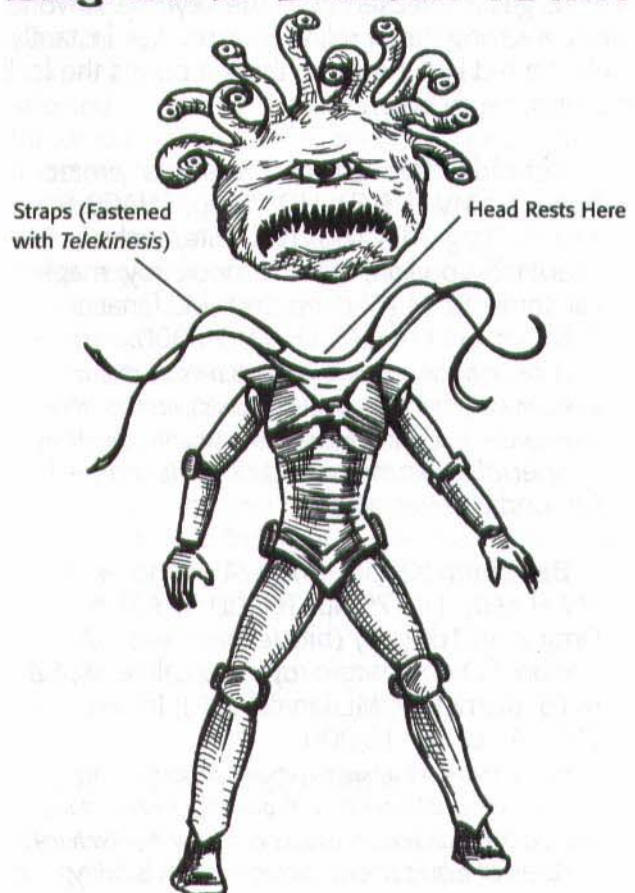
If the labyrinth is on alert status, the beholders (wherever they are) are in hiding, waiting in ambush. In this room, that means that they are in their roosts, out of sight of the door until they choose to strike with their eyebeams.

Beholder #1 attempts to hide behind the column its roost is in, until one or more characters climbs up to free a prisoner or investigate a roost, at which time it attacks from below, using all of its eyestalks at once. In normal combat, it enjoys using its telekinesis to pick up foes and drop them from great heights.

Beholder #2 drinks its *potion of invisibility* and maneuvers silently into a position behind the PCs. It wears a series of metal plates held together on a leather harness and likes to engage in melee combat more than most beholders, although it uses its magical abilities to their full effect.

Beholder #3 attempts to strap itself into the magical armor that it keeps on the far side (hidden from the door) of its pillar. See Diagram 10.

Diagram 10 Beholder Armor





This armor, once it is strapped on, gives the beholder new statistics (see below), as well as the ability to move about like a humanoid creature, wielding weapons with the armor's hands and walking with its legs. It can still use all of its eye-related powers while wearing the armor. Once the beholder is slain, the armor can be worn by a human-sized character as *full plate armor +1*.

If hard-pressed, the beholders use the tube to escape, traveling most likely to room F3 to take advantage of the magical constructs there.

The prisoners kept here are of little help to the PCs, even if freed. All are terrified to the point of hysteria and starved to the point of near-death.

The secret door on column #7 (leading to room F2a) is completely undetectable, but a successful find secret doors roll locates a small keyhole in the wall. If the red key from room B3 is inserted into the keyhole and turned to the left, the door opens. If any other key or key-sized object (such as a lockpick) is inserted into the hole, or if the red key is turned to the right, a poisonous gas is released from the keyhole. Anyone failing a saving throw roll vs. poison dies instantly. Only the red key turned to the left opens the lock. It cannot be picked.

Beholder #1: AC $-1/1/6$ (*ring of protection +1*); MV Fl 3(B); HD 70 hp; THACO 5; #AT 3; Dmg 2d4/1d6/1d6 (bite/snake/snake); SA poison; SD *anti-magic ray*, magical items; SZ M (5' diameter); ML fanatic (18); Int exc (16); AL LE; XP 16,000.

Notes: magical eyebeams—*charm person*, *charm monster*, *sleep*, *telekinesis* (250 pounds), *flesh to stone*, *disintegrate*, *fear*, *slow*, *cause serious wounds*, *death ray*

Special Equipment: *ring of protection +1* (around an eyestalk).

Beholder #2: AC $-3/-1/4$ (*armor +1*); MV Fl 3(B); HD 75 hp; THACO 5; #AT 5; Dmg 2d4/1d6(x4) (bite/snakes x4); SA poison; SD *anti-magic ray*, magical items; SZ M (6' diameter); ML fanatic (18); Int exc (16); AL LE; XP 16,000.

Notes: magical eyebeams—*charm person*, *charm monster*, *sleep*, *telekinesis* (250 pounds), *flesh to stone*, *disintegrate*, *fear*, *slow*, *cause serious wounds*, *death ray*

Special Equipment: *potion of invisibility*, *armor +1*.

Beholder #3: AC 0/2/7; MV Fl 3(B); HD 61 hp; THACO 7; #AT 4; Dmg 2d4/1d6(x3) (bite/snakes x3); SA poison; SD *anti-magic ray*, magical items; SZ M (5' diameter); ML fanatic (18); Int exc (16); AL LE; XP 16,000.

Notes: magical eyebeams—*charm person*, *charm monster*, *sleep*, *telekinesis* (250 pounds), *flesh to stone*, *disintegrate*, *fear*, *slow*, *cause serious wounds*, *death ray*

Special Equipment: magical armor—AC 0; MV 8; 100 hp; THACO 7; Dmg 2d4/1d6(x3)/1d8 (long sword); SZ L (10' tall)

Prisoners (7): AC 10; MV 12; HD 1; hp 1 (currently); THACO 20; Dmg by weapon; SZ M; ML 6; Int Avg; AL N; XP 300 each for freeing.

Once the player characters have freed the prisoners, they must decide what to do with them. Award each PC 300 experience points per prisoner that they escort back up to the secret vale.

Room F2a

The secret room beyond the door appears empty, although the 10th sigil is on the southern wall and the 15th sigil on the western wall. Getting to the sigils, however, is difficult, since the room is really not empty at all. In fact, it is not really a room. The entire area of the room is filled with solid rock, rendered permanently invisible by a powerful spell. This means that the PCs appear to meet an invisible barrier when they try to enter the room. If the barrier is dispelled (the spell should be treated as being cast by a 20th-level wizard), it simply renders the stone visible again. Those who attempt to *teleport* into the room (past the barrier) find that they have teleported into solid rock, for all of the rest of their fellow adventurers to see.

Two *passwall* spells get the party to one of the sigils, as do two *disintegrate* spells. *Stone to flesh* and *rock to mud* are also useful. Even if they have the right tools, digging to the sigils by normal means involves many days of work.

Room F3. Chamber of Eyes

The door to this room is reached by stepping on a few curved steps that form a semi-circular dais up toward the door. The wooden door



looks infrequently used.

Once open, you can see that another basically octagon-shaped room lies beyond. Semi-circular steps descend into this room, much like the ones that you used to get to the door. The metal tube of the outside hall extends into this chamber, ending somewhere near the middle. A branch of the tube, however, extends downward into a dark, octagon-shaped pit.

Floating throughout the entire room are menacing eyes of all different shapes and sizes. Some appear to be human while others appear to be animal or inhuman monster eyes. They range in size from one inch long to two feet. As you look into the room from the door, the eyes stare back at you menacingly.

The eyes are magical constructs, guarding this chamber against all nonbeholder intruders. If the PCs enter the room, the eyes begin to swoop toward them. Each character is attacked 1d6 times per round. The eyes all have a THACO of 10 and inflict 1d4 hit points of damage per strike. They cannot be struck by any sort of weapon, and they are immune to spells, except that they can be dispelled through a *dispel magic* or similar spell. The wizard or priest using the *dispel magic* needs to roll a d20 to determine how many of the 50 eyes they can dispel within the radius of the spell at any given time. Because of this trap, the beholders may try to have the PCs encounter them here rather than in room F2.

The pit is 120 feet deep, and the PCs must provide their own means of descent should they wish to travel down to where it leads. For a side-view of this room and how it connects to room F4, see Diagram 11.

Room F4. The Round Room

At the bottom of the octagonal pit, the tube ends. There is a circular room here, about 50 feet in diameter. The ceiling is domed, making the room into a perfect hemisphere.

Mouldy, rotting, worm-ridden ration scraps lie scattered about one portion of the floor, indicating that someone probably rested here and had a meal some time ago.

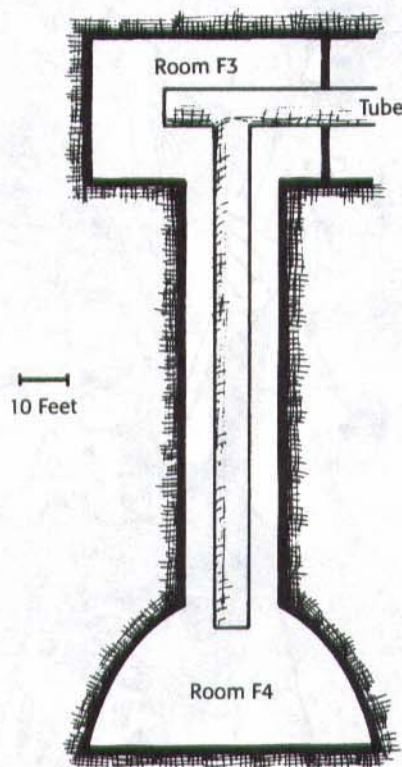
This room has a secret door that leads outside the labyrinth via a narrow, rough-hewn stone tunnel. The secret door opens by sliding it down into the floor. It closes on its own after 10 rounds. The PCs find that this tunnel is wide enough to crawl through and provides access to the outer cavern. Climbing up the side of the rocky column that the labyrinth is in takes the PCs safely out of the place, and back in as well. Remember, however, that the outer cavern is not without monsters of its own.

This chamber is also the home of the 7th sigil, hidden behind a secret sliding panel directly west of the shaft that leads into the room.

Area G. The Grand Chamber

This is the Jungle Room, home of Aerthun himself. The floor has been converted to moist earth, in which various tropical plants grow, nourished by magic rather than sunlight or rain. The entire room is lit by magical means, controlled by the whim of Aerthun. It is literally as light or as dark here as he wishes.

Diagram 11 Rooms F3 & F4





The heat that the PCs feel in this area is from the magma bubble that the inhabitants here raised long ago in order to provide a more suitable habitat for their new serpentine nature. This geothermal heat source is virtually limitless.

None of the animals or insects here are dangerous, as they are here only to provide the other inhabitants a source of food. The vegetation is so thick throughout this giant chamber that visibility is cut to only about 15 feet and movement is reduced to one-third of normal.

The map shows the various heights relative to the bottom of the chamber, room G7. Only room G12 (and its connected enclosed areas) is lower than the bottom of the Grand Chamber. room G11 is a pool of water fed by a magical spring. Water feeding from this pool keeps the

plant life in this room lush and green (although it is truly magic that keeps the plants alive). See the map of the Grand Chamber on the inside front cover.

There are a number of potential encounters within this chamber that are not keyed to specific areas. While wandering through the foliage, the characters can encounter the following (if desired, figure a 1 in 10 chance for an encounter every turn):

Lamia noble

Shslinsi, a female lamia noble, has recently been seduced by Aerthun to join his forces. She has yet to make a lair for herself in the labyrinth but is content for now to explore the Grand Chamber. She will not fight to the death nor will she





come to the aid of another inhabitant of the labyrinth.

Lamia noble (1): AC 3; MV 9; HD 10+1; hp 71; THACO 11; #AT 1; Dmg nil; SA touch drains 1 point of Wisdom, cast *charm person*, *mirror image*, *suggestion* and *illusion* once/day each, spells; MR 30%; SZ M; ML elite (14); Int high (14); AL CE; XP 4,000.

Spells (as 8th-level caster): 1st—*grease*, *magic missile*, *shield*, *spook*; 2nd—*invisibility*, *levitate*, *pyrotechnics*; 3rd—*gust of wind*, *lightning bolt*, *protection from normal missiles*; 4th—*emotion*, *polymorph other*

Hydra

This creature wanders the Grand Chamber feeding on animals, plants, and the occasional human given to it by the yuan-ti. It has been *charmed* by Aerthun and does as he commands if put in that position.

Nine-headed hydra (1): AC 5; MV 9; HD 9; hp 48; THACO 12; #AT 9; Dmg 1d8 (x9); SZ G (30' long); ML average (10); Int semi (4); AL N; XP 2,000.

Aerthun

The titan spends almost all of his time in this chamber, formulating plans and monitoring his servants with his crystal ball. His quasit servant is rarely far from his side unless it is performing a service for him.

Yuan-ti

Any of the yuan-ti of the labyrinth (in particular Renn and Llanoir) can be found in the Grand Chamber if they are still alive.

Trolls

Occasionally, Aerthun brings in trolls from the Underdark in order to train them and acquaint them with the labyrinth. Sometimes they can be encountered here in the Grand Chamber, resting or wandering.

Trolls (4): AC 4; MV 12; HD 6+6; hp 47, 42, 39, 36, 35, 32, 31, 30; THACO 13; #AT 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite); SD regenerates 3 hp/round after

third round; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400.

Shambling mounds

These creatures can be found together or separately. They stalk through the jungle seeking food, although they were long ago *charmed* by Aerthun, so they are under his control.

Shambling mounds (3): AC 0; MV 6; HD 10; hp 69, 57, 45; THACO 11; #AT 2; Dmg 2d8/2d8; SA struck creatures suffocate in 2d4 rounds from being entangled; SD immune to fire and blunt weapons, other weapons and cold inflict half damage, lightning causes it to gain 1 HD; SZ L (8' tall); ML fanatic (17); Int low (7); AL N; XP 8,000.

Room G1. Arrival Area

After jumping into the silvery liquid, you are surprised to find yourself out of the water. The air here is hot and humid, and the smell of vegetation, both alive and rotting, is so strong that it is heady. You see about you a jungle, although you stand ankle-deep in a shallow pool of the same silvery liquid that filled the pool in the underwater chamber.

You are most definitely still within the labyrinth, however. The ceiling of this gigantic chamber hangs over you hundreds of feet in the air. The wall that you can see only 30 feet away is smooth and regular, made of fitted stone like the rest of the dungeon. The floor underneath you is dirt, and the soil must be deep, for huge trees grow and thrive within the richly dark loam. Grasses and small plants also make their home here, and all manner of small shrubs, fronds, and vines grow haphazardly about.

Insects whine all around you, and in the distance, the screech of birds and other animals can be heard.

Show the players illustration G1 from the exhibit booklet. The pool found here can be used to go back to room E4 if a character steps into the silvery liquid and wills himself back, although he'd better be ready to reappear deep under water.



Room G2. Corner Structure

The door to this room is locked. The structure is located in what appears to be one corner of this huge chamber. It stands 20 feet above the level of the vegetation, and its roof appears to be flat. Once inside, read the following:

A horrible stench greets you as you open the door to this room. Light from the outer chamber filters in dimly, revealing a lair of some horrible beast. Bones lie scattered amid pools of dried and not-so-dried blood. Gigantic scorpionlike creatures rest in the far corner, their long tails and pincers replaced with red-scaled serpents that hiss and writhe as you enter.

Show the players illustration G2 from the exhibit booklet. The creatures are lifebane altered giant scorpions of tremendous size and power. They serve as the chamber's guardians, cared for by the yuan-ti that live below. Making things even more difficult for the characters,



however, are the traps that lie about the room.

When a character enters the room, there is a 40% chance per round (roll separately for each character) that he steps upon one of the cling-traps. These magical traps are like small dabs of invisible adhesive of great strength. If a character steps on one of these, he is held fast, unable to move from that spot. The character remains rooted there for 1d10 rounds.

The scorpions know of these traps and do not get caught in them. They always attack creatures not held first and save the stuck creatures for later.

The scorpions have no treasure. Those that they have feasted upon have been the humans from the food farm (room G10), so their victims have had nothing to leave behind.

In the far corner (in relation to the door) of the room, a rusty iron staircase spirals down 40 feet. Where it ends, there is a small room with a single passage to the east. This chamber is empty except for a scattering of bones.

Scorpion, giant (3): AC 3; MV 15; HD 7; hp 44, 41, 39; THACO 13; #AT 3; Dmg 1d10/1d10/1d12 ("claw"/"claw"/bite); SA poison bites; SZ L (9' long); ML steady (12); Int low (7); AL N; XP 975.

Room G3. Tower

Rising 40 feet above the level that you arrived on and twice that height over the lower portion of the room that stretches before you, the top of this tower is the highest point in the chamber. Its walls are stone and featureless. If there is anything on its top, you cannot see it from where you are.

The tower is generally uninhabited, but any of this chamber's inhabitants could be encountered here, using the tower for defense or simply as a lookout. The iron door at the bottom can be locked and bolted, but is only found as such if the tower is in use.

The entire interior of the tower is open, with a black iron spiral staircase running up to the top. A wooden hatch gives access to the top of the tower, which is surrounded by battlements six feet high. At the top there are six small kegs



filled with oil, as well as flint and steel. As a last-ditch defensive maneuver, one of the inhabitants can use flaming oil as a weapon on those below. This, of course, runs the risk of starting a jungle fire. If the characters ascend to the top, show the players illustration G3 from the exhibit booklet.

Room G4. Renn

The hallway between this room and the room to the west is trapped. Two pit traps, both activated when more than 100 pounds is placed upon them, are situated along the corridor floor. Each is 30 feet deep and the trap doors close immediately after sprung. Renn, and perhaps Llanoir, take advantage of these traps if they plan an attack on the adventurers. While the characters struggle to get their comrade(s) free, the yuan-ti attack.

Falling in these pit traps is not entirely bad, however, because at the bottom of the second pit, fallen characters find the 13th sigil.

This room is obviously a bedchamber or the quarters of some being. Against one wall a large comfortable bed sits, unmade. A chest of drawers is pushed up to the foot of the bed, while two wooden wardrobes stand along a side wall. A large round carpet covers an area of the floor where there are no other furnishings, the wear on the rug suggesting that a great deal of physical activity occurs there—perhaps sparring or physical exercise. A cage with eight rats in it sits upon a wooden table with a single chair pushed underneath it.

Hanging from the walls are old tapestries. These show scenes of war and battles fought underground, between humans and drow, humans and mind flayers, and humans and dwarves.

This is Renn's room, covered in tapestries left over from the dyris. He delights in physical combat and exercise (despite the fact that he is a thief). One of the wardrobes is filled with nothing but weights for lifting and other items based around physical exercise. The other wardrobe has clothing and personal effects.

The chest of drawers contains his treasure: three sacks containing 100 gp each and a leather

bag containing eight 100-gp gems and three 500-gp gems. The drawers also contain a box of wooden puzzle pieces, a number of spinning tops, some tiny wooden dolls, and other juvenile toys.

Renn would prefer not to meet the enemy here in his room. In fact, a favorite tactic of his consists of waiting in ambush from high above his enemies and dropping one or more *beads of force* upon them and then descending (possibly with his *potion of levitation*) into melee, hopefully to use his backstabbing ability to aid him.

Room G5. Llanoir

This is most likely another bedchamber. A simple bed, wardrobe, and chest are all in one corner, while the rest of the room is filled with easels, paints, brushes, parchment, charcoal, and other items used to create sketches and paintings. Numerous works of art, many half-finished, are all about the room, including hanging from the walls. The works show a great talent.





Llanoir is the yuan-ti least happy with her situation and transformation. Her passion is art, for which she ignores all else, even her magical skills, to practice. Her work has taken on a disturbing bent, with serpents being the central focus of all of her sketches and paintings. No matter where her passions lie, however, she is loyal to Aerthun and does what he says. Her only treasure is her 500-gp necklace that she keeps in the locked chest.

Llanoir uses her *improved invisibility* spell to enable her to gain an advantageous position in any combat. Once she has gained a position of safety, she uses her *wand of illusion* to create horrible images to terrify her foes, using her psionic abilities (particularly *repugnance*, *aversion*, *false sensory input*, and *phobia amplification*) to heighten the terror. She gets along well with Renn, and if they are encountered together, she uses her spells and abilities to help him. A favorite tactic is to use her wand to make him appear to transform into a huge dragon or other such formidable creature.

Room G6. Plant Guardian

This small area is empty except for a pile of rotting vegetation in the middle of the floor. A sickly sweet smell rises up from the plant matter, while flies and other insects fly and crawl all about the room's surface.

The rotting plants are actually a giant sundew. Renn and Llanoir have placed it here to act as a guardian against intruders coming toward their quarters from this direction. The plant itself does not recognize the yuan-ti as any different from its other potential food sources, however, so they must be careful when moving past this area.

Sundew, giant (1): AC 7; MV 1; HD 8; hp 43; THACO 13; #AT 6; Dmg 1d3 (x6 per target); SA natural 20 roll indicates suffocation; SD for every three attached tendrils, foes suffer -1 penalty to attack rolls; SZ M (4' tall); ML steady (11); Int semi (4); AL N; XP 2,000.

Room G7. Chamber Floor

The main portion of the room, located in its center, is approximately 40 feet lower than the rest of the chamber. Like the area above, however, this area is filled with thick vegetation. Nevertheless, the smooth, fitted-stone walls surrounding the sunken area belie the falseness of the jungle.

Show the players illustration G7 from the exhibit booklet. The walls here are climbable, but the easiest way to get from the upper area to the lower (and back again) is the stairway in room G2. The stairway to room G9 only leads up halfway.

Room G8. Aerthun

From far away, this area can be described in this way:

A double-tiered structure rises up out of the artificial valley to a level slightly higher than that of the perimeter of the room. The vegetation is just as thick on the top of this structure, and there is no indication of a way to get inside it.

Aerthun's home is a clearing within the trees on the very top of this structure. Once the characters have made it all the way to the top and found Aerthun's sanctum, read the following description:

Within the green, lush growth, you find a small clearing, just large enough for a man of gigantic size to recline.

The DM needs to determine where Aerthun is at all times, particularly while they are within the Grand Chamber. With his sheer physical force, spells, spell-like abilities, and magical items, Aerthun is an incredibly powerful opponent, able to locate his enemies and probably destroy them unless they are well-prepared and extremely capable.

Hidden in the soil in the clearing, two feet below the surface, is a cube made of black



stone one foot square. Inscribed on one side is the 16th sigil. One of the other faces is actually a secret, removable panel that, when pulled away, reveals the 18th sigil on the inside of the cube. The cube is magical, but its only power is it cannot be physically removed from the labyrinth.

Room G9.

Fiery Guards

Stone steps lead up along the side of the wall. They reach a 10-foot-square landing with an iron door leading into the side of the wall.

If the characters take these steps up, they are attacked by the salamander guards that wait inside the room. Two salamanders wait near hidden arrow slits along the wall by the stairs. These salamanders wield special iron light crossbows with iron bolts. These weapons are magical; they gain great temperatures from being in contact with these fiery monsters, but their function is not hampered in any way. The bolts inflict 1d6 extra points of damage from their great heat. The crossbow-using salamanders attack any characters coming up the stairs.

Characters that make it up to the iron door find it to be extremely hot to the touch, although they suffer no actual damage from touching it. It is barred with an iron bar on the inside.

Once the characters get the door open, read the following text:





Heat rolls out of the open door, forcing you to take a few steps backward. Five creatures of seething, serpentine heat dwell here, lounging in pools of boiling water. As you enter, however, they prepare for battle with long white-hot iron spears. Two of the beings have visibly hot crossbows trained upon the doorway that you have the misfortune of standing within.

Show the players illustration G9 from the exhibit booklet. These salamanders are summoned allies of Aerthun, who has noticed that they have somehow so far resisted the altering effects of the lifebane. He reasons that it is either their already serpentine forms or their otherworldly nature. In any event, they make excellent guards for the human food pens beyond this area.

Three of the salamanders do indeed wait in boiling pools for the PCs to approach, while the two by the arrow slits turn their crossbows upon the characters. If a character approaches one of the boiling pools, the salamander attempts to drag its victim into the water. Characters within the scalding water suffer 1d8 points of damage per round. The pools are five feet deep and fed by water from the pool in room G11 heated by the magma bubble directly under the Grand Cavern.

Sigil 18. At the bottom of the pool marked with an X, the salamanders store the small modicum of treasure that Aerthun has allowed them to keep. In an iron chest (terribly hot), they keep 56 10-gp gems, one 100-gp gem, another one worth 500 gp, and a *dagger* +3. All of the salamanders have the 1st through 18th sigils.

Salamanders (5): AC 5 head/3 body; MV 9; HD 7+7; hp 51, 47, 42, 41, 37; THACO 13; Dmg #AT 2 or 1; 3d6/2d6 (spear) or 1d4+1d6 (crossbow); SA heat; SD +1 or better weapon to hit, immune to fire, *sleep*, *charm*, and *hold*; SZ M (7' long); ML elite (13); Int high (14); AL CE; XP 2,000.

Room G10. Human Food

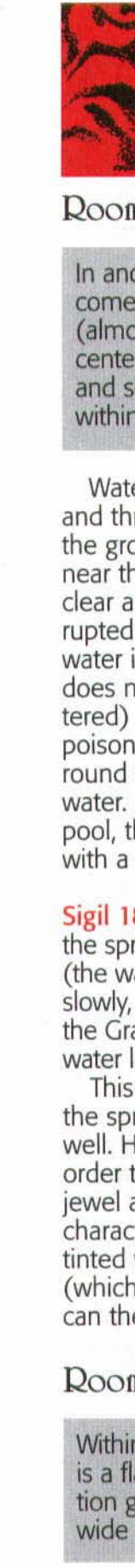
Although it feels good to get away from the hot, humid room that the salamanders occupied, the area beyond is still very hot. This huge area is filled with humans. They occupy cages and pens or are chained to the walls. Dozens and dozens of ragged people have obviously been held captive here for a great deal of time. Tired eyes reveal that they have long since given up hope and have resigned themselves to the misery and anguish that is now their entire lives.

There are 86 people here. They were brought here from the lands above the labyrinth to serve as food for the inhabitants. The yuan-ti have long hoped to develop a self-perpetuating community of human cattle here to raise and maintain for food. As yet, they have not reached that goal, for the inhabitants' requirements for food have always far superseded their ability to get the humans to breed and have new offspring.

These people have been captives long enough to have completely lost their will (the negative influence of the lifebane upon their inner strength is also most likely a major factor). They know that their comrades hauled away by the trolls or the yuan-ti were being taken to be eaten. They know that they will soon share that fate. The player characters likely will find their lack of will frustrating, for there is no chance of starting an uprising against the inhabitants of the labyrinth. All of these people have seen (and been cowed by) the powers of Aerthun and the yuan-ti and know that simple folk like them stand no chance in fighting the monsters.

They are grateful to their saviors but completely unable to help the PCs in any way. In fact, they have little or no chance of getting back to the surface alive unless accompanied and protected by the characters. If the characters do escort them to the surface, reward each PC 300 experience points for each prisoner that is successfully returned.

Prisoners (86): AC 10; MV 12; HD 1; hp 1 (currently); THACO 20; #AT 1; Dmg by weapon; SZ M; ML 3; Int Avg; AL N; XP 300 each.



Room G11. The Pool

In another corner of this great chamber you come upon a large pool of water. A spring (almost certainly magical) bubbles up near its center. The entire scene is surprisingly beautiful and serene considering that you are deep within the Labyrinth of Madness.

Water from this pool seeps through the soil and throughout the surrounding area, making the ground very moist and soft as the characters near the pool. The water of the pool is crystal clear and very warm. It is also, however, corrupted by the lifebane. Anyone touching the water in the pool (water seeped into the soil does not count because it has been slightly filtered) must roll a successful saving throw vs. poison or suffer 1d6 points of damage per round until they are no longer touching the water. If anyone actually drinks directly from the pool, they must roll a successful saving throw with a -2 penalty or die instantly.

Sigil 18. A single, red gem can be seen where the spring perpetually feeds water into the pool (the water flows from the magical spring rather slowly, and a fair amount of water seeps out of the Grand Chamber altogether, so the pool's water level remains fairly constant).

This magical gem is not only the source of all the spring's water, but it holds the 19th sigil as well. However, the sigil is inside the gem, and in order to get at it, a character must touch the jewel and will himself inside. Once inside, the character feels himself floating in a sea of red-tinted water. Only by diving down into the liquid (which is not harmful like the water in the pool) can the sigil be reached.

Room G12. Sunken Darkness

Within the lower portion of the chamber, there is a flat plane of blackness where no vegetation grows. The rectangular area is 40 feet wide and 50 feet long.

Characters approaching this area discover that they can penetrate the black rectangle as if it did

not exist. The area is actually a sunken portion of the room, 30 feet deeper than the rest, that is filled with a permanent, magical darkness. This magic cannot be dispelled by anything short of a *limited wish* or *wish* spell. Even a *light* or *continual light* spell has no effect.

The darkened area was once a home for tanar'i and other foul creatures summoned by the dyris. Now, however, the place remains empty except for a single wood and iron chest in the northwest corner of the area. This chest is magically attached to the floor and cannot be removed from this area without destroying it and its contents. The chest is also locked, and the iron key from room B3 is required to open it. If a character attempts to pick the lock (assuming he can even find it and make the attempt within the darkness), or another key is tried in the lock, the entire chest, including the contents, simply fades away, forever gone.

Inside the chest are the following: a *robe of blending*, an *amulet of life protection*, a *manual of quickness in action*, *gauntlets of swimming and climbing*, a *long sword* +3, a *hand axe* +2, and a *shield* +1. The current inhabitants of the labyrinth have no knowledge of this chest.

A corridor, masked by the darkness, leads to the east under the rest of the chamber. The current inhabitants of the labyrinth never go this way anymore for fear of the undead and the terrible traps.

Room G13. Crushing Trap

After the corridor ends, a flight of well-made stone steps takes you up to a room 20 feet deep and at least twice that wide. All along the far wall, a shelf is set into the wall, holding ceramic urns. The smell of old death is thick in this place.

Show the players illustration G13 from the exhibit booklet. This is a tomb of sorts, for each urn contains the ashen remains of a number of the dyris whose bodies were burned. These dyris became wraiths and spectres, many of which remain within the labyrinth.

This room mainly serves now as a trap. As soon as six characters have crossed the threshold into the room (and therefore smaller parties do not face this trap), a heavy iron portcullis drops from



the ceiling to block the doorway (a successful bend bars/lift gates attempt does move it, but only one attempt by one person can be made per round). The doorway to the south is locked, openable only with the double key found in room B3 (remember that if the wrong end is used, the holder may be *disintegrated*, pending a saving throw roll).

As soon as the portcullis drops, the two side (20 feet wide) walls begin moving forward at a rate of five feet per round. The south door moves with its wall. At their movement rate, they crush everyone in the room in four rounds. One possible way to save themselves would be if the adventurers pushed the urns out of the shelf and thrust themselves in there instead. There is room enough for five characters to save themselves in such a manner. Characters crushed by the walls suffer 10d10 points of damage. The walls move back as soon as they have met in the center.

Room G14. Army of the Dead

Beyond the door, you see nothing but horrible, decaying bodies. Worse yet, they are animated and begin charging forward.

This room contains 20 wights. They exist only to bar passage and slay intruders. Worse still, these wights reform in 1d6 turns after they are destroyed unless holy water is sprinkled on all of them.

The room is otherwise empty and the wights have no treasure beyond one 100-gp bracelet that one of them wears.

Sigil 17. Characters with this sigil see that in the center of the room there is a hovering sphere made of copper two feet in diameter. All about the sphere's surface are 20 small raised circular areas upon which are inscribed the 20 sigils. If they are pressed, in order, by someone who has all 20 sigils, the sphere fades away, leaving in its place an item that Im-Ravin wished to keep hidden and secret. This item is an intelligent *long sword +4, defender*. The sword is lawful good, speaks common, elvish, and gold dragon, detects magic in a 10-foot radius, and can cast *strength* upon its wielder one time per day. Its purpose is to destroy undead, and it gives a +2 bonus to all saving throw rolls vs. undead while

subtracting one point from all damage inflicted by them. The sword's name is *Purelight* and it has never been corrupted by the lifebane.

Wights (20): AC 5; MV 12; HD 4+3; hp 26 each; THACO 15; #AT 1; Dmg 1d4; SA touch drains one level; SD hit only by +1 or silver weapons, immune to *sleep*, *charm*, *hold*, or cold spells, poison or paralyzation; SZ M (6' tall); ML elite (14); Int avg (10); AL LE; XP 1,400.

Room G15. Lair of the Dark Knights

This chamber, like those before it, stinks of old, decaying flesh. Eight sarcophagi are arranged here in a radiating pattern surrounding a pedestal upon which rests a silver crown. Tapestries of woven silver depicting powerful knights mounted upon huge serpents cover the walls.

Show the players illustration G15 from the exhibit booklet. The eight individuals that were laid to rest here were among Im-Ravin's favored servants. Each survives to this day as a spectre, able to freely leave their corpses in the sarcophagi and move about within the dungeon.

Touching the crown is a sure way to gain their attention. This was the crown of Im-Ravin's wife, Desmoa, who was *disintegrated* in a magical battle with a powerful drow wizard. Now Im-Ravin has entrusted these former knights to preserve her memory. If anyone disturbs the crown, the spectres attack. Otherwise, they only attack if their corpses are disturbed.

The crown is worth 1,000 gp. Additionally, each of these servants was entombed with their armor (each wears *plate armor +1*) and weapons (all have a +2 two-handed weapon of some type or a +1 one-handed weapon and a *shield +1*) as well as 1d6×100 gp worth of jewels.

Opening the sarcophagi, however, invokes a terrible curse upon the tomb robber (in addition to being attacked by the spectres). A successful saving throw vs. spell must be rolled or the offending character begins to age at a rate of one year per day until he dies of old age or the curse is removed. Opening more than one sarcophagi (and failing more saving throw rolls) speeds up



the process by a factor of one, so that two curses means one day equals two years, three curses means one day equals three years, etc.

Sigil 19. The eastern wall of this room has a small keyhole in it. Only when the glass key from room B3 is inserted within this keyhole can the secret door leading to room G16 be found or opened, and all rooms beyond this one are simply unreachable by any means.

Spectres (8): AC 2; MV 15, FI 30(B); HD 7+3; hp 49, 45, 44, 42, 40, 39, 37, 35; THACO 13; #AT 1; Dmg 1d8; SA touch drains 2 levels; SD +1 or better weapon to hit, immune to *sleep*, *charm*, *hold*, cold, poison and paralyzation; SZ M (6' tall); ML champion (15); Int high (14); AL LE; XP 3,000.

Room G16. Reception Hall

The secret door to this area is opened only by pushing the door to the left. Any other attempts to open the door drop a 10-foot-square block of stone down upon the openers, crushing them for 10d6 points of damage and sealing the end of the passage where the door is. Characters rolling successful Dexterity checks can avoid the falling block.

Beyond the secret door there is a large room, richly appointed like the reception hall of a king. Eight golden chairs are positioned around a half-circle table. On the floor, a luxurious purple and gold carpet spreads out around the table. Stone shelves hold golden and silver treasures, large gems, and fabulous bits of jewelry. The rest of the walls are covered in ornately rendered maps of the Underdark and glorious paintings of heroic battle scenes.

Show the players illustration G16 from the exhibit booklet. This room is almost all illusion. The furniture is made of rotting wood and falling apart, while the items are clay or rusty iron trinkets. The paintings are faded and torn, while the carpet is frayed and stained. Taking any of the items here activates yet another *curse*. The magic here drives

anyone possessing an item from here totally insane with delusions, paranoia, and insatiable greed.

Among the items on the shelves are a *periapt of foul rotting* and an *amulet of inescapable detection*. Hidden by *dust of disappearance* on one of the shelves, however, is a *deck of many things* in a leather pouch.

If the characters spend more than three rounds in this room, the guardians from room G17 come and attack.

Room G17. More Guardians

This long hall is filled with bones, pieces of armor, weapons, and various bits of refuse, all extremely old.

This is the current place of rest for a skeleton warrior and its two wraith servants. The wraiths cannot be turned while their master the skeleton warrior exists (and he cannot be turned at all). These three exist to guard Im-Ravin's domain, being among his most powerful and loyal servants in life. Im-Ravin still retains the circlet that controls the skeleton warrior, and the latter knows from experience that he has no hope of ever wresting the device from the lich. If, somehow, the PCs learn of this and offer to help the warrior recover the circlet, it accepts the offer and helps them get to Im-Ravin. The wraiths then turn against both the party and the skeleton warrior.

None of the weapons or armor scattered about the room are of any value.

Skeleton warrior (1): AC 2; MV 6; HD 9+12; hp 76; THACO 11; #AT 1; Dmg 1d10 (two-handed sword); SA +3 to all attacks with weapons, creatures of less than 5 HD flee; SD cannot be turned; MR 90%; SZ M (6' tall); ML champion (15); Int exc (16); AL NE; XP 4,000.

Wraiths (2): AC 4; MV 12, FI 24(B); HD 5+3; hp 43, 35; THACO 15; #AT 1; Dmg 1d6; SA touch drains one level; SD hit only by silver or +1 or better weapons, immune to *sleep*, *hold*, *charm*, cold, poison and paralyzation; SZ M (6' tall); ML champion (15); Int very (12); AL LE; XP 2,000.



Room G18. Imprisoned Mimic

As you enter this chamber, you find yourself once again in a room of madness and morbid depravity. The stone that makes up the walls of this place is carved in such a way that it resembles a mass of writhing serpents. Worse, as you stare at them, you find that within your mind's eye, you see the flesh of the snakes melt and peel off, falling on the floor with meaty slaps. Eyes, muscle, and skin shrivel away, revealing only skeletons, which writhe and stretch with their new unbound freedom. Then, as suddenly as it occurred, this necromantic transformation ends, and the walls return to their stone-carved normality.

In the center of the room a fountain, long-since dry, stands unchanging throughout this tableau. It consists of a large basin and a single gigantic serpent that once may have spouted water. The fountain is eight feet across and nearly that high.

In the far left corner, a tarnished silver platter lies cast onto the ground.

The images of the snake carvings losing their flesh is a minor *illusion*, not meant to fool intruders, but instead to unnerve them. It occurs whenever someone enters the room.

The fountain is actually a mimic of inordinately great size, imprisoned in this room magically to serve as a guardian. It can speak and knows the command word that activates the magic of the silver platter that lies on the floor. This tray is a *platter of sustenance*, a magical item that, one time per day only, fills itself with a meal appropriate to the being that speaks its command word. The mimic has used the *platter* to stay alive, but has only barely sustained itself.

The creature, therefore, is very hungry. It attacks the party as soon as they approach it, and it fights to the death. If somehow *charmed* or controlled, it can relate its predicament, telling of how it was imprisoned here by Im-Ravin uncountable years earlier, before the lich laid himself to sleep the eternal rest. It knows nothing of the labyrinth except the location of the secret door in this room in the southeast corner.

The secret door is particularly difficult to open. Once found, it becomes obvious that there is a

tiny bowl-like depression on the floor in front of the door (it may be this depression that causes the secret door to be found in the first place). Only when this bowl is filled with 5 hit points worth of human blood can the door be opened. Even then, it requires a combined Strength total of 60 to push it open (it slides into the wall to the left).

Mimic (1): AC 7; MV 3; HD 12; hp 80; THACO 9; #AT 1; Dmg 3d4; SA glue holds those struck; SD camouflage; SZ L; ML champion (15); Int avg (10); AL N; XP 5,000.

Room G19. Room of Twenty Doors

The hallway connecting rooms G18 and G19 is magically protected. When its 30-foot length is walked, it magically turns the characters around so that they end up in the chamber they started in. So, if the PCs leave room G18 and walk down the corridor, at the end they find themselves entering room G18 once again (this re-activates the illusion in that room, as well). There is no way for them to determine this fact until they actually enter the room. This effect occurs every time the hallway is used, and there is no way to locate or identify the switch because of the magic's subtlety.

The effect can be dispelled, however. This only works for 1d6 rounds before it returns again. The other way to circumvent the magic is to simply walk down the corridor without trying to determine where one is going. That is, if the PCs walk backwards or with their eyes closed, they end up at the hallway's other end. In such a case, there is no way the magic can fool them, so the magic is not activated.

When the PCs reach room G19, read the following text:

A round room lies at the other end of the corridor. It is 30 feet in diameter and 20 narrow wooden doors circle its perimeter. Each has a different series of symbols on it, resembling the sigils that you have been collecting, yet none are identical to those you have seen before.

The ceiling of this room is 20 feet above you and appears to be made from a smooth, utterly black material you are not familiar with.



Show the players illustration G19 from the exhibit booklet. The doors are all false trapped doors. Numbered clockwise, the details of each trap is as follows:

Door Trap

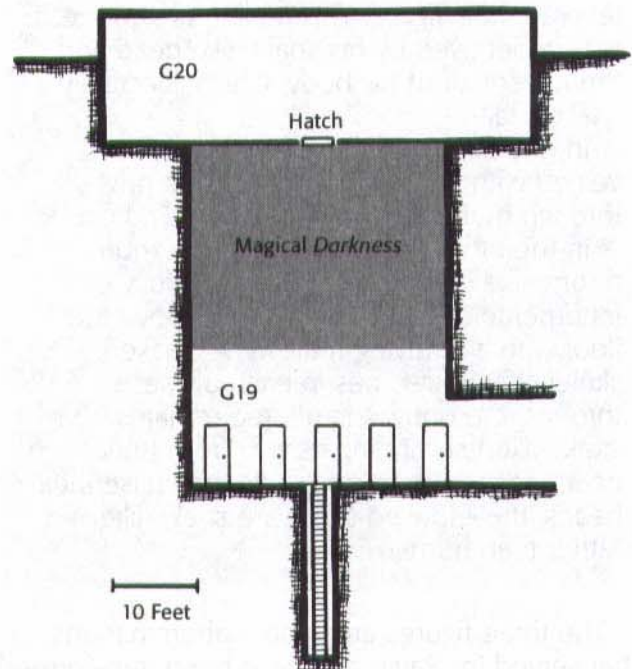
1. This door is protected by a *glyph of warding* that inflicts 15d4 points of electrical damage.
2. This door casts a *silence 15' radius* spell on the opener which lasts until dispelled.
3. This door explodes with a *glyph of warding*, inflicting 15d4 points of fire damage.
4. This door casts a *deafen* spell on the opener. On the blank wall behind it there is a secret panel that covers a switch that raises the ladder in the middle of the room (see below).
5. This door *curses* the opener so that magical items do not work while he touches them (this does not affect cursed items or magical traps like those found on these doors).
6. This door inflicts a rotting disease on the opener equal to that of a mummy's touch.
7. This door is locked and polymorphs the opener into a snake.
8. This door is protected by a *glyph of warding* that inflicts 15d4 points of cold damage.
9. This door summons 1d4 stone snakes that attack the party.
10. This door teleports the opener to a cage in room F2.
11. This door is locked and has a *symbol of insanity* on the blank wall behind it.
12. This door is locked and casts a *blindness* spell on the opener.
13. This door has an arrow trap that fires 1d6 arrows every time it is opened. The arrows have a THACO of 5 to hit anything immediately in front of the door.
14. This door casts a *hold person* spell on the opener that lasts for 1d4 hours.
15. This door casts *sink* upon the opener. There is a secret panel on the blank face behind it that hides the switch that raises the room (see below).
16. This door sprays acid on the opener, inflicting 4d6 points of damage.

17. This door has a *symbol of hopelessness* on the blank wall behind it.
18. This door is locked and casts *disintegrate* on the opener.
19. This door drains the magic from one magical item on the opener's person.
20. This door has a *symbol of pain* on the blank wall behind it.

Note: Door #4 has a secret panel concealing a switch. This switch causes an iron ladder to protrude from the center of the floor, rising 20 feet up to the fake ceiling. The black ceiling is actually the beginning of a field of permanent magical darkness. This darkness cannot be dispelled, even by magical *light*. The entire room is actually just the bottom of a shaft that extends up to room G20, 40 feet above the floor here.

This means that while the ladder takes the characters halfway up the shaft (to the area of darkness), it does not reach up high enough to get the PCs to the hatch leading to room G20. The switch hidden behind the panel behind door #15 causes the floor to raise like an elevator 20

Diagram 12
Rooms G19 & G20





feet, thrusting the entire room into the magical darkness. However, the ladder then reaches the hatch.

If a character attempts to climb the walls of the room, the chances of success are normal until the darkness is entered. At this point, the walls take on an unnatural smoothness, reducing climbing chances by 80%.

Diagram 12 shows a side view of this area.

Stone snake: AC -2; MV 9; HD 8; hp 40; THACO 13; #AT 1; Dmg 2d10 or 1d8; SA bite carries a petrifying poison that acts over 5 rounds, save at -6; SD immune to fire and poison, ½ damage from edged and piercing weapons; SZ H (20'-25' long); ML steady (11); Int animal (1); AL Nil; XP 2,000.

Room G20. Upper Crypt

The hatch that gives access to this new room opens with a hiss, indicating that this chamber has been sealed for many years. The smell of decay and death is strong here. The walls of this large area are adorned with images of a serpentine figure in bas relief. This individual, represented over and over in different poses and settings, appears to be a revered, holy figure. This feeling of goodness is only betrayed by his snake-like head and the lower half of his body, which is actually a snake's tail.

In one corner of the room, iron portals, veined with a green substance that runs through them like snaky fingers, stand closed.

In the other three corners of the room, throne-like chairs constructed carefully of innumerable bones rise 10 feet above the floor with a terrifying majesty. A cloaked, skeletal figure reclines in each of these thrones, the bony, segmented remains of a snake-like tail winding its way from underneath each of their cloaks. As they raise their heads, the exposed skulls are snake-like rather than human.

The three figures are yuan-ti abominations that served Im-Ravin and have been transformed

into crypt things to guard his tomb. These monsters attack the PCs as soon as they enter the room. Each of them has the chance to *teleport* each member of the party. Those failing their saving throw roll vs. spell are sent away, as determined by the following table:

d100 Result

01-20	Room G9, into one of the pools of boiling water
21-40	Room A1
41-60	The outer cavern
61-80	Webs below room D3
81-90	At the top of the shaft between rooms F3 and F4
91-97	Inside the chest in room G12
98-00	Inside the dragon's stomach in room C3

After making their teleportation attempts, the crypt things attack with their bony hands. They fight until destroyed.

The doors leading to the south are impossible to open unless a character has the 20th sigil.

Crypt thing abominations (3): AC 3; MV 12; HD 10; hp 80, 71, 62; THACO 10; #AT 1; Dmg 1d8; SA teleportation; SD +1 or better weapons to hit, immune to *charm*, *hold*, *sleep*, *cold*, *paralyzation* and *poison*; SZ M (6' tall); ML fanatic (18); Int very (12); AL N; XP 3,000.

Sigil 20. The iron doors open at a gentle touch.

Room G21. Final Guards and Wards

Beyond the iron doors a long corridor stretches, lined with coffins set into alcoves. There are two rows of alcoves along each wall, one a mere foot from the ground, another at eye level. In total, there are 20 coffins set into each wall. At the other end of the corridor, a single stone door waits menacingly.

The length of this 100-foot-long corridor has incredibly powerful magic cast upon it, warping time itself. All PCs are *slowed* with no chance to roll a saving throw. Time simply moves slower here for the characters. Worse yet, there is a 25% chance per character per round that an individual



in the corridor completely freezes in time, unable to take any action or even perceive what is going on around him. Such characters are frozen for 1d2 rounds.

If any of the coffins are opened, the dyris skeleton within is magically (and temporarily) transformed into an animate, undead duplicate of the character that disturbed him. The duplicate has all of the equipment, including magical items, of the character that it duplicates. These creatures also have all of the hit points, AC, THACO, spells, etc. of the character, in addition to the standard undead immunities (*charm, hold, sleep, cold, paralysis, and poison*). The undead duplicates are not affected by the time distortions, so they are not *slowed* and are never frozen in time.

When the duplicate is slain, it reverts back to its original, nonundead form, that of a very old skeleton of one of the serpentine dyris. It has been entombed with 10d100 gp worth of minor treasures and jewelry.

At the end of the corridor, the last 10 feet of the area have yet another magical effect cast upon them. Anyone entering this section must roll a successful saving throw with a -5 penalty or see in their mind their own image, painfully and slowly mutating into a yuan-ti abomination. Those who fail their roll and see this image must roll another successful saving throw (no penalty, and this time, any Wisdom bonuses apply) or be overcome with a horrible madness that so completely consumes them that they attempt to kill themselves in the most efficient manner available to them. Their maddening sorrow is obvious and blatant, so their unaffected companions become aware of their insanity and can attempt to stop them. The madness can only be cured by *restoration, limited wish, or wish* spells.

Room G22. The Tomb of Im-Ravin

There is a small secret door just outside of the door to this tomb. Opening it reveals an alcove with a key-shaped depression on the ledge. If the black key from room B3 is placed within this depression, its color turns to a serpentine green and it can be used to open the door to room G22. Any other key placed in the depression is *disintegrated*.

There is an obvious keyhole in the stone door that leads into this room. Only the black key,

turned green as described above, can open it. No other method of gaining entrance to room G22 succeeds. If any other key, even the untransformed black key, is inserted into the keyhole, the character is struck dead unless he rolls a successful saving throw vs. death with a -4 penalty.

When the door is finally opened, read the following to the players:

When the stone door opens, a deep voice states in common: "You have breached the tomb of Im-Ravin, Lord of the dyris and favored High Priest of Vytholus. Despair at what you have achieved." The tomb beyond is quite simple. A silver sarcophagus is against the far wall, with a stone basin next to it, apparently still filled with water.

The sarcophagus is adorned with the 20 sigils that you have come to be so familiar with over the course of this exploration. The tattoo-like symbols on your body throb with power to the point of being painful. The scepter that you carry, housing your imprisoned friend, also vibrates with an unrecognized energy.

Show the players illustration G22 from the exhibit booklet. The voice the player characters hear is generated by a *magic mouth* to the left of the door on the inside of the room.

The transformation of the black key also magically awoke Im-Ravin from his undead sleep. The first thing that he has done is rendered himself *invisible* with his ring. If he has had more than one round between the transformation and the character's intrusion, he has also gotten out of the sarcophagus and waits to see what the characters do. He strikes at the players with the intent to kill when he has determined their purpose here and discovered an opportune time.

The means of freeing Sorril from his imprisonment is the basin of water. Simply dipping the scepter into the water frees the trapped paladin. It also removes all of the sigils from the character that takes this action. Similarly, anyone who touches the water loses all 20 sigils.

The basin also moves to reveal a tiny six-inch-diameter hole in the floor. This hole gives access to a small shaft that ends 100 feet below, in a small two-foot-square chamber. In this chamber



is the phylactery of Im-Ravin, where his evil life force resides. Im-Ravin himself was only able to *levitate* down here either *polymorphed* or *reduced*. The phylactery is trapped with a *glyph of warding* that has a *destruction* (reverse of *resurrection*) spell held within it. Anyone touching the phylactery must roll a successful saving throw vs. spell with a -4 penalty or be turned to dust. Even those succeeding suffer 8d6 points of damage.

The sarcophagus opens easily. Inside are Im-Ravin's greatest treasures: a huge diamond set into a ring of woven unicorn hairs worth 10,000 gp, a *book of vile darkness*, and a *portable hole* with 1,595 pp, 581 gp, 100 500-gp gems, and a *gem of seeing* inside it.

Im-Ravin, a clerical yuan-ti abomination lich: AC 0; MV 6; HD 11; hp 68; THACO 9; #AT 1; Dmg 1d10; SA spells, fear, touch inflicts *paralysis*; SD +1 or better weapon to hit, immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, or *death* spells; SZ M (6' tall); ML steady (11); Int supra-genius (19); AL CE; XP 12,000.

Notes: Im-Ravin has the following psionic powers:

Attack/Defense: Mind Thrust, Id Insinuation, Mind Blank, Intellect Fortress, Tower of Iron Will

Power Score: = 17

PSPs: 270

Clairsentience: danger sense, feel sound, poison sense

Psychometabolism: animal affinity (snakes), metamorphosis (snake), chameleon power, chemical stimulation, flesh armor

Telepathy: attraction (to snakes), aversion (to snakes), false sensory input, inflict pain, invincible foes, life detection, phobia amplification, post-hypnotic suggestion, repugnance (to snakes), taste link

He also has the following spell-like abilities, usable once per day: *cause fear*, *darkness* (15' Radius), *snake charm*, *sticks to snakes*, *neutralize poison*, *suggestion*, *polymorph other*.

Special Equipment: *ring of invisibility*, *staff of withering* (12 charges), *cloak of the bat*

Spells (10/10/9/9/6/4/2): 1st—*command* (x2), *cause light wounds* (x2), *detect good*, *detect magic*, *faerie fire*, *darkness*, *protection from good*, *sanctuary*; 2nd—*charm person or mammal*, *flame*

blade, *heat metal* (x2), *hold person* (x3), *produce flame*, *silence* 15' radius, *spiritual hammer*; 3rd—*animate dead*, *continual darkness*, *cause blindness*, *cause disease*, *dispel magic*, *protection from fire*, *pyrotechnics*, *bestow curse*, *stone shape*; 4th—*cloak of fear*, *cause serious wounds* (x2), *free action*, *produce fire*, *protection from good* 10' radius, *reflecting pool*, *spell immunity*, *tongues*; 5th—*commune*, *cause critical wounds*, *dispel good*, *flame strike*, *insect plague*, *slay living*; 6th—*aerial servant*, *animate object*, *blade barrier*, *harm*; 7th—*unholy word*, *destruction*

Sorril, 14th level paladin: AC -1; MV 12; hp 84; THACO 7; #AT 2; Dmg 1d8+5 (*long sword* +4, +1 Str bonus); ML fanatic (18); AL LG.

S 17, D 12, C 18, I 15, W 17, Ch 18.
Special Equipment: *long sword* +4, *plate mail* +1, *shield* +2, *periapt of wound closure*

Spells: 1st—*bless*, *cure light wounds* (x2); 2nd—*aid*, *slow poison* 3rd—*dispel magic*

The End Characters that actually manage to penetrate the tomb of Im-Ravin and free Sorril with the adventure as it is written (that means without special help from the DM) have accomplished a feat of incredible magnitude, no matter how high in levels they are. Such characters should receive a bonus reward of 10,000 experience points.

Since this was a dungeon that had traps and tricks that were as much (if not more) of a threat than the monsters that were fought, the DM may also wish to give the PCs rewards for cleverly bypassing or foiling traps or for solving the various tricks and riddles. Depending on the situation, each character directly involved in the deed should gain 100 to 600 experience points.

The PCs have also earned the eternal gratitude of Sorril and the church of Immotian. If they have left either Aerthun or Im-Ravin alive, however, they have also gained powerful enemies that will certainly seek revenge in the future.

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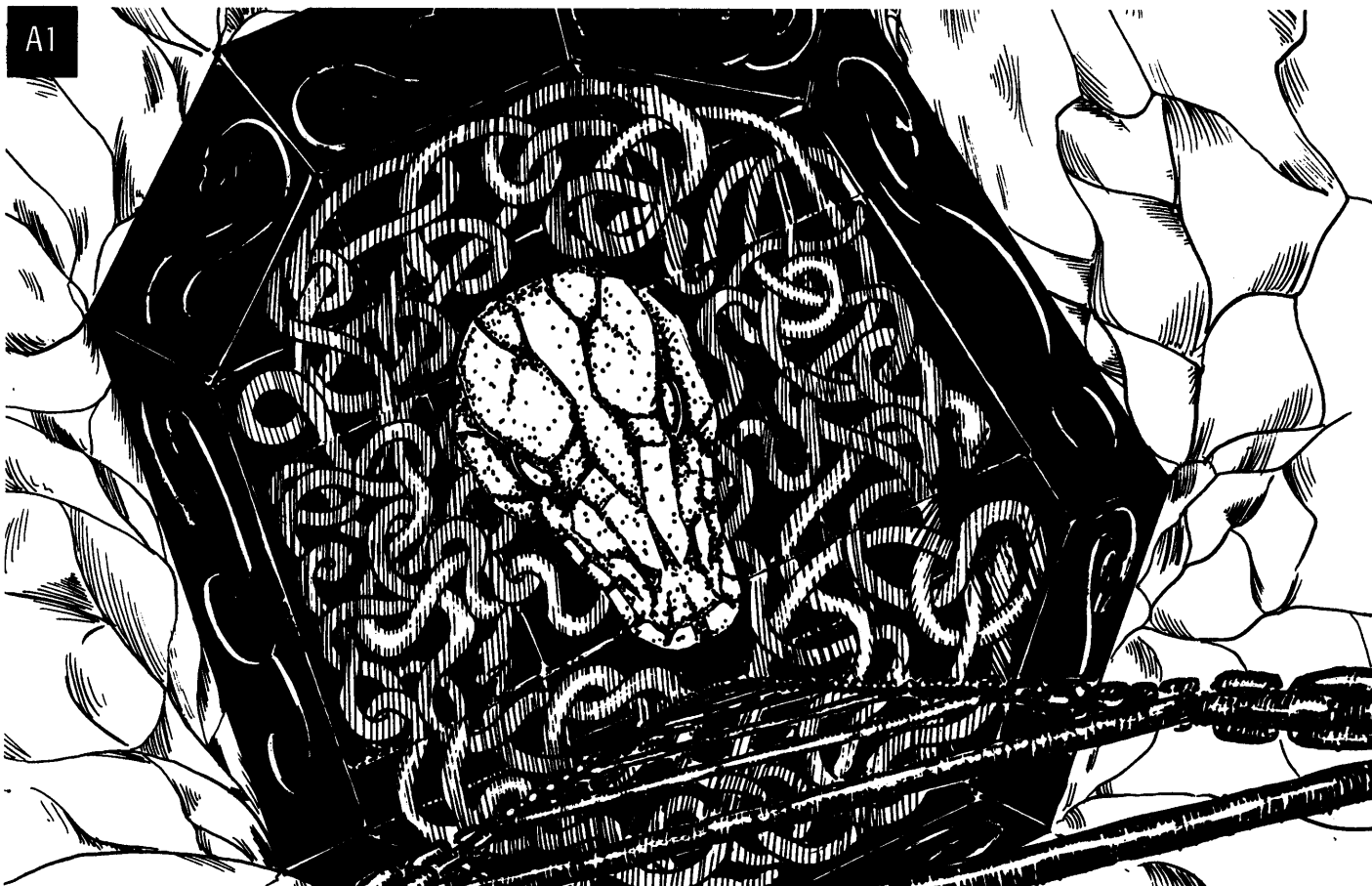
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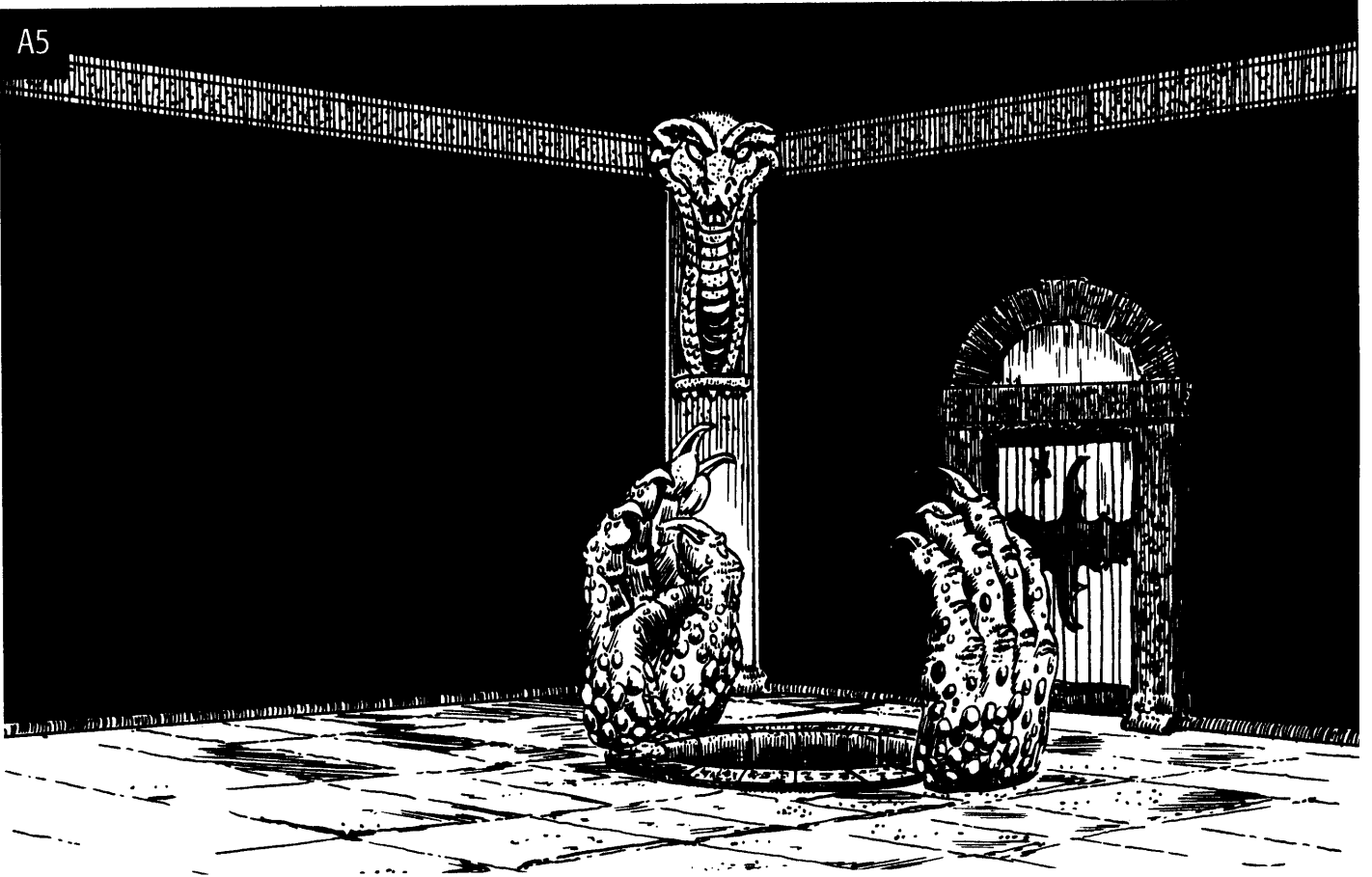
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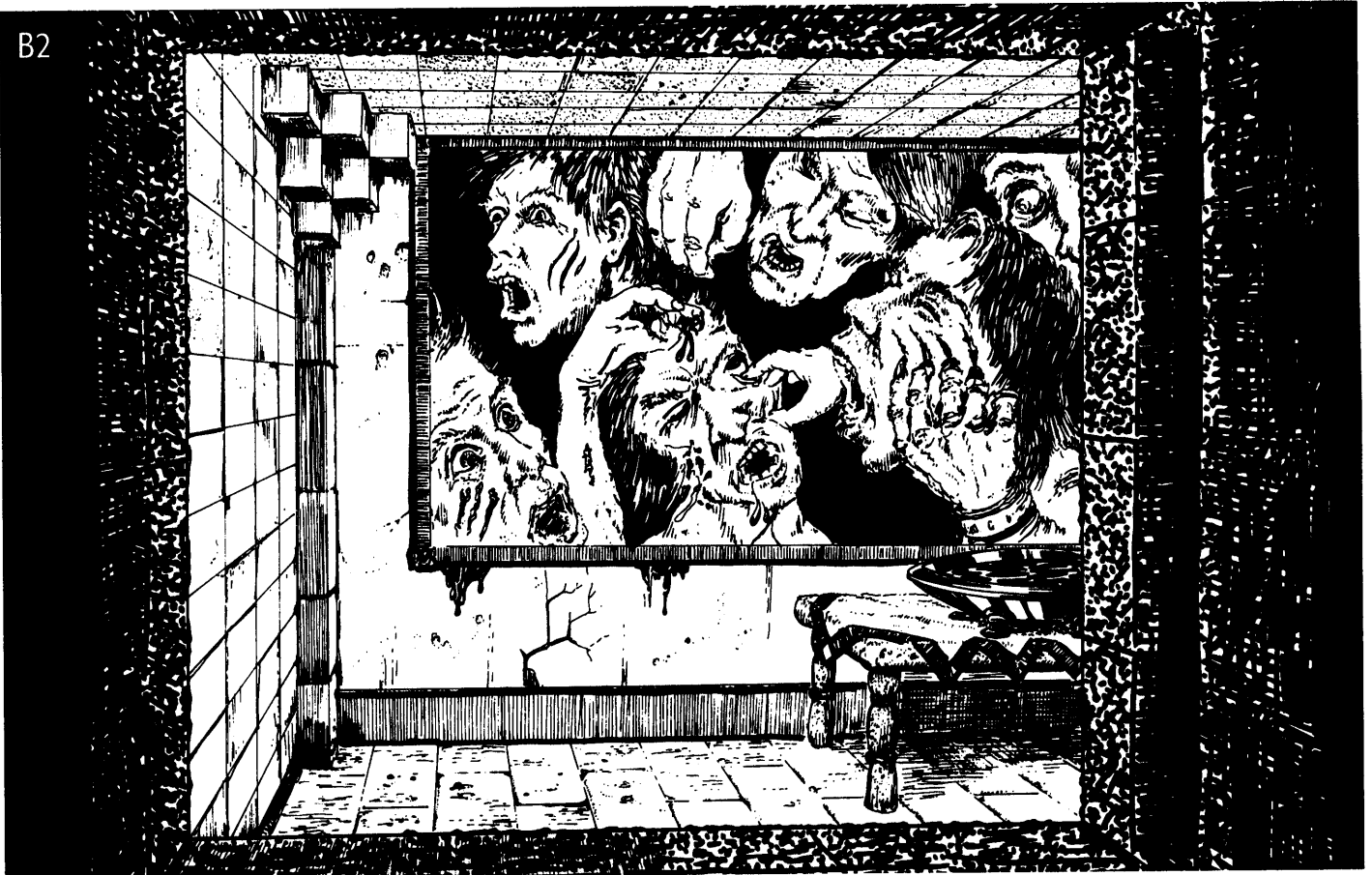


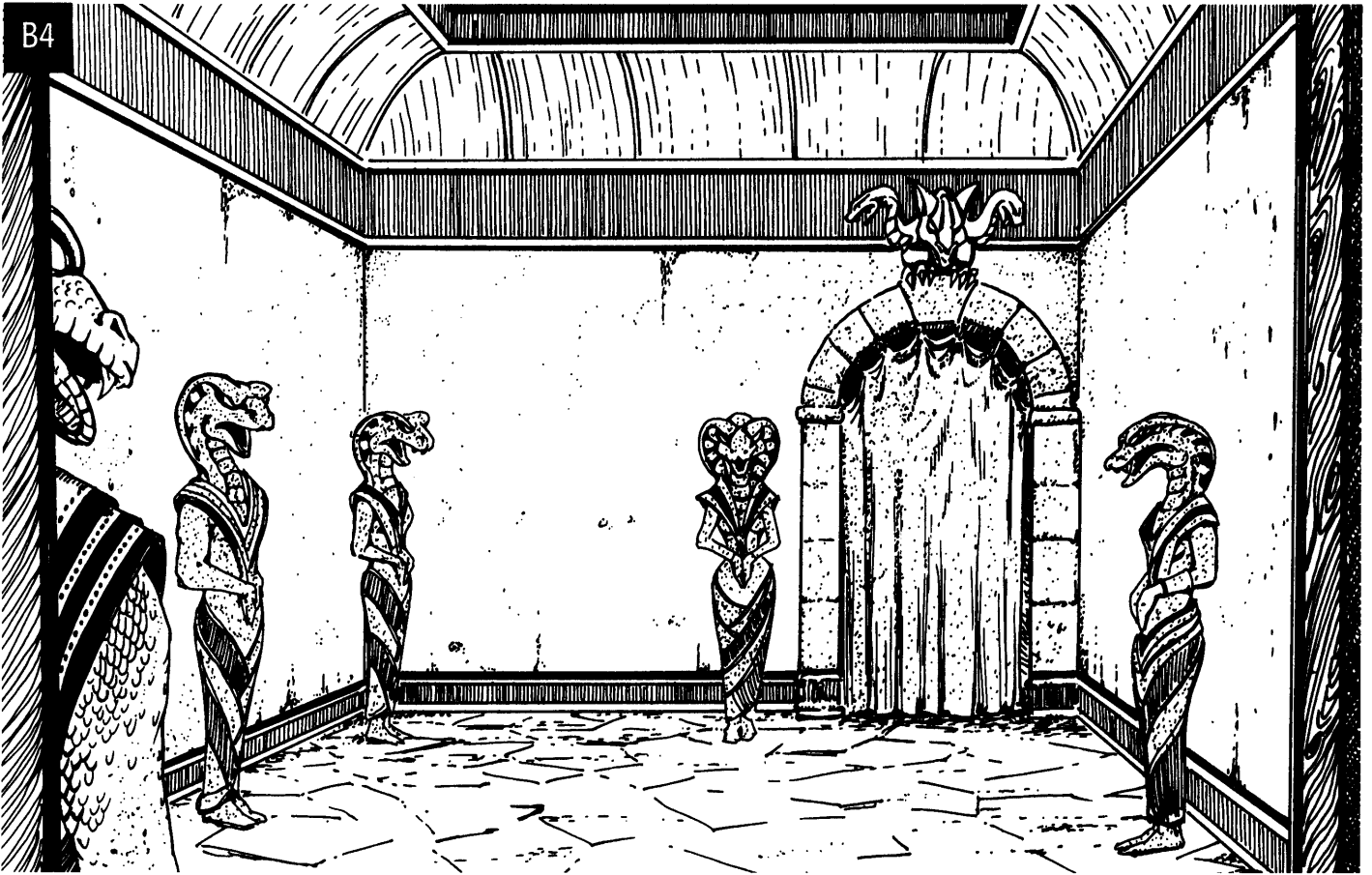
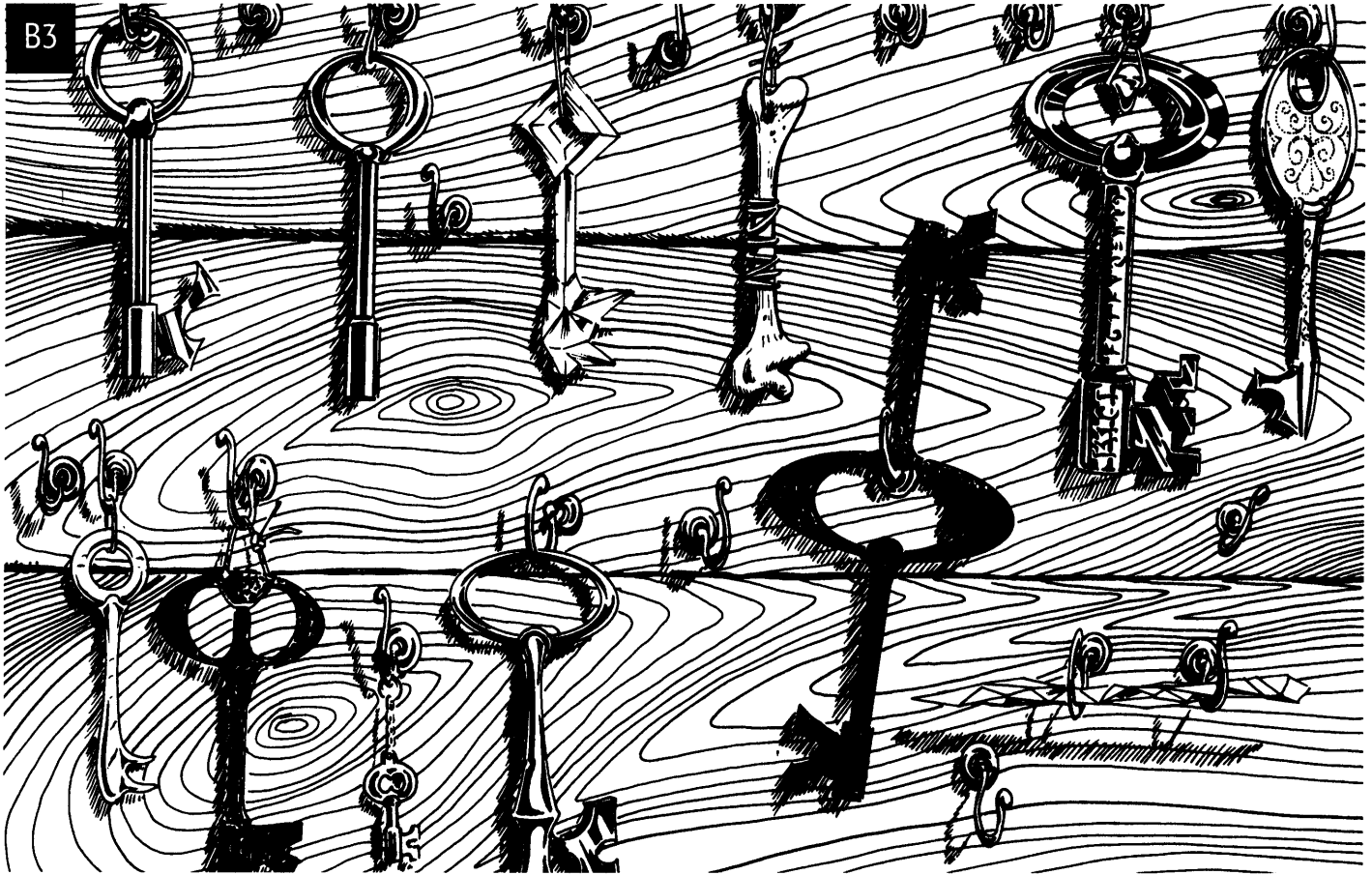
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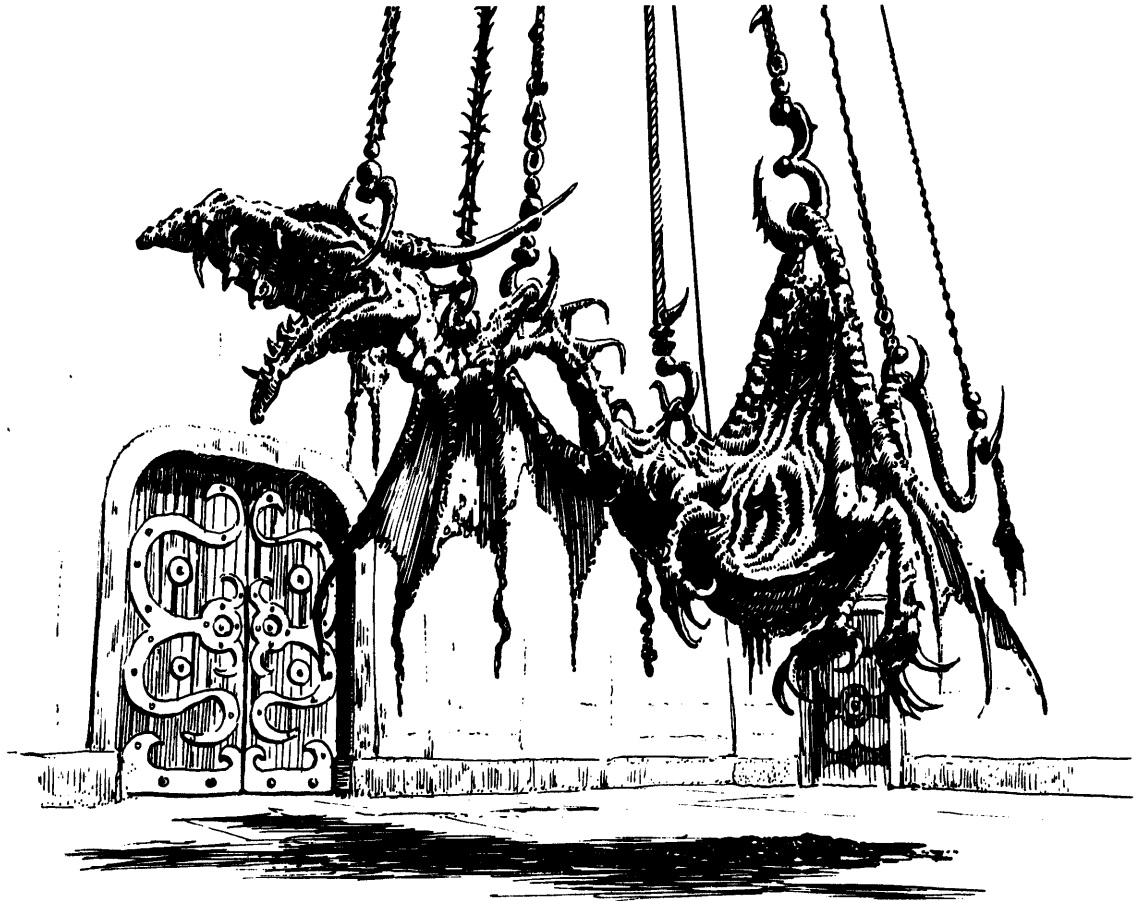
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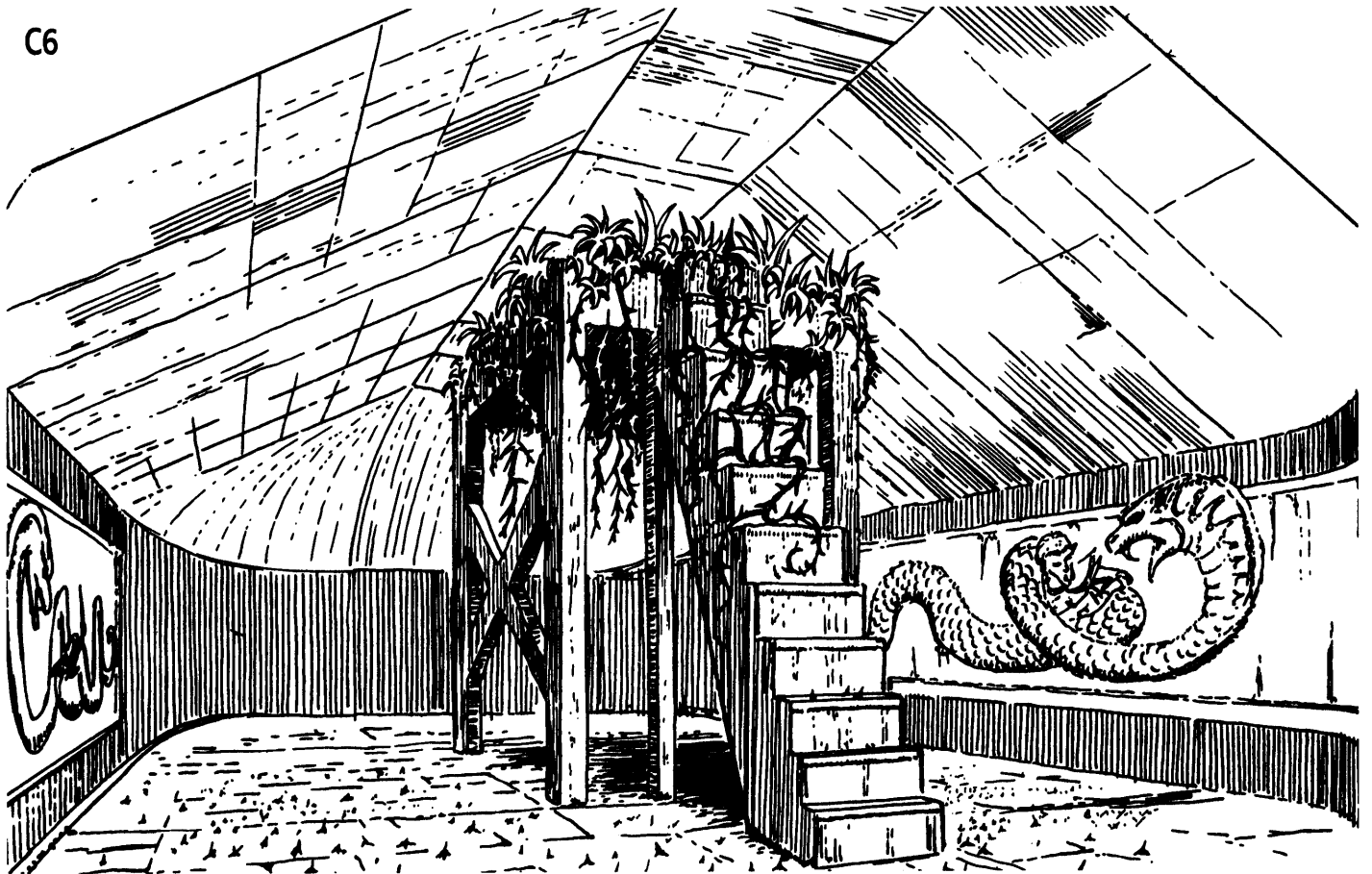
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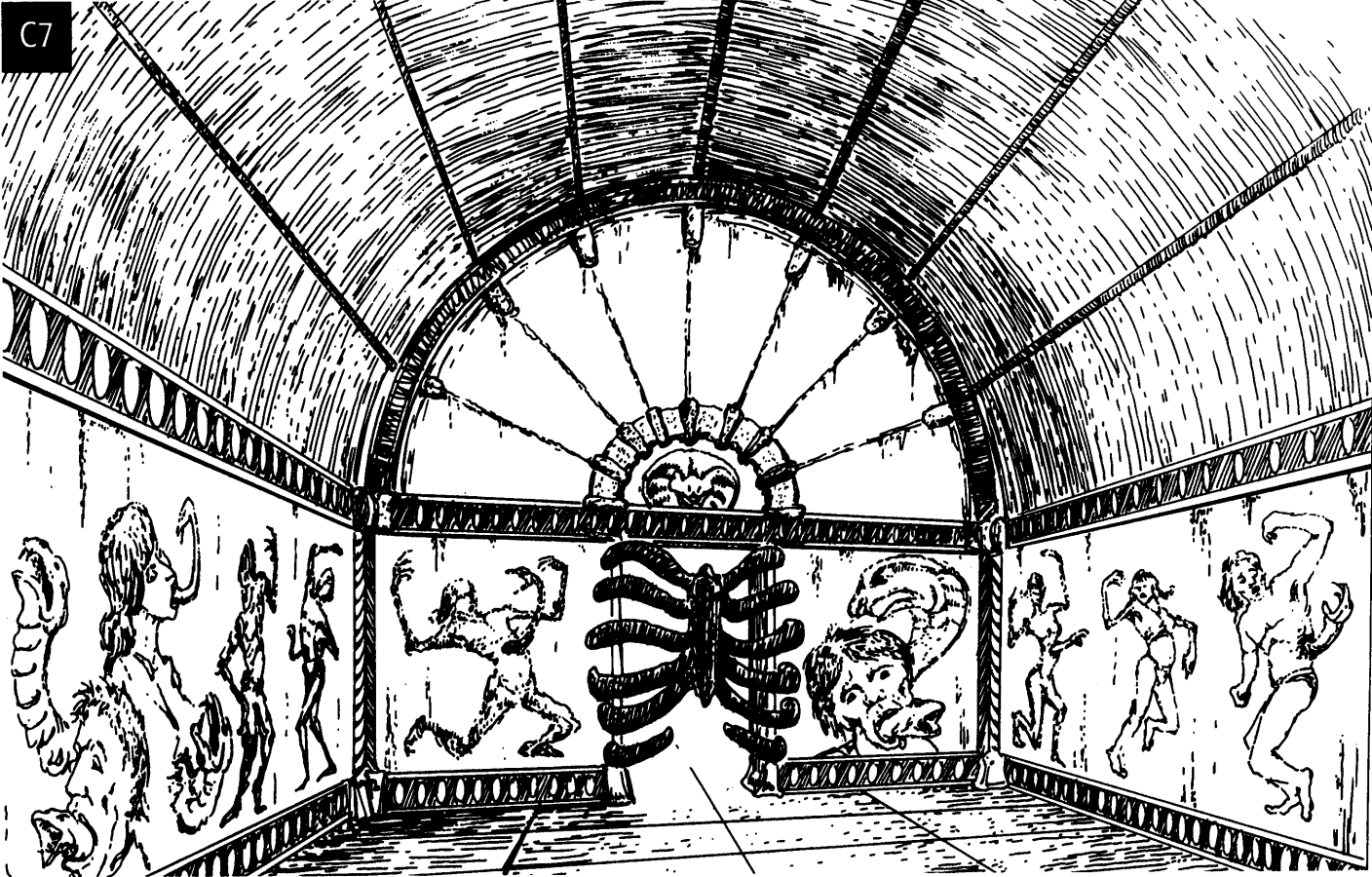
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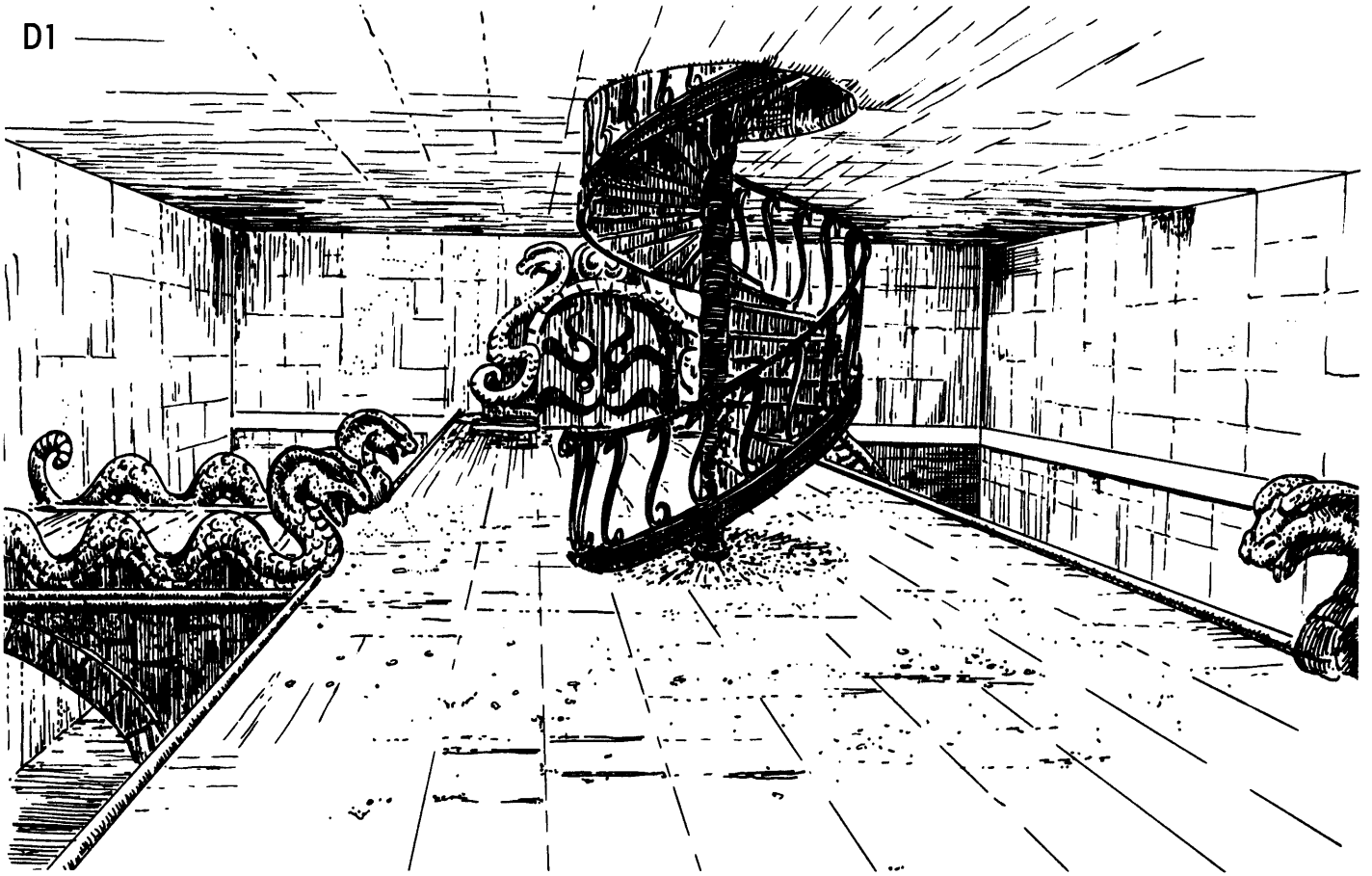
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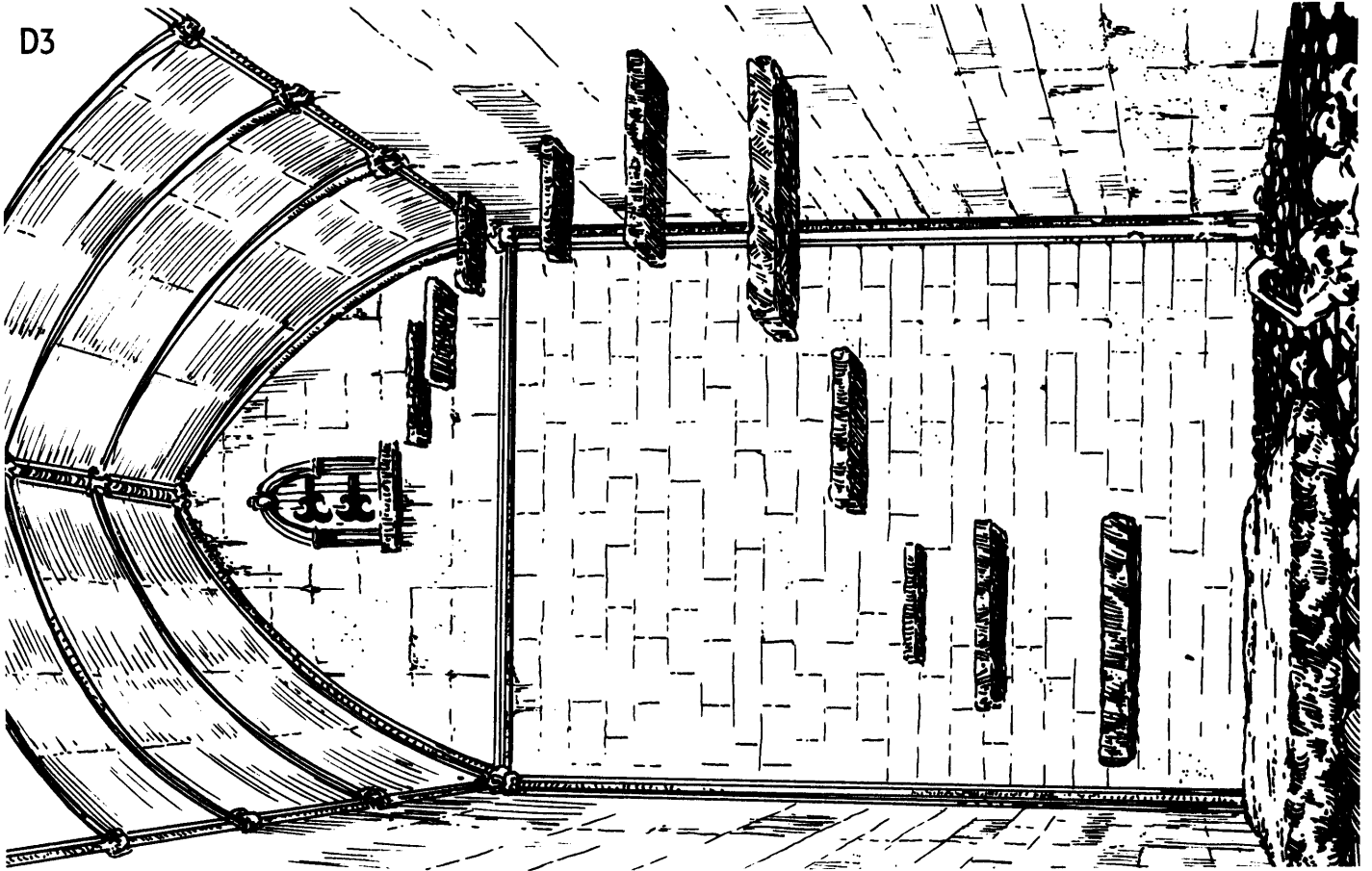
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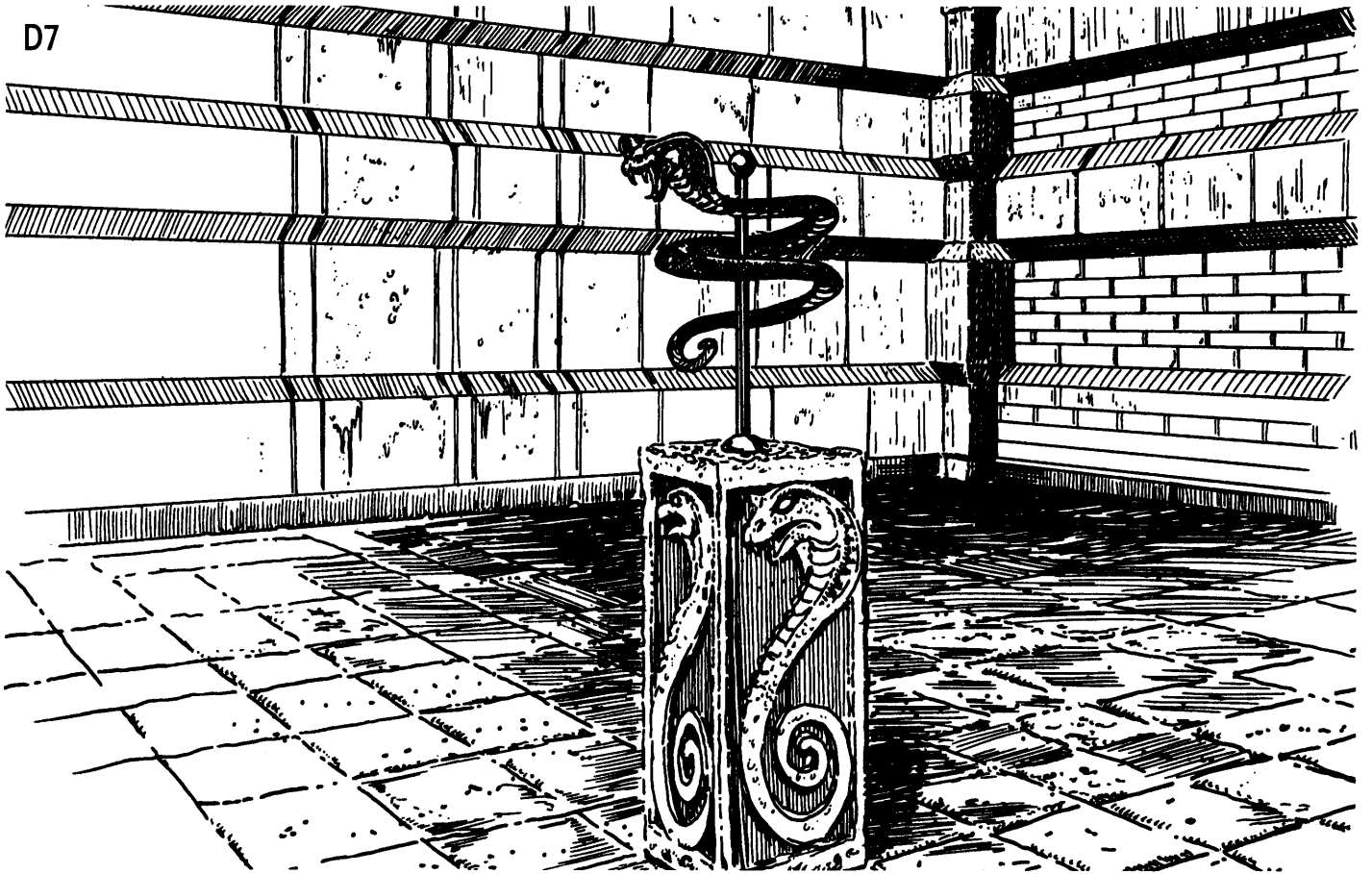
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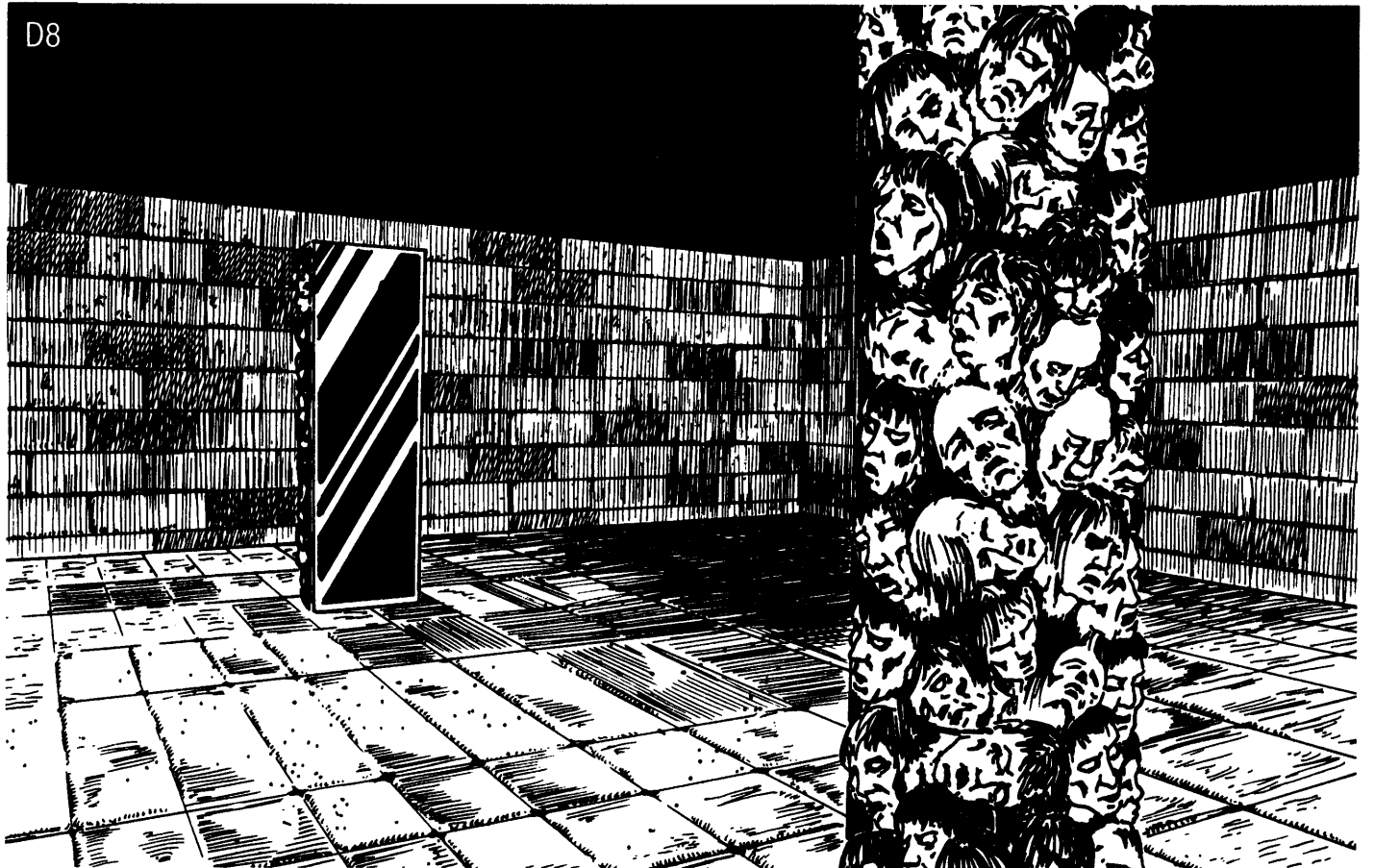
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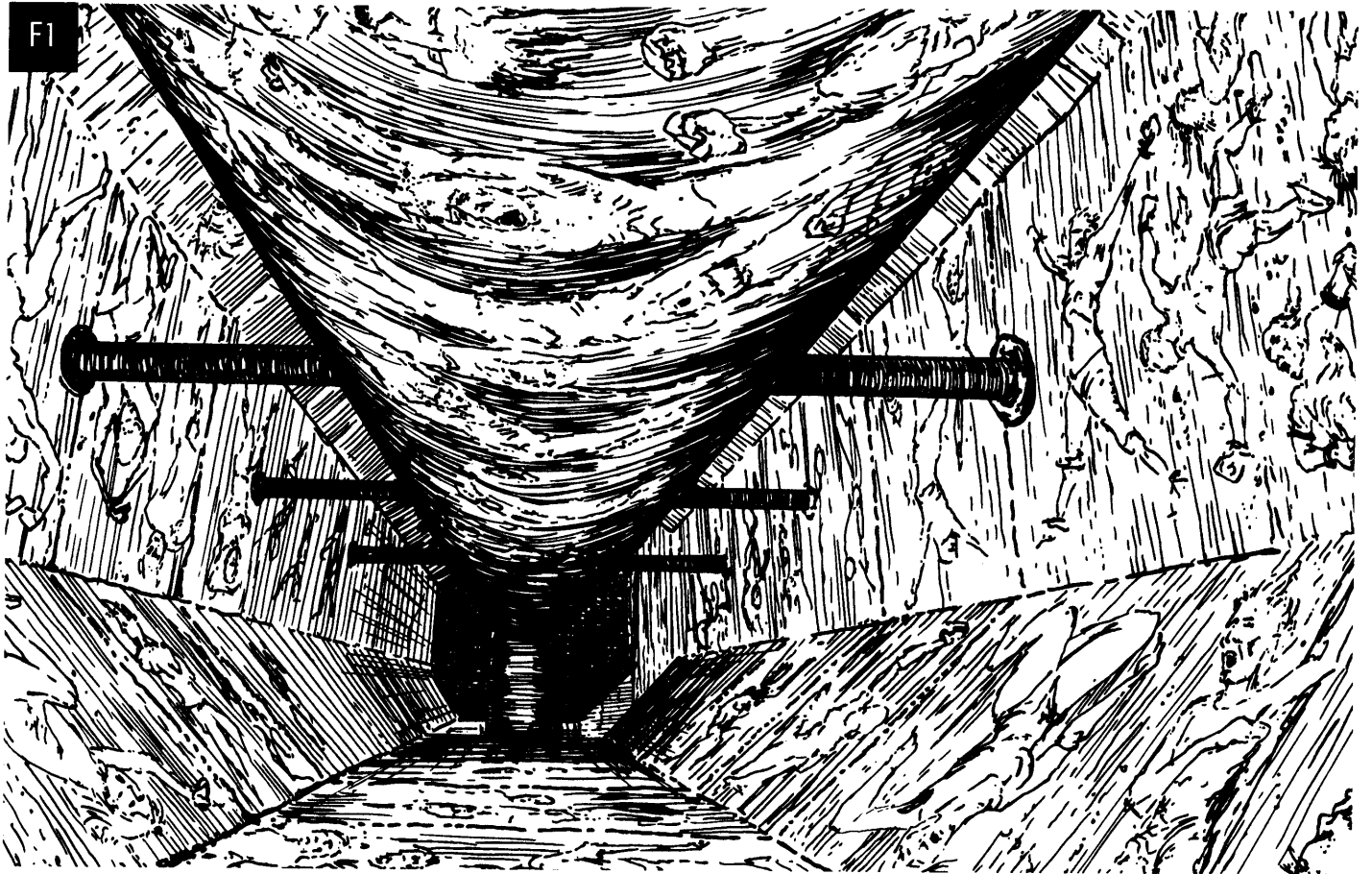
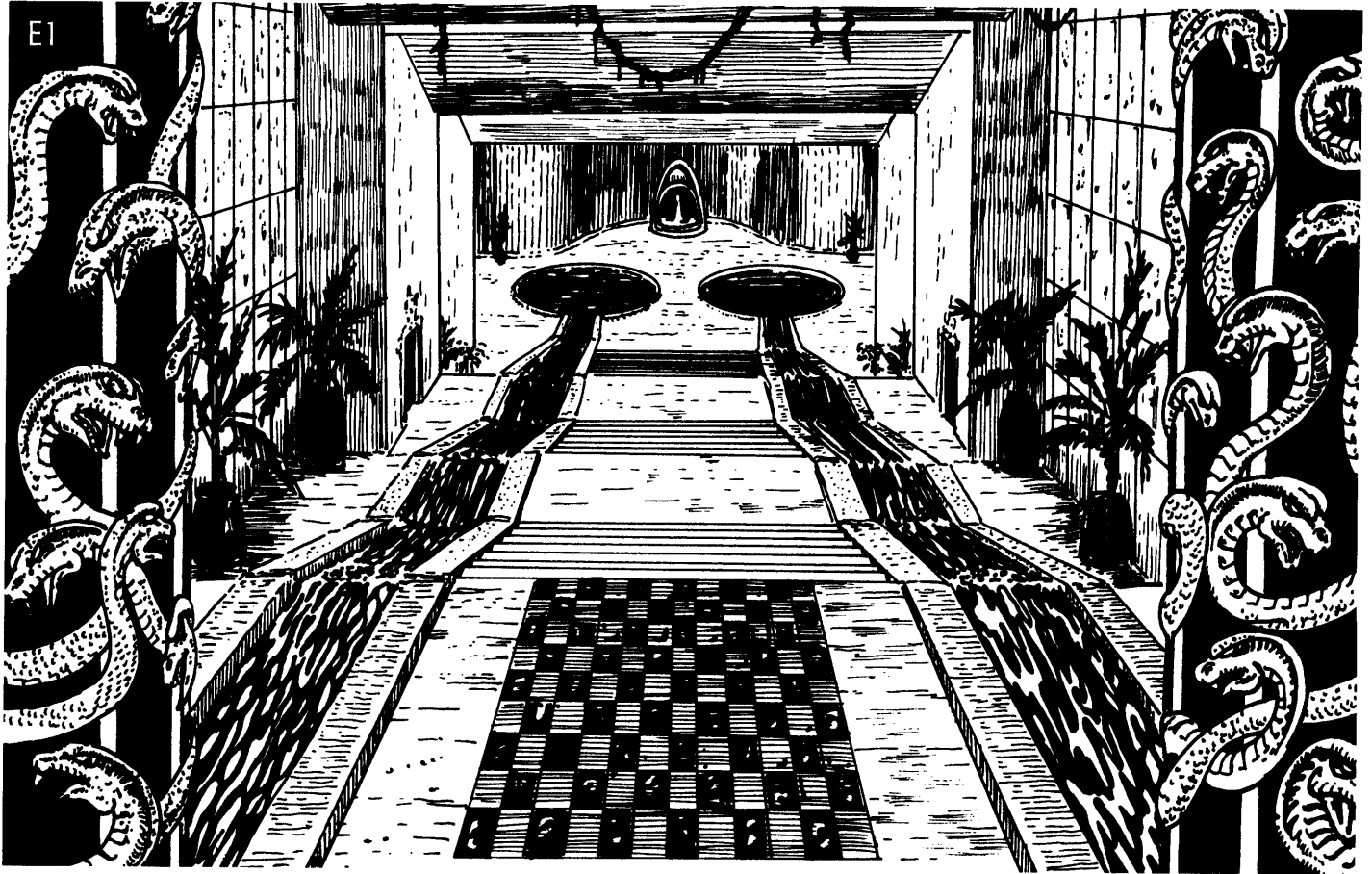


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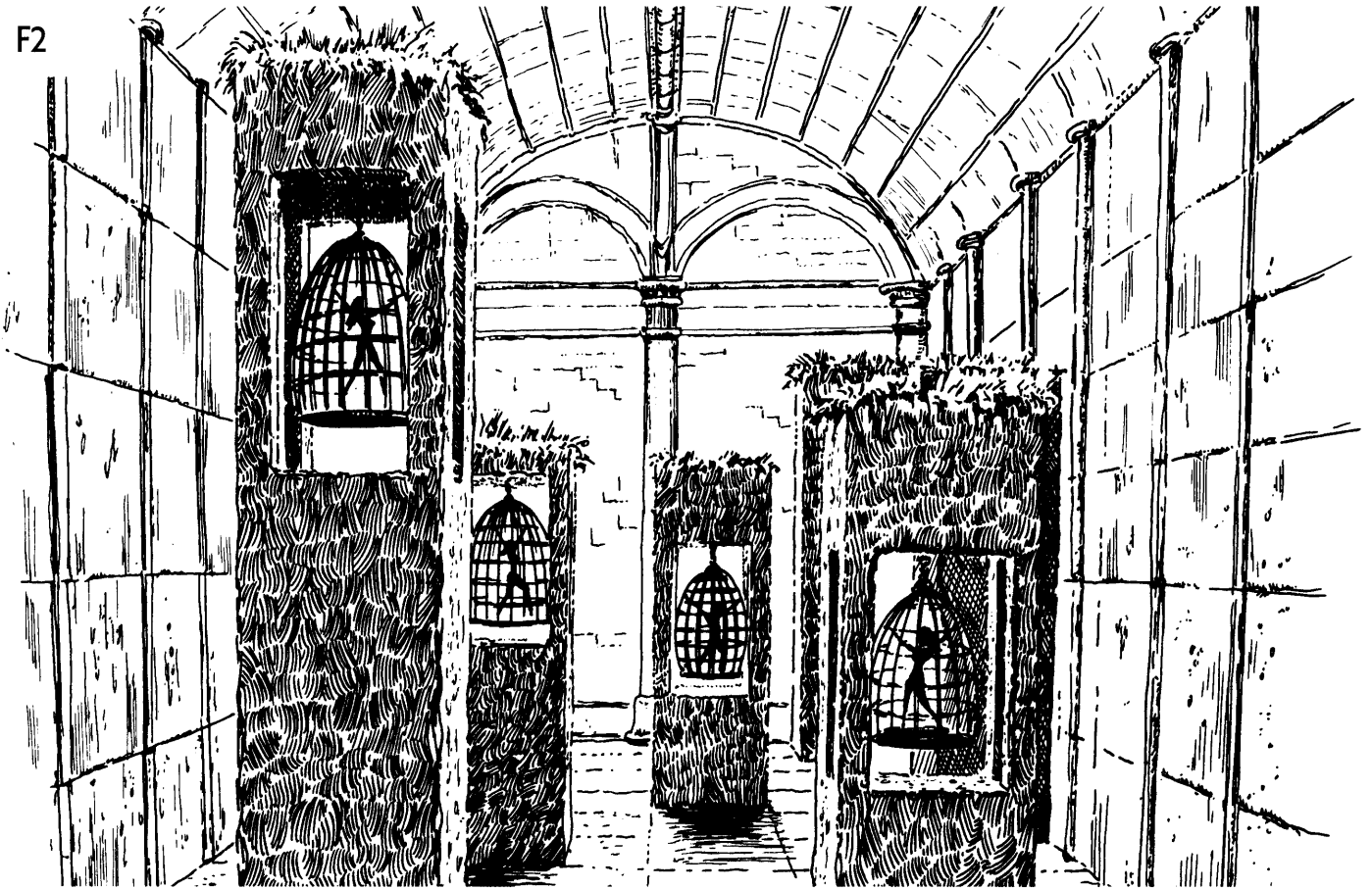


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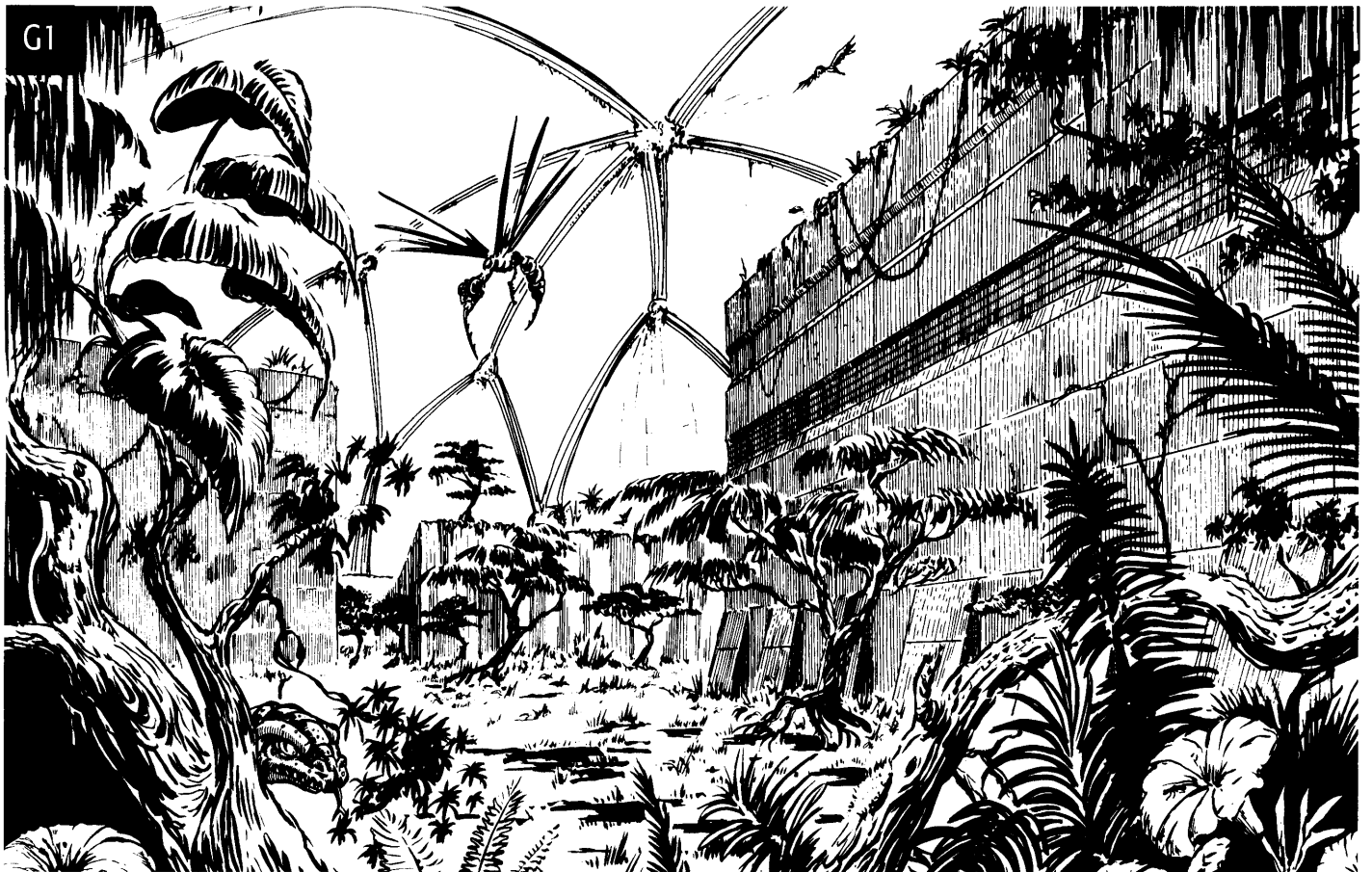




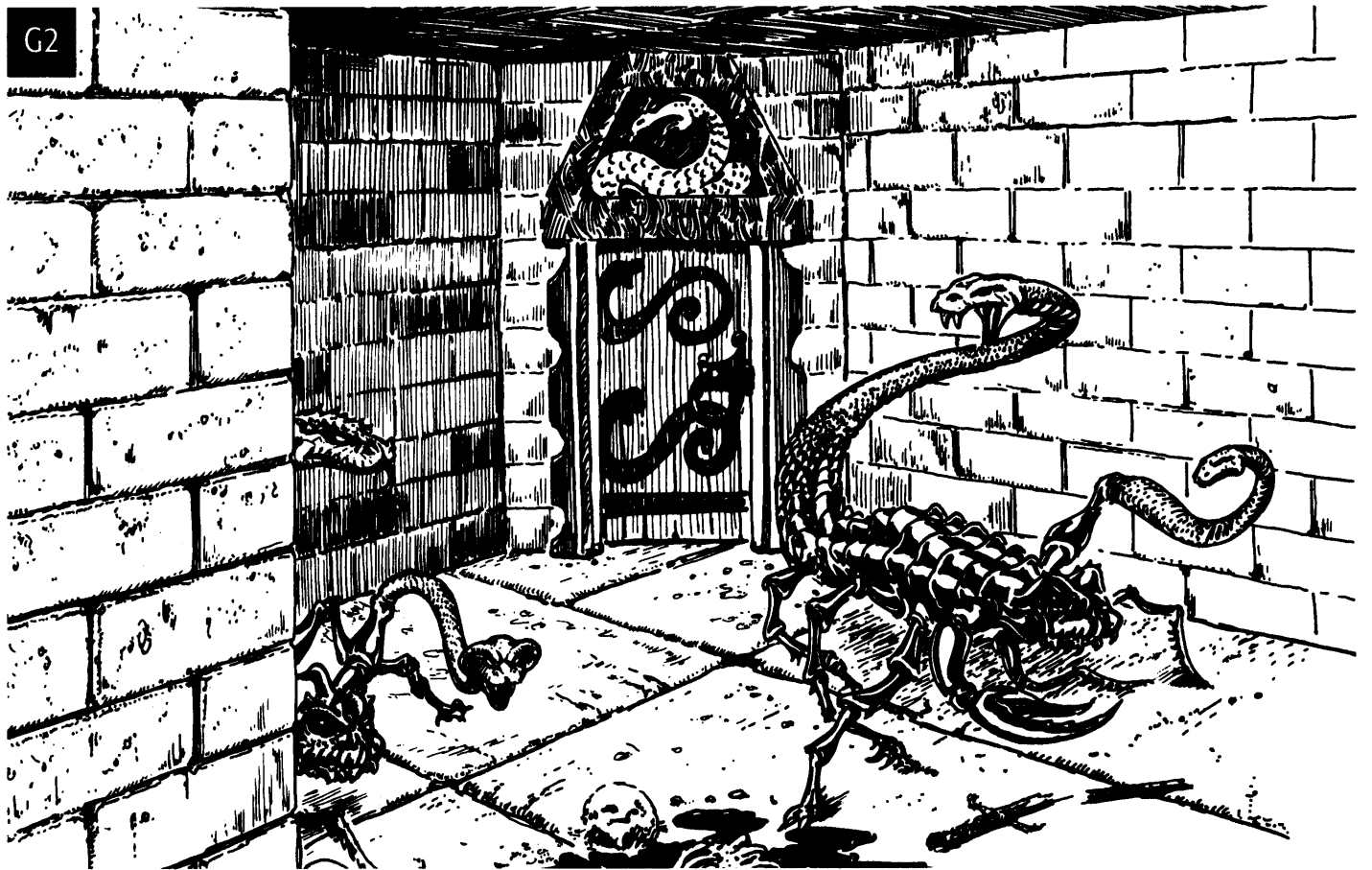
F2



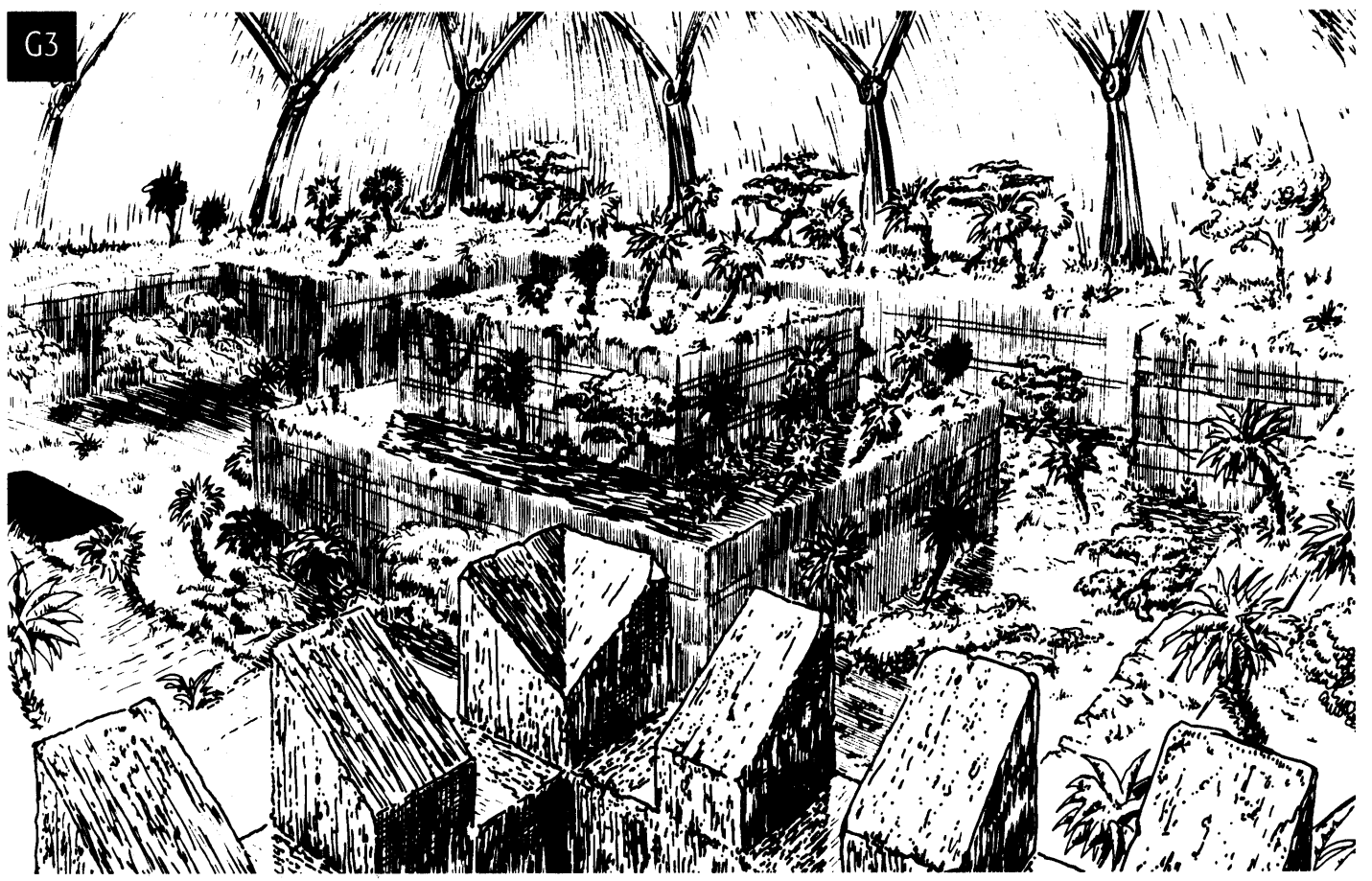
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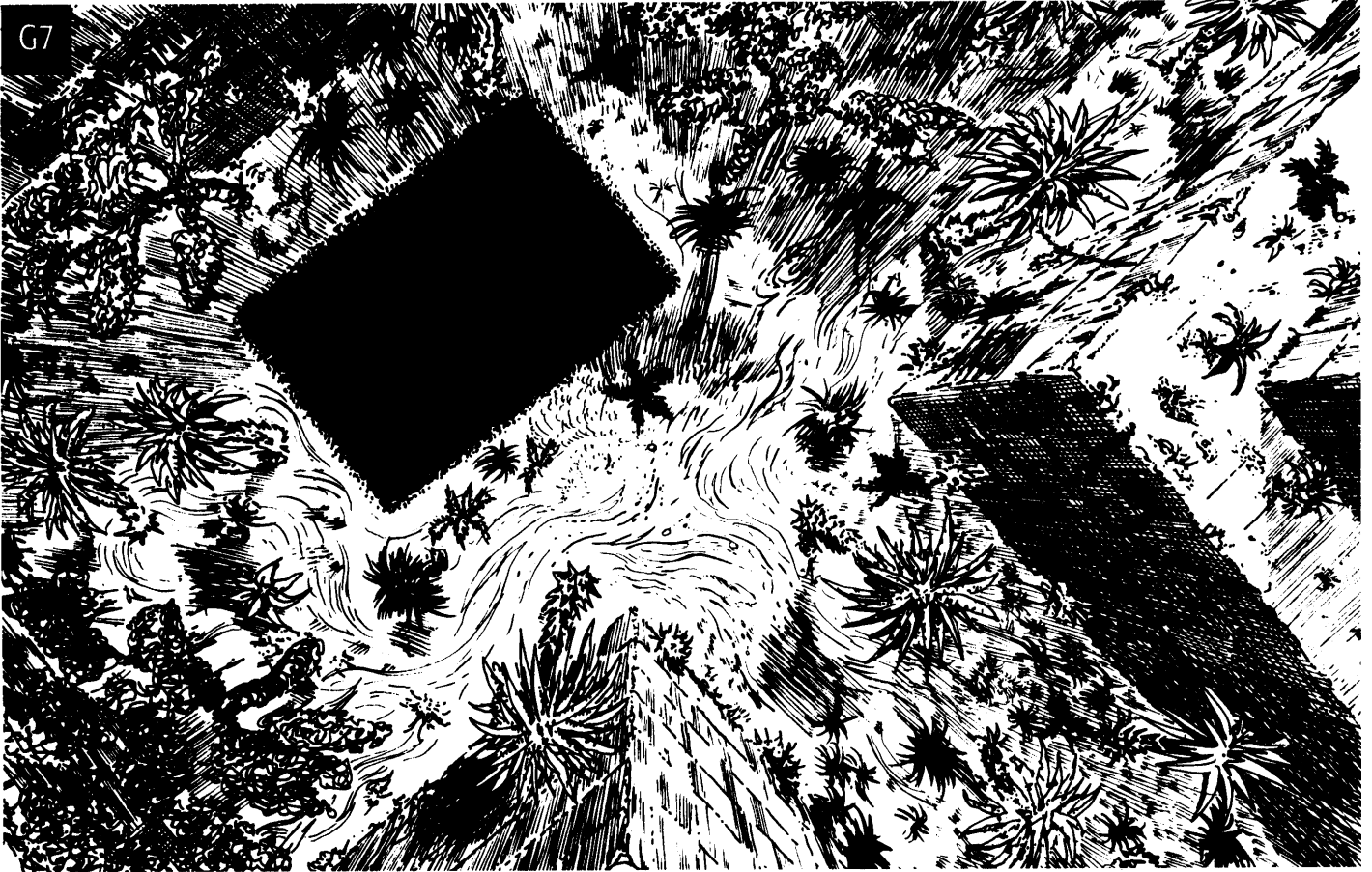
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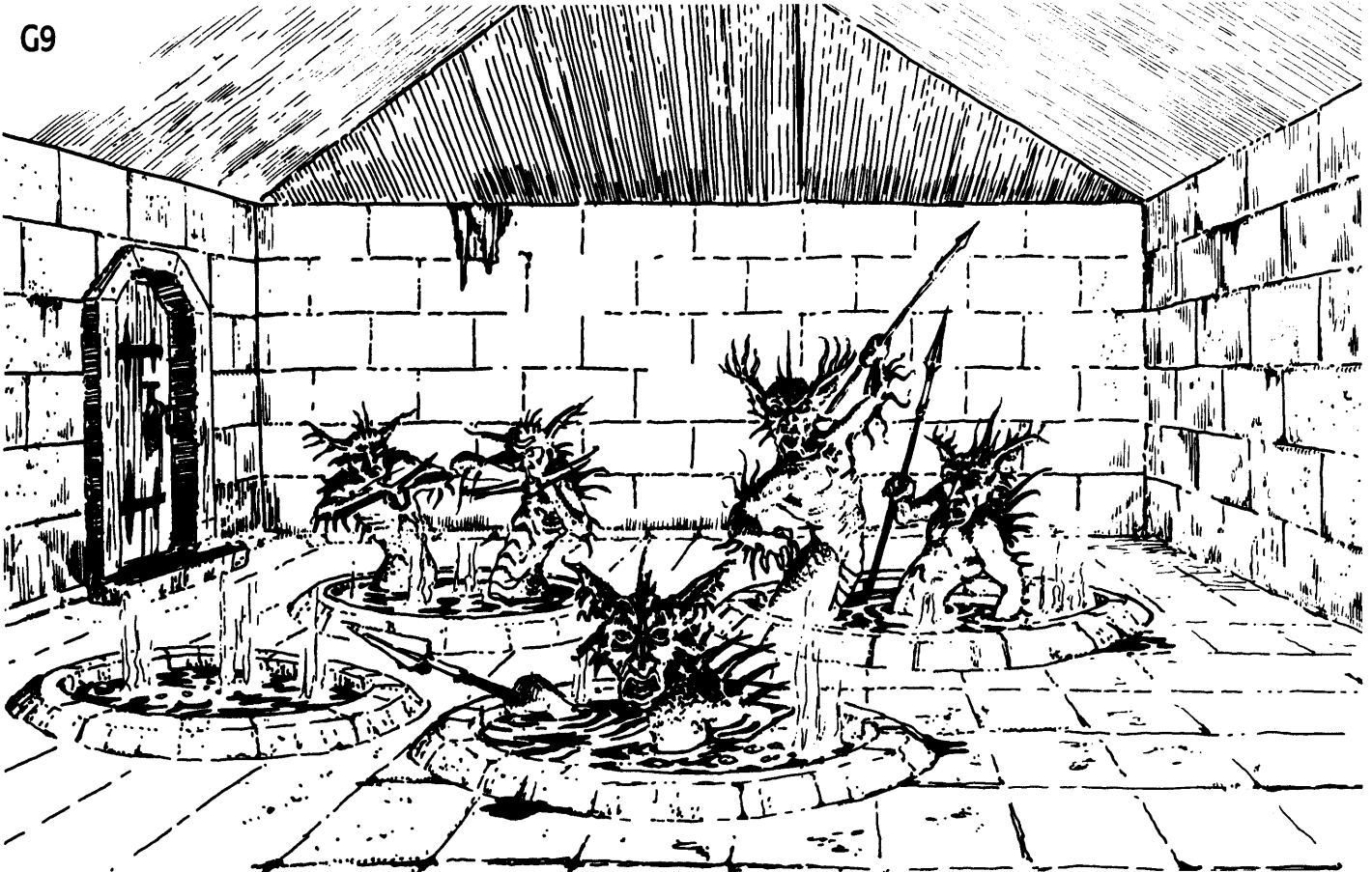
G3



G7



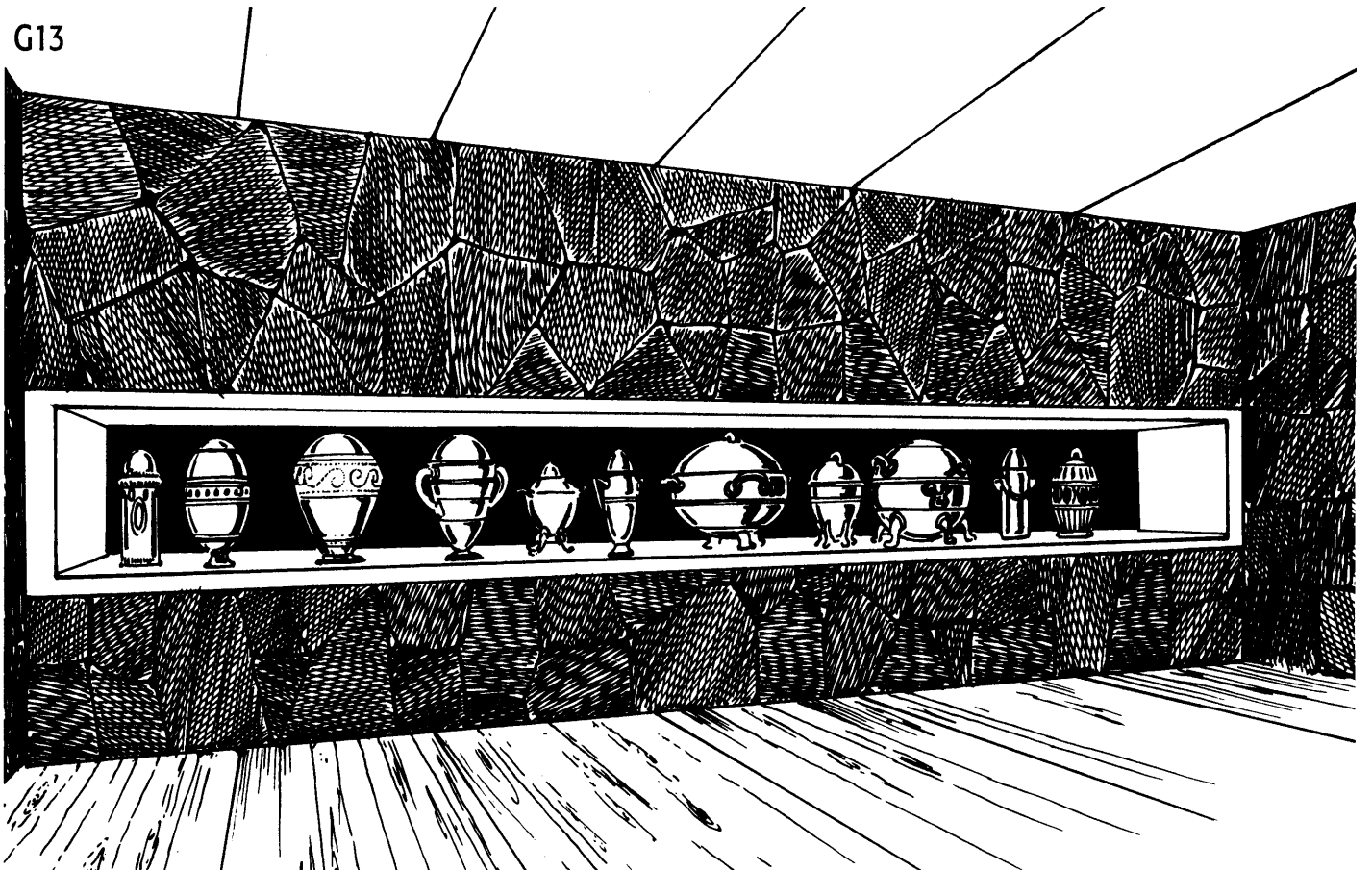
G9



G11



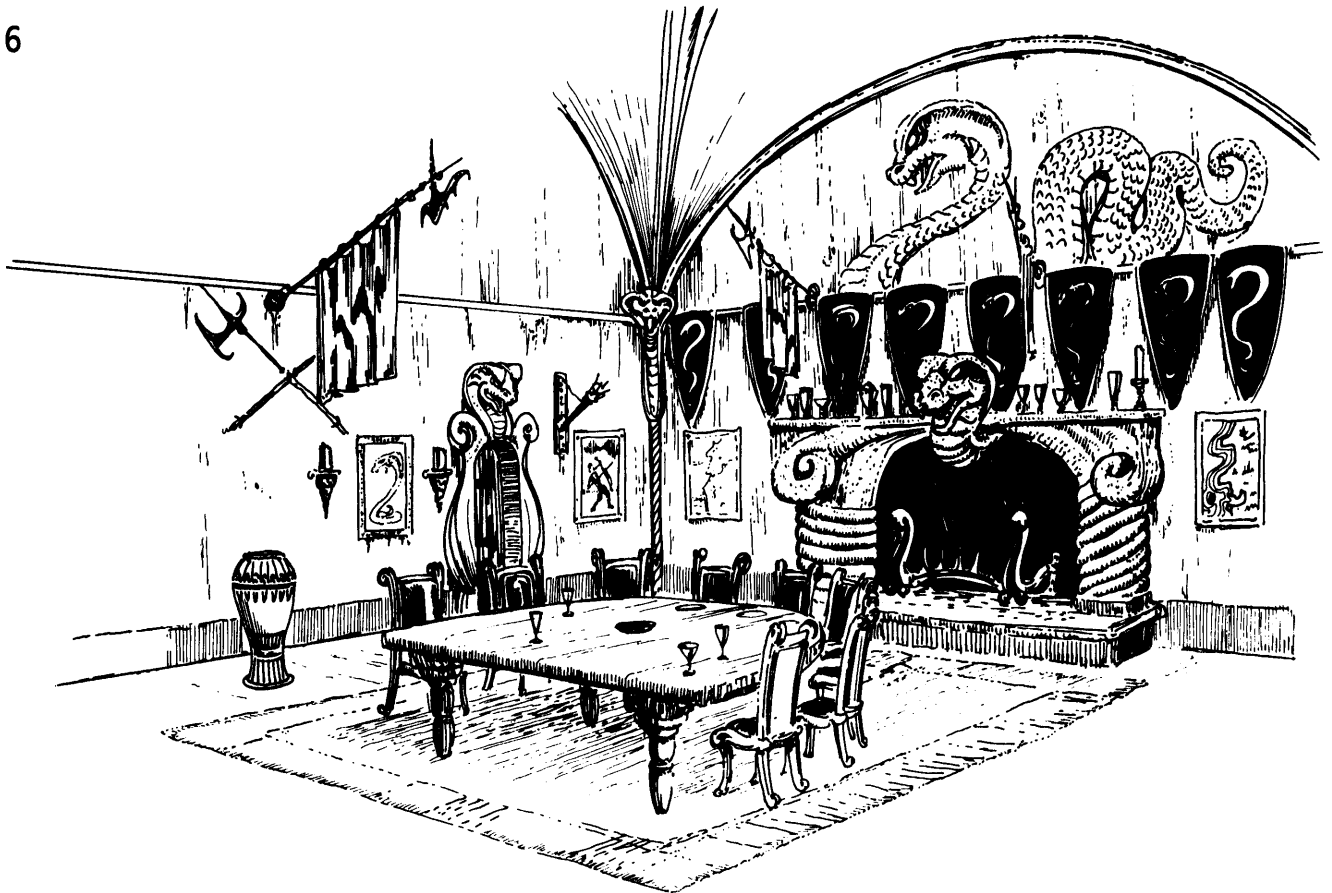
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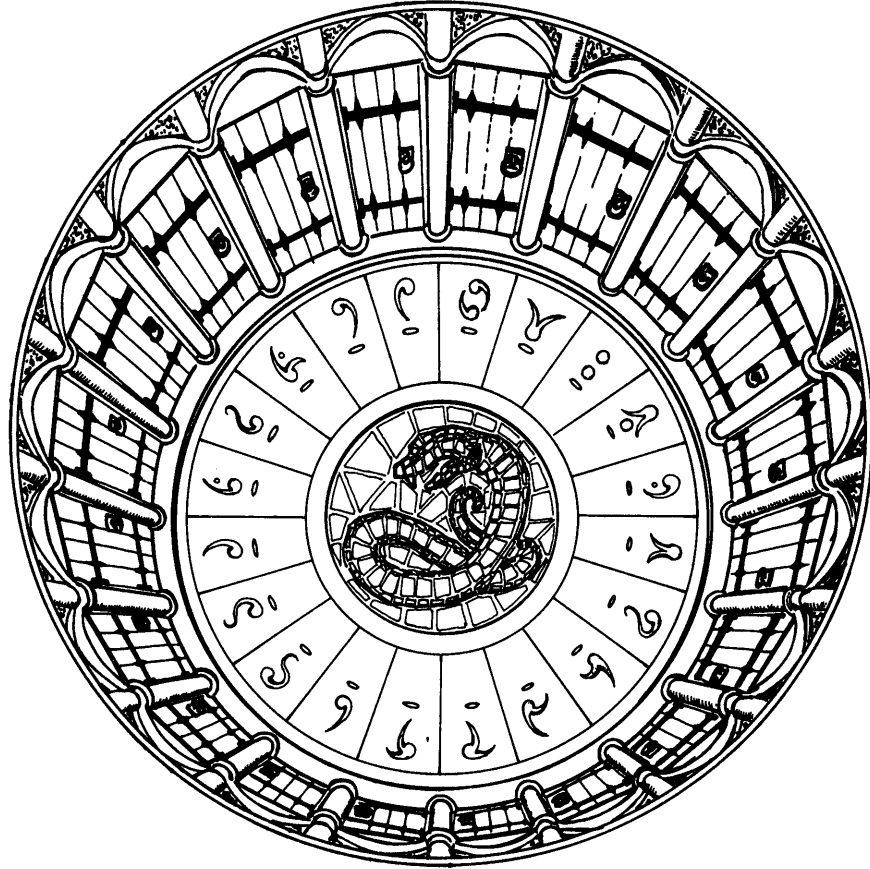
G15



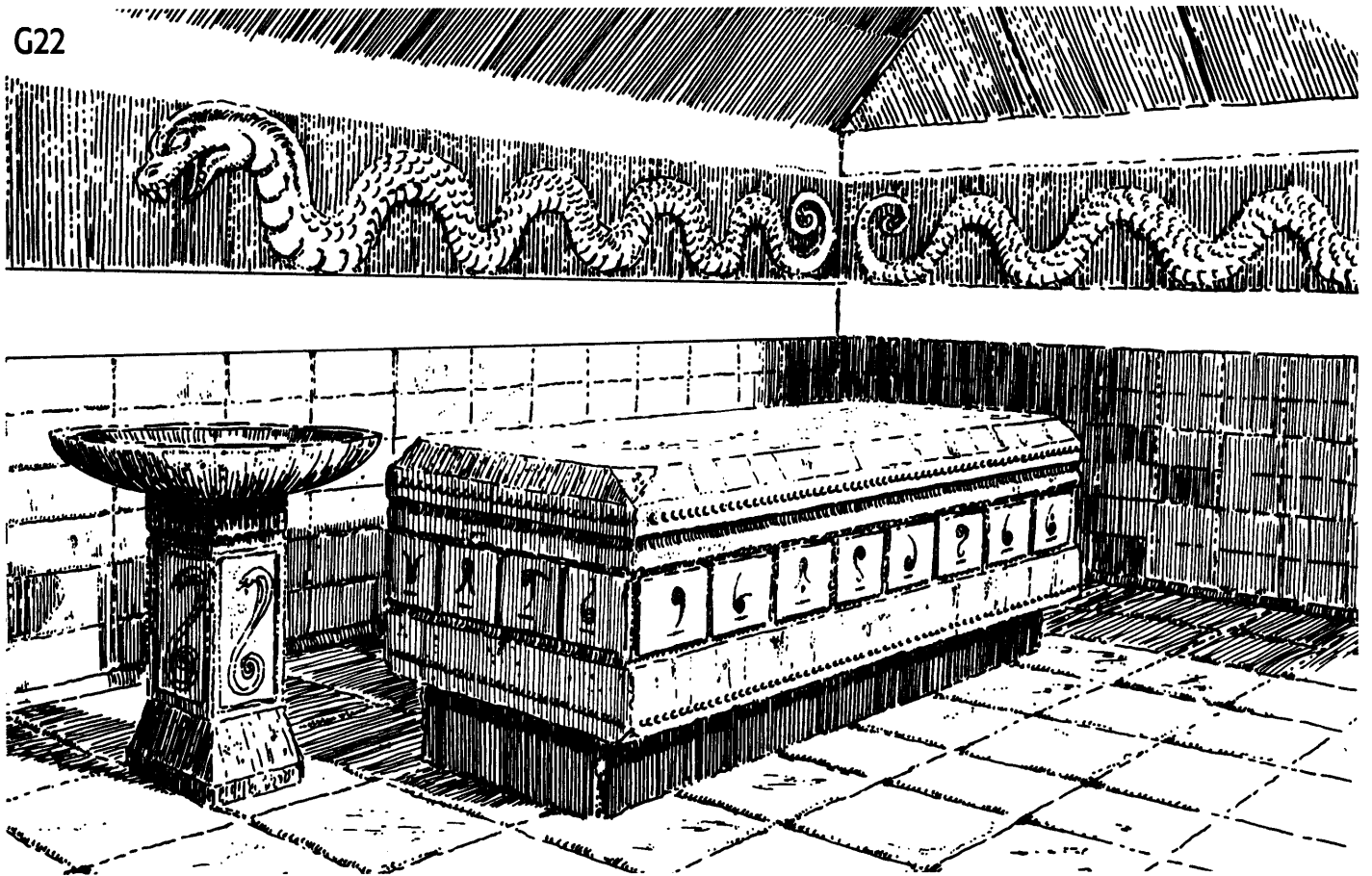
G16



G19



G22



Labyrinth of Madness

by Monte Cook

Scanned By: Jack D. Knight

Sinister, twisting images . . . Horrific nightmares lurking at the corners of the mind . . . These are descriptions used to tell the tales of the *Labyrinth of Madness*. But these tales of the labyrinth are only legends, really, nothing more than stories used to frighten children at night—until a mysterious scepter is found, bearing within its crystal head a visage of insanity and terror, and also delivering a message: “Disturb not the *Labyrinth of Madness* again, and live a while longer.” Now a powerful temple suffers from a tragic curse that is somehow linked to the labyrinth. Does there exist a group of heroes who can penetrate this dark and terrible place to lift the curse . . . and survive?

Labyrinth of Madness is a multiple-level, three-dimensional dungeon adventure, a puzzle within a puzzle, that commemorates 20 years of gaming with TSR.



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