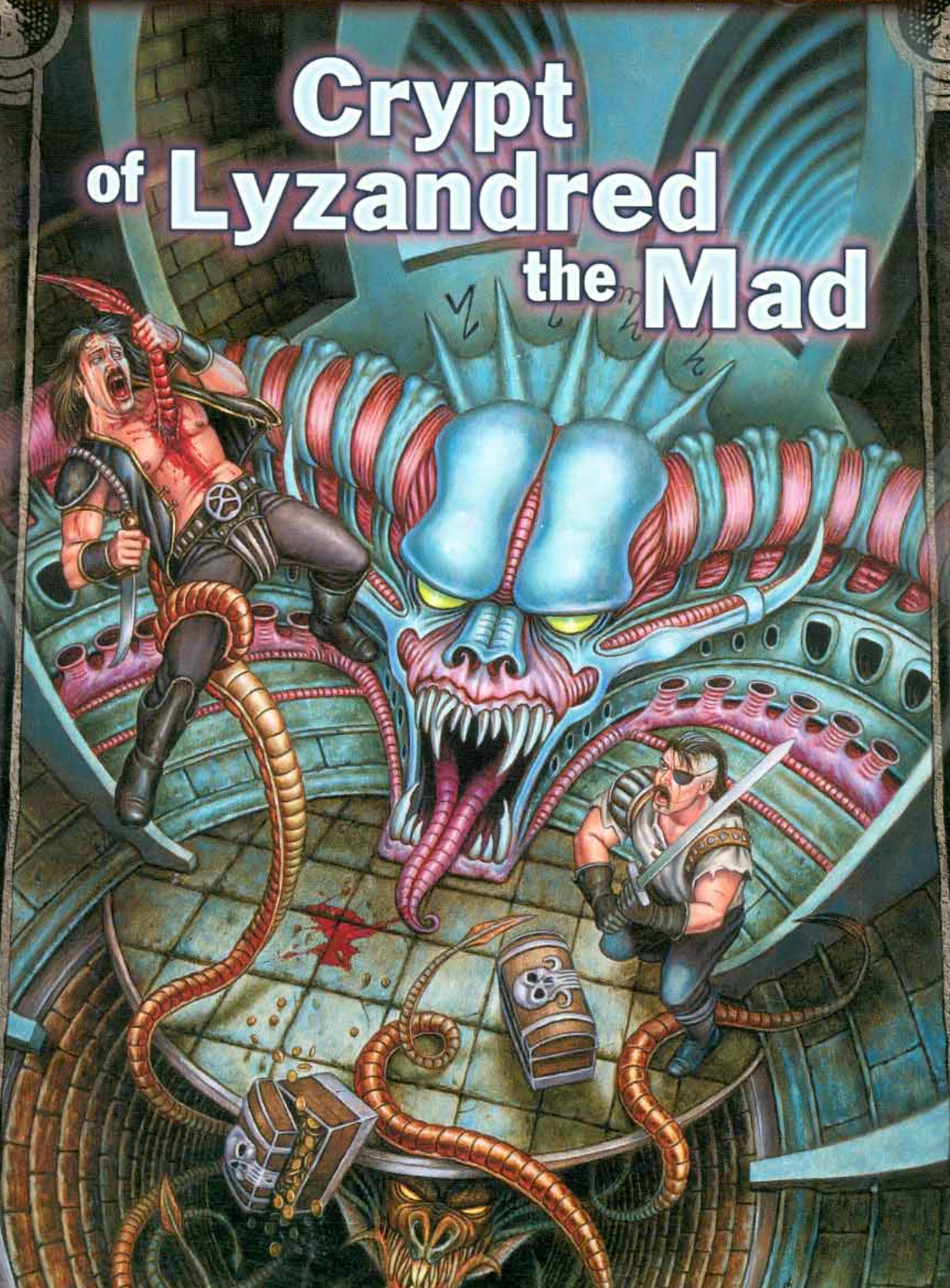


Advanced
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GREYHAWK

ADVENTURE

Crypt of Lyzandred the Mad



By
Sean
Reynolds

Advanced Dungeons & Dragons®



Adventure

CRYPT OF LYZANDRED THE MAD THE LOST TOMBS, VOLUME 2

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ACKGROUND

Most people in the Flanaess have heard of Lyzandred the Mad — a bogeyman, a never-seen threat, an undead wizard trapped in his own dungeon while he was still alive. To many, he represents the risks of becoming a lich: madness and eternal imprisonment in a cage of your own making. To others he is the embodiment of wizardly evil, a man who uses magic and treasure to lure the weak-minded and greedy into a snare where he can use them as toys in some incomprehensible game.

Lyzandred is more than all of those things. Undead, yes. Evil, possibly. Cunning, certainly. But the man who became the lich was a man with a noble purpose and an incredible mind, and he altered the course of history in the Flanaess.

LYZANDRED THE MAN

Lyzandred was born in a small town in the ancient Baklunish lands in the year 2066 BH (approximately -594 CY). Showing spellcasting potential, he apprenticed with the local hedge wizard, learning everything she could teach him. With friends, he went in search of knowledge and treasure, periodically returning home to share the bounty of his discoveries. But on one such visit he found his town mysteriously empty: Every man, woman and child had simply walked away. Tracking them was relatively easy, and he found that the townspeople had been taken without a struggle and sold as slaves to a Suel flesh trader. A man had used a *rod of beguiling* he'd found (or stolen) to acquire slaves cheaply. The townspeople were trapped by the *rod's* effects and went along with his requests, even putting on chains as part of his "game." By the time Lyzandred discovered this, his people had been sold to the temple of Pyremius and sacrificed.

From that day, Lyzandred swore to keep powerful magic items away from fools who would abuse them. He slew the slaver and stole the *rod*, hiding it where it would not be found. This became a pattern for the wizard — locate a powerful magic item, study its user, and take it away if he thought that person was dangerous. His discovery in 2106 BH (-555 CY) of a portal to a demiplane closely aligned with Oerth facilitated his personal quest, and he accumulated a remarkable storehouse of magical objects.

Unfortunately, through age, some side effect of the demiplane, one of his liberated items, or a combination of these, Lyzandred went slightly mad. His quest became an obsession and crossed the line into monomania. During a lucid moment he realized this, and locked himself away in the demiplane to avoid becoming the very sort of person he sought to destroy. He was not a direct threat to Oerth as long as he remained in the demiplane, so he pursued his quest through agents and remote sorceries; and he thought about what would happen to his plans after his death. He realized that the only way to ensure that his quest lived on after his death was to supervise from beyond the grave; he took up the study of how to become a lich.

LYZANDRED THE LICH

The wizard's studies were successful — in 2126 BH (-535 CY) the last of his natural life force was stripped away and he rose as a vessel powered by negative

energy. No longer hindered by a mortal lifespan, he scaled back his frantic work on Oerth and devoted more attention to his otherworldly home. If the worst offenders were those who hungered for magic and power, why not use those things as a lure and bring potentially dangerous people to him before they became a threat? The demiplane was suitable for building a secret labyrinth intended to trap and kill the unwise and the unwary. He created a permanent entrance and made it known through word of mouth and magic, tempting greedy or ambitious adventurers to test his creation. He refined and expanded the maze many times to make it more dangerous and deadly, each time luring in more victims to test it.

When the lich again turned his attention to Oerik, he was surprised and angered by what he found. Not content with the twin cataclysms that had destroyed the Suloise and Baklunish Empires, a group of Suel wizards had constructed five underground laboratories and were using the powerful leylines there to build artifacts of war intended to destroy their old Bakluni foes. Unwilling to witness another devastation, Lyzandred studied the activities in all five of the laboratories. When the time was right, he used a potent spell to pull a great meteor from the sky. Its fiery passage across the Oljatt Sea in 198 CY caused alarm in the Great Kingdom, and the lich found it amusing that it was interpreted as an omen meaning "wealth, strife and a living death." The meteor struck the eastern Abbor-Alz and shook the bedrock hard enough for an echo to be felt in the demiplane. Lyzandred timed the impact to occur while two Suel wizards tested spells simultaneously; the spells went out of control, overlapping each other and other magics at the site. The laboratory vanished from Oerth, taking with it one piece of an unassembled Suel war artifact, the *Doomheart*. The wizards at the other laboratories abandoned their research, intending to return later when they had dealt with the swelling strife in their homeland — strife that was in part created by the lich's magic. Lyzandred sent a minion to remove magical items from the abandoned locations and to mark each site with clues to the location of his labyrinth; if the Suel wizards returned, he hoped they would come to his lair, where he could deal with them personally. The minion only got into the two upper levels of each laboratory, but the lich was satisfied.

One group of adventurers in his tomb caught his eye. In 305 CY, led by a crafty young wizard of the Landgrafdom of Selintan, they navigated his riddles and defeated many of his guardians. Intrigued by the group, Lyzandred was delighted when they actually reached the outer chamber of his inner sanctum. The lich conversed with them through a projected image before dismissing all save the wizard, whom he saw as having great potential. The mage was Zagig Yrageme. Lyzandred told Zagig of his personal quest, the construction of the labyrinth, and the wonders of the demiplane. The young mage stayed with the lich for a short time and learned much, finally asking to leave and practice what he had been taught. Over time, Lyzandred watched Zagig gather knowledge and power, use that power to build a small town into a bustling city, and construct a strange multidimensional castle on a nearby hill. Unfortunately, the demiplane had planted the seed of insanity in Zagig; his behavior became more and more erratic. Fearing the damage his student could cause, Lyzandred contacted Zagig,

implored him to examine what he was doing and understand how he was a threat to all that he created. As with Lyzandred so long before, Zagig's thoughts clarified and he saw what he was becoming. He chose to leave his city and wander the planes, and that was the last day he was seen on Oerth as a mortal man.

The mad lich continues to tinker with his maze, adding and removing puzzles, traps and lairs. Content to weed out the greedy and dangerous inhabitants of Oerth, he no longer is interested in mentoring anyone, remembering the damage that was nearly wrought by his intervention. He has remained thus for almost 200 years.

THE DEMIPLANE

Lyzandred's demiplane is a flat realm that overlaps the Flanaess in many places. It has a yellow sun and a blue sky during the day, with Oerthly constellations at night — though they are not all where they should be. The demiplane is about 100 miles on a side and is almost entirely land, with a large lake in its center. A small chain of mountains runs near the lake, with the rest of the land covered in plains and light forest. It is populated by mundane animals, a few types of monstrous creatures, and a single intelligent race — kobold-like creatures, with deep green skin, that have the natural ability of regeneration. There are no true borders to the plane, as creatures traveling too far in any direction find themselves at the realm's opposite end; it is in fact possible (with some magical assistance) to stand at the peak of one of the demiplane's six mountains, look in one direction, and see yourself, standing on a mountain and facing away.

Certain Oerthly landmarks appear as mirage-like images in this place. Perceptive people can identify the landmark and (with the proper magic) step through to the corresponding Oerth location. This has a base chance of success equal to 30% + Int + the character's level if he or she uses a spell involving planar motion such as *teleport*, *dimension door* or *blink*; this assumes that the spellcaster intends the dimensional shift. If the caster doesn't intend a shift, the chance of its occurrence is only 15%. Of course, spells such as *plane shift*, *teleport without error* (when used to travel between planes) and magic items such as a *cubic gate* are 100% effective.

Very rarely (about once per year), the barriers between the worlds thin and the mirages become tangible, developing a purple tinge. At these times, a creature intent on crossing to Oerth can do so without magical aid. Natives to this plane avoid the purple-tinted mirages.

This overlapping effect negatively affects visitors' minds. Each day a non-native spends in this realm has a 5% (non-cumulative) chance of driving him insane (save vs. wands negates). The insanity is not readily apparent, for the disease progresses slowly and undramatically; the victim may become depressed, obsessed, paranoid, schizophrenic, or something altogether different. Persons already insane (from this effect or another source) are not subject to additional insanities, nor are undead or creatures without minds. A *restoration*, *heal*, *wish*, or similar spell cures the insanity. All native creatures are immune.

The origin and original purpose of this demiplane are unknown, though it is likely that it was created by some god now dead, forgotten or imprisoned. Lyzandred discovered it by accident and found it almost exactly as it is now, including the castle and the crystal sphere. He expanded the dungeons under the castle and recruited Crypt kobolds and monsters, but otherwise has not changed anything.

Effects on Spells

Other than the ability to travel to Oerth, the demiplane has few differences from Oerth as far as spellcasting goes; clerics of Oerthly gods are close enough to their home plane that they suffer no level penalties and have access to all spells and abilities they normally possess. The following types of spells (whether from wizards, priests or magical items) are altered:

- Conjunction/Summoning spells that draw forth real creatures (such as

the monster summoning spells) will only summon monsters native to the demiplane (see "Natural Inhabitants," below).

- Invocation/Evocation spells that have visible effects have a green coloration, regardless of what color they normally have.
- Divination spells have double the normal range.

NATURAL INHABITANTS

Should the adventurers escape from Lyzandred's labyrinth and explore the demiplane, use the following encounter tables for monsters:

Plains (roll 1d10):

- 1 Giant ants (1d10)
- 2 Fire beetles (1d6)
- 3–5 Crypt kobolds (5d4)
- 6 Giant rats (3d4)
- 7 Huge spiders (1d10)
- 8 Giant wasps (1d4)
- 9–10 Wolves (2d6)

Forest (roll 1d10):

- 1 Giant ants (1d10)
- 2 Fire beetles (1d6)
- 3–4 Crypt kobolds (5d4)
- 5 Giant rats (3d4)
- 6 Large spiders (1d10)
- 7 Giant wasps (1d4)
- 8 Wolves (2d6)
- 9 Gorgon (1)
- 10 Owlbears (2d4)

Mountains (roll 1d10):

- 1–5 Crypt kobolds (5d4)
- 6–8 Giant rats (3d4)
- 9 Basilisk (1)
- 10 Rust monster (1)

Crypt kobolds: AC 10; MV 6; HD 1/2; THAC0 20; #AT 1; Dmg 1d4 (hammer), 1d6 (hand axe) or by weapon; SD regenerate 1 hp per round; SZ S (3' tall); ML Elite (14); Int avg (8–10); AL LE; XP 25.

Notes: Crypt kobolds exist nowhere but on the demiplane Lyzandred has claimed for his crypt. They have grass-green, scaly skins; their eyes glow purple and their small horns are pale green. On Lyzandred's demiplane, they are as likely to be awake and doing things by day as by night (though they suffer a -1 penalty to attack rolls in bright light); if they are taken elsewhere, they become nocturnal. They have 60-foot infravision.

Lyzandred's kobolds do not often start a fight unless ordered to do so. If crypt kobolds do not outnumber their opponents by at least 8-to-1, they send runners to summon more kobolds. If crypt kobolds are reduced to a ratio of only 3-to-2 in their favor, or if their commander is killed or incapacitated, they must make a morale check.

Crypt kobolds on Lyzandred's demiplane have an unusual advantage. The lich keeps a close eye on happenings in his domain, and if more than 100 kobolds are killed by a single party of adventurers visiting the demiplane, he is likely to intervene, sending larger, more dangerous creatures to deal with the threat. In this case, the kobolds happily retreat from the battle.





THE CRYPT

The crypt is located under a squat castle on one of the mountains. The castle was built for man-sized creatures, and already had a dungeon when Lyzandred discovered it. In that dungeon Lyzandred found the chamber of the crystal sphere, which he adopted as his main residence. The outer castle is inhabited by a force of 100 kobolds, several human and demihuman liegemen, and several minor golems created by Lyzandred to serve the inhabitants and keep the castle clean. It has a front gate of iron and its two towers each have a large ballista. The minions sleep in the castle's bedchambers, while the kobolds live in tents in the castle courtyard.

Lyzandred's liegemen and -women are adventurers who nearly died in the crypt and bargained with the lich, exchanging service for their lives and eventual release (see "Death in the Crypt," below). They direct the kobolds, oversee new dungeon construction, and act as Lyzandred's agents on Oerth. Most liegemen are of level 4–8, although he is served by one 12th-level wizard and a 11th-level cleric of Lendor.

The crystal sphere acts as a *globe of invulnerability* for any spells cast outside it (spells within it operate normally); its inside surface acts as a *mirror of mental prowess* (unlimited usage for scrying within the demiplane, but only 3 hours per day when viewing other planes). The sphere is intangible and translucent when empty, but an occupant may command its outer surface to become opaque and solid. In such a state, it saves vs. all spells with a 4, is AC 2, and has 100 hit points (spells and items cannot be cast or pass through the sphere when it is solid).

The dungeons (and some of the rooms in the dungeons) also suffer from the demiplane's "looping" effect — going off the map in one direction brings you back in on the opposite side. That, along with the unusual nature of room-to-room travel within the crypt, makes it difficult to accurately map the place.

Most adventurers entering the crypt of Lyzandred come through the one stable portal in the Flanaess, located in an otherwise unremarkable cave in the central Abbor-Alz mountains. Those entering the cave find themselves in an encounter in one of the crypt's rooms, with no idea of how they got there. They are unaware of the castle or the demiplane, just the seemingly endless rooms of puzzles, traps and monsters.

There are three "levels" of the dungeon. The first is the level in which most adventurers arrive; this level has 40 linked rooms. When all 40 rooms have been explored, the characters find an exit in the 40th explored room leading to the next level, which has ten rooms. This level has the most difficult puzzles, traps, riddles and encounters. When all ten of those areas are explored, the adventurers find an exit leading to the third level, which is where Lyzandred waits in his crystal sphere, watching the progress of his victims, as well as events all over Oerth. There are several exits from this third level; some lead up into the castle; some lead elsewhere in the demiplane; and some lead to points on Oerth.

Lyzandred's tomb is very old, and the lich has been refining and adjusting some of the same traps for centuries. For the sake of brevity and from a

desire to avoid forcing extraneous boxed text on the DM, the bare essentials of the encounters have been detailed, but by no means are these the only observable details. Some of the props are worn or abused as if by countless experimental adventurers in centuries past. The scenery likewise can be marred, with piton holes in the floor or walls, scratches or chips on statues, burn marks on items, and similar evidence that people have been here before. Everything that isn't a replica of a modern location gives a sense of great age; the costumes and architecture are often drawn from Lyzandred's recollections of ancient times. This adds to the place's atmosphere and can help distract players from the labyrinth's true threats.

Certain clues can be used as recurrent themes in the labyrinth — puzzles with solutions that can be depicted visually (such as encounters E5, E10–E13, and E15) might be scratched on a wall, door or other surface in another encounter, etched by a previous explorer trying to help any who follow.


RANDOMIZATION

The Crypt of Lyzandred is always changing, and this module has been designed to allow for that. There are a total of 100 encounters listed for the crypt and 50 rooms to put them in. Encounters can be puzzles, traps, or generally weird. They can be placed in any order in any of the rooms, thus creating an incredible number of variations. Read through the encounters and decide which ones are appropriate for your campaign, taking into account power level, difficulty and flavor. There are enough encounters to allow you to replay this adventure twice without creating new material.

The puzzles are classified by type so that you may tailor the dungeon to your tastes. Encounters 1, 2, 7–13, 23, 27, 28, 31–34, 37, 38, and 47 are math puzzles; encounters 14, 16, 29, 39, 40, 41, 43, 45, 46, and 50 are riddles; encounters 3–6, 10–13, 15, 17–22, 24–26, 30, 35, 36, 42, 44, 48, and 49 are logic puzzles. There is some overlap between logic and math puzzles.

THE ROOMS

Lyzandred has taken advantage of the demiplane's nature to create encounter-rooms that mirror actual locations in the Flanaess; a customized spell he created allows him to tune certain rooms to their Oerthly equivalents and "anchor" them there. Thus, if some adventurers enter a room that looks like the throne room of the Great Kingdom, that is because they are in a replica only a hair's breadth away (dimensionally speaking) from the true throne room. Because the demiplane perfectly overlays the Oerth location, there are none of the mirages occasionally manifested by places in the demiplane outside the crypt. However, there is still a small chance that a dimension-using spell such as *dimension door* transports the user to the equivalent location (and time) on Oerth. To her companions in the Crypt, a mage who uses such a spell simply vanishes and does not reappear; she finds herself alone in the new location and time.



Unless otherwise stated, the rooms in the crypt are all 100 feet square with 20-foot ceilings. Any scenery is illusory; any plants are magically sustained. If characters explore an apparently large area (such as the locations which seem to be out of doors), various results occur, depending on what you as DM think is appropriate for the encounter. For example, characters that wander off in an outside scenario might “loop” around and reach their starting position again, or they might encounter an unscalable cliff wall, or a batch of thorn bushes that regenerate quickly, or (if traveling upward) they might feel the air thin or their *fly* spell weaken. Thrown or propelled items should obey the confines of the room; they might appear to deflect in midair, or they might seem to land far away but be found closer than expected.

Characters attempting to break through walls with mining tools or magic must go through at least 20 feet of stone before reaching an access corridor or another room (there are many additional non-encounter rooms in the upper dungeon levels, but they cannot be easily accessed from the encounter-rooms, and so have not been included on the maps). Note that Lyzandred observes groups in the dungeon at all times (he doesn't sleep, being undead), and he is likely to send minions, kobolds or monsters to attack characters that try to “break the rules.” He is not above casting a *disintegrate*, *transmute rock to mud*, or *symbol* spell to disrupt their progress, even if it means burying his own minions or destroying part of the dungeon — he has a reputation to uphold, after all. However, he prefers that such troublemakers run into a large armed force and “voluntarily” return to the maze.

THE EXITS

Each room is different and changes over time (for example, when the lich chooses to add a new puzzle), so it is not easy to establish permanent exits in a room that fit each of the 100 encounters the DM might place in a room. Thus, Lyzandred has again taken advantage of the demiplane's nature and has created several teleport-like exits for each room. He then modifies each encounter's exit portals for each room's configuration. An exit may look like a door, or a window, or a pool of water or even something as unusual as a piece of jewelry or a fruit.

The puzzle-encounters (encounters E1–E50) have exits that are activated only under two conditions: (1) the puzzle is answered correctly, or (2) the guardian creatures that act out the puzzle are defeated. If neither condition is met, the exit portals are not apparent and do not work, and the characters remain trapped. All non-puzzle encounters (encounters E51–E100) work in one of two ways, depending on your personal preference as DM: (1) the exit portals are always active, so characters hard-pressed in battle can activate an exit and escape as one of their actions for that round, or (2) the exits only activate when the traps have been bypassed (for a trap room) or all monsters have been defeated (for a monster room). This prevents characters from just buzzing through especially dangerous areas when they've gotten themselves in over their heads (as may happen: Lyzandred's tomb is supposed to be incredibly deadly).

If an exit portal is active, it glows with a faint green light. Manipulation of the exit object draws the character into the room linked to that portal. Different exit portals work in different ways — a character jumps into certain pool exit portals, and drinks from others. Similarly, a fruit exit portal is picked up or eaten, and a ring exit portal is placed on the finger (portable items linked to exit portals do not disappear when a character uses them: To other characters the individual who just used the portal vanishes and the ring or fruit falls to the ground or returns to its original site). The exit portal that leads back to the room the party just left glows more brightly than the others. When players have entered all the rooms on a level, the exit portals in the final room lead to the next lower dungeon level. They appear as magical glowing stairways that lead through a magical shaft and do not resemble the other exits at all.

As each room on the map may be associated with any of a hundred

encounters, the number of exits for a particular encounter has not been specified. If an encounter is assigned to a room that only has two exits on the map, the third and fourth exit in the encounter description are not active, will not glow as exits, and cannot be used to transport characters. Alternately, any such “unused” exits can lead back into the room the characters are leaving.

The transport effect can vary from exit to exit. Some exits, when used, are perceived as glowing corridors along which a character automatically slides until he is spit out in a new area on the other end. Others make a character feel intangible, and he falls through the floor or rises through the ceiling into another room. Others make a character fall asleep, and he wakes in a new area.

To determine to which room an exit leads, look at the room on the map and start at the 12:00 position (straight up). The exits listed in the encounter description are listed in clockwise order from that position. Thus, for room 43, which has an exit at the 12:00 position, that exit is the first exit listed in the encounter, with the second, third and fourth being clockwise from there. Room 48, which has no exit at the 12:00 position, starts with the first exit clockwise from 12:00.

It should be noted that some of the lines connecting the rooms in the labyrinth cross over each other. This does not mean that the paths intersect; the exits are magical teleporters and the intervening space is not physically crossed. One cannot change directions at intersections, and characters traveling one path are unaware of the other.

THE PUZZLES

The riddles and puzzles in this adventure have been carefully chosen to avoid reliance on real-world languages for their solutions; for example, there is no reason a native of Furyondy would know that “live” is “evil” spelled backwards. DMs who have detailed the languages of Oerth may choose to create puzzles based on those languages, but nothing of that nature has been included here.

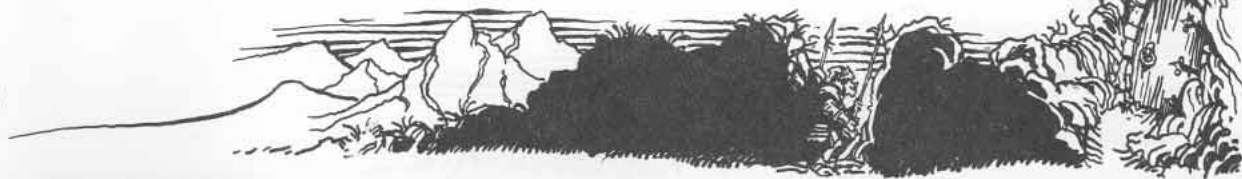
For many of these puzzles, most of which are drawn from classic sources on Earth, several correct answers may exist. If this is the case, reward your players for discovering valid answers that aren't presented here — they should not be penalized if their answer isn't the one provided but fulfills the puzzle conditions. Some of the puzzles (such as encounter E4) have only mundane solutions given, but magical means may solve them and such ingenuity should be rewarded — characters that carry three *reduced* animals across in the boat at the same time, or use *fly* spells to ferry them across have solved the puzzle just as effectively as those that reasoned out the classical answer.

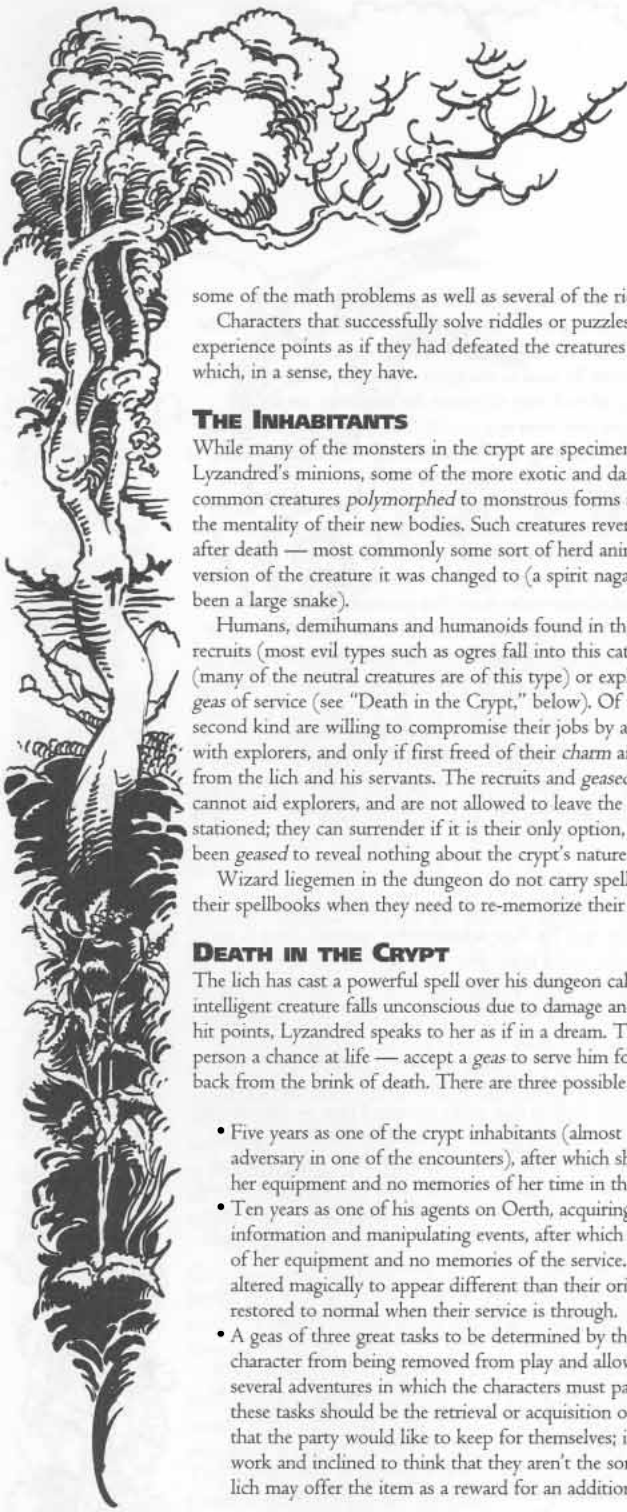
Spells such as *augury*, *contact other plane*, *legend lore*, *vision*, *divination*, and *commune* can be helpful in getting answers to the riddles and puzzles. Depending on the nature and level of the spell, the spellcaster may gain anything from a vague hint to a direct answer to the problem at hand. Note that intelligent participants in the puzzles are typically *charmed* or *geased* to conceal the answers, so asking them doesn't help (although *ESP* or similar spells or psionic ability might work on an unsuspecting victim).

If the players have problems with the mental challenges of the crypt, the DM may wish to allow an Intelligence check for a hint to the puzzle; characters with backgrounds in riddles or proficiencies such as local history or ancient history can be allowed such checks if necessary. Players that rely on this such help instead of their own brains should have penalties to their rolls or not be allowed such help at all. Furthermore, a player with a character of low Intelligence should be discouraged from answering difficult questions.

Many of the questions are based on mathematics, whether it is probabilities, proportions, or even simple algebra. Characters with backgrounds in such studies (alchemists, gamblers, bankers and some wizards) can be allowed Intelligence rolls for hints on how to reach the answer. The more complex solutions have been written out to allow DMs to give partial hints.

If players are having an easy time with the mental tests, require them to explain their answers or provide more than one correct answer (this works for





some of the math problems as well as several of the riddles).

Characters that successfully solve riddles or puzzles should be awarded experience points as if they had defeated the creatures in that encounter — which, in a sense, they have.

THE INHABITANTS

While many of the monsters in the crypt are specimens transported by Lyzandred's minions, some of the more exotic and dangerous ones are simply common creatures *polymorphed* to monstrous forms and allowed to assume the mentality of their new bodies. Such creatures revert to their natural forms after death — most commonly some sort of herd animal or a mundane version of the creature it was changed to (a spirit naga might have originally been a large snake).

Humans, demihumans and humanoids found in the crypt are either willing recruits (most evil types such as ogres fall into this category), *charmed* victims (many of the neutral creatures are of this type) or explorers willingly under a *geas* of service (see "Death in the Crypt," below). Of the three types, only the second kind are willing to compromise their jobs by acts such as parleying with explorers, and only if first freed of their *charm* and promised protection from the lich and his servants. The recruits and *geased* servants will not or cannot aid explorers, and are not allowed to leave the rooms in which they are stationed; they can surrender if it is their only option, although they all have been *geased* to reveal nothing about the crypt's nature.

Wizard liegemen in the dungeon do not carry spellbooks; they are lent their spellbooks when they need to re-memorize their spells.

DEATH IN THE CRYPT

The lich has cast a powerful spell over his dungeon called a *dying call*. If an intelligent creature falls unconscious due to damage and reaches -8 or fewer hit points, Lyzandred speaks to her as if in a dream. The lich offers the dying person a chance at life — accept a *geas* to serve him for a time and be brought back from the brink of death. There are three possible types of service:

- Five years as one of the crypt inhabitants (almost always as an "actor" adversary in one of the encounters), after which she is released with all of her equipment and no memories of her time in the crypt.
- Ten years as one of his agents on Oerth, acquiring items, discovering information and manipulating events, after which she is released with all of her equipment and no memories of the service. Such minions are altered magically to appear different than their original selves, but are restored to normal when their service is through.
- A *geas* of three great tasks to be determined by the lich. This keeps the character from being removed from play and allows the DM to generate several adventures in which the characters must participate. At least one of these tasks should be the retrieval or acquisition of a powerful magic item that the party would like to keep for themselves; if impressed with their work and inclined to think that they aren't the sort to abuse power, the lich may offer the item as a reward for an additional quest.

A dying character only has two rounds (until they reach -10 hit points and die) to make a decision. If they accept, they are *teleported* to the castle to be healed, *geased*, and trained in their new master's service. If they refuse, the spell ends and they die a normal death.

When faced with death, a surprising number of people have chosen to serve the lich, especially those selfish or crafty types who value their lives too greatly or think they can outwit the *geas* spell.

THE SCAR

All creatures that make it into the crypt find a black scar of Lyzandred's personal symbol on the back of their left hand (or paw), appearing as if burned there. None remember how they got the scar. When they cross from Oerth into the demiplane, they pass a portal decorated with multiple *symbols of stunning and sleep*. The stunned or sleeping characters pass into a room in the castle, are branded by gnomes and then pushed through another portal which causes them to forget the previous five minutes. The characters awake or come to their senses in the first room of the labyrinth, unaware of their scars' origin. Note that all *geased* liegemen of Lyzandred in the demiplane bear this scar.

TREASURE

While the lich is careful about distributing dangerous magic items, he rewards those that show skill and wit in his lair. Thus, encounters that are successfully resolved often have small caches of treasure: mostly coins, gems or jewelry, though it is not uncommon to find a minor magic item or two. These items are in the possession of creatures associated with the encounter, and any magical items are used in combat if possible (treasure items are presented as a reward to puzzle-solvers by the "actors," usually in a small chest or large bag of fine cloth).

With any room treasure, there is a 20% chance that a bit of lore about Lyzandred from the introduction is included on a scroll or small book, engraved on a metal disk, painted on a vase or in some other unusual form. By the time the characters reach Lyzandred they should have most of his story and a good idea of what to expect.

Roll on or choose items from the table on the facing page for treasure (note that magical items will be plainly labeled and command words recorded).

FALSE TOMBS

Almost every folklore source refers to Lyzandred's tombs in the plural, yet he has only one true tomb. The lich likes to play tricks, and so in every major mountain range in the Flanaess he built smaller dungeons (of 1d8+2 rooms) that are obviously labeled (quite often in Common above the entrance to the cavern) as the Tomb of Lyzandred. These use the same encounters as his true dungeon, but do not loop and are not linked to the demiplane. The lich does have a *dying call* spell on the false tombs as well, and gets occasional recruits from them, especially as he tends to put the more lethal traps in these false tombs to eliminate those stupid enough to think that his secret tomb would be labeled. Those who survive these places are often *teleported* to the true tomb by the lich to see how clever they really are.

LINKS FROM STAR CAIRNS

If you have run *The Star Cairns* adventure, the first of the Lost Tombs series, you and your players are probably wondering about the strange runes that floated in the air in the top levels of the four known cairns. These runes are clues on how to find the entrance to the true tomb of Lyzandred. Each location features a large rune resembling an L (the lich's personal rune) and one of several smaller runes in different positions around the large one. If all of the L runes are superimposed, the smaller runes identify landmarks around the Abbor-Alz, and the dot beneath the central rune indicates the location of the cave.

If your players cannot decipher the runes — and they were deliberately made obscure by Lyzandred — and you intend them to reach this adventure, a knowledgeable sage in any large city can identify the various runes, their meanings, and explain that they all can be associated with sites near the Abbor-Alz.

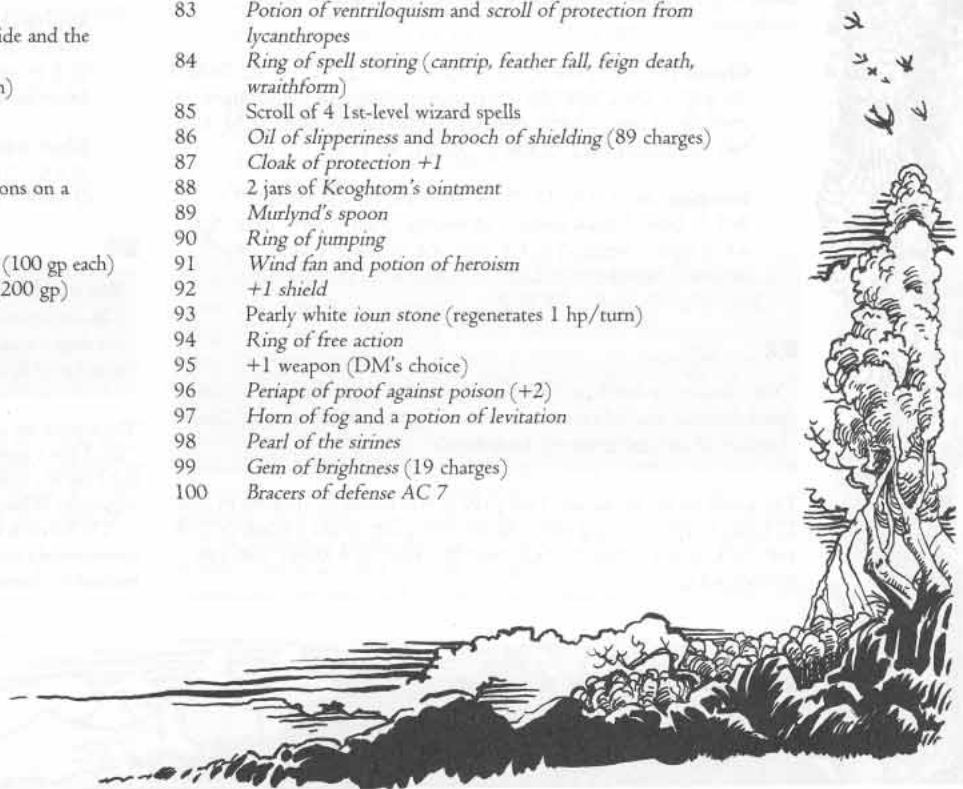
TREASURE TABLE

1d100 Treasure

1	4d10 gp from the ancient Suloise empire
2	10d10 gp
3	30d10 sp
4	10d10 gp and 5d4 pp
5	3d8 pp, 4d10 gp and 10d10 sp
6	5d4 pp
7	10d10 gp and 10d4 sp
8	100 cp
9	6d10 gp from the Great Kingdom, circa 198 CY
10	10d20 gp
11	6d6 white gold coins inscribed with the face of Zagyg
12	Two gold bars inscribed with the symbol of Zilchus (200 gp each)
13	5d4 each gp, sp, and cp
14	Three platinum rods inscribed with the symbol of Xerbo (100 gp each)
15	3d10 iron bits
16	5d8 each gp, sp, and cp
17	1 pp, 5 gp, 10 cp, 50 sp and 500 cp
18	1d10 × 100 sp and 10d10 gp
19	4d10 small gold nuggets (worth 1 gp each)
20	7d10 gp stamped with a skull
21	5d5 triangular gold coins of unknown origin
22	100d6 gp and 1d10 pp
23	10d100 sp and 10d100 cp
24	8d10 tarnished cp
25	10d6 tarnished sp
26	20d6 gp, 3d6 pp, and 10d6 sp
27	2d10 very ancient and worn gp with a two-tiered pyramid symbol
28	3d12 platinum coins inscribed with three wavy lines
29	2d10 silver coins with square holes punched in them
30	5d10 coins of dull lead
31	10 gold spheres with strange alien writings (100 gp each)
32	6-foot chain of silver and gold links (1000 gp)
33	Crown of wrought gold, blackened as if from a fire (500 gp)
34	Platinum holy symbol of Boccob
35	Silver disk 6 inches across with numbers on one side and the symbol of Celestian on the other (5 gp)
36	Matching anklets of gold and gems (1000 gp each)
37	Gold slave collar (400 gp)
38	Carved wooden box inset with ivory (200 gp)
39	Etched crystal goblet (300 gp)
40	Small platinum orb carved with serpents and dragons on a platinum chain (2000 gp)
41	Grinning froglike jade idol (700 gp)
42	Three silver signet rings showing an eagle over a star (100 gp each)
43	Electrum cloak clasp shaped like a scowling face (200 gp)
44	Gold bracelet (200 gp)
45	Bejeweled silver ornamental comb (1000 gp)
46	Crystal sphere and ivory stand (250 gp)
47	Copper candlestick holder (50 gp)
48	Red gold medallion of a dragon's head (200 gp)
49	Six brass buttons inset with gems (50 gp each)
50	Four simple gold rings (50 gp each)
51	Diamond earrings (1000 gp for the pair)

1d100 Treasure

52	Gold ring with large amethyst (1000 gp)
53	Ornate silver teapot (100 gp)
54	Silver masquerade mask (150 gp)
55	Two snakes biting each others' tails, one of ivory and one of jade (400 gp)
56	Silver flute (1000 gp)
57	Gold pin shaped like a wave's crest (50 gp)
58	Ivory figurine in copper armor (200 gp)
59	Gold necklace with large blood-red gem (3000 gp)
60	Fine sabre with platinum and gems on the hilt (800 gp; treat as scimitar)
61	Four steel tankards with gold filigree (30 gp each)
62	Gold statue of a dancing dwarf (150 gp)
63	Jeweled ceremonial dagger (300 gp)
64	Obsidian-hilted sacrificial dagger (200 gp)
65	Bronze belt buckle shaped like a great fish (30 gp)
66	5-inch platinum bell (75 gp)
67	Pearl necklace (4000 gp)
68	Pectoral necklace of thick gold plates carved with wolves (1500 gp)
69	Bracelet shaped like linked roses and inset with rubies (2000 gp)
70	Silver pendant with a tiny hidden compartment (300 gp)
71	Miniature ivory boat with gold wavelike stand (300 gp)
72	Electrum ring with gems (1000 gp)
73	Gold wedding rings engraved with symbols of Myhriss and Fharlanghn (900 gp for the pair)
74	Miniature crystal skull with moonstone eyes (200 gp)
75	Bracelet of interlocking pieces of black iron and gold (200 gp)
76	2d10 gems (50 gp each)
77	1d4 gems (100 gp each)
78	Three black pearls in a coral box (2000 gp for all)
79	Four small rubies (500 gp each)
80	1d4 100-gp gems and 5d4 10-gp gems
81	<i>Potion of extra-healing</i> and <i>wand of illumination</i> (17 charges)
82	<i>Wand of magic missiles</i> (32 charges) and <i>potion of speed</i>
83	<i>Potion of ventriloquism</i> and <i>scroll of protection from lycanthropes</i>
84	<i>Ring of spell storing</i> (<i>cantrip, feather fall, feign death, wraithform</i>)
85	Scroll of 4 1st-level wizard spells
86	<i>Oil of slipperiness</i> and <i>brooch of shielding</i> (89 charges)
87	<i>Cloak of protection +1</i>
88	2 jars of Keoghtom's ointment
89	<i>Murlynd's spoon</i>
90	<i>Ring of jumping</i>
91	<i>Wind fan</i> and <i>potion of heroism</i>
92	<i>+1 shield</i>
93	Pearly white <i>ioun stone</i> (regenerates 1 hp/turn)
94	<i>Ring of free action</i>
95	<i>+1 weapon</i> (DM's choice)
96	<i>Periapt of proof against poison</i> (+2)
97	<i>Horn of fog</i> and a <i>potion of levitation</i>
98	<i>Pearl of the sirens</i>
99	<i>Gem of brightness</i> (19 charges)
100	<i>Bracers of defense AC 7</i>





ENCOUNTERS

E1

This area is a cemetery. A freshly dug grave contains a coffin, while six unsavory people — three men and three women — divide a pile of gold pieces on the tomb marker.

If a character speaks to one of the people, a priest of Rao steps from a crypt and says: "A merchant in Dyvers has died and left 1000 pieces of gold to his three daughters and their husbands. The daughters receive 396 of this; Eceena received 10 more than Nasora and Elia received 10 more than Eceena. Jessom received twice as much as his wife, Callon got as much as his wife, and Retnep got one-and-a-half times as much as his wife. Who is married to whom?"

Answer: Eceena is married to Retnep, Nasora to Callon, and Elia to Jessom. To solve this, figure out how much each wife gets ($Na+Ec+El=396$; $Na+(Na+10)+(Na+20)=396$; $3Na+30=396$; $3Na=366$; $Na=122$; Nasora gets 122 gp, Eceena gets 132 and Elia gets 142); and then plug the numbers in different orders into $2x+y+1.5z=604$ until it works.

An incorrect answer causes nearly everyone to attack; the inheritors are all ghouls and the coffin contains a vampire. The priest of Rao does not attack, being little more than a complex illusion.

Exits: The coffin, the open grave, a nearby crypt, beneath a fallen tombstone.

Ghouls (6): AC 6; MV 9; HD 2; hp 15, 14, 13, 13, 11, 10; THACO 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA paralyzation; SD immune to *sleep*, *charm*, *death*, and cold-based spells; SZ M (5'–6' tall); ML Steady (12); Int low (6); AL CE; XP 175.

Vampire: AC 1; MV 12, Fl 18; HD 8+3; hp 43; THACO 11; #AT 1; Dmg 1d6+4 (blow); SA *energy drain*, *charm gaze*; SD +1 or better weapon to hit, immune to *sleep*, *charm*, *death*, and cold-based spells; SZ M (6' tall); ML Champion (16); Int exc (16); AL CE; XP 8000.

E2

You stand on a brick pathway in the middle of a thick forest. The path leads to a small cave entrance nearly concealed by shrubs. One section of the path is carved with words.

The words on the bricks say: THIS CAVE IS THE HOME OF 10 XVARTS AND 25 RATS. IF THEY ARE ALL HOME RIGHT NOW, AND THEN 2 COME OUT OF THE CAVE, WHAT IS THE CHANCE THAT THE FIRST IS A XVART AND THE SECOND A RAT?

Answer: $(10 \text{ possible xvarts} \div 35 \text{ total creatures}) \times (25 \text{ possible rats} \div 34 \text{ remaining creatures}) = 250/1190 = 25/119$ (25 out of 119, or approximately 1 out of 5).

If that is answered correctly, the words change: IF THE RATS AND XVARTS ARE ALL HOME AND 2 LEAVE, WHAT ARE THE ODDS THAT THE FIRST OUT IS A RAT AND A SECOND A XVART?

Answer: $(25 \text{ possible rats} \div 35 \text{ total creatures}) \times (10 \text{ possible xvarts} \div 34 \text{ remaining creatures}) = 250/1190$ (again 25 out of 119).

If that is answered correctly, the words change again: OR THAT THE FIRST 2 ARE BOTH XVARTS?

Answer: $(10 \text{ possible xvarts} \div 35 \text{ total creatures}) \times (9 \text{ possible xvarts} \div 34 \text{ remaining creatures}) = 90/1190 = 9/119$ (9 out of 119, or about 1 out of 13).

If that one is answered correctly, words change one more time: OR THAT THE FIRST 2 ARE BOTH RATS?

Answer: $(25 \text{ possible rats} \div 35 \text{ total creatures}) \times (24 \text{ possible rats} \div 34 \text{ remaining creatures}) = 600/1190 = 60/119$ (60 out of 119, or just over 1 out of 2 times).

If any of these parts are answered incorrectly, all the xvarts and rats swarm from the cave entrance and three concealed entrances flanking and behind the party.

Exits: The cave, the three concealed entrances.

Xvarts (10): AC 7; MV 6; HD 1–1; hp 6(×3), 5(×3), 4(×4); THACO 20; #AT 1; Dmg 1d6 (short sword) or by weapon; SZ S (3' tall); ML Average (10); Int avg (9); AL CE; XP 15.

Source: MONSTROUS COMPENDIUM® FIEND FOLIO® Appendix.

Giant Rats (25): AC 7; MV 12; HD ½; hp 4(×5), 3(×15), 2(×5); THACO 20; #AT 1; Dmg 1d3 (bite); SA disease; SZ T (2' long); ML Unsteady (7); Int animal (1); AL CE; XP 15.

E3

You stand knee deep in rich prairie grasses in the middle of a plain. The only man-made elements are the buildings of a small farm. Near the farm's well rests a large barrel. Two strange humanoid figures stand over it, apparently arguing.

The figures are animated scarecrows. If a PC approaches, one calls out, "Ey, I got a question for ya. Erak here says this barrel is less than half full, but I say it's more than half full! Since the boss isn't here, you settle the argument: Which is it?"

The barrel is a normal barrel shape (slightly bowed outward but symmetrical), and is just under half full. The party can use any applicable method to determine how full it is, including divinatory magic. One of the

easiest ways to get the answer is to tip the barrel until the water inside just reaches the lip; the water level doesn't touch the bottom corner of the barrel exactly opposite the wet rim, showing that it is less than half full. If the group answers without inspecting the barrel, both scarecrows attack. If combat lasts more than six rounds, another scarecrow (the boss) arrives and joins the fight.

Exits: The well, a cottage door, a shed door, the barrel's mouth.

Scarecrows (3): AC 6; MV 6; HD 5; hp 30 (the boss), 26, 25; THACO 15; #AT 1 + gaze; Dmg 1d6 (touch); SA *charm* (fascinate); SW vulnerable to fire (fire-based attacks gain +1 bonus to attack roll and +1 damage bonus per die); SZ M (6' tall); ML Fearless (20); Int non (0); AL N; XP 1400.

E4

A small river ripples before you, cascading over a small waterfall before flowing off into a forest. An ugly but befuddled-looking man stands on your side of the river with a small boat. Milling around him are a wolf, a big black cat and a huge albino rat.

The river is about twenty feet deep. If the man (actually an ogrillon) is approached, he explains that he needs to get all three of these creatures across the river so that he may take them to his master, a great and terrible wizard. However, the boat is too small to carry more than two creatures (including himself) and if not watched, the wolf eats the cat and the cat eats the rat.

The party may help him get the animals across in any way they see fit. If the man or animals are harmed in any way, they all attack.

Answer: The mundane method is first to have the man take the cat to the other side and return alone. He then takes the rat across and comes back with the cat. Then the man takes the wolf across and comes back alone. He then takes the cat back across.

Exits: The boat, behind the waterfall, the river water, a hole in a hornwood tree in the forest.

Ogrillon: AC 6; MV 12; HD 2+4; hp 16; THACO 17; #AT 2; Dmg 1d6+1/1d6+1 (fist/fist); SZ M (6' tall); ML Average (10); Int low (7); AL CE; XP 175.

Werewolf (wolf form): AC 5; MV 18; HD 4+3; hp 23; THACO 15; #AT 1; Dmg 2d4 (bite); SD silver or +1 or better weapon to hit; SZ M (6' at shoulder); ML Steady (12); Int avg (9); AL CE; XP 420.

Note: Anyone injured by the werewolf has a 1% per point of damage of becoming a werewolf.

Displacer beast: AC 4; MV 15; HD 6; hp 34; THACO 15; #AT 2; Dmg 2d4/2d4 (tentacles); SA *displacement*; SD -2 on opponent's attack roll, saves as F12; SZ L (8' long); ML Elite (14); Int semi (2); AL LE; XP 975.

Note: The displacer beast is covered by an *illusion* of being a very large cat; this *illusion* fades as soon as it attacks or is attacked.

Wererat (rat form): AC 6; MV 12; HD 3+1; hp 16; THACO 17; #AT 1; Dmg 1d3 (bite); SD silver or +1 or better weapon to hit; SZ T (2' long); ML Steady (11); Int very (11); AL LE; XP 270.

Note: Anyone injured by the wererat has a 1% per point of damage of becoming a wererat.

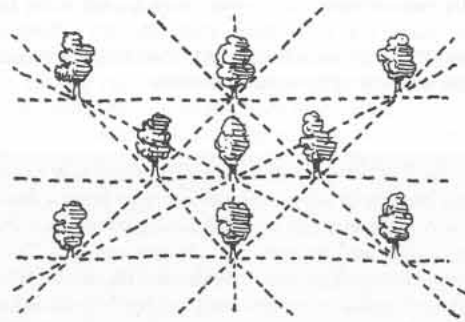
E5

Except for the clearing in which you stand, this place is either a well-planned forest or a huge orchard; trees of many varieties form straight rows as far as the eye can see. With you in the clearing is a huge brutish man over 9 feet tall; he stands beside 9 unplanted apple saplings. A huge shovel is pushed part-way into the ground and he leans on it, scratching his head with one hand. There are a number of large holes in the ground of the clearing; it's obvious that he has been digging.

The huge man is actually a very well-groomed ogre carrying a *spade* of colossal excavation. If someone asks him what he is doing, he tells them: "Master Lyzandred has to do some sort of magic ritual here, so he says I've got to plant these nine trees so they make ten straight rows, and there have to be three trees in each row. I can't figure it out. Can you?"

The ogre is strong enough to dig holes for at least an hour, but after an hour of doing so, he gets frustrated and attacks the party (using the *spade* as a weapon for 5d4 damage +6 due to strength); the saplings also animate and attack.

Answer: See the illustration.



Exits: One of the existing holes, a spot that needs to be dug up, two other existing holes.

Ogre: AC 5; MV 9; HD 4+1; hp 25; THACO 17 (15); #AT 1; Dmg 5d4+6 (*spade*); SA +2 to hit; SZ L (9' tall); ML Steady (12); Int low (8); AL CE; XP 270.

Saplings (9): AC 3; MV 6; HD 3; hp 13; THACO 18; #AT 1; Dmg 2d4; SW fire-based attacks are +1 to damage, save at -4 vs. fire; SZ M (7' tall); ML Fearless (20); Int non (0); AL N; XP 175.

E6

You stand in a dimly lit warehouse. Teetering stacks of wooden crates tower over your heads. Far above, light filters in through a few small, dirty windows near the ceiling. Voices argue nearby. There seems to be only one way through the crates, and it leads straight toward the voices.

All of the crates are empty or filled with useless materials like sawdust, leaves, burnt wood and so forth. The voices belong to six gnomes dressed in brightly colored clothes. Each holds a four-foot-long glowing yellow crystal rod. They occasionally gesture with their crystals as they argue (in gnomish) and sometimes place them momentarily on the floor or against another's crystals.

If approached, a gnome explains that each of them found one of these crystals. They're sure that the rods fit together somehow, but the information they could find indicated that the rods can only be "used" (they



don't say for what) when they are joined to form four triangles at once — perhaps (says the gnome in a typical digression) the makers belonged to some lost race that held triangles to be holy or symbols of power. If the adventurers help them do this, the gnomes agree to share whatever power or knowledge the crystals offer. After about ten minutes of experimentation, they become annoyed and wander away, leaving the rods behind. Each gnome is a thief/illusionist, and turns *invisible* once out of sight in order to return and backstab a PC.

Answer: Form a triangular pyramid (like a d4) from the six rods — they automatically fuse together. If the PCs ask what knowledge the connected rods have imparted, a gnome winks and says: "Life is better than death, bucko."

Exits: Any of the four triangular shapes formed by the connected rods.

Gnomes, gm&f W5/T5 (6): AC 6 (armor spell + Dex bonus); MV 12; HD 5; hp 24, 22, 20, 18, 17, 15, 13; THACO 18; #AT 1; Dmg d6 (short sword); SA spells, back stab for $\times 3$ damage; SD spells, *invisibility*, +3 to saves vs. wand/staff/rod/spell; SZ S (3' tall); ML Elite (13); Int very (13); AL NE; XP 1400.

Spells memorized: 1st = *armor* (already cast), *color spray*, *sleep*, *spook*; 2nd = *blindness*, *invisibility*; 3rd = *flame arrow*.

Notes: The gnomes backstab first, then attack with spells to disable as many opponents as possible.

E7

The salty smell of the sea is strong here; you stand near a cliff. A small stone keep on its edge overlooks a choppy ocean a hundred feet below. A stone arch frames a path leading to the keep. Past that is the keep's outer wall, its open door the only entrance. Two women argue in the doorway. One wears comfortable leathers and chain mail, with her broadsword in one hand and her long black hair pulled up in a loose knot; the other is a redhead in a simple gray dress and a brown vest.

After a moment, the woman in chain mail motions to the party. She explains: "Hey, give me a hand here. I hired this wizard, Torey, to build this keep magically."

The wizard butts in. "Risha was going to pay me two black pearls for every day I worked on her keep. And now she says she owes me nothing!"

The first woman raises her hands. "Wait! I wanted her to work as quickly as possible; my soldiers are on their way here and I wanted it to be ready for them. So we agreed that for every day she didn't work and my keep still wasn't done, she would pay me three black pearls. So here it is, 30 days after the deal, and the keep just got done. But she only worked for enough days that neither of us owes the other anything."

"Please," the wizard says to the PCs, "tell me how this is possible! I worked hard, but I didn't keep track of how many days I did or did not work. If she is telling the truth, tell me how many days of the 30 that I did work."

If the PCs don't answer the question within ten minutes, the two women decide they're useless and work together to force them off the cliff or slay them.

Answer: Torey worked 18 days and didn't work 12. If w is the number of days she worked and d is the number of days she didn't, $w+d = 30$, so $d = 30-w$. As her total money earned was zero, $2w-3d = 0$. Thus, $2w-3(30-w) = 2w-90+3w = 0$; $5w-90 = 0$. $5w = 90$ and so $w = 18$.

Exits: The gateway to the keep, the water's surface, the archway, a trapdoor in the (otherwise featureless) keep's ceiling.

Risha, hf F10: AC 2 (chain mail + Dex bonus); MV 9; hp 66; THACO 11 (10 with broadsword); #AT 3/2; Dmg 2d4 (+2 from specialization); SD *stoneskin* (blocks the first 7 attacks); SZ M (5'4" tall); ML Elite (13); Int avg (10); AL N; XP 1400.

Torey, hf W9: AC 7 (Dex bonus); MV 12; hp 29; THACO 18; #AT 1; Dmg 1d4 (dagger); SA spells; SD spells, *stoneskin* (blocks the first 7 attacks); SZ M (5'10" tall); ML Elite (13); Int very (11); AL LE; XP 3000.

Spells memorized: 1st = *color spray*, *feather fall*, *magic missile*, *sleep*; 2nd = *flaming sphere*, *fog cloud*, *Melf's acid arrow*; 3rd = *fireball*, *hold person*, *slow*; 4th = *stoneskin* ($\times 2$, already cast); 5th = *feeblemind*.

E8

You are in a crowded kitchen, possibly that of a castle or palace. Cooks and servants mill about, tending to the food bubbling in the great pots or arranged on dishes, while a stuffy man in black questions a chef.

The man in black quickly notes the PCs and asks them for help interrogating the chef. A diplomat and her entourage recently left the castle, and the steward (for such he is) wishes to know how many people were in her group. "Unfortunately, this *moron*" — and he points at the chef — "doesn't know how many there were. He only knows how many dishes were used!"

The chef sneers. "It's simple enough, for those with brains. Every two shared a bowl of porridge, every three shared a goblet of wine, and every four shared a plate of meats. The scullery boy says there are 65 dirty dishes. You tell the steward how many guests there were!" He turns away to berate a pastry chef.

If an incorrect or unsatisfactory answer is given, the steward, the chef and all the servants attack.

Answer: 60 people in the diplomat's party. $x/2 + x/3 + x/4 = 65$ dishes; $x=60$.

Exits: A large cooking pot, the doorway from the kitchen, the slop window, the door to the pantry.

Steward, hm F4: AC 5 (chain); MV 9; hp 29; THACO 17; #AT 2; Dmg 1d6/1d4 (short sword/dagger, or by weapon); SA ambidexterity; SZ M (5'9" tall); ML Elite (14); Int very (11); AL LN; XP 120.

Cook, hm P4 (Hextor): AC 5 (chain); MV 9; hp 22; THACO 18; #AT 1; Dmg 1d8 (scimitar, or by weapon); SA spells; SD spells; SZ M (6' tall); ML Champion (15); Int high (13); AL LE; XP 175.

Spells: 1st = *curse* (reverse of *bless*), *cause light wounds* ($\times 2$); 2nd = *aid*, *flame blade*.

Zombies (10): AC 8; MV 6; HD 2; hp 11, 9 ($\times 3$), 8 ($\times 4$), 7 ($\times 2$); THACO 19; #AT 1; Dmg 1d8; SD immune to *sleep*, *charm*, *hold*, death magic, poisons, cold-based and mind-control spells; SW always strikes last in combat round, holy water does 2d4 damage to zombie; SZ M (5'-6' tall); ML special (never checks morale); Int non (0); AL N; XP 65.

ENCOUNTERS

E9

You stand in a crowded plaza at the center of a great and strange city; far in the distance rise tall mountains, purple in the haze. A Suloise auctioneer stands on a large platform, while behind him a long line of (non-Suloise) people are led away in chains. The auctioneer leaves and the crowd in the plaza disperses, but two cruel-looking men remain, chatting.

If the PCs approach, the end of the men's conversation can be heard: "That last batch of slaves sold well! I got rid of all 20 for 40 gold — six for each man, three for each woman, and one for each child. I'll drink well tonight!" The second one asks, "So, how many of each were there?" This causes the first man to look toward the PCs questioningly.

If the PCs give a wrong answer or fail to answer, the men attack (they are trolls covered by an *illusion*, which fades when they enter combat). **Answer:** 2 men, 5 women, 13 children. $m+w+c = 20$, so $c = 20-m-w$. $6m+3w+c=40$. $6m+3w+c = 20$. Placing the first equation into the second, we get $6m+3w+(20-m-w) = 40$. This reduces to $5m+2w = 20$, and the only solutions that work for this that have at least one man and one woman are 2 men and 5 women.

Exits: A trap door in the platform, the steps up to the platform, a nearby doorway, a discarded collar.

Trolls (2): AC 4; MV 12; HD 6+6; hp 36, 33; THACO 13; #AT 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite); SA severed limbs continue to fight; SD regenerate 3 hp per round starting 3 rounds after being wounded; SZ L (9' tall); ML Elite (14); Int low (6); AL CE; XP 1400.

E10

You are in a weird garden filled with bright flowers and oddly shaped hedges. You stand in a 15-foot square of bare dirt, and nine 5-foot square stone slabs are scattered nearby, giant numbers on them. A cobblestone path starts from the dirt square, then winds around a fountain, an orange tree, a statue, and a low brick wall, before leading toward a gorgeous castle on top of a hill. There seems to be a large city beyond the garden. An angry man in armor leans against the fountain; now he straightens and glares at you.

The armored man is a foreman; his work crew disappeared and he assumes the PCs are their replacements. Yelling like a drill sergeant, he explains that Overking Nalif has gotten it into his head that something called "magic squares" are the key to reclaiming the lost lands of the Great Kingdom, and that the first one is to be here, in his garden. Each slab is inscribed with a number, from 1 to 9. The PCs must move the slabs onto the bare patch of earth (each needs a total of 20 strength points to move), but they must be arranged so that each row, column and full diagonal adds up to 15.

Failure to comply results in the foreman attacking, as well as the statue (actually a stone guardian).

If the foreman is killed and the DM is using encounters E11, 12 and 13, the foreman is back for these, apparently unaffected by his demise.

Answer: See the illustration.

Exits: The path toward the castle, the fountain, one of the oranges, a flower.

Foreman (hag, annis): AC 0; MV 15; HD 7+7; hp 42; THACO 13; #AT 3; Dmg 1d8+8/1d8+8/2d4+1 (claw/claw/bite); SA grapple, *fog cloud* 3×/day; SD edged weapons do 1 hp less; SW blunt weapons do 1 hp extra; MR 20%; SZ L (8' tall);

Encounter 10

Meet the Foreman

Puzzle			Solution		
			8	1	6
			3	5	7
			4	9	2

ML Elite (15); Int very (11); AL CE; XP 4000.

Note: If the hag manages to grapple (all three of its attacks hit the same victim in one round), all of its successive attacks on that victim hit automatically.

Stone guardian: AC 2; MV 9; HD 4+4; hp 23; THACO 15; #AT 2; Dmg 1d8+1/1d8+1 (arm/arm); SD half damage from edged weapons, ¼ damage from fire/cold/electricity, immune to normal missiles; SW killed by *stone to flesh*, *stone shape*, *transmute rock to mud or dig*; SZ M (6' tall); ML Fearless (20); Int non (0); AL N; XP 420.

E11

Again you stand in the strange garden, though you are closer to the castle now. The cobblestone path leads past a large piece of blackened rock, a duck pond, a mushroom-ring and another patch of dirt on its way to the castle. This dirt square is larger, and there are four numbered stone squares already placed in it; another twelve are stacked nearby. The foreman — or someone who looks a lot like him — jumps from behind the slabs and points accusingly at you.

The foreman growls and berates the party. "Thought you were done, eh? Hah! There's plenty more of these. At least this one's already started! Lines here add up to 34, though. Stop wasting time!"

The slabs in the dirt patch have the numbers 4, 8, 12, and 16 on them (see the illustration for location); the slabs nearby include one each of all the other numbers between 1 and 16.

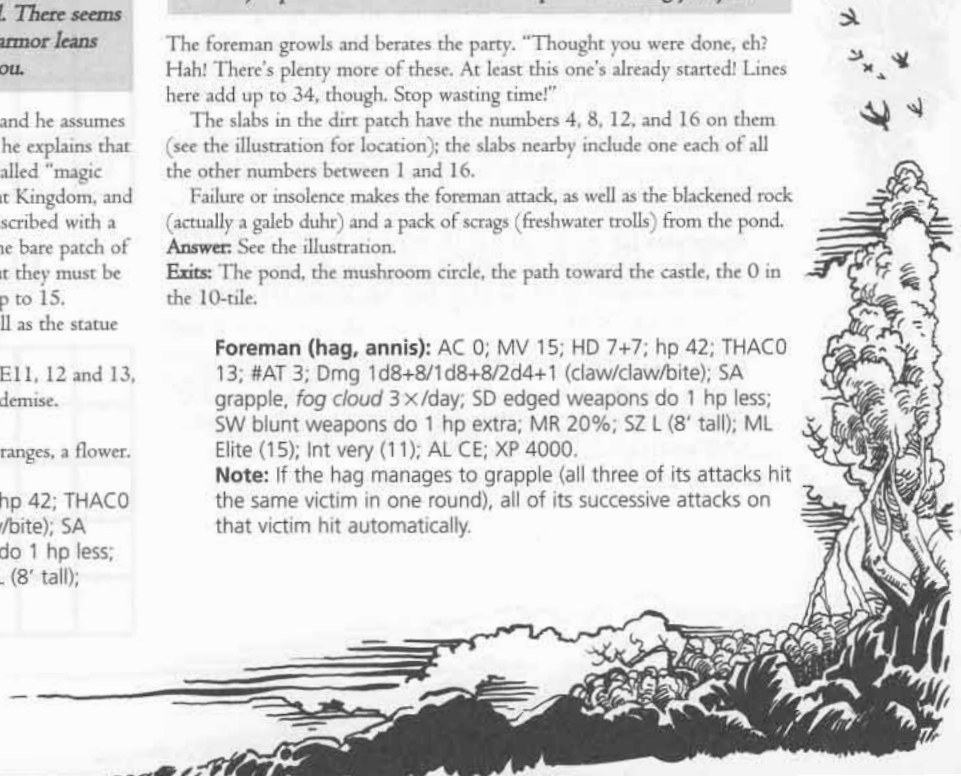
Failure or insolence makes the foreman attack, as well as the blackened rock (actually a galeb duhr) and a pack of scraggs (freshwater trolls) from the pond.

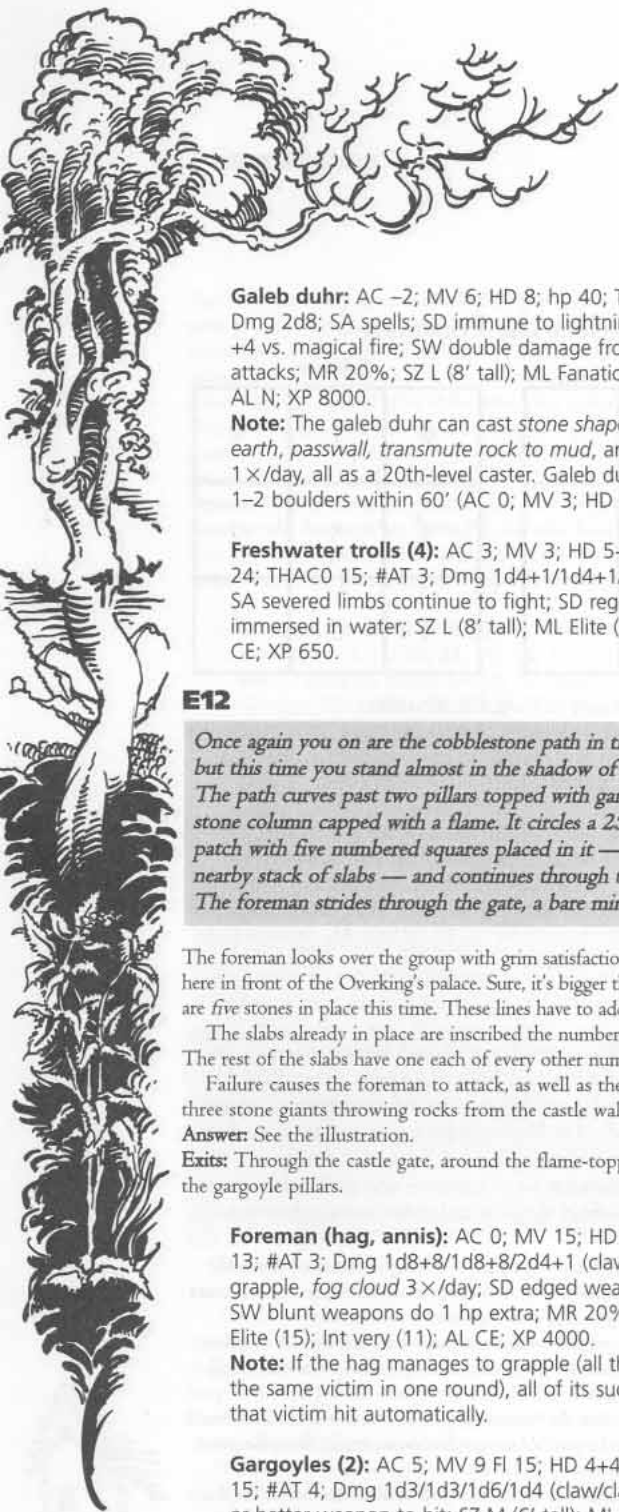
Answer: See the illustration.

Exits: The pond, the mushroom circle, the path toward the castle, the 0 in the 10-tile.

Foreman (hag, annis): AC 0; MV 15; HD 7+7; hp 42; THACO 13; #AT 3; Dmg 1d8+8/1d8+8/2d4+1 (claw/claw/bite); SA grapple, *fog cloud* 3×/day; SD edged weapons do 1 hp less; SW blunt weapons do 1 hp extra; MR 20%; SZ L (8' tall); ML Elite (15); Int very (11); AL CE; XP 4000.

Note: If the hag manages to grapple (all three of its attacks hit the same victim in one round), all of its successive attacks on that victim hit automatically.





Galeb duhr: AC -2; MV 6; HD 8; hp 40; THACO 13; #AT 2; Dmg 2d8; SA spells; SD immune to lightning and normal fire, +4 vs. magical fire; SW double damage from cold-based attacks; MR 20%; SZ L (8' tall); ML Fanatic (17); Int very (12); AL N; XP 8000.

Note: The galeb duhr can cast *stone shape* at will and *move earth*, *passwall*, *transmute rock to mud*, and *wall of stone* 1 ×/day, all as a 20th-level caster. Galeb duhr can also animate 1–2 boulders within 60' (AC 0; MV 3; HD 9; Dam 4d6).

Freshwater trolls (4): AC 3; MV 3; HD 5+5; hp 30, 28, 27, 24; THACO 15; #AT 3; Dmg 1d4+1/1d4+1/3d4 (claw/claw/bite); SA severed limbs continue to fight; SD regenerate when immersed in water; SZ L (8' tall); ML Elite (14); Int low (6); AL CE; XP 650.

E12

Once again you are on the cobblestone path in the strange garden, but this time you stand almost in the shadow of the castle's walls. The path curves past two pillars topped with gargoyles and a larger stone column capped with a flame. It circles a 25-foot square dirt patch with five numbered squares placed in it — and the predictable nearby stack of slabs — and continues through the courtyard gate. The foreman strides through the gate, a bare minute away.

The foreman looks over the group with grim satisfaction. "One more, right here in front of the Overking's palace. Sure, it's bigger than the others, but there are five stones in place this time. These lines have to add up to 65. Get going!"

The slabs already in place are inscribed the numbers 10, 15, 20 and 25. The rest of the slabs have one each of every other number between 1 and 25.

Failure causes the foreman to attack, as well as the two gargoyles, and three stone giants throwing rocks from the castle walls.

Answer: See the illustration.

Exits: Through the castle gate, around the flame-topped column, around the gargoyle pillars.

Foreman (hag, annis): AC 0; MV 15; HD 7+7; hp 42; THACO 13; #AT 3; Dmg 1d8+8/1d8+8/2d4+1 (claw/claw/bite); SA grapple, *fog cloud* 3 ×/day; SD edged weapons do 1 hp less; SW blunt weapons do 1 hp extra; MR 20%; SZ L (8' tall); ML Elite (15); Int very (11); AL CE; XP 4000.

Note: If the hag manages to grapple (all three of its attacks hit the same victim in one round), all of its successive attacks on that victim hit automatically.

Gargoyles (2): AC 5; MV 9 Fl 15; HD 4+4; hp 24, 20; THACO 15; #AT 4; Dmg 1d3/1d3/1d6/1d4 (claw/claw/bite/horn); SD +1 or better weapon to hit; SZ M (6' tall); ML Steady (11); Int low (5, 7); AL CE; XP 420.

Stone giants (3): AC 0; MV 12; HD 14+1d3; hp 65, 62, 50; THACO 7; #AT 1; Dmg 2d6+8 (club) or 3d10 (thrown boulder); SD 90% chance to catch thrown boulders; SZ H (18' tall); ML Champion (16); Int avg (9); AL N; XP 7000.

E13

You stand at one end of a circular room 40 yards across; an immense throne carved from a single piece of malachite stands at the far end. Wall hangings of red, black and blue cover the stone walls; shields emblazoned with a crowned sun on a blue background are between the hangings. The floor tiles in front of the throne have been dug up, leaving a rough area 25 feet on a side. Five stacks of marble squares wait nearby. The now-familiar face of the foreman pokes out from behind the throne; he grins like a cat that knows its prey is all but caught.

Encounter 11

... Again ...

Puzzle				Solution			
16				16	6	11	1
			8	9	3	14	8
	12			2	12	15	5
		4		7	13	4	10

Encounter 12

... And Again

Puzzle				Solution				
		10		23	4	10	11	17
				6	12	18	24	5
	25			9	25	1	7	13
			20	2	8	14	20	21
15				15	16	22	3	19

Encounter 13

The Overking's New Floor

Puzzle					Solution				
					4	1	3	0	2
					3	0	2	4	1
					2	4	1	3	0
					1	3	0	2	4
					0	2	4	1	3

The foreman speaks to the group: "Well, you thought you were done before, but *this* time is really the last one, heh heh. All right, His Imperial Majesty wanted a magic square right here in the floor of his throne room, but not just ANY magic square. Each stack contains 5 slabs, all numbered 0 through 4, depending on the stack they're in. So there are 5 slabs marked with a '0,' and 5 with '1' on 'em, and so forth, follow? Arrange them into a square so that every row and column and the two diagonals add up to 10. But a row or column can't have the same number more than once. Better hustle! He has an audience tonight and you'll want to be finished before then — if you want to keep your heads."

If the PCs fail, the foreman and a squad of ogres (one with *invisibility 10' radius* cast on him) attack the party.

Answer: See the illustration.

Exits: Behind the throne, through the center puzzle square, behind two wall hangings.

Foreman (hag, annis): AC 0; MV 15; HD 7+7; hp 50; THACO 13; #AT 3; Dmg 1d8+1/1d8+1/2d4+1 (claw/claw/bite); SA grapple, *fog cloud* 3×/day; SD *stoneskin* (blocks the first 12 attacks), edged weapons do 1 hp less; SW blunt weapons do 1 hp extra; MR 20%; SZ L (8' tall); ML Elite (15); Int very (11); AL CE; XP 5000.

Note: If the hag manages to grapple (all three of its attacks hit the same victim in one round), all of its successive attacks on that victim hit automatically.

Ogres (9): AC 5; MV 9; HD 4+1; hp 23 (×2), 21 (×3), 20 (×1), 18 (×3); THACO 17 (15); #AT 1; Dmg 5d4 +6 (club); SA +2 to hit; SD *stoneskin* (blocks the first 12 attacks); SZ L (9' tall); ML Steady (12); Int low (8); AL CE; XP 420.

E14

This looks like the heart of a maze built of opalescent white glass; even the floor and ceiling are milky glass. A gentle glow from the ceiling provides illumination. In the center of this area a 5-foot square is screened off by a black curtain. A nondescript woman stands near the curtain, her mouth a wide grin full of sharp teeth. After a few moments, she recites a poem.

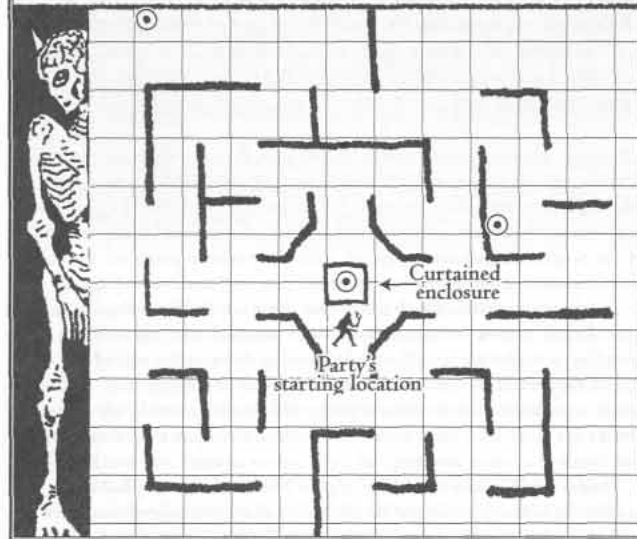
The woman is a doppelganger. As she reads the poem, she changes form to reflect its content. [The original poem is by Jonathan Swift.]

"By something form'd, I nothing am,
Yet ev'ry thing that you can name;
In no place have I ever been,
Yet ev'rywhere I may be seen;
In all things false, yet always true,
I'm still the same — but never new,
Lifeless, Life's perfect form I wear,
Can show a Nose, Eye, Tongue, or Ear;
Yet neither smell, See, Taste, or Hear.
All Shapes and Features I can boast,
No flesh, no Bones, no Blood — no Ghost:
All colours, without Paint, put on,
And change like the Cameleon,
Swiftly I come and enter there.
Where not a chink lets in the Air:
Like thought I'm in a Moment gone,
Nor can I ever be alone:

Encounter 14 Glass Maze

⊙ = exit portal

One square = 10 feet



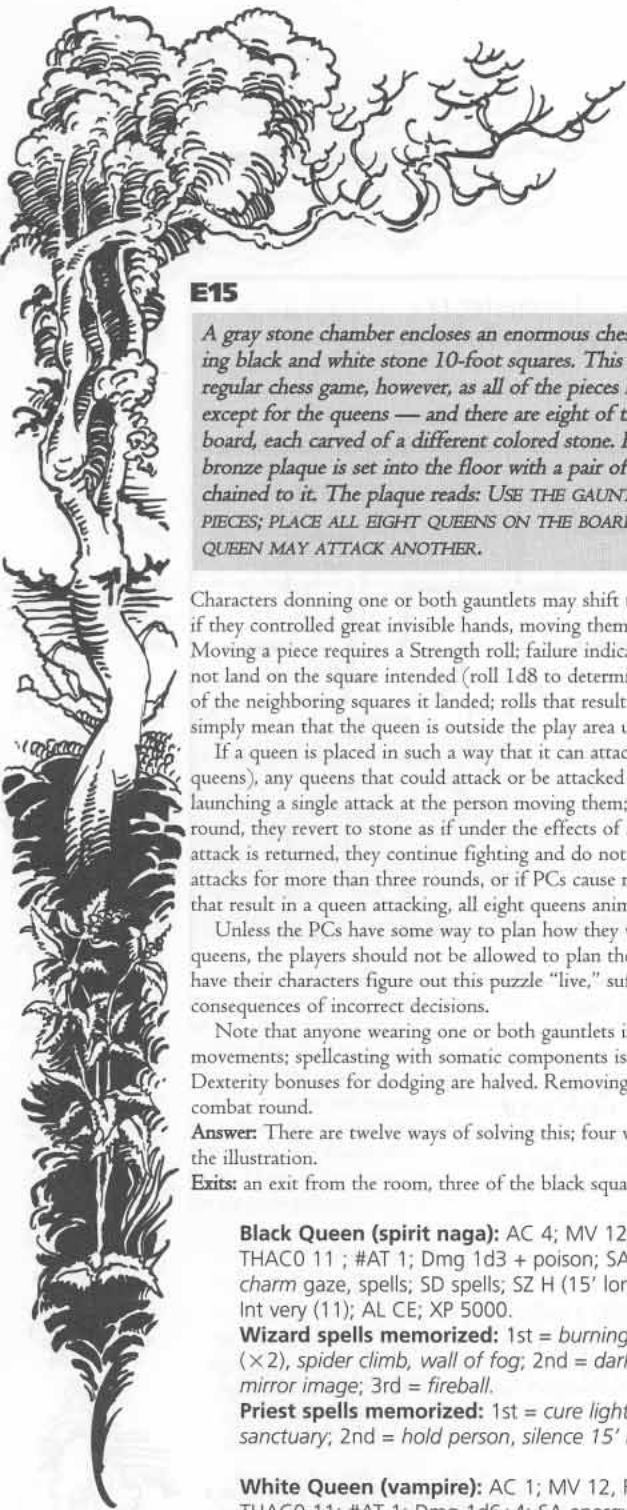
All things on Earth I imitate,
Faster than Nature can create;
Sometimes imperial Robes I wear,
Anon in Beggar's Rags appear:
A Giant now, and straight an Elf.
I'm ev'ry one, but ne'er myself;
Ne'er said I mourn, ne'er glad rejoice,
I move my Lips, but want a Voice;
I ne'er was born, nor e'er can die,
Then prithee tell me what am I?"

If she is attacked, she pulls the curtain aside to reveal a *mirror of opposition*, and then attacks a spellcaster in the party in hand-to-hand combat. If a glass wall is broken, it releases a toxic gas (save vs. poison or be paralyzed; the *mirror's* duplicates are immune, though the doppelganger is not). If broken, the floor reveals a large pool of acid (take 1d4 damage the first round of contact, 2d4 the second and so on, until 10d4 damage per round is reached). If the ceiling breaks, an olive slime falls from each hole made.

Answer: A reflection in a mirror (lenient DMs might allow "a mirror" as a correct answer); if the correct answer is given, the doppelganger reveals the mirror, but it does not act as a *mirror of opposition*.

Exits: The mirror (at the DM's option, this leads to the demiplane described in EX2, *The Land Beyond The Magic Mirror*), three different doorways in the glass maze.

Doppelganger: AC 5; MV 9; HD 4; hp 21; THACO 17; #AT 1; Dmg 1d12; SA surprise; SD immune to *sleep* and *charm*, saves as F10; SZ M (5' tall); ML Elite (13); Int very (11); AL N; XP 420.



E15

A gray stone chamber encloses an enormous chessboard of alternating black and white stone 10-foot squares. This is obviously no regular chess game, however, as all of the pieces have been removed except for the queens — and there are eight of them beside the board, each carved of a different colored stone. Beside the board, a bronze plaque is set into the floor with a pair of metal gauntlets chained to it. The plaque reads: USE THE GAUNTLETS TO MOVE THE PIECES; PLACE ALL EIGHT QUEENS ON THE BOARD SO THAT NO QUEEN MAY ATTACK ANOTHER.

Characters donning one or both gauntlets may shift the life-sized pieces as if they controlled great invisible hands, moving them 10 feet per round. Moving a piece requires a Strength roll; failure indicates that the piece did not land on the square intended (roll 1d8 to determine randomly on which of the neighboring squares it landed; rolls that result in going off the board simply mean that the queen is outside the play area until moved again).

If a queen is placed in such a way that it can attack another queen (or queens), any queens that could attack or be attacked instantly animate, launching a single attack at the person moving them; at the end of the round, they revert to stone as if under the effects of a *statue* spell. If their attack is returned, they continue fighting and do not revert. If any queen attacks for more than three rounds, or if PCs cause more than three moves that result in a queen attacking, all eight queens animate and attack the PCs.

Unless the PCs have some way to plan how they want to place the queens, the players should not be allowed to plan their strategy and have to have their characters figure out this puzzle “live,” suffering the consequences of incorrect decisions.

Note that anyone wearing one or both gauntlets is restricted in her movements; spellcasting with somatic components is impossible and all Dexterity bonuses for dodging are halved. Removing a gauntlet takes ½ of a combat round.

Answer: There are twelve ways of solving this; four ways are shown in the illustration.

Exits: an exit from the room, three of the black squares.

Black Queen (spirit naga): AC 4; MV 12; HD 9; hp 42; THACO 11; #AT 1; Dmg 1d3 + poison; SA poisonous bite, charm gaze, spells; SD spells; SZ H (15' long); ML Elite (14); Int very (11); AL CE; XP 5000.

Wizard spells memorized: 1st = *burning hands*, *magic missile* (×2), *spider climb*, *wall of fog*; 2nd = *darkness 15' radius*, *mirror image*; 3rd = *fireball*.

Priest spells memorized: 1st = *cure light wounds* (×2), *sanctuary*; 2nd = *hold person*, *silence 15' radius*.

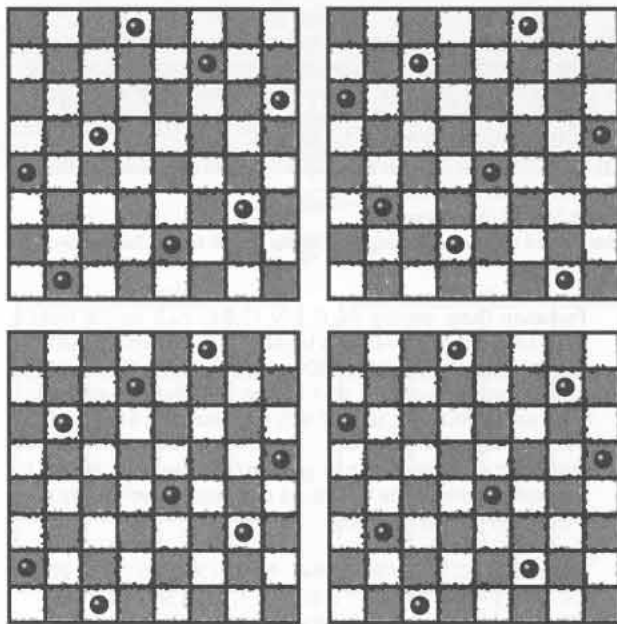
White Queen (vampire): AC 1; MV 12, Fl 18; HD 8+3; hp 40; THACO 11; #AT 1; Dmg 1d6+4; SA energy drain, charm gaze, spells; SD spells, +1 or better weapon to hit, immune to *sleep*, *charm*, *death*, and cold-based spells; SZ M (5' tall); ML Champion (16); Int exc (15); AL CE; XP 9000.

Priest spells memorized: 1st = *light*, *protection from good*, *sanctuary*; 2nd = *dust devil*, *produce flame*, *withdraw*; 3rd = *cause blindness or deafness*, *cause disease*, *prayer*; 4th = *cloak of fear*, *poison* (reverse of *neutralize poison*).

Red Queen (giant salamander): AC 5/3; MV 9; HD 7+7; hp 38; THACO 13; #AT 2; Dmg 2d6/1d6 (tail/weapon); SA throw flame as a *produce flame* spell, heat for 1d6; SD +1 or better

Encounter 15 Eight Queens

(Four of Twelve Possible Solutions)



weapon to hit, immune to *sleep*, *charm*, and *hold* spells and fire; SZ M (7' long); ML Elite (13); Int high (13); AL CE; XP 2000.
Note: This salamander can cast a *produce flame* spell 1×/day as a 7th-level priest.

Yellow Queen (ogre mage): AC 4; MV 9 Fl 15; HD 5+2; hp 22; THACO 15; #AT 1; Dmg 1d12; SA spells; SD spells; SZ L (10' tall); ML Elite (14); Int exc (15); AL LE; XP 650.

Note: The ogre mage can perform the following at will: *fly* (lasts 12 turns), *invisibility*, *darkness 10' radius*, *polymorph self* (to human or humanoid), regenerate 1 hp/round. She may do the following 1×/day: *charm person*, *sleep*, *gaseous form*, *cone of cold* (60' long, 20' at the end, doing 8d8 hp damage, save vs. spell for half). She is unusual in that her coloration closely resembles a mundane ogre — dull yellow skin and black hair.

Green Queen (medusa): AC 5; MV 9; HD 6; hp 28; THACO 15; #AT 1; Dmg 1d4 (dagger) or 1d6 (bow); SA petrification, poison; SZ M (6' tall); ML Elite (14); Int very (11); AL LE; XP 2000.

Note: The medusa wears a green robe with a deep cowl; she attacks with her bow until she is close enough to use her petrification attack (30').

Blue Queen (night hag): AC 0; MV 9; HD 8; hp 40; THACO 13; #AT 1; Dmg 2d6+ disease; SA cause disease (save vs. poison to negate), spells; SD spell immunities, weapon immunities; MR 65%; SZ M (5' tall); ML Average (10); Int exc (15); AL NE; XP 12,000.

Note: A night hag can use the following abilities once per turn: *know alignment*, *polymorph self*, *sleep* (also affects evil creatures up to 12th level), *magic missile* (4 missiles, 5×/day),

and ray of enfeeblement (3 ×/day). It is immune to sleep, charm, fear, fire, and cold. A silver, cold iron, or +3 or better weapon is needed to hit a night hag.

Source: *MONSTROUS COMPENDIUM PLANESCAPE® Appendix.*

Purple Queen (mind flayer): AC 5; MV 12; HD 8+4; hp 37; THACO 11; #AT 4; Dmg 2 + brain-eating; SA mind blast, spell-like powers; MR 90%; SZ M (6' tall); ML Champion (15); Int genius (17); AL LE; XP 9000.

Note: The mind flayer wears a hooded robe. If all four facial tentacles hit their victim, the mind flayer kills its target next round by removing its brain. Its mind blast (a cone 60' long, 20 wide at the end) stuns victims for 3d4 rounds if they fail a saving throw vs. wands. It may use any of the following powers once per round (saving throws are at -4 for these powers): *suggestion, charm person, charm monster, ESP, levitate.*

Brown Queen (yuan-ti histachii): AC 4/0; MV 9; HD 9; hp 45; THACO 11; #AT 2; Dmg 1d6 (short bow) or 1d10/1d4 (bite/constriction); MR 20%; SZ L (10' long); ML Champion (15); Int low (5); AL CE; XP 3000.

Note: This abomination is a huge snake with the arms of a human female. It uses its bow until it can get within melee range.

E16

A warm sun shines down on this copse of fir trees at the crest of a hill. To one side you can see glimpses through the trees of a pleasant river valley dotted with sheep. A faint path leads the other way toward a small village. A second path winds off in yet another direction, to nowhere in particular. Two old men sit in the fir copse; one rests on a flat rock, the other on a stool in front of an easel, working on an unfinished painting. The painting is of this very spot, and he is adding the finishing touches to a group of figures in the foreground. The men smile and nod welcomingly.

The man on the rock introduces himself as Vergal and his friend as Raspak. He has just stumped his friend with a riddle, and would like the new arrivals to guess it. "Where in the world is the sky no more than three yards wide?" They are willing to talk for a bit, telling what they know of the area (they grew up in a small village called Barduk, it's in Furyondy, the other path leads to a dried-up well), but they press for the party's answer to the riddle. If refused or stalled too long, they attack.

Answer: In a well (alternately, in a grave, or similar place).

Exits: Into a bare spot on the painting, down the path to the village, in the dry well, beneath Vergal's sitting-stone.

Vergal, hm P3 (luz): AC 7 (Dex bonus); MV 12; hp 19; THACO 20; #AT 1; Dmg 1d6 (club); SA spells; SD spells; SZ M (5'5" tall); ML Champion (15); Int high (13); AL NE; XP 120.

Spells memorized: 1st = *command, darkness*; 2nd = *hold person*.

Raspak, hm P3 (luz): AC 8 (Dex bonus); MV 12; hp 16; THACO 20; #AT 1; Dmg 1d6 (club); SA spells; SD spells; SZ M (5'5" tall); ML Champion (15); Int very (12); AL NE; XP 120.

Spells memorized: 1st = *curse (reverse of bless), cause fear (reverse of remove fear)*; 2nd = *hold person*.

E17

You stand in a regal room. A vaulted ceiling arches high overhead, where two great banners hang, of a black anchor and white crown on a field of blue. A young, fair-haired prince dressed in blue and black sits on a bronzewood-and-gold throne; a dozen guards stand ready to defend their prince. He frowns at the line of people dirtying the red carpet leading to his seat. Suddenly, a wild-haired individual in purple shoves past the common folk, flask in hand, and exclaims, "My prince, I have completed my work! This elixir dissolves anything it touches!" The king frowns and orders the man executed. "But why?" wails the man as the guards seize him; "What have I done wrong?"

"You have lied," says the prince; "your elixir does no such thing. Your lies should be obvious even to these fools." He points at the PCs. "You, tell my alchemist how I know he lies."

If the characters wait too long or give the wrong answer, the prince orders his guards to execute the PCs and a battle ensues. The guards are lizard men; the prince is a lizard king; the alchemist, Kit Morroll, is a human cleric of Boccob who actually helps the party unless they attack him; the commoners are giant rats.

Answer: If the elixir dissolved *everything*, it would dissolve the bottle, too.

Exits: Out the room's main exit, through two doors behind the throne draperies, through a trap door beneath the red carpet.

Lizard king: AC 3; MV 9; HD 8; hp 32; THACO 13; #AT 1; Dmg 3d6 +2 (trident); SA double damage (minimum 15) if the attack roll is 5 greater than needed roll; SZ L (8' tall); ML champion (16); Int avg (9); AL CE; XP 975.

Lizard men (12): AC 5; MV 6; HD 2+1; hp 14 (×2), 13, 12 (×3), 11, 10 (×3), 8, 7; THACO 19; #AT 1 or 3; Dmg 1d6 (short sword) or 1d2/1d2/1d6 (claw/claw/bite); SZ M (7' tall); ML Elite (14); Int low (6); AL N; XP 65.

Kit Morroll, hm P3 (Boccob): AC 8 (leather); MV 12; hp 16; THACO 19; #AT 1; Dmg 1d4 (dagger); SZ M (5'6" tall); ML Steady (12); Int very (12); AL N; XP 120.

Spells memorized: 1st = *command, cure light wounds*; 2nd = *hold person*.

Giant rats (30): AC 7; MV 12 Sw 6; HD ½; hp 3 ea; THACO 20; #AT 1; Dmg 1d3 (bite); SZ T (2' long); ML Unsteady (6); Int semi (3); AL NE; XP 15.

E18

A wooden cottage stands alone in this pleasant prairie of high grass. A small vegetable garden flanks the building, and a sparkling stream trickles close behind the dwelling. A faint plume of smoke seeps from the chimney. Two teenage girls in commoner's clothes step through the front door.

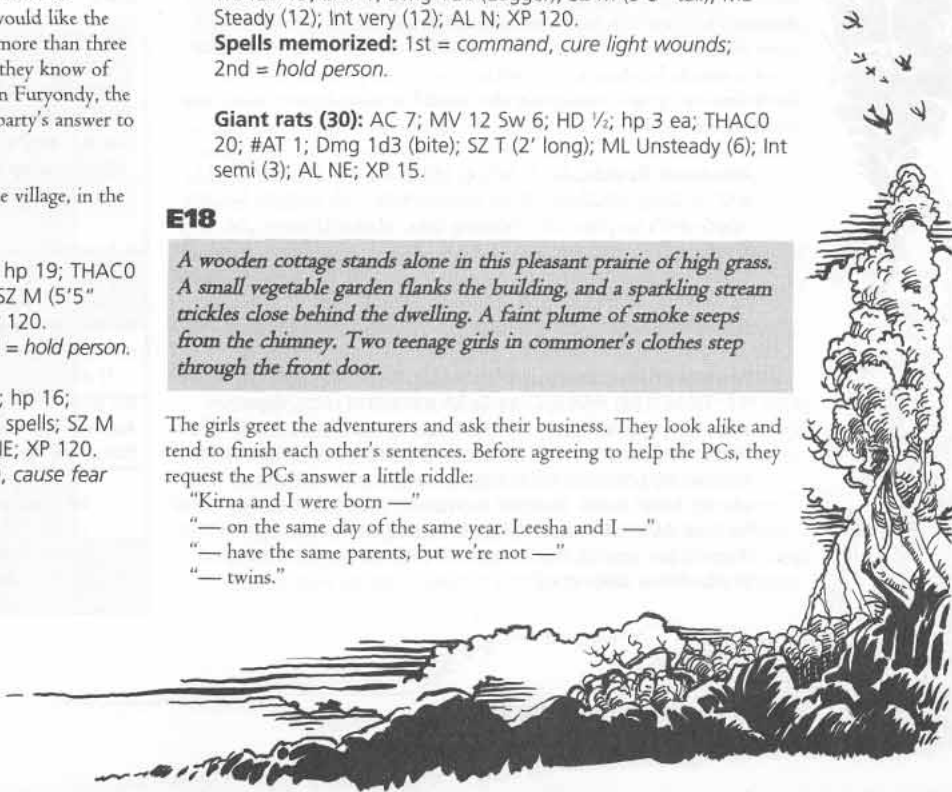
The girls greet the adventurers and ask their business. They look alike and tend to finish each other's sentences. Before agreeing to help the PCs, they request the PCs answer a little riddle:

"Kirna and I were born —"

"— on the same day of the same year. Leesha and I —"

"— have the same parents, but we're not —"

"— twins."





"Or clones."

"Or simulacrum."

"How can this be?"

If the group can't answer the riddle, Kirna explains that they're triplets, and at that point the third sister leaps from the grass behind the party (with a 5-in-6 chance of catching them by surprise if nobody was watching in that direction) in tiger form — all three girls are weretigresses.

Answer: They are triplets.

Exits: Into the garden, through the front door, across the stream, through the back door.

Weretigresses (3): AC 3; MV 12; HD 6+2; hp 25, 22, 20; THACO 15; #AT 3; Dmg 1d4/1d4/1d12 (claw/claw/bite); SA rake for 1d4+1/1d4+1; SD hit only by silver or +1 or better weapon; SZ M (6' long); ML Elite (13); Int avg (9); AL N; XP 975.

E19

You stand in what must be a gigantic cage — half-hidden behind huge (but otherwise ordinary) plants, wire mesh walls stretch in every direction. The air is hot, and a huge flame flickers where the sun should be. The ground is made of sandstone boulders; a large wooden platform set among the boulders supports three enormous copper coins. Two heavy creatures can be heard moving through the plants.

This area is designed to give guests the impression that they are now only an inch or less tall (they aren't, but the plants, props and creatures are huge). The coins are Greyhawkian copper commons, each 5 feet tall and 4 inches thick. Each coin requires a total of 30 strength points to move. The wooden platform is 2 feet high (just enough to keep it clear of the "sand"); a thin black line is painted across it. Bolted to one end is a brass plaque which reads: PLACE THE COINS SO THAT THERE ARE TWO HEADS ON ONE SIDE OF THE LINE, AND TWO TAILS ON THE OTHER.

If the party takes more than ten minutes to solve this riddle, two minotaur lizards crawl from the foliage and attack. If the party wanders around the cage, they run into the lizards within a turn, and are likely to find two mantrap plants, as well.

Answer: Place one coin heads-up on one side, the other tails-up on the other side, and the third coin on its edge along the line (a successful Dex check is required to balance the coin).

Exits: Into the upright coin, under the "heads" coin, under the "tails" coin, under a boulder.

Minotaur lizards: AC 5; MV 6; HD 8; hp 40, 35; THACO 13; #AT 3; Dmg 2d6/2d6/3d6 (claw/claw/bite); SA surprise (-5 on opponent's surprise roll), holding bite; SZ G (40' long); ML Average (10); Int non (0); AL N; XP 975.

Note: On an attack roll of 20 with a bite, the lizard has trapped its victim in its mouth and automatically hits with its bite every round thereafter (victim cannot act the first round of being held).

Mantraps (carnivorous plant) (2): AC 6; MV 0; HD 4; hp 20, 15; THACO nil; #AT 0; Dmg 0; SA attraction odor, digestive acid; SZ L (16' tall); ML Steady (12); Int non (0); AL N; XP 650.
Note: Any creature that comes within 60' of the plant needs to save vs. poison or be enthralled and crawl into one of the plant's 3 leaf traps. Trapped individuals take acid damage equal to their AC (not including Dex bonuses) every round (minimum 1 point per round); items must save vs. acid or be destroyed (metal items save at +2).

E20

A broad dirt road cuts through rich farmland. Hobbling away from you is an extremely short person in traveling clothes, using a large staff to aid his walking. Beyond the figure is a roadside shelter made of wood.

If hailed, the figure turns, revealing itself to be a gray-haired old gnome. He waves at the group, and then suddenly collapses. If approached, he gasps out that he has a weak heart, but that he's carrying a potion that helps him. He needs exactly one ounce of the potion — too little and it doesn't help, too much and it kills him. He has a pouch with three bottles (a white 9-ounce, a green 5-ounce, and a red 2-ounce), a broken blue 1-ounce bottle, and a large flask full of the potion. The party must use the remaining bottles to measure out exactly 1 ounce of the potion for the gnome.

Failure to measure out the proper amount in 5 rounds causes the gnome to "die," after which it attacks, as does an ankheg waiting underground.

Answer: Fill the green (5 ounce) bottle, then use it to fill the red (2 ounce) bottle twice, emptying the smaller bottle into the flask each time. What remains in the green bottle is 1 ounce.

Exits: Down the road, up the road, from the flask, into the pouch.

Gnome (ju-ju zombie): AC 6; MV 9; HD 3+12; hp 27; THACO 15; #AT 1; Dmg 3d4; SD turned as a specter, +1 or better weapon to hit, immunities; SZ S (3'6" tall); ML Fearless (20); Int low (6); AL NE; XP 975.

Note: Blunt and piercing weapons do only half damage to the zombie. It is immune to *sleep*, *charm*, and *hold* spells, *illusions*, and *magic missiles*. Fire causes half damage.

Ankheg: AC 2 (underside 4); MV 12 burrow 6; HD 8; hp 34; THACO 13; #AT 1; Dmg 3d6 (bite) + 1d4 (acid); SA squirt acid for 8d4; SZ H (20' long); ML Average (9); Int non (0); AL N; XP 975.

Note: The ankheg can only squirt acid once every six hours, and this prevents it from digesting food for that period of time, so it only does this when desperate.

E21

You stand in thick jungle. Deklo trees tower all around, but the ground underfoot has very few small plants, only scuff from the leaf canopy overhead. The air is hot and humid, full of smells. A score of nearly naked freckled blond savages — male and female — surround a short pyre among the tree trunks; the painted body of another savage lays here, apparently killed by sharp weapons. A man lights the pyre, and they chant slowly. One man in a snakeskin vest and lacquered mask stands apart, silently watching.

A few moments after the fire is lit, the masked savage approaches the PCs and speaks in halting Common. He explains that the dead man is the brother of the tribe's leader. He then points out that the dead man had no brother, and asks, "How is the leader related to the dead man?" Meanwhile, the savages ritually cut pieces from the burning man and eat them.

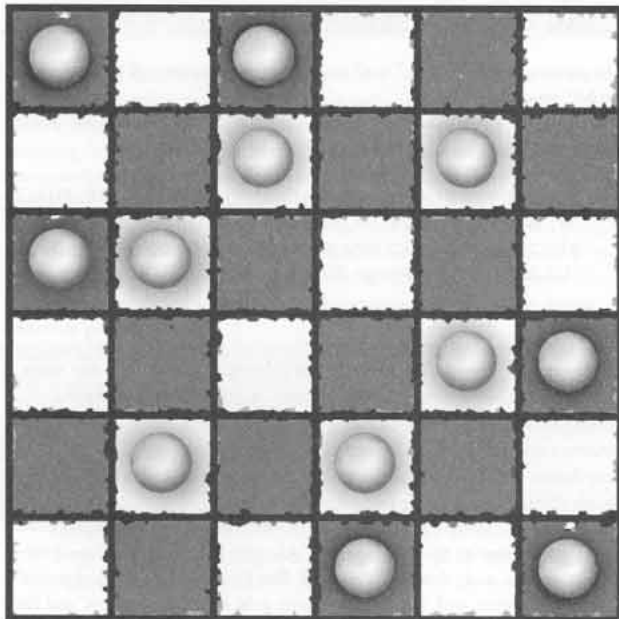
If the PCs cannot answer, or try to interrupt the savages' funeral ritual, the mourners and shaman attack.

Answer: The leader is the dead man's sister.

Exits: Into the fire, up into the jungle canopy, around two trees.

Hepmonaland savages (20), hm&f F0: AC 10; MV 12; hp 6 (×4), 5 (×5), 4 (×8), 3 (×3); THACO 20; #AT 1; Dmg by weapon (spear); SZ M (5'-6' tall); ML Elite (13); Int varies (7-13); AL N; XP 15.

Encounter 22 Touchy Spheres



Shaman, hm P2: AC 10; MV 12; hp 12; THACO 20; #AT 1; Dmg by weapon (spear); SZ M (5' 10" tall); ML Elite (14); Int very (12); AL N; XP 35.

Spells memorized: 1st = *bles*, *entangle*.

E22

Every surface of this 30-foot cube-shaped room alternates between 5-foot squares of red quartz and green marble. Twelve opaque glassy spheres, each 3 feet in diameter, rest on a narrow shelf on the far wall. A small silver plaque is bolted to the closest wall.

The plaque reads: ARRANGE THE 12 SPHERES ON THE FLOOR SO THAT NO MORE THAN 2 SPHERES ARE IN ANY ROW, COLUMN, OR DIAGONAL. The spheres become transparent if touched, revealing gray ooze inside; they become opaque again as soon as they are no longer touched. The spheres can be moved by anyone with a strength of 5 or greater, though if one is handled roughly there is a 75% chance that it breaks, releasing the ooze (a broken sphere reforms in 1 round, although the ooze will have already escaped).

If more than two spheres are placed in a row, or if more than three spheres have been broken, all of the spheres break and release their inhabitants.

Answer: See the illustration.

Exits: Behind the plaque, in one of the spheres (an empty one if there are any), beneath the two green squares in opposite corners of the floor.

Gray oozes (12): AC 8; MV 1; HD 3+3; hp 16, 15(×2), 14(×5), 13(×2), 10(×2); THACO 17; #AT 1; Dmg 2d8; SA corrodes metal; SD not affected by spells, lightning, or cold; SZ S (3' diameter); ML Fearless (20); AL N; Int animal (1); XP 2000.

E23

There's barely space to stand in this cramped room. A dark wood counter splits the room; the wall behind it is crammed with dusty shelves packed with boxes and junk. A fist-sized crystal globe on the counter is wrapped in faint light, like faerie fire. A drow elf stands behind the counter, dark features barely visible in the dim light. He gestures at two crystal goblets, one filled with clear liquid, the other filled with something that looks like wine.

When the elf has the party's attention, he takes a spoonful of wine, pours it into the water and mixes it. He then takes a spoonful of the water/wine mixture, pours it into the wine goblet, and mixes that. He then asks which is more pure — the water with the wine mixed into it, or the wine with the water and wine mixed into it. An incorrect answer incites him to attack.

Answer: Wine by its nature contains more impurities than water so the glass that contains mostly water is purer.

Exits: The water glass, the wine glass, a brass ring resting on a shelf, behind the counter.

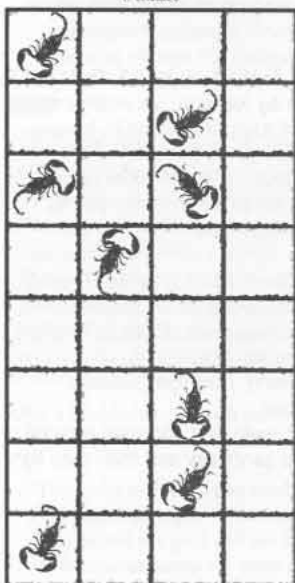
Drow wizard (W7): AC 8 (Dex bonus); MV 12; hp 21; THACO 18; #AT 1; Dmg 1d4 (dagger); SA spells, magical abilities; SD spells, spell abilities, *stoneskin* (blocks the first 6 attacks); MR 64%; SZ M (5' tall); ML Elite (14); Int high (13); AL CE; XP 4000.

Spells memorized: 1st = *burning hands*, *color spray*, *grease*, *magic missile*; 2nd = *flaming sphere*, *Melf's acid arrow*, *scare*; 3rd = *feign death*, *flame arrow*, *hold person*; 4th = *stoneskin* (already cast).

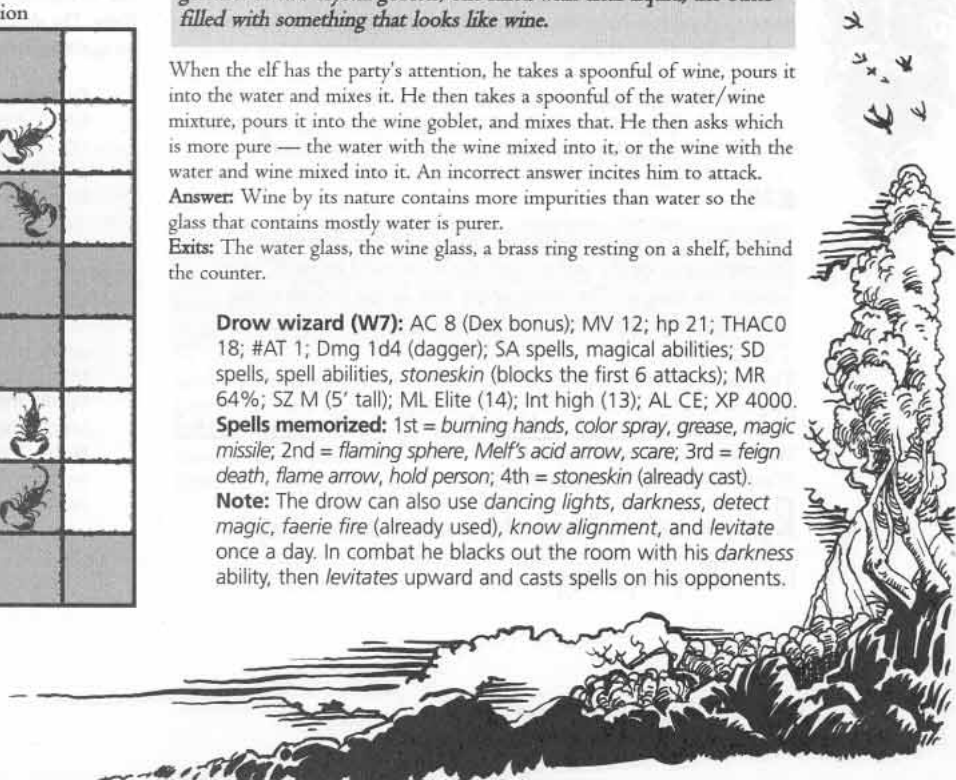
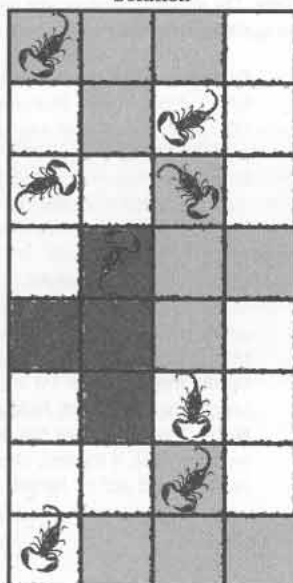
Note: The drow can also use *dancing lights*, *darkness*, *detect magic*, *faerie fire* (already used), *know alignment*, and *levitate* once a day. In combat he blacks out the room with his *darkness* ability, then *levitates* upward and casts spells on his opponents.

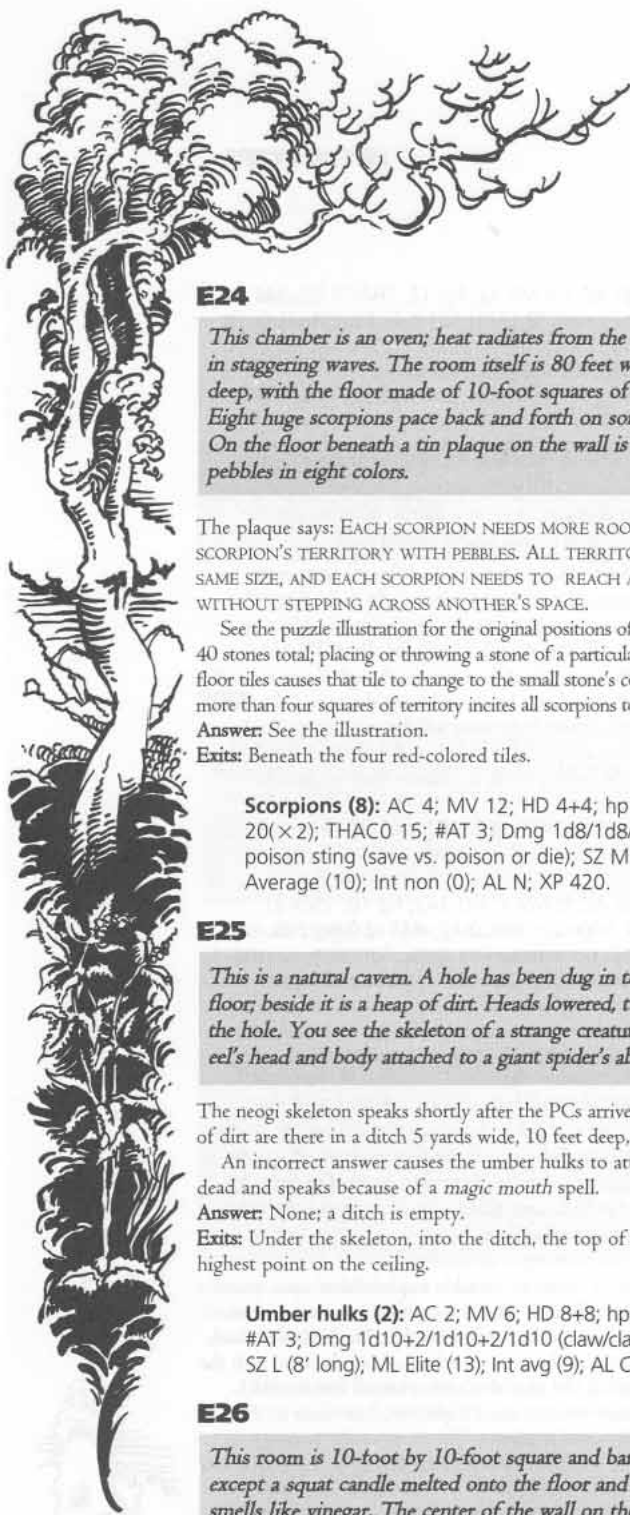
Encounter 24 Territorial Scorpions

Puzzle



Solution





E24

This chamber is an oven; heat radiates from the 30-foot high ceiling in staggering waves. The room itself is 80 feet wide and 40 feet deep, with the floor made of 10-foot squares of pale sandstone. Eight huge scorpions pace back and forth on some of the squares. On the floor beneath a tin plaque on the wall is a dish heaped with pebbles in eight colors.

The plaque says: EACH SCORPION NEEDS MORE ROOM. MARK EACH SCORPION'S TERRITORY WITH PEBBLES. ALL TERRITORIES MUST BE THE SAME SIZE, AND EACH SCORPION NEEDS TO REACH ALL OF ITS TERRITORY WITHOUT STEPPING ACROSS ANOTHER'S SPACE.

See the puzzle illustration for the original positions of the scorpions. There are 40 stones total; placing or throwing a stone of a particular color on one of the floor tiles causes that tile to change to the small stone's color. Giving any scorpion more than four squares of territory incites all scorpions to attack the PCs.

Answer: See the illustration.

Exits: Beneath the four red-colored tiles.

Scorpions (8): AC 4; MV 12; HD 4+4; hp 27, 26(×3), 24(×2), 20(×2); THACO 15; #AT 3; Dmg 1d8/1d8/1d3 (pincers/tail); SA poison sting (save vs. poison or die); SZ M (4' long); ML Average (10); Int non (0); AL N; XP 420.

E25

This is a natural cavern. A hole has been dug in the smooth earth floor; beside it is a heap of dirt. Heads lowered, two umber hulks flank the hole. You see the skeleton of a strange creature nearby — like an eel's head and body attached to a giant spider's abdomen and legs.

The neogi skeleton speaks shortly after the PCs arrive: "How many cubic feet of dirt are there in a ditch 5 yards wide, 10 feet deep, and 20 yards long?"

An incorrect answer causes the umber hulks to attack; the neogi is quite dead and speaks because of a *magic mouth* spell.

Answer: None; a ditch is empty.

Exits: Under the skeleton, into the ditch, the top of the pile of dirt, the highest point on the ceiling.

Umbur hulks (2): AC 2; MV 6; HD 8+8; hp 48, 34; THACO 11; #AT 3; Dmg 1d10+2/1d10+2/1d10 (claw/claw/bite); SA *confusion*; SZ L (8' long); ML Elite (13); Int avg (9); AL CE; XP 4000.

E26

This room is 10-foot by 10-foot square and bare of furnishings except a squat candle melted onto the floor and a barrel of what smells like vinegar. The center of the wall on the far side of the room has been carved with strange writing.

The writing is broken into three lines, with certain "words" underlined:

Ե՞տ մտո՞ւ ընկալա՞յր ըստ Զ Ինչ օգու՞ղ Խոտո՞ւ
 WHY ARE SOME WORDS UNDERLINED?

WHICH SHOULD BE UNDERLINED BELOW?

Եթե մտո՞ւ ընկալա՞յր ըստ Զ Ինչ օգու՞ղ Խոտո՞ւ
 Բարձր և քիչ քանակությամբ

If the PCs underline one of the wrong words, or fail to underline all the right words, the walls (which are actually stunjellies) attack and attempt to eat the adventurers.

Answer: Եթե մտո՞ւ ընկալա՞յր ըստ Զ Ինչ օգու՞ղ Խոտո՞ւ
Բարձր և քիչ քանակությամբ

The pattern is that "words" with more than one instance of the same symbol get underlined.

Exits: Into the barrel, under the barrel, over the candle, through the writing on the wall.

Stunjellies (4): AC 8; MV 4; HD 4; hp 24, 22, 20, 18; THACO 17; #AT 1; Dmg 2d4; SA paralyzation; SD immune to mind-affecting spells, electricity, paralyzation, and polymorph; SZ L (10' across); ML Average (9); Int animal (1); N; XP 420.

E27

You are in a gemsmith's shop: Glass cabinets mounted on the walls display jewels of every color and shape. A scrawny gray-skinned dwarf hunches over a low table draped with black velvet; a tall woman dressed in silver-trimmed gray stands near you. Several small eye lenses and tweezers are arranged on the velvet, but the people are both focused on a single red gemstone there.

As the group steps in, the dwarf speaks. "All right, I'll give you 200 gold for it."

The woman nods slowly. "Very well. But I insist on being paid partially in electrum pieces, with ten times as many gold coins as electrum, and the rest in platinum."

"How am I supposed to figure that out?" growls the dwarf.

"Ask them," replies the woman, gesturing at the PCs.

The human and dwarf both attack if the party can't answer the question. The "jewels" are glass, unless the DM places gems as treasure here.

Answer: 10 ep, 100 gp, and 19 pp. It may be necessary to "remind" the characters that 10 electrum = 5 gold = 1 platinum piece, a fact they would all know.

Exits: The shop's front door, the shop's window, under the velvet on the table, through the door to the back room.

Duergar: AC 3 (plate mail); MV 6; HD 3+6; hp 22; THACO 17; #AT 1; Dmg 1d4+1 (hammer) or by weapon; SA *enlargement*; SD *invisibility*, save at +4; SZ S (4' tall); ML Elite (13); Int avg (10); AL LE; XP 975.

Note: The duergar can *enlarge* itself to 200% of its normal size (thus doing double damage on all attacks) and use its *invisibility* power as the situation warrants.

Priest of Zilchus, hf P4: AC 8 (Dex); MV 12; hp 22; THACO 18; #AT 1; Dmg 1d6+1 (flail) or by weapon; SA spells; SD spells, save at +2 vs. mind-controlling spells; SZ M (5'7" tall); ML Elite (14); Int very (11); AL LN; XP 175.

Spells memorized: 1st = *command*, *cure light wounds*, *sanctuary*; 2nd = *aid*, *hold person*.

Note: The priest uses her attack spells first and then attacks with her flail; if injured, she casts *sanctuary* and then *cure light wounds* and *aid* on herself.

ENCOUNTERS

E28

At the near end of this small valley trudges the tail of a humanoid army. More than a hundred orcs march single file, trailed by three stout supply wagons; the light of approaching dawn creeps across the horizon. An order is shouted from somewhere up ahead, and the warriors make camp. A one-eyed old orc limps up, grinning at you.

If allowed, the old orc speaks. "This battalion used to march six across, but one of us bit it when we ran into an elf scout party. Commander — he doesn't march with us; he's the commander, see? — ordered us into marching formation, but now we were short one orc in the last row. But Commander is superstitious about the gap, see? So he told us to march five abreast, but we were still short one orc. He tried again with four abreast, and three, and even two — and we were always one orc short even though they used to work. He finally made us march single file. How many of us soldiers are there? Commander doesn't count, 'cause he's the commander."

The old orc, all the soldiers, and the commander attack if the wrong answer is given.

Answer: 119 soldiers. The original number, 120, would have worked fine with 1, 2, 3, 4, 5 or 6 in a row, so there must have been originally $1 \times 2 \times 3 \times 4 \times 5 \times 6 = 120$; the loss of one brings that to 119. 59 soldiers also works as an answer, as does any multiple of 60; a merciful DM might choose to confront the PCs with 59 orcs.

Exits: The two wagons, two of the orc campfires.

Orcs (118): AC 6; MV 9; HD 1; hp 6 each; THACO 19; #AT 1; Dmg 1d8 (long sword) or by weapon; SZ M (6' tall); ML Steady (12); Int avg (9); AL LE; XP 15.

Orc commander: AC 5; MV 9; HD 1; hp 8; THACO 19; #AT 1; Dmg 1d8 (long sword) or by weapon; SZ M (6' tall); ML Elite (13); Int avg (10); AL LE; XP 15.

Old orc (shaman): AC 6; MV 9; HD 3; hp 17; THACO 18; #AT 1; Dmg 1d6 (spear) or by weapon; SA spells; SD spells; SZ M (6' tall); ML Elite (13); Int very (11); AL LE; XP 650.

Spells: (as 5th-level priest) 1st = *cause light wounds*, *command*, *entangle*; 2nd = *charm person or mammal*, *hold person*, *silence 15' radius*; 3rd = *prayer*.

E29

You're in a noisy tavern. A tired bartender serves drinks along the walnut bar, barfolk bring meals to various guests at tables, and a quartet of musicians in the far corner play a tune which is largely ignored. At one of the tables a card game of some sort is underway. Four men lean over their hands, keeping an eye on their untidy piles of coins. One is definitely a priest of Ralishaz, though the professions of the other three aren't easily determined. People from nearby tables watch the game, and even the servers detour to check it out. Standing near you is a drunk man dressed in the flamboyant colors of a bard.

After a loud belch, the bard sidles up to one of the PCs and speaks the following poem:

"Four jolly men sat down to play,
And played all night 'til the break of day;
They played for gold and not for fun,
With separate scores for every one,

Yet, when time came to square accounts,
They all had made quite fair amounts!
Can you the paradox explain?
If no one lost, how could all gain?"

The bard then passes out.

If the group cannot answer the bard's riddle, the gamblers and some of the patrons attack.

Answer: The poem is about the musicians.

Exits: The door to the kitchen, the top of the staircase, through a window, through the front door.

Priest of Ralishaz, hm P3: AC 8 (leather); MV 12; hp 16; THACO 20; #AT 1; Dmg 1d6 (staff) or by weapon; SA spells; SD spells, protection from misfortune, *sleep* by gaze (range 30 yards, one target creature, save vs. spells negates); SZ M (6' tall); ML Elite (13); Int very (11); AL CN; XP 120.

Spells: 1st = *command* ($\times 2$); 2nd = *silence 15' radius*.

Gamblers (thieves) (3): AC 6 (leather + Dex bonus); MV 12; HD 3; hp 13, 12, 11; THACO 19; #AT 1; Dmg 1d6 (short sword) or by weapon; SA backstab for $\times 2$; SZ M (5'-6' tall); ML Average (10); Int avg (10); AL CE; XP 65.

Patrons (8): AC 10; MV 12; HD 1; hp 5 ($\times 4$), 4 ($\times 4$); THACO 20; #AT 1; Dmg 1d6 (club) or by weapon; SZ M (5'-6' tall); ML Average (9); Int avg (10); AL N; XP 15.

E30

You are ankle-deep in the scorching sand of a desert at midday. A short distance away is an oasis with a single palm tree, two small tents and a table. A tall woman stands in front of a tent, fiddling with objects on the table.

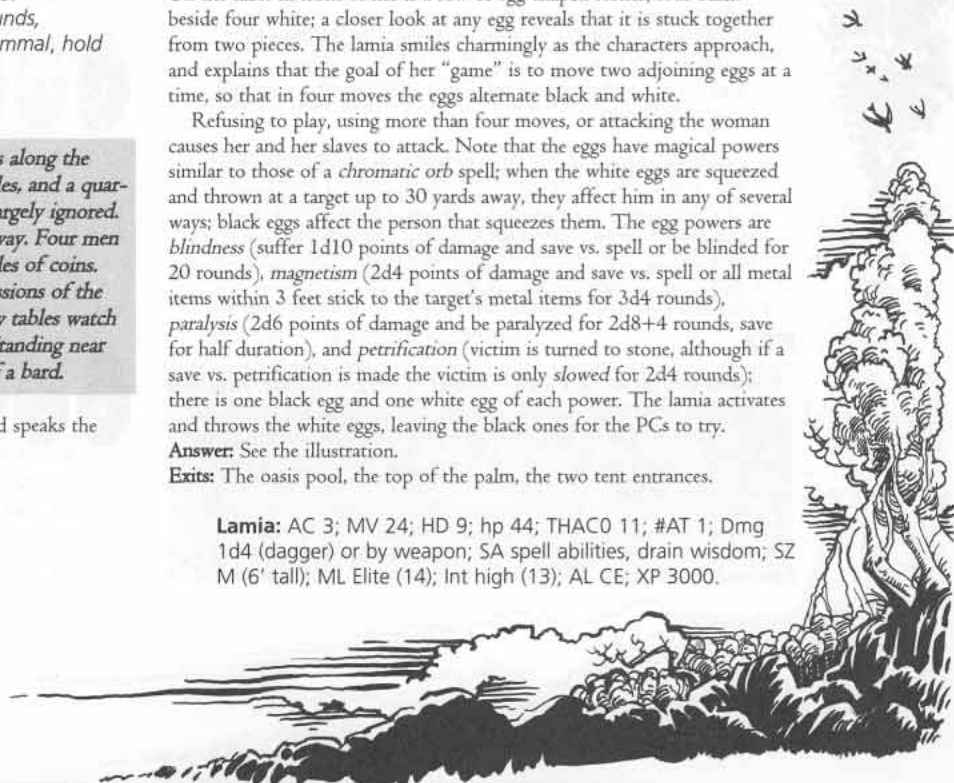
The woman is a lamia, cloaked in an *illusion* to look like a desert nomad. On the table in front of her is a row of egg-shaped stones, four black beside four white; a closer look at any egg reveals that it is stuck together from two pieces. The lamia smiles charmingly as the characters approach, and explains that the goal of her "game" is to move two adjoining eggs at a time, so that in four moves the eggs alternate black and white.

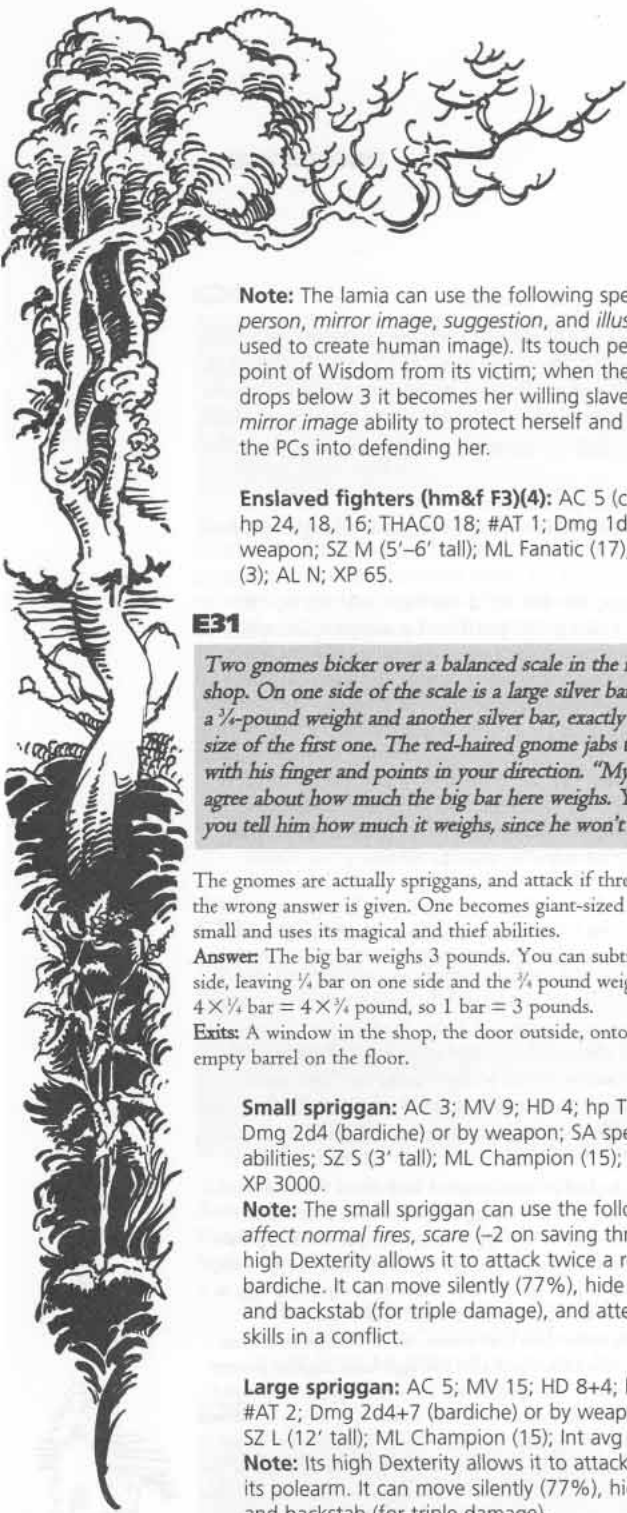
Refusing to play, using more than four moves, or attacking the woman causes her and her slaves to attack. Note that the eggs have magical powers similar to those of a *chromatic orb* spell; when the white eggs are squeezed and thrown at a target up to 30 yards away, they affect him in any of several ways; black eggs affect the person that squeezes them. The egg powers are *blindness* (suffer 1d10 points of damage and save vs. spell or be blinded for 20 rounds), *magnetism* (2d4 points of damage and save vs. spell or all metal items within 3 feet stick to the target's metal items for 3d4 rounds), *paralysis* (2d6 points of damage and be paralyzed for 2d8+4 rounds, save for half duration), and *petrification* (victim is turned to stone, although if a save vs. petrification is made the victim is only slowed for 2d4 rounds); there is one black egg and one white egg of each power. The lamia activates and throws the white eggs, leaving the black ones for the PCs to try.

Answer: See the illustration.

Exits: The oasis pool, the top of the palm, the two tent entrances.

Lamia: AC 3; MV 24; HD 9; hp 44; THACO 11; #AT 1; Dmg 1d4 (dagger) or by weapon; SA spell abilities, drain wisdom; SZ M (6' tall); ML Elite (14); Int high (13); AL CE; XP 3000.





Note: The lamia can use the following spells 1 ×/day: *charm person*, *mirror image*, *suggestion*, and *illusion* (already being used to create human image). Its touch permanently drains 1 point of Wisdom from its victim; when the victim's Wisdom drops below 3 it becomes her willing slave. The lamia uses her *mirror image* ability to protect herself and tries to *charm* one of the PCs into defending her.

Enslaved fighters (hm&f F3)(4): AC 5 (chain); MV 9; HD 3; hp 24, 18, 16; THACO 18; #AT 1; Dmg 1d8 (scimitar) or by weapon; SZ M (5'-6' tall); ML Fanatic (17); Int avg (10); Wis (3); AL N; XP 65.

E31

Two gnomes bicker over a balanced scale in the middle of a cluttered shop. On one side of the scale is a large silver bar; on the other side is a ¾-pound weight and another silver bar, exactly three-quarters the size of the first one. The red-haired gnome jabs the black-haired one with his finger and points in your direction. "My brother and I disagree about how much the big bar here weighs. You look smart — you tell him how much it weighs, since he won't believe me!"

The gnomes are actually spriggans, and attack if threatened, insulted, or if the wrong answer is given. One becomes giant-sized and the other remains small and uses its magical and thief abilities.

Answer: The big bar weighs 3 pounds. You can subtract ¾ bar from each side, leaving ¼ bar on one side and the ¾ pound weight on the other, so $4 \times \frac{3}{4}$ bar = $4 \times \frac{3}{4}$ pound, so 1 bar = 3 pounds.

Exits: A window in the shop, the door outside, onto the scale, into an empty barrel on the floor.

Small spriggan: AC 3; MV 9; HD 4; hp THACO 17; #AT 2; Dmg 2d4 (bardiche) or by weapon; SA spell abilities; SD thief abilities; SZ S (3' tall); ML Champion (15); Int avg (10); AL CE; XP 3000.

Note: The small spriggan can use the following spells at will: *affect normal fires*, *scare* (-2 on saving throw), and *shatter*. Its high Dexterity allows it to attack twice a round with its bardiche. It can move silently (77%), hide in shadows (64%), and backstab (for triple damage), and attempts to use these skills in a conflict.

Large spriggan: AC 5; MV 15; HD 8+4; hp 40; THACO 11; #AT 2; Dmg 2d4+7 (bardiche) or by weapon +7 (strength); SZ L (12' tall); ML Champion (15); Int avg (9); AL CE; XP 3000.

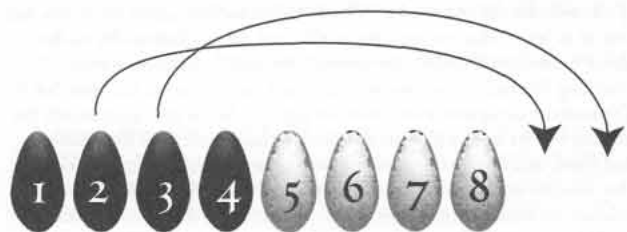
Note: Its high Dexterity allows it to attack twice a round with its polearm. It can move silently (77%), hide in shadows (64%), and backstab (for triple damage).

E32

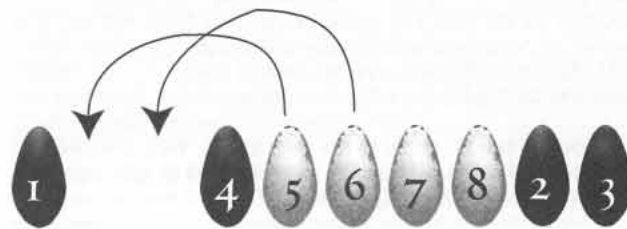
Suddenly you are in the Garden Quarter of the city of Greyhawk, standing in front of the temple of Pelor. An old priestess hands out coins to a small line of refugees; other recipients have already moved on and mingled into the crowd. The priestess hands out her last coin and beckons to you.

The priestess explains her situation. "Every week, my church gives 120 silver pieces to the poor. It's often the same people, so I told last week's

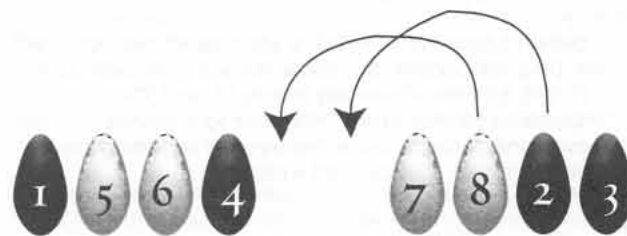
Encounter 30 Exchanging Eggs



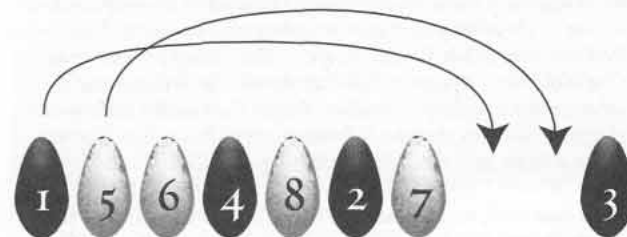
Step One



Step Two



Step Three



Final Step

group that if just five of them got jobs and didn't return this week, everyone who *did* return would get two more silver than he did last week. They promised to try, but this week I have all the same regulars and four new people, so everyone got one silver piece *less* than before. How many did each person get this week?"

The woman really is a cleric of Pelor. She doesn't attack if given the wrong answer; she defends herself to the best of her ability if attacked. She heals people or aids them with her spells if asked, although she cannot leave this room — and she cannot give them the answer.

Answer: Each person got 5 sp this week. The number of coins given to each person (p) were x (last week), $x-1$ (this week), and $x+2$ (which they could have gotten this week, if all had gone well); the only numbers that fit these arrangements and still divide evenly into 120 are 4, 3, and 6 (for $x=4$) and 6, 5, and 8 (for $x=6$). Plugging these numbers into $(p \times x)=120$, $(p-5) \times (x+2) = 120$, and $(p+4)(x-1) = 120$, the only set that works for all three is 6, 5, and 8, so each person got 5 this week ($x-1$).

Exits: Four doors within the temple.

Priestess of Pelor, hf P6: AC 5 (chain); MV 8; hp 30; THACO 18; #AT 1; Dmg 1d6+1 (mace) or by weapon; SA spells; SD spells, automatic saves vs. spells that remove sight (blindness, darkness, etc.); SZ M (5'6" tall); ML Average (9); Int very (11); AL LG; XP 650.

Spells: 1st = *cure light wounds* ($\times 5$); 2nd = *hold person* ($\times 2$), *dust devil*, *withdraw*; 3rd = *create food & water*, *cure blindness*.

Note: All of her cure spells do at least the average amount possible by the die roll (for example, *cure light wounds* always cures at least 5 points).

E33

A fire giant paces back and forth between two great iron scales. One scale has four adult hell hounds and three young ones on one side, and a stack of boulders on the other. The other scale has three adult hell hounds and four pups on one side, and another stack of boulders on the other side. The giant drops a couple of boulders onto the heap on each scale, and the scales both balance.

The giant scratches its head for a bit, and then announces that the four hounds and three pups weigh as much as 37 boulders, while the three hounds and four pups weigh as much as 33 boulders. It wants to know how much each of the hounds and pups weigh (in boulders).

If attacked or the incorrect answer is given, the fire giant and the adult hell hounds attack; the pups retreat if threatened (they are too young to be a threat, but too old to be trained by humans).

Answer: Adults weigh 7 boulders, pups weigh 3. The second set has one less hound and one more pup than the first set, so the 4-boulder difference between the two scales is actually the difference between a hound and a pup. In other words, 1 pup + 4 boulders = 1 adult. Removing the four adults from the first set and replacing them with four pups and four stacks of 4 boulders each, we end up with: 7 pups + 16 boulders = 37 boulders. This reduces to 7 pups = 21 boulders, so pups weigh 3 boulders and hounds weigh 7 boulders.

Exits: The four scale pans.

Fire giant: AC -1; MV 12; HD 15; hp 70; THACO 5; #AT 1; Dmg 2d10 (huge sword) +10 (Strength); SA hurl rocks for 2d10; SD fire attacks do -1 hp per die; SZ H (18' tall); ML Champion (16); Int avg (10); AL LE; XP 8000.

Hell hounds (7): AC 4; MV 12; HD 5; hp 27, 26, 25, 23, 22, 20, 18; THACO 15; #AT 1; Dmg 1d10 (bite); SA breathe fire for 5 points (save vs. breath weapon for half), natural 20 on attack roll does breath and bite damage; SD immune to fire, 50% to detect invisible creatures; SZ M (3' at shoulder); ML Elite (13); Int low (6); AL LE; XP 650.

E34

Rolling high plains stretch in all directions. A poorly dressed man on a skinny horse rides slowly toward you, hand raised in a friendly manner.

The man is a poor Paynim tribesman. He rides up and offers to share some fermented mare's milk and tell his tale. Apparently, the Khan of his tribe was dying and summoned his sons. He awarded his eldest son one-half of his horse herd; his second son got one-third; and his last son got one-ninth. The sons pointed out that $\frac{1}{2} + \frac{1}{3} + \frac{1}{9}$ didn't add up to the whole herd, and the chieftain said that the remaining animals should be given as a charitable gesture to the first needy person to pass. The sons went to split the herd and found that it could not be divided evenly by two, three or nine. The poor tribesman rode by and, hearing of their difficulties, offered to sell them his horse for thirty gold pieces. The brothers saw that adding the new horse would make the herd divisible to their needs and each paid him ten gold. When the three divisions were done, there was one horse left. The poor tribesman was given the final horse as charity, and he rode off, thirty gold richer. "Now," he asks, "how many horses were there in the original herd?"

If attacked, or if a wrong answer is given, the tribesman tries to flee, while three Paynim nobles gallop over a hill, charging the party.

Answer: The original herd had 17 horses. The storyteller's horse brought this to 18, so the first brother took 9 (1/2 the total), the second took 1/3 the total (6), and the last took 1/9 the total (2), leaving one for the storyteller.

Exits: under the belly of the tribesman's horse, over three hills.

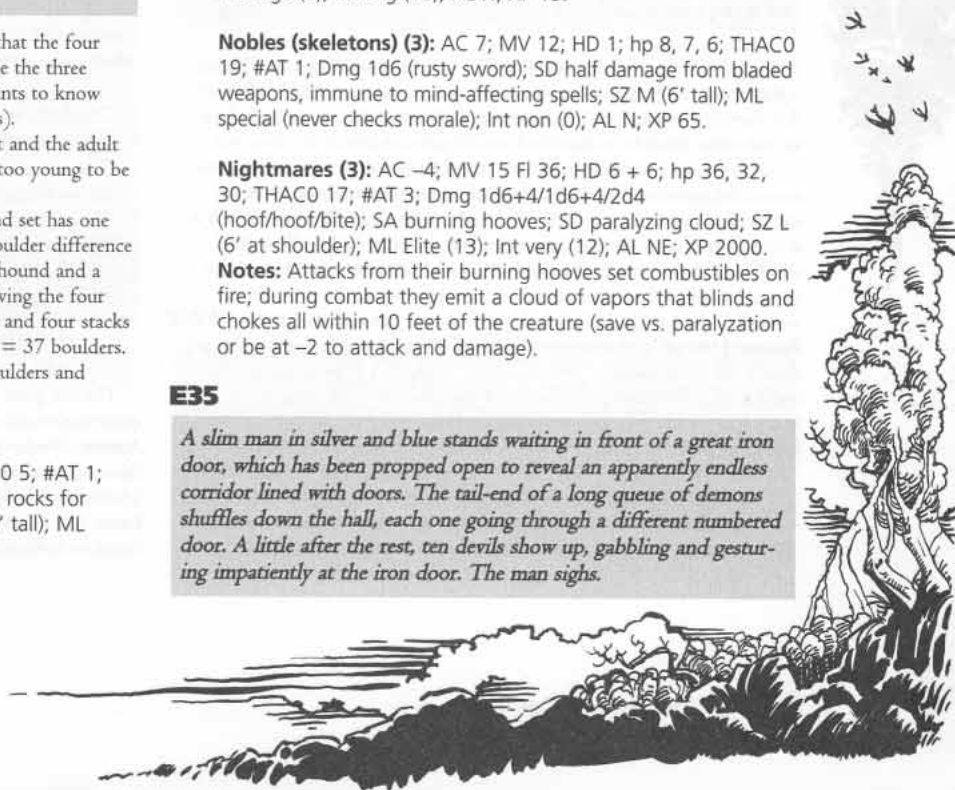
Poor tribesman: AC 10; MV 12; HD 1; hp 4; THACO 20; #AT 1; Dmg 1d6 (club) or by weapon; SZ M (5' 6" tall); ML Average (8); Int avg (10); AL N; XP 15.

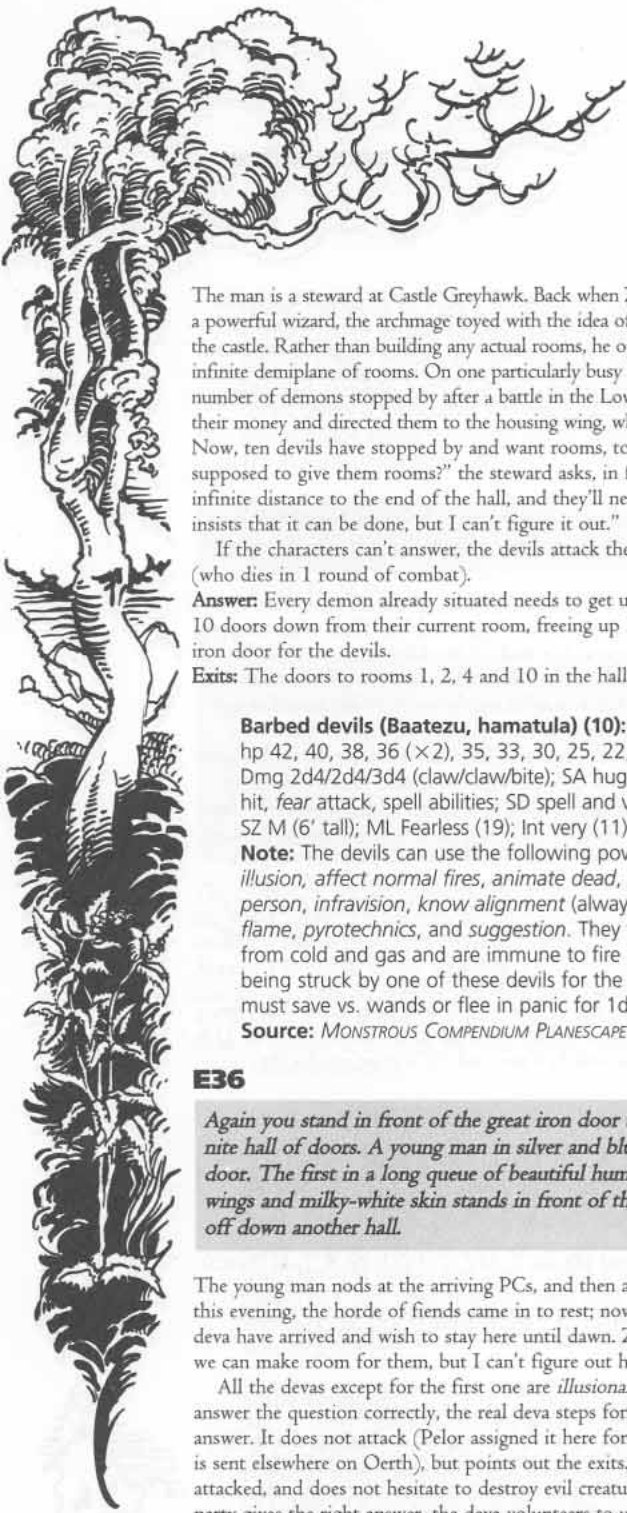
Nobles (skeletons) (3): AC 7; MV 12; HD 1; hp 8, 7, 6; THACO 19; #AT 1; Dmg 1d6 (rusty sword); SD half damage from bladed weapons, immune to mind-affecting spells; SZ M (6' tall); ML special (never checks morale); Int non (0); AL N; XP 65.

Nightmares (3): AC -4; MV 15 Fl 36; HD 6 + 6; hp 36, 32, 30; THACO 17; #AT 3; Dmg 1d6+4/1d6+4/2d4 (hoof/hoof/bite); SA burning hooves; SD paralyzing cloud; SZ L (6' at shoulder); ML Elite (13); Int very (12); AL NE; XP 2000. **Notes:** Attacks from their burning hooves set combustibles on fire; during combat they emit a cloud of vapors that blinds and chokes all within 10 feet of the creature (save vs. paralyzation or be at -2 to attack and damage).

E35

A slim man in silver and blue stands waiting in front of a great iron door, which has been propped open to reveal an apparently endless corridor lined with doors. The tail-end of a long queue of demons shuffles down the hall, each one going through a different numbered door. A little after the rest, ten devils show up, gabbling and gesturing impatiently at the iron door. The man sighs.





The man is a steward at Castle Greyhawk. Back when Zagig Yragerne was just a powerful wizard, the archmage toyed with the idea of renting out rooms in the castle. Rather than building any actual rooms, he opened a portal into an infinite demiplane of rooms. On one particularly busy night, an infinite number of demons stopped by after a battle in the Lower Planes; Zagig took their money and directed them to the housing wing, where each took a room. Now, ten devils have stopped by and want rooms, too. "How am I supposed to give them rooms?" the steward asks, in frustration. "It's an infinite distance to the end of the hall, and they'll never get there! Zagig insists that it can be done, but I can't figure it out."

If the characters can't answer, the devils attack the PCs and the steward (who dies in 1 round of combat).

Answer: Every demon already situated needs to get up and move to a room 10 doors down from their current room, freeing up 10 spaces next to the iron door for the devils.

Exits: The doors to rooms 1, 2, 4 and 10 in the hallway.

Barbed devils (Baatezu, hamatula) (10): AC 1; MV 12; HD 7; hp 42, 40, 38, 36 (x2), 35, 33, 30, 25, 22; THAC0 13; #AT 3; Dmg 2d4/2d4/3d4 (claw/claw/bite); SA hug for 2d4 if both claws hit, fear attack, spell abilities; SD spell and weapon immunities; SZ M (6' tall); ML Fearless (19); Int very (11); AL LE; XP 6000.

Note: The devils can use the following powers at will: *advanced illusion*, *affect normal fires*, *animate dead*, *charm person*, *hold person*, *infravision*, *know alignment* (always active), *produce flame*, *pyrotechnics*, and *suggestion*. They take half damage from cold and gas and are immune to fire and poison. Upon being struck by one of these devils for the first time, the victim must save vs. wands or flee in panic for 1d6 rounds.

Source: *MONSTROUS COMPENDIUM PLANESCAPE Appendix*.

E36

Again you stand in front of the great iron door that leads to an infinite hall of doors. A young man in silver and blue waits near the iron door. The first in a long queue of beautiful human figures with bird wings and milky-white skin stands in front of the man; the line trails off down another hall.

The young man nods at the arriving PCs, and then asks for help. "Earlier this evening, the horde of fiends came in to rest; now an infinite army of deva have arrived and wish to stay here until dawn. Zagig has assured me we can make room for them, but I can't figure out how."

All the devas except for the first one are *illusionary*. If the party cannot answer the question correctly, the real deva steps forward and gives the answer. It does not attack (Pelor assigned it here for 3 days, after which it is sent elsewhere on Oerth), but points out the exits. It defends itself if attacked, and does not hesitate to destroy evil creatures that do so. If the party gives the right answer, the deva volunteers to use its *cure serious wounds* power on good-aligned characters, and then indicates the exits.

Answer: Have all of the current guests get up and move to a room that is double the room number of their current room; this frees up an infinite number of (odd-numbered) rooms for the devas, and the other guests retire in the infinite number of (even-numbered) rooms.

Exits: The doors to room 1, 3, and 9 and the deva-filled doorway leading out.

Movanic deva: AC -1; MV 12, FI 30; HD 8; hp 48; THAC0 13; #AT 2; Dmg 1d10+1 (*two-handed +1 flame tongue*) or by weapon; SA spell abilities; SD never surprised, spell and weapon immunities, regeneration, spell abilities; SZ M (6');

ML Fearless (20); AL NG; XP 14,000.

Notes: Movanic devas are immune to cold-based, electrical, *magic missile*, petrification, poison, normal fire-based, and gas attack spells, as well as attacks from nonmagical weapons. They take half-damage from dragon and magical-fire attacks. They are immune to poison and gas of all sorts.

They can use the following powers at will: *aid*, *augury*, *change self*, *comprehend languages*, *cure disease* (3x/day), *cure light wounds* (7x/day), *cure serious wounds* (3x/day), *detect evil*, *detect lie*, *detect magic*, *detect snares & pits* (7x/day), *dispel magic* (7x/day), *heal* (1x/day), *infravision* (always active), *invisibility* 10' radius, *know alignment*, *light*, *polymorph self*, *read magic*, *remove curse*, *remove fear*, *teleport without error* and *tongues*. They may use any Invocation/Evocation wizard spell 1x/day, as well as *anti-magic shell*, *protection from normal missiles* and *spell turning*.

Their aura of protection acts as a double-strength *protection from evil* spell and makes them immune to weapons of less than +2 enchantment. Their *detect evil* ability allows them to automatically detect the direction, strength and general nature of any sources of evil within 100'; if they look into the eyes of an evil creature, they automatically learn its name, nature and background. Their *celestial reverence* ability allows them to generate at will a flash of light that forces all mortals in sight to save vs. paralyzation; evil-aligned creatures with less than 8 HD that fail their saving throw flee the area immediately; other evil- or neutral-aligned creatures that fail their saving throw flee the area immediately; good-aligned creatures failing their saving throw are filled with strong protective love for the devas.

They regenerate 2 hp per round. A movanic deva may forfeit one or more of its attacks in a round to parry one strike per attack forfeited (this is automatically successful and blocks any attack, even spells such as *magic missile* that always hit).

Source: *MONSTROUS COMPENDIUM PLANESCAPE Appendix*.

E37

A gray-skinned giant strides along a boulder-strewn meadow shadowed by towering mountains. About a thousand feet away, two red canines trot toward the giant. The giant spontaneously recites a rhyme in a singsong way:

*"As I was walking on my grounds,
Up starts a hare before my hounds.
The dogs, being fleet, did fairly run,
To her fifteen yards, full twenty-one.
The hounds began some yards away;
Full six-and-ninety from their prey.
Now tell me, clever folks: declare
How far they ran to catch the hare?"*

[The original poem is by Sam Loyd.]

The fire giant attacks if his riddle-poem is not answered; his two hounds arrive at the end of the third round of combat and attack in the fourth.

Answer: The hounds run 336 yards. They run 21 yards for every 15 the hare runs, and the hare has a 96 yard lead. $21x = 15x + 96$. Therefore, $x = 16$, and so $21x$ (or $15x + 96$) = 336 yards.

Exits: Into a (very large) rabbit hole, under a hell hound's legs, beneath two boulders in the meadow.

Fire giant: AC -1; MV 12; HD 15+(1d4+1); hp 66; THACO 5; #AT 1; Dmg 2d10 (huge sword) +10 (Strength); SD fire attacks do -1 hp per die; SZ H (18' tall); ML Champion (16); Int avg (10); AL LE; XP 8000.

Hell hounds (2): AC 4; MV 12; HD 6; hp 30, 28; THACO 15; #AT 1; Dmg 1d10 (bite); SA breathe fire for 6 points (save vs. breath weapon for half), natural 20 on attack roll does breath and bite damage; SD immune to fire, 50% to detect invisible creatures; SZ M (3' high at shoulder); ML Elite (13); Int low (6); AL LE; XP 975.

E38

A near-tropical beach is dotted with freckled blond savages and dekho trees. A merchant ship lies about two hundred yards offshore, and a large rowboat has been pulled up onto the sand. Sailors in the colors of the Lordship of the Isles stand near the boat, haggling with the natives. One of the savages pops up near you and babbles something in her language; one of the sailors approaches to translate.

The sailor says that the savage wants to purchase a barrel of beer, which costs 11 silver pieces. However, these savages don't use money like the rest of the Flanaess — they use thin metal disks with deep notches in them. If 11 of their disks with three notches are worth 15 silver pieces, 11 disks with two notches are worth 16 silver, and 11 disks with one notch are worth 17 silver, what sorts of their money would be needed to buy the barrel of beer?

If the party can't answer, or is rude to the savage, all the savages attack, and the sailors join in the next round.

Answer: 7 with three notches and one with two notches. The three-notches are worth 15/11 sp each, the two-notches are worth 16/11 sp each, and the one-notches are worth 17/11 sp each, and the total is 11 sp (121/11), so the solution is in adding multiples of 15, 16 and 17 to get 111 (7, 1 and 0, respectively). $(7/11) \times 15 + (1/11) \times 16 = 121/11 = 11$.

Exits: Inside the boat, the remains of a signal fire, a path between two dekho trees, the surface of the water.

Hepmonaland savages (15), hm&f F0: AC 10; MV 12; hp 6 ($\times 2$), 5 ($\times 5$), 4 ($\times 6$), 3 ($\times 2$); THACO 20; #AT 1; Dmg 1d6 (spear) or by weapon; SZ M (5'-6' tall); ML Elite (13); Int varies (7-13); AL N; XP 15.

Sailors (7), hm&f F1: AC 8; MV 12; hp 8, 7, 6 ($\times 2$), 5 ($\times 2$), 4; THACO 20; #AT 1; Dmg 1d6 (short sword) or 1d4 (light crossbow) or by weapon; SZ M (5'-6' tall); ML Average (10); Int varies (7-13); AL NE; XP 15.

E39

A hot midday sun beats down on rolling hills of ash and dust. A gentle breeze stirs some of the dust, and the dark wall of a dust storm looms on the horizon. A hundred yards away in the opposite direction can be seen a white dome fifteen yards in diameter — probably the only shelter from the imminent storm.

This is a replica of the Sea of Dust. The dust storm arrives in one turn and lasts for 1d4 hours; anyone outside suffers 1d4 points of damage per round due to caustic sand-filled winds and choking dust. The dome is a version of Leomund's Tiny Hut; anyone inside is protected from the sandstorm. The dome is transparent from the inside, allowing those in it to watch the storm's progress. Inside the dome is a short stone pillar half-buried in dust. On the top of it is carved:

EVER RUNNING IN A RACE,
NEVER STAYING IN ONE PLACE,
THROUGH THE WORLD I MAKE MY TOUR,
EVERYWHERE AT THE SAME HOUR,
WHAT AM I?

If the party answers incorrectly, a pack of osquips hiding in tunnels beneath the dome burrow to the surface and attack.

Answer: Noon or midnight.

Exits: The top of the pillar, the outer surface of the dome. Note that this place is atypical of most of Lyzandred's locales in that it only has two exits; wandering away from the dome in search of other possible exits actually drops explorers at a random location in the Sea of Dust.

Osquips (11): AC 7; MV 12 Br $\frac{1}{2}$; HD 3+1; hp 18, 17 ($\times 2$), 16 ($\times 2$), 15 ($\times 2$), 14 ($\times 2$), 13, 12; THACO 16; #AT 1; Dmg 2d6 (bite); SZ S (2' at shoulder); ML Unsteady (7); Int animal (1); AL N; XP 120.

E40

This high-ceilinged cavern is made up of cold rock and packed ice. Deep fissures run across the floor and there appear to be many ledge-like areas protruding from the walls. A bronze plaque bolted to the floor bears some writing.

The plaque has the following riddle: WHAT IS IT WHICH, IF YOU NAME IT, YOU DESTROY IT?

An incorrect answer results in the scalamagdron leaping down from one of the higher ledges and attacking the party.

Answer: Silence.

Exits: Two of the fissures, two of the ledges.

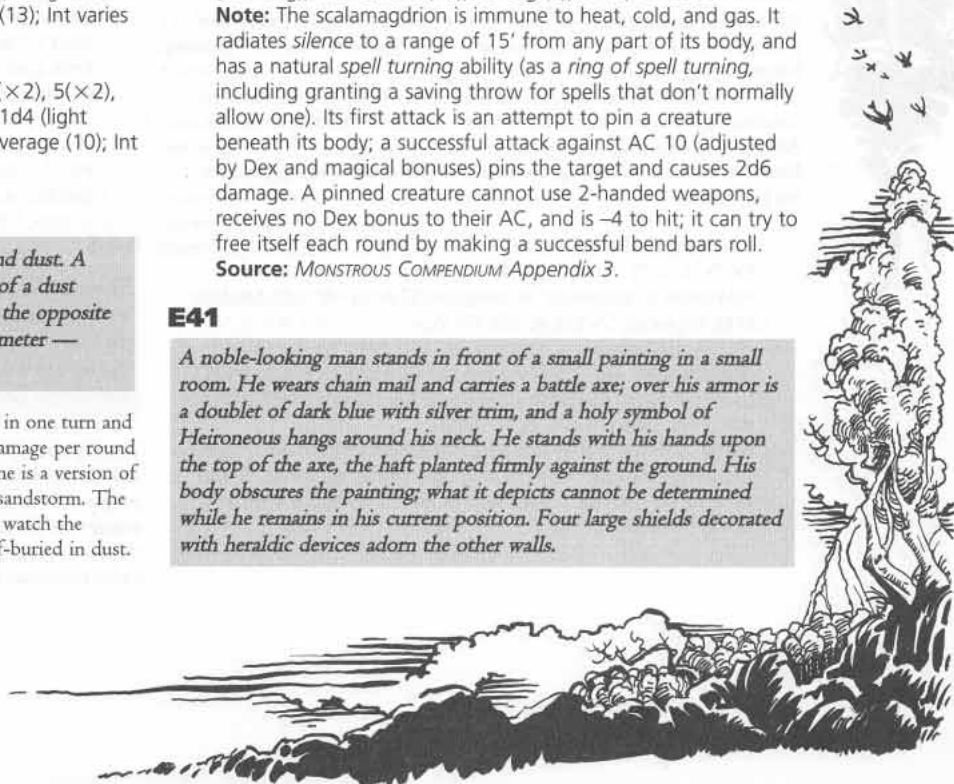
Scalamagdron: AC 6; MV 15 Fl 9; HD 6+6; hp 38; THACO 15; #AT 4; Dmg 1d6/1d6 (claws)/2d6 (bite)/3d4 (tail); SA pinning; SD *silence 15' radius, spell turning*, immunities; SZ H (20' long); ML Fearless (19); Int avg (9); AL N; XP 5000

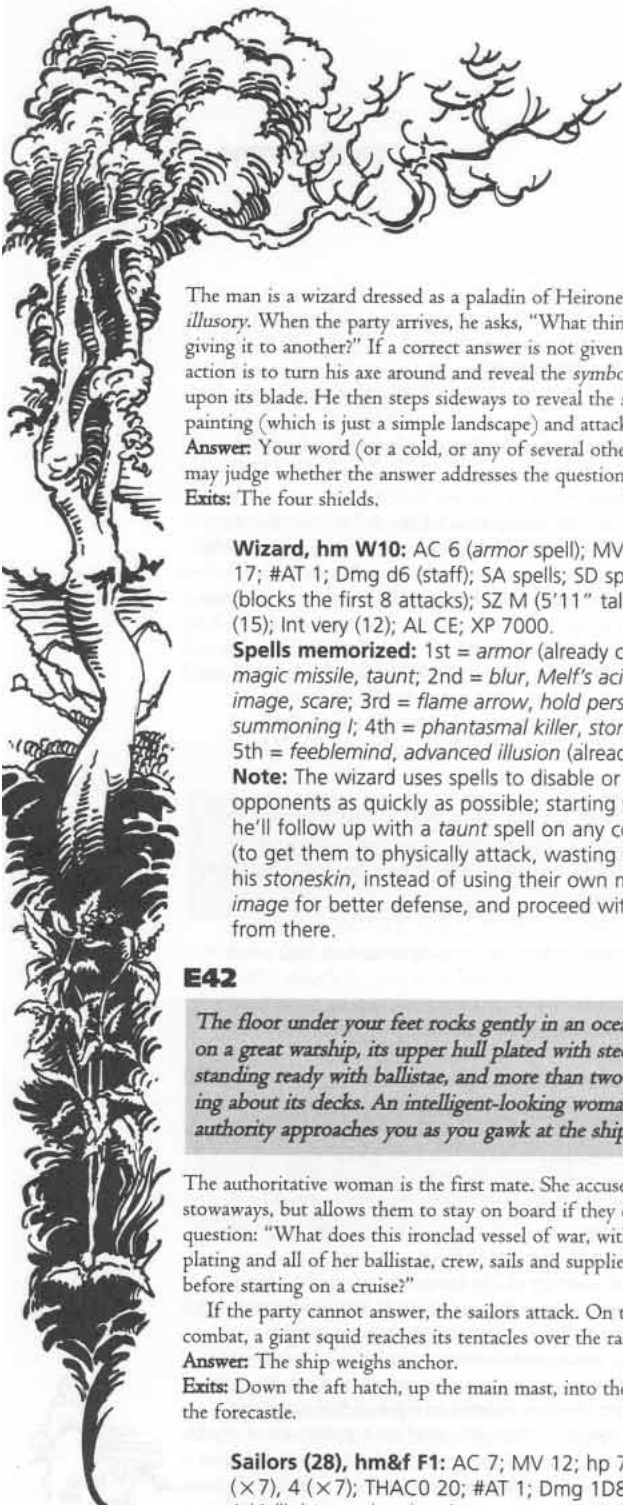
Note: The scalamagdron is immune to heat, cold, and gas. It radiates *silence* to a range of 15' from any part of its body, and has a natural *spell turning* ability (as a *ring of spell turning*, including granting a saving throw for spells that don't normally allow one). Its first attack is an attempt to pin a creature beneath its body; a successful attack against AC 10 (adjusted by Dex and magical bonuses) pins the target and causes 2d6 damage. A pinned creature cannot use 2-handed weapons, receives no Dex bonus to their AC, and is -4 to hit; it can try to free itself each round by making a successful bend bars roll.

Source: MONSTROUS COMPENDIUM Appendix 3.

E41

A noble-looking man stands in front of a small painting in a small room. He wears chain mail and carries a battle axe; over his armor is a doublet of dark blue with silver trim, and a holy symbol of Heironeous hangs around his neck. He stands with his hands upon the top of the axe, the haft planted firmly against the ground. His body obscures the painting; what it depicts cannot be determined while he remains in his current position. Four large shields decorated with heraldic devices adorn the other walls.





The man is a wizard dressed as a paladin of Heironeous; the chain mail is *illusory*. When the party arrives, he asks, "What thing must you keep after giving it to another?" If a correct answer is not given, he attacks; his first action is to turn his axe around and reveal the *symbol of insanity* inscribed upon its blade. He then steps sideways to reveal the *symbol of death* on the painting (which is just a simple landscape) and attacks with spells.

Answer: Your word (or a cold, or any of several other answers; the DM may judge whether the answer addresses the question).

Exits: The four shields.

Wizard, hm W10: AC 6 (*armor spell*); MV 12; hp 32; THACO 17; #AT 1; Dmg d6 (staff); SA spells; SD spells, *stoneskin* (blocks the first 8 attacks); SZ M (5'11" tall); ML Champion (15); Int very (12); AL CE; XP 7000.

Spells memorized: 1st = *armor* (already cast), *color spray*, *magic missile*, *taunt*; 2nd = *blur*, *Melf's acid arrow*, *mirror image*, *scare*; 3rd = *flame arrow*, *hold person*, *monster summoning I*; 4th = *phantasmal killer*, *stoneskin* (already cast); 5th = *feeblemind*, *advanced illusion* (already cast).

Note: The wizard uses spells to disable or kill as many opponents as quickly as possible; starting with *color spray*, he'll follow up with a *taunt* spell on any coherent spellcasters (to get them to physically attack, wasting time and energy on his *stoneskin*, instead of using their own magic), cast *mirror image* for better defense, and proceed with other attack spells from there.

E42

The floor under your feet rocks gently in an ocean breeze. You stand on a great warship, its upper hull plated with steel, fore- and aftcastle standing ready with ballistae, and more than two score sailors moving about its decks. An intelligent-looking woman with an air of authority approaches you as you gawk at the ship's armaments.

The authoritative woman is the first mate. She accuses the PCs of being stowaways, but allows them to stay on board if they can answer her question: "What does this ironclad vessel of war, with two inches of steel plating and all of her ballistae, crew, sails and supplies on board, weigh just before starting on a cruise?"

If the party cannot answer, the sailors attack. On the second round of combat, a giant squid reaches its tentacles over the rail to help them out.

Answer: The ship weighs anchor.

Exits: Down the aft hatch, up the main mast, into the front rigging, into the forecabin.

Sailors (28), hm&f F1: AC 7; MV 12; hp 7 (×7), 6 (×7), 5 (×7), 4 (×7); THACO 20; #AT 1; Dmg 1D8 (long sword) or 1d4 (light crossbow) or by weapon; SZ M (5'–6' tall); ML Elite (14); Int varies (7–13); AL LE; XP 15.

Giant squid: AC 7/3; MV Sw 3 Jet 18; HD 12; hp 50; THACO 9; #AT 8; Dmg 1d6 each (tentacles); SA constriction; SZ G (60' long); ML Elite (13); AL N; XP 5000.

Note: A tentacle that hits automatically constricts each round thereafter for 2d6 points of damage. Tentacles are AC 7 and take 12 hp damage from sharp or edged weapons before being severed.

E43

A circular stone disk about ten feet across marks the center of a pleasant grotto. One side of the area is enclosed by sparse trees, the other by a narrow beach. Beyond the trees is a span of rocky mountains. The sky is clear and blue, with two large creatures flying far overhead. Two large canines wander through the trees, and the ripples of a pair of shapes occasionally mar the smooth curves of the breaking waves. The stone disk is carved with words, spiraling inward in a clockwise direction.

The disk has the following riddle written upon it:

AN OBJECT FOR WHICH MANY THOUSANDS DO SIGH,
A BLESSING I PROVE, OR A CURSE;
AND WHEN TO THE ALTAR OF MYHRISS YOU HIE,
YOU TAKE ME FOR BETTER OR WORSE.
I AM OF BOTH SEXES — BOTH HUSBAND AND WIFE,
YOU COURT ME, YOU LOVE ME, YOU SCOUT ME;
I ALSO CAUSE ANGER, CONTENTION, AND STRIFE,
YET FEW CAN BE HAPPY WITHOUT ME.
I TRAVEL BY LAND — AND IN WATER I RANGE,
WITH THE FOWLS, TOO, I SOAR IN THE AIR;
I'M CONSTANT, I'M FICKLE — 'TIS GIVEN TO CHANCE,
THUS, WHEN YOU DO CHOOSE ME — BEWARE!

If the group can't answer the riddle, the mated pairs of land, sea and air animals move in to attack.

Answer: A mate.

Exits: Two "nuts" of a nearby yarpick tree, the ocean surface, the central point of the stone disk.

Perytons (2): AC 7; MV 12 Fl 21; HD 4; hp 22, 16; THACO 17 (15); #AT 2; Dmg 4d4/4d4 (horns); SA +2 to attack roll; SD +1 or better weapon to hit; SZ M (5' tall); ML Champion (16); Int avg (10); AL CE; XP 270.

Saltwater trolls (2): AC 2; MV 3 Sw 12; HD 6+12; hp 50, 35; THACO 13; #AT 3; Dmg 1d4/1d4/1d8+8 (claw/claw/bite); SA severed limbs continue to fight; SD regenerate when immersed in water; SZ L (10' tall); ML Champion (16); Int low (6); AL CE; XP 1400.

Worgs (2): AC 6; MV 18; HD 3+3; hp 20, 16; THACO 17; #AT 1; Dmg 2d4 (bite); SZ M (4'–7' long); ML Steady (12); Int low (6); AL NE; XP 120.

E44

Immediately you are drenched in fresh water as a great wave crashes over the side of the barge on which you are standing. Fifteen short men with curly hair — Rhennee — stand eye to eye with fifteen other people wearing fashions common to the City of Greyhawk. One of the Rhennee, possibly the captain, sidles up.

The captain explains that the barge is in the middle of a storm and will sink if they don't lighten the load. He has told the Greyhawkers that fifteen people need to be thrown overboard to survive the storm; to be fair, he will arrange the Greyhawkers and Rhennee in a circle and cast overboard every thirteenth person. The trick is to arrange the circle so that only Greyhawkers are thrown overboard. Help him with the solution and he lets

the party stay; otherwise they are the first people overboard, as great waves sweep the party into the water, aided by the tentacles of a monster. The Greyhawkers are *illusionary* and do not participate.

Answer: The easiest way to do this is to place 30 coins in a circle, mark one as the captain (the starting point), and count around, removing every 13th coin until 15 have been removed; replace the missing coins with different coins and the arrangement is apparent. The placement of the Rhennee is: 1 (the captain), 2, 3, 4, 5, 10, 11, 14, 16, 17, 19, 21, 24, 27, 28.

Exits: The portal to the lower deck, the door to the aft cabin, into the sail, the barge's small fishing boat.

Rhennee (15), hm F1: AC 7 (leather & shield); MV 12; hp 10, 9, 8 (×2), 7 (×4), 6 (×4), 5 (×3); THACO 20; #AT 1; Dmg 1d4 (light crossbow), 1d8 (battle axe), 1d8 (long sword), or 2d4 (harpoon); SZ M (5'–5'6" tall); ML Elite (14); Int varies (7–13); AL N; XP 15.

Note: Rhennee harpoons have a range of 30 yards if thrown and do 2d4/2d6 points of damage against S-ML creatures; a hit means that the head of the harpoon is caught in the target.

Giant squid: AC 7/3; MV Sw 3 Jet 18; HD 12; hp 40; THACO 9; #AT 8; Dmg 1d6 each (tentacles); SA constriction; SZ G (60' long); ML Elite (13); Int non (0); AL N; XP 5000.

Note: A tentacle that hits automatically constricts each round thereafter for 2d6 points of damage. Tentacles are AC 7 and take 12 hp damage from sharp or edged weapons before being severed.

E45

A bright campfire does little to dispel the darkness of the forest around you. The eyes of circling animals reflect the light, showing you to be surrounded. Suddenly, the campfire flames pull away from the wood and form into a leering face. "What is it that everyone wishes for, and yet wants to get rid of as soon as it is obtained?"

If the party does not answer, the circling creatures and the fiery face attack.

Answer: A good appetite.

Exits: The fire pit, the highest point of three surrounding hills.

Jackals (4): AC 7; MV 12; HD ½; hp 3 each; THACO 20; #AT 1; Dmg 1d2 (bite); SZ S (3' long); ML Average (9); Int animal (1); AL N; XP 7.

Jackalweres (3): AC 4; MV 12; HD 4; hp 22, 20, 18; THACO 17; #AT 1; Dmg 2d4 (bite); SA sleep gaze; SD cold-forged iron or +1 or better weapon to hit; SZ S (3' long); ML Steady (12); Int very (11); AL CE; XP 270.

Note: Any that meet the gaze of a jackalwere must save vs. spell or fall asleep as if under a *sleep* spell. The jackalweres remain in jackal form during combat.

Fiery face: AC 3; MV Fl 12; HD 3; hp 15; THACO 18; #AT 1; Dmg 2d4; SD +1 or better weapon to hit, immune to fire; SZ S (2' diameter); ML Champion (15); Int exc (15); AL NE; XP 270.

Note: The face attacks by brushing up against its victims, burning them with its fiery essence.

E46

You stand in a large dark cavern heaped with the bones of hundreds of creatures. Pale green fungi illuminate the walls and ceiling in patches, while stalactites and stalagmites seem to claw toward one another. There is a rumbling at the cavern's far end, and a bronze plaque is bolted to one of the stalagmites.

The plaque says:

MY TONGUE IS LONG, MY BREATH IS STRONG,
AND YET I BREED NO STRIFE.
MY VOICE YOU HEAR BOTH FAR AND NEAR,
AND YET I HAVE NO LIFE.

If the group answers incorrectly, they are attacked by a skeletal copper dragon.

Answer: A bell.

Exits: Under a pile of bones, through the jaws of the skeletal dragon (it is inert if the riddle is answered correctly), a small cave high up on one wall, behind a large patch of the fungus.

Copper dragon skeleton: AC 0; MV 9; HD 11; hp 48; THACO 9; #AT 3; Dmg 1d6/1d6/5d4 (claw/claw/bite); SD half damage from edged or piercing weapons, immune to *sleep*, *charm*, *hold*, and *cold*; SZ G (35' long); ML Fearless (20); Int non (0); AL N; XP 6000.

Note: The dragon is just a large animated skeleton, although many might mistake it for a dracolich.

E47

Your arrival is announced with the "thunk" of an arrow hitting a target. This seems to be an archery practice site, for ten targets stand in a line near you, each with six concentric circles marked with different point values — 16, 17, 23, 24, 39 and 40. A hundred yards away stand ten centaur archers, each carrying a composite bow.

The archers hail the group as soon as they see them. One calls out a question: "We have made a wager, my friends and I. I wish to score 100 points exactly; what parts of the target must I hit to score 100 points, using as many arrows as I wish?" If the party tries to approach the centaurs, they warn the adventurers off with loud shouts and a couple of warning shots — they want the question answered before allowing anyone closer.

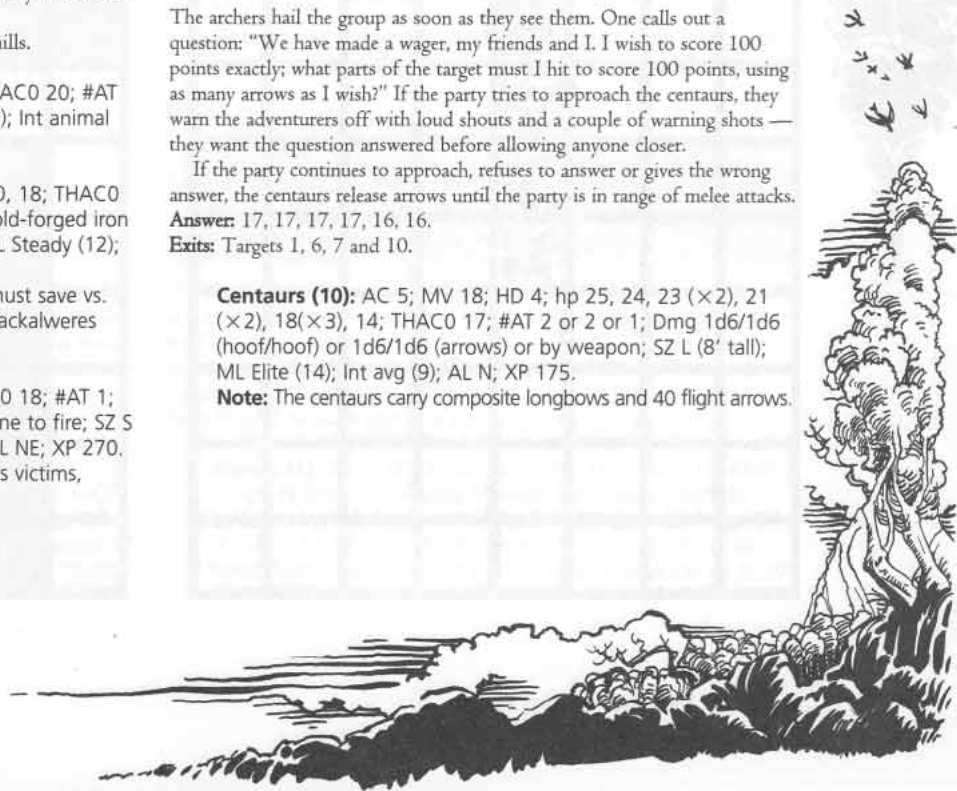
If the party continues to approach, refuses to answer or gives the wrong answer, the centaurs release arrows until the party is in range of melee attacks.

Answer: 17, 17, 17, 17, 16, 16.

Exits: Targets 1, 6, 7 and 10.

Centaur (10): AC 5; MV 18; HD 4; hp 25, 24, 23 (×2), 21 (×2), 18(×3), 14; THACO 17; #AT 2 or 2 or 1; Dmg 1d6/1d6 (hoof/hoof) or 1d6/1d6 (arrows) or by weapon; SZ L (8' tall); ML Elite (14); Int avg (9); AL N; XP 175.

Note: The centaurs carry composite longbows and 40 flight arrows.



E48

The muck of a smelly swamp seeps into your clothing the moment you find yourself knee-deep in this place. On a slightly drier section ahead of you are two froglike humanoid arguing over what look like two animal pens, one a square 10 feet on a side and the other a square 5 feet on a side.

The two bullywugs are arguing on how to arrange the fencing for their pet giant leeches (one is in each pen). They want to change the configuration of the fencing (which is made of 5-foot sections of metal grating, porous enough to let water and small fish through, but not enough to allow the leeches to escape) so they have three equal-sized pens instead of one small and one large. In halting Common, one croaks out their situation and asks for help.

Refusing to help, setting the leeches free or attacking anything causes to bullywugs to attack, kicking down the fencing to allow the leeches to join the fight.

Answer: There are a total of 12 pieces of 5-foot fencing; use them to make 3 separate square pens, each 5 feet on a side.

Exits: Any square space made out of the fencing, a rotting baobab stump.

Bullywugs (2): AC 5 (chain); MV 3 Sw 9; HD 1; hp 7, 5; THACO 19; #AT 1 or 3; Dmg 1d6 (spear) or by weapon, or 1d2/1d2/1d4+1 (claw/claw/bite); SA hop up to 30' for +1 to hit and double damage; SZ M (5' tall); ML Average (10); Int low (7); AL CE; XP 65.

Giant leeches (2): AC 9; MV 3 Sw 3; HD 4, 3; hp 20, 14; THACO 17; #AT 1; Dmg 1d4 (bite); SA drain blood, disease; SZ M

(5' and 4' long); ML Unsteady (7); Int non (0); AL N; XP 270, 175.

Note: A hit means that the leech automatically drains blood every round after that, doing damage equal to its hit dice. There is a 50% chance that their bite causes a disease that is fatal in 1d4+1 weeks unless cured.

E49

The floor of this large room is made of white stones 10 feet on a side. Four great stone statues stand in a row — a huge bull rearing onto its hind legs, an owlbear, a strange insect and a troll. Each statue wears a necklace made of bronze chain links. A plaque on this side of the room bears an inscription.

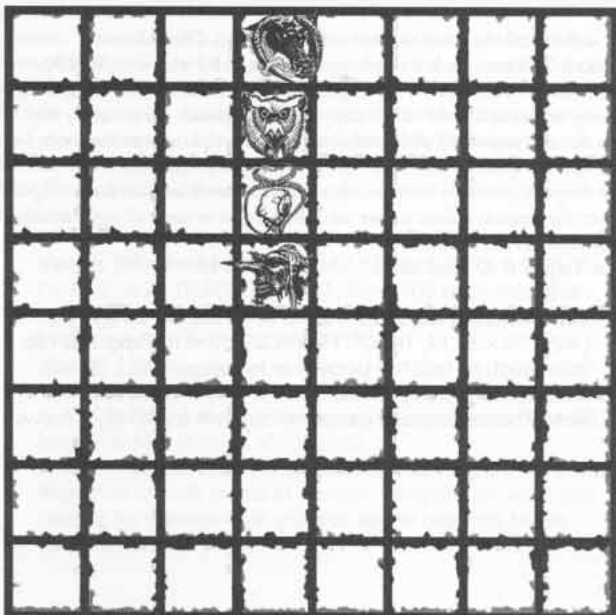
The plaque reads: DIVIDE THE ROOM INTO FOUR EQUAL PARTS SO THAT EACH STATUE CONTROLS THE SAME AMOUNT OF TERRITORY; THERE CAN BE NO GAPS IN THE TERRITORY. WEARING A STATUE'S NECKLACE AND WALKING WILL DEFINE ITS LAND.

The statues are all creatures under the effects of a *statue* spell; see the illustration for the positions of the statues in the room. Wearing or carrying the necklace of a creature and stepping on a tile changes the color of that tile to a color appropriate to the creature whose necklace is worn (blue for the gorgon, brown for the owlbear, red for the rust monster, and green for the troll). Wearing a different creature's necklace and stepping on a colored square changes the square to that color; awarding a creature's land to any other creature three times causes all four creatures to revert to normal and attack. Attacking a statue also causes all four monsters to attack.

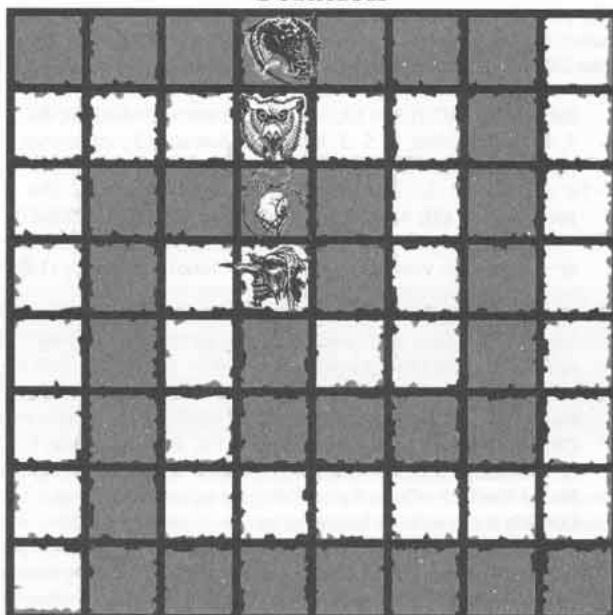
Answer: See the illustration.

Encounter 49 Territorial Monsters

Puzzle



Solution



Exits: The four squares that the creatures stood on (solving the puzzle makes them revert to their living state and pace slowly about their areas, allowing access to the exit squares).

Gorgon: AC 2; MV 12; HD 8; hp 40; THACO 13; #AT 1; Dmg 2d6 (bite); SA petrifying breath; SZ L (8' tall); ML Average (10); Int animal (1); AL N; XP 1400.

Note: The gorgon may use its breath weapon 4 times a day in a cone 60' long and 20' wide at the end; those caught in it must save vs. petrification or be turned to stone.

Owlbear: AC 5; MV 12; HD 5+2; hp 38; THACO 15; #AT 3; Dmg 1d6/1d6/2d6 (claw/claw/bite); SA hug; SZ L (8' tall); ML never retreats from combat; Int low (6); AL N; XP 420.

Note: An attack roll of 18 or better with a claw means that in addition to claw damage, the owlbear pulls its victim into a hug that automatically does 2d8 damage every round.

Rust monster: AC 2; MV 18; HD 5; hp 22; THACO 15; #AT 2; Dmg 0; SA rust; SZ M (5' long); ML Average (9); Int animal (1); AL N; XP 270.

Note: The rust monster's attack automatically rusts metal items; magical items have 10% chance per "plus" to resist this; striking the rust monster with a metal weapon also causes this rust effect.

Troll: AC 4; MV 12; HD 6+6; hp 30; THACO 13; #AT 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite); SA severed limbs continue to fight; SD regenerate 3 hp per round starting 3 rounds after being wounded; SZ L (9' tall); ML Elite (14); AL CE; XP 1400.

E50

Every surface of this 50-foot square room is carved with deep lines, grooves, and the symbols for various metals; each carving is inlaid with iron. There is a small uncarved space in the middle of the floor; a brass plaque is mounted there.

The plaque reads:

DESTRUCTIVE AS LIFE
BUT HEALING AS DEATH;
A SYMBOL OF STRIFE
OR A HOME'S GENTLE BREATH;
A POWER FOR GOOD
THAT CAN SOFTEN OR REND;
HERE THE WORLD WAS CONCEIVED;
HERE IT ALSO MAY END.

If the group does not answer the riddle within ten minutes of reading the plaque, two enraged fire elementals appear in the room and attack everyone. Note that while the carvings make the walls easier to climb, the heat from the elementals quickly warms the inlaid metals to an intolerable temperature for bare flesh.

Answer: Fire.

Exits: The runes for copper, silver, gold and platinum.

Fire elementals (2): AC 2; MV 12; HD 16; hp 75, 71; THACO 5; #AT 1; Dmg 3d8 (blow); SA ignite flammable objects struck (save vs. magical fire at -2 to avoid); SD +2 or better weapon to hit; SZ L (16' tall); ML Fanatic (17); Int low (6); AL N; XP 10,000.

E51

The walls of this small round room are so ornately carved with plants and monstrous faces that they seem almost alive. An iron chest stands in the middle of the room, a brass plaque attached to the floor before it. A great door is on the far end of the room, and a huge carved demonic face leers from one wall.

The plaque reads: TAKE THY BEAK FROM OUT MY HEART, AND TAKE THY FORM FROM OFF MY DOOR!

Touching the door, face or chest causes the floor to slide away, revealing a 10-foot-deep pit with angled walls; it is full of filth, spikes and an otyugh. The floor takes 2 rounds to completely retract into the wall. As soon as the floor recedes enough for it to reach a character, the otyugh attacks with its tentacles. A successful save vs. breath weapon (at a +4 bonus) during the first round avoids falling into the pit, but by the end of the second round all characters will either be sliding into the pit or hanging from the door or demonic face (note that the treasure from the chest spills into the muck as the chest falls into the pit; the DM should choose treasure from the table on page 7).

Falling into the pit causes 1d6 points of damage, plus impalement from 1d4 spikes, each of which cause 1 point of damage. Those who manage to slide along the sides of the pit reduce the impact at the bottom so only 1d3 points are taken and only 1 or 2 spikes are hit. Each spike that hits a character has a 30% chance of infecting them with a debilitating (80%) or fatal (20%) disease. The otyugh smashes grappled victims against the spiked floor for 1d8 points of damage (40% of contracting a disease from these impacts).

The door is stuck shut, requiring a successful open doors roll to force it open. The great nose of the demonic face blows a gentle gust of sleep poison, requiring anyone hanging from it to save vs. poison or fall asleep for 5d4 rounds.

Exits: The door, the demonic face's mouth, the inside of the chest, a secret door under the otyugh.

Otyugh: AC 3; MV 6; HD 8; hp 41; THACO 13; #AT 3; Dmg 1d8/1d8/1d4+1 (tentacle/tentacle/bite); SA grab, disease; SD never surprised; SZ L (7' diameter); ML Elite (14); Int avg (9); AL N; XP 1400.

Note: The otyugh grabs characters and pulls them into the pit, smashing them against the ground for 1d8 when it is able.

E52

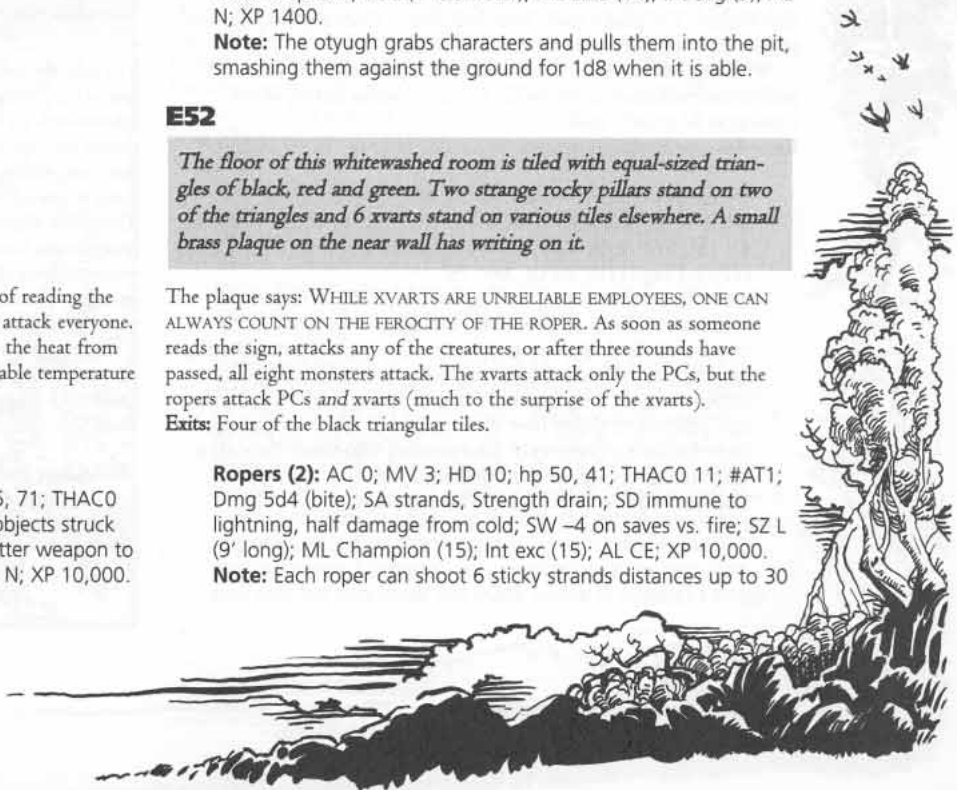
The floor of this whitewashed room is tiled with equal-sized triangles of black, red and green. Two strange rocky pillars stand on two of the triangles and 6 xvarts stand on various tiles elsewhere. A small brass plaque on the near wall has writing on it.

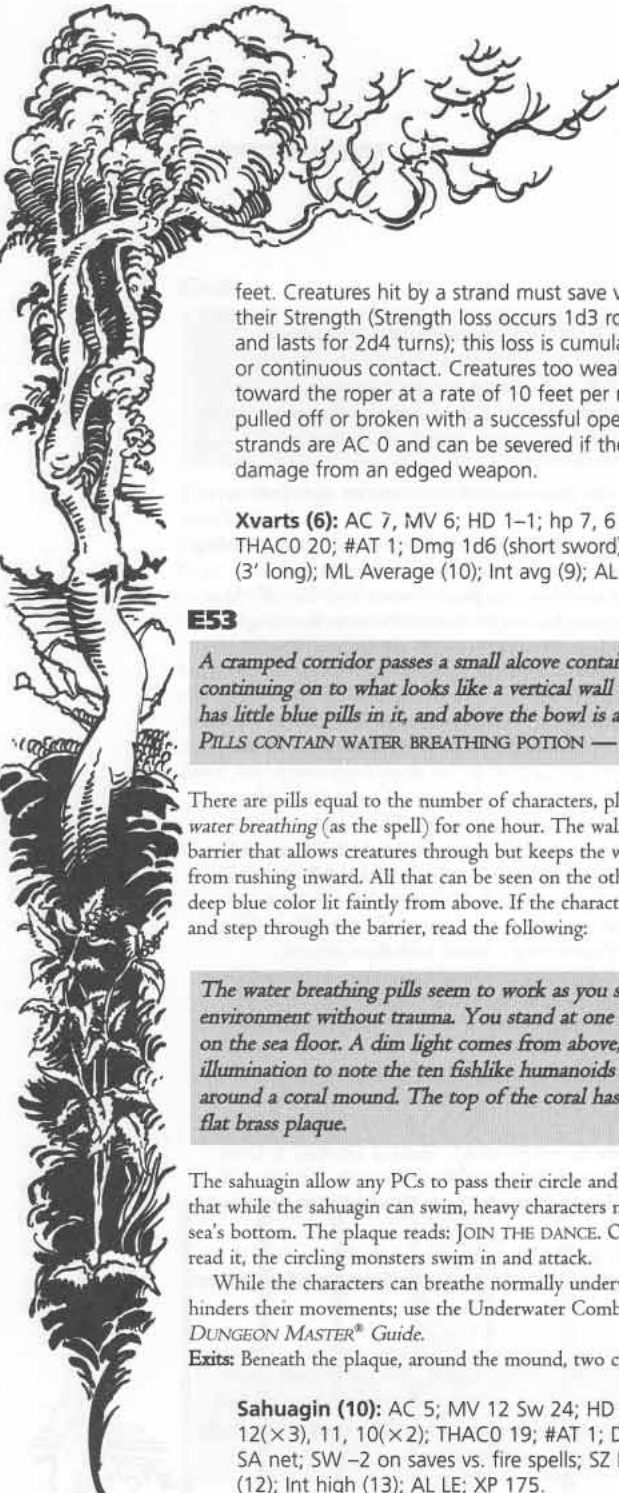
The plaque says: WHILE XVARTS ARE UNRELIABLE EMPLOYEES, ONE CAN ALWAYS COUNT ON THE FEROCITY OF THE ROPER. As soon as someone reads the sign, attacks any of the creatures, or after three rounds have passed, all eight monsters attack. The xvarts attack only the PCs, but the ropers attack PCs and xvarts (much to the surprise of the xvarts).

Exits: Four of the black triangular tiles.

Ropers (2): AC 0; MV 3; HD 10; hp 50, 41; THACO 11; #AT 1; Dmg 5d4 (bite); SA strands, Strength drain; SD immune to lightning, half damage from cold; SW -4 on saves vs. fire; SZ L (9' long); ML Champion (15); Int exc (15); AL CE; XP 10,000.

Note: Each roper can shoot 6 sticky strands distances up to 30





feet. Creatures hit by a strand must save vs. poison or lose half their Strength (Strength loss occurs 1d3 rounds after contact and lasts for 2d4 turns); this loss is cumulative over several hits or continuous contact. Creatures too weak to resist are pulled toward the roper at a rate of 10 feet per round. Strands can be pulled off or broken with a successful open doors roll; the strands are AC 0 and can be severed if they take 6 hp of damage from an edged weapon.

Xvarts (6): AC 7, MV 6; HD 1–1; hp 7, 6 (×2), 4 (×3); THACO 20; #AT 1; Dmg 1d6 (short sword) or by weapon; SZ S (3' long); ML Average (10); Int avg (9); AL CE; XP 15.

E53

A cramped corridor passes a small alcove containing a bowl before continuing on to what looks like a vertical wall of water. The bowl has little blue pills in it, and above the bowl is a sign which reads: PILLS CONTAIN WATER BREATHING POTION — LASTS ONE HOUR.

There are pills equal to the number of characters, plus one; they each confer *water breathing* (as the spell) for one hour. The wall of water is a magical barrier that allows creatures through but keeps the water on the other side from rushing inward. All that can be seen on the other side of the barrier is deep blue color lit faintly from above. If the characters swallow the pills and step through the barrier, read the following:

The water breathing pills seem to work as you step into the watery environment without trauma. You stand at one end of a depression on the sea floor. A dim light comes from above, providing enough illumination to note the ten fishlike humanoids swimming in a circle around a coral mound. The top of the coral has a glint of metal — a flat brass plaque.

The sahuagin allow any PCs to pass their circle and reach the plaque; note that while the sahuagin can swim, heavy characters must walk along the sea's bottom. The plaque reads: JOIN THE DANCE. Once someone stops to read it, the circling monsters swim in and attack.

While the characters can breathe normally underwater, the water still hinders their movements; use the Underwater Combat section of the *DUNGEON MASTER® Guide*.

Exits: Beneath the plaque, around the mound, two caves in the mound.

Sahuagin (10): AC 5; MV 12 Sw 24; HD 2+2; hp 14, 13(×3), 12(×3), 11, 10(×2); THACO 19; #AT 1; Dmg 1d6+1 (trident); SA net; SW –2 on saves vs. fire spells; SZ M (6' tall); ML Steady (12); Int high (13); AL LE; XP 175.

Note: The sahuagin try to disable spellcasters first and then move on to other targets. Two sahuagin work together to snare an individual in a net (attack must hit AC10 modified by target's Dexterity score and magical protections; a trapped opponent with a natural AC 5 and a Strength of 16 or more can attempt to shake free; net has 25 hp, takes no damage from thrusting, piercing or bludgeoning weapons). Sahuagin take full advantage of their maneuverability in the water.

Source: *MONSTROUS ARCANA™: The Sea Devils*.

E54

You stand on a flat square of stone nearly submerged in a great still pond. The water's surface is covered in giant lily pads — most are green but a few are a rusty red. About 200 feet away is a much larger stone platform with four stone archways, all overgrown with moss and ivy. The sounds of insects and birds fill the heavy air.

A lily pad is large enough to support a human-sized creature of up to 200 pounds; any weight heavier than this (even partially on it) causes it to sink into the water. There is no difference between the two colors of lily pads. The water is only 3 feet deep within 30 feet of the starting stone platform, but drops off to 10 feet deep beyond that point. Once a person makes it halfway across the area, they are attacked by crocodiles and stirges.

Exits: The four archways.

Crocodiles (7): AC 5; MV 6 Sw 12; HD 3; hp 20, 18, 17, 15(×2), 14(×2); THACO 17; #AT 2; Dmg 2d4/1d12 (bite/tail); SA –2 penalty to opponent's surprise roll; SZ L (10' long); ML Average (9); Int animal (1); AL N; XP 65.

Stirges (15): AC 8; MV 3 Fl 18; HD 1+1; hp 7(×2), 6(×5), 5(×8); THACO 17; #AT 1; Dmg 1d3 (proboscis); SA drain blood; SZ S (2' wingspan); ML Average (8); Int animal (1); AL N; XP 175.

Note: A stirge drains 1d4 hit points of blood every round after it hits until it has drained 12 points, after which it detaches itself and flies away. If an attack against an attached stirge misses, another attack roll is made against the victim's AC to see if the attack hits the victim instead.

E55

The rushing of a great waterfall neatly drowns out all other noise. You stand above the falls on a narrow shore between the river and a rough cliff face; across the water is a similar rough cliff. Ten 5-foot-diameter spheres rest on the ground near you. The current isn't very strong; eels and other fish swim in the water. At the base of the falls are cliffs perforated with wooden doors.

The falls are about 100 feet high; if an attempt is made to descend (or ascend) the rocks on either side, treat them as a cliff under light rain. The spheres each act as an *Otiluke's resilient sphere* spell; touching one draws a person into the sphere. The trapped person can then be rolled (through their own motion or that of their comrades) into the water. A sphere in the water is carried over the falls, and a trapped person cannot prevent this. The sphere vanishes halfway down the falls, leaving anyone inside unprotected; hitting the bottom causes 10d6 damage (a save vs. breath weapon allows characters to turn their fall into a dive and take only half damage). The doors at the bottom are all false. On one is a plaque that reads: IT'S ALWAYS SO MUCH EASIER TO DISAPPOINT.

Entering the water without the protection of a sphere draws the attention of a giant eel within 3 rounds.

Exits: Four spots on the opposite cliff face above the falls. They appear if characters cross the river.

Giant eels (4): AC 6; Sw 9; HD 5; hp 38, 31, 27, 22; THACO 15; #AT 1; Dmg 3d6; SZ L (10' long); ML Average (8); Int animal (1); AL N; XP 175.

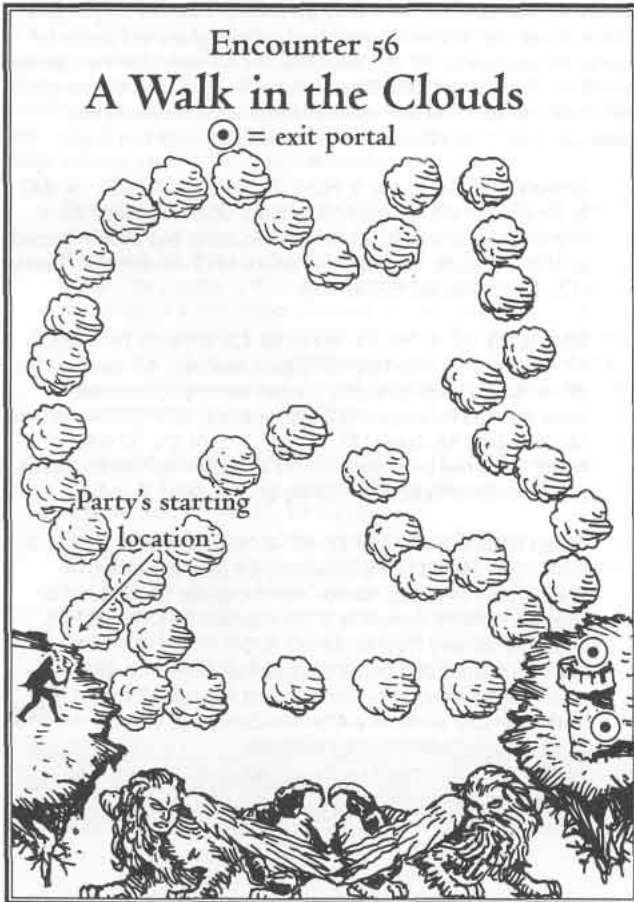
E56

A stiff breeze catches you by surprise. You stand on a small floating island. In the distance another island hangs in the air; between the two are three paths formed of small solid-looking clouds. The far island has a building on it.

The cloud-pieces feel spongy to the touch, but solid. It takes 1 round to cross one of the clouds. They can only hold a person's weight for 3 rounds — anyone standing or walking on one feels themselves sinking in the second and third rounds. At the start of the fourth round, anyone on such a cloud drops through and plummets downwards. Fortunately, after falling 6 rounds they are teleported to a point 100 feet above the cloud they fell through and continue to their fall from there (landing on a cloud is completely safe and stops the person from falling).

Any cloud that is partially "worn through" recovers 1 round's worth of "damage" for every 2 rounds it is left alone. Thus, a cloud that someone has fallen through on round 4 is back to normal at the end of round 10 (after 6 rounds spent "recovering" its 3 rounds of "damage").

The leftmost path can be traversed without any jumping. The central path is much shorter but has two 6-foot gaps which must be crossed. The rightmost path is the shortest but has three gaps. A gap can be jumped by making a successful jumping proficiency check (with a +4 bonus); characters without the jumping proficiency succeed if they make a Strength check (with a +2 bonus).



As soon as anyone makes it halfway across any of the paths, a mated pair of manticores fly from their nest on the second island and attack. If wounded to below 10 hp, they retreat to the island and wait to attack characters there.

Exits: Four doors inside the building on the far island.

Manticores (2): AC 4; MV 12 Fl 18 (E); HD 6+3; hp 30, 26; THACO 13; #AT 3; Dmg 1d3/1d3/1d8 (claw/claw/bite); SA launch 1d6 tail spikes for 1d6 damage each; SZ H (15' long); ML Elite (13); Int low (6); AL LE; XP 975.

E57

This white cube of a room has a single feature: a man-sized inhuman face mounted on the wall, its mouth wide open. The inside of the mouth is absolute blackness. A plaque with writing hangs underneath it.

The plaque reads: FACE THE DARKNESS IN YOUR OWN HEARTS IF YOU WISH TO PASS. The mouth is actually a *sphere of annihilation*; anything that touches it is immediately sucked away and eradicated. Lyzandred was quite proud of this trap and became incensed when he found that Acererak stole the idea and placed it in his so-called "Tomb of Horrors."

Exits: Four secret doors in the walls.

E58

A river of molten rock runs past your feet; the stench of sulfurous gasses attacks your nose. You are near the top of a volcanic cone. The mountain is capped with some sort of open-air temple, and lava runs from two eruptions below it.

Please see the map on the inside front cover of this book.

The lava flows join below the party's starting location so the only choice is to go up (or across the lava). There is a 25% chance per round that a character walks past an erupting gas jet; a save vs. breath weapon must be made to avoid taking 1d2 points of damage from the heat and being -2 to hit and damage for 1d4 rounds from the fumes. Three groups of fire snakes play in the heat and lava. They attack characters that come within 20 feet of them. The "temple" at the top glorifies aspects of the goddess Joramy. The central part of the temple is a giant red crystal that glows like lava but emits no heat. It is guarded by a pair of fire mephits.

Exits: The four sides of the temple crystal.

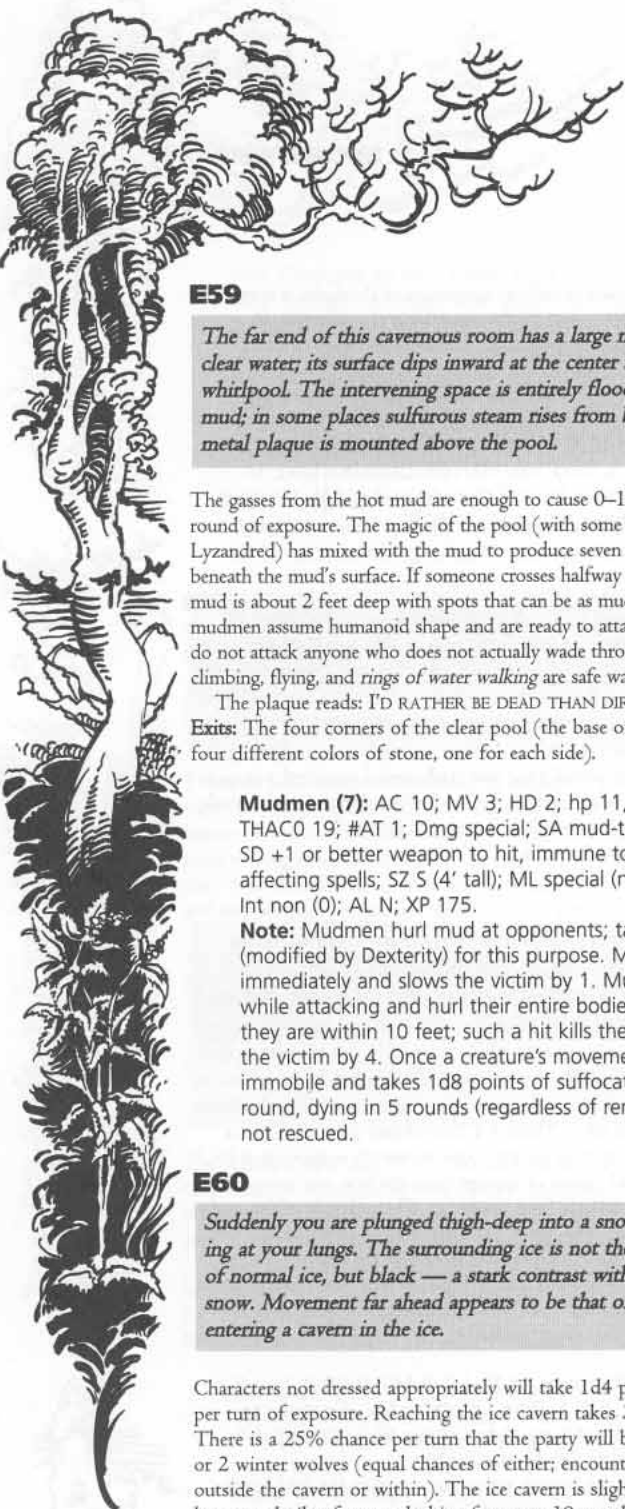
Fire snakes (9; 3 groups of 3): AC 6; MV 4; HD 2; hp 10 each; THACO 19; #AT 1; Dmg 1d4 (bite); SA -4 penalty to opponent's surprise roll, paralytic poison; SZ S (2' long); ML Steady (11); Int semi (2); AL N; XP 120.

Note: The fire snake poison paralyzes a victim for 2d4 turns unless a saving throw vs. poison is made.

Fire mephits (2): AC 5; MV 12 Fl 24; HD 3+1; hp 16, 10; THACO 17; #AT 2; Dmg 1d3 (+1 from fire)/1d3 (+1 from fire) (claw/claw); SA *heat metal*, *magic missile*, breath weapons; SZ M (5' tall); ML Average (10); Int avg (10); AL LE; XP 420.

Note: The mephit's breath weapon is a 15-foot jet of flame that hits one target for 1d8+1 points of damage (save for half) or a 5-foot fan of flame in a 120° arc in front of it which hits all targets in that area for 4 points of damage (no save); it may use its breath weapon 3 ×/day, in any combination of the two forms. It may also cast *heat metal* and *magic missile* (2 missiles) 1 ×/day.





E59

The far end of this cavernous room has a large multicolored pool of clear water; its surface dips inward at the center as if it were a weak whirlpool. The intervening space is entirely flooded with hot, reeking mud; in some places sulfurous steam rises from bursting bubbles. A metal plaque is mounted above the pool.

The gasses from the hot mud are enough to cause 0–1 points of damage per round of exposure. The magic of the pool (with some prodding by Lyzandred) has mixed with the mud to produce seven mudmen; they rest beneath the mud's surface. If someone crosses halfway across the room (the mud is about 2 feet deep with spots that can be as much as 5 feet deep), the mudmen assume humanoid shape and are ready to attack the next round. They do not attack anyone who does not actually wade through the mud — climbing, flying, and rings of water walking are safe ways to bypass this threat.

The plaque reads: I'D RATHER BE DEAD THAN DIRTY.

Exits: The four corners of the clear pool (the base of the pool is inset with four different colors of stone, one for each side).

Mudmen (7): AC 10; MV 3; HD 2; hp 11, 9(×2), 8(×3), 7; THACO 19; #AT 1; Dmg special; SA mud-throwing, suffocation; SD +1 or better weapon to hit, immune to poison and mind-affecting spells; SZ S (4' tall); ML special (never checks morale); Int non (0); AL N; XP 175.

Note: Mudmen hurl mud at opponents; targets are AC 10 (modified by Dexterity) for this purpose. Mud that hits hardens immediately and slows the victim by 1. Mudmen move forward while attacking and hurl their entire bodies at a target once they are within 10 feet; such a hit kills the mudman but slows the victim by 4. Once a creature's movement rate is 0 it is immobile and takes 1d8 points of suffocation damage per round, dying in 5 rounds (regardless of remaining hit points) if not rescued.

E60

Suddenly you are plunged thigh-deep into a snowdrift, icy air catching at your lungs. The surrounding ice is not the familiar blue-white of normal ice, but black — a stark contrast with the overlying white snow. Movement far ahead appears to be that of several figures entering a cavern in the ice.

Characters not dressed appropriately will take 1d4 points of cold damage per turn of exposure. Reaching the ice cavern takes 3 turns of movement. There is a 25% chance per turn that the party will be ambushed by 3 yeti or 2 winter wolves (equal chances of either; encounters may take place outside the cavern or within). The ice cavern is slightly above freezing and has a stockpile of warm clothing for up to 10 people of various sizes; the cavern continues downward and branches into several smaller caverns. No sign of the people spotted earlier can be found.

Wandering too far in a direction other than that of the ice cavern will actually drop PCs into a random location in the Land of Black Ice.

Exits: Four of the smaller subcaverns in the ice cave.

Yeti (3): AC 6; MV 15; HD 4+4; hp 30, 23, 20; THACO 15; #AT 2; Dmg 1d6/1d6 (claw/claw); SA paralyzing gaze, squeeze attack; SD immune to normal cold, invisible in snow and ice; SZ L (8' tall); ML Elite (13); Int avg (9); AL N; XP 420.

Note: Yeti hide in snowdrifts where they are invisible beyond 10 yards, then jump out and attempt to surprise their victims. Surprised opponents must save vs. paralyzation or be paralyzed with fright for 3 rounds. If a claw attack hits with a 20 on the roll, the yeti pulls its target in close for a chilling squeeze (2d8 points of cold damage). Yetis take 50% more damage from heat attacks.

Winter wolves (2): AC 5; MV 18; HD 6; hp 35, 29; THACO 15; #AT 1; Dmg 2d4 (bite); SA frost breath; SD immune to cold; SW fire attacks do +1 per die; SZ L (9' long); ML Elite (13); Int avg (9); AL NE; XP 975.

Note: Winter wolves can use their frost breath weapon every 10 rounds, doing 6d4 damage to all creatures within 10 feet (save vs. breath weapon for half damage).

E61

You stand in a curving passage carved from rock. The sound of hammers on stone echoes through the tunnel, though you find it hard to tell from which direction it comes.

Please see the map on the inside front cover of this book.

Lyzandred made this place to resemble the ill-fated dwarven mine-pits of Azak-Zil, originally created to unearth the meteor that he pulled down to disrupt the wizards of the Star Cairns; the macabre nature of the pits suits him in an odd way. The tunnels are populated with ghosts and ghouls (of human and dwarven stock); the central chamber has more ghosts and ghouls, as well as a 2-foot long bluish ellipsoid owned by a powerful dwarven ghost with clerical abilities. The DM can start players anywhere on the map.

Exits: One tunnel, the ellipsoid, two other tunnels (marked on map).

Ghouls (23): AC 6; MV 9; HD 2; hp 10 each; THACO 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA paralysis for d6+2 rounds (save to avoid); SD immune to *sleep* and *charm*, turned as 5 HD creature; SZ S (3½'–4' tall) or M (5'–6' tall); ML Steady (12); Int low (6); AL CE; XP 175.

Ghosts (5): AC 4; MV 15; HD 4; hp 22, 20(×3), 19; THACO 17; #AT 3; Dmg 1d4/1d4/1d8 (claw/claw/bite); SA paralysis for d6+4 rounds (save to avoid), carrion stench; SD immune to *sleep* and *charm*, turned as 7 HD creature; SZ S (3½'–4' tall) or M (5'–6' tall); ML Elite (13); Int very (11); AL CE; XP 650.

Note: The smell of a ghost causes all within 10 feet to save vs. poison or be affected by retching and nausea (–2 to hit).

Ghost leader: AC 4; MV 15; HD 4; hp 32; THACO 17; #AT 3; Dmg 1d4/1d4/1d8 (claw/claw/bite); SA paralysis for d6+4 rounds (save to avoid), carrion stench, spells; SD immune to *sleep* and *charm*, turned as 9 HD creature; SZ S (4' tall); ML Elite (13); Int very (12); AL CE; XP 975.

Note: The smell of a ghost causes all within 10' to save vs. poison or be affected by retching and nausea (–2 to hit). The leader can cast spells as a 4th-level cleric, and will use them to its advantage before closing to melee.

Spells: 1st = *command* (×2), *protection from good*; 2nd = *heat metal*, *silence* 15' radius.

E62

The floor of this room is a giant chessboard made of 10-foot squares of black and white stone; the stony remnants of shattered giant-sized pieces are heaped in the corners. A narrow strip of plain gray stone abuts the far side of the playing area; a corridor leads away from there. Each 10-foot section of wall has a 6-inch-wide hole about 3 feet above the floor.

The logic of this room is simple — stay off the black squares. If someone steps on a black square, a great spear launches from the nearest wall hole and hits him for 2d6 points of damage (save vs. breath weapon to avoid, at which point the spear moves past in a straight line, possibly hitting another target). The tiles then swap colors (black becomes white, and white becomes black); black squares are still the squares to be avoided (although characters now finding themselves on black squares will not activate a trap unless they step to a different black square).

Exits: Four doors along the exit corridor.

E63

This circular room has a great fountain at its center — three tiers of clear water splash down to a broad circular basin at the bottom. Coins of all sorts rest at the bottom of the basin. Runes carved along its rim spell out a message.

The floor in front of the fountain is a trapper, which attacks any creature that steps near the middle of its body (any creature that approaches the plaque crosses this space). When the trapper attacks, an *invisible* maimed beholder also attacks with its eyestalks. The message around the rim of the basin says: YOU NEVER KNOW WHAT THE EYES WILL MISS.

Exits: Into the water in the basin, three sculptures on the wall.

Trapper: AC 3; MV 3; HD 12; hp 50; THACO 9; #AT 4; Dmg special; SA smother; SD immune to heat and cold; SZ H (25' diameter); ML Steady (11); Int high (13); AL N; XP 3000.

Note: The trapper is 95% undetectable as a creature. It can attack up to 4 man-sized creatures at once; those that are hit become enveloped. Enveloped creatures suffer damage equal to 2 plus their AC; they smother in 6 rounds regardless of damage. Trappers remain wrapped around their prey for 1d8 hours. They do not release victims unless brought to 1 hp or killed.

Maimed beholder: AC 2/4/9; MV Fl 3; HD 10; hp 45; THACO 11; #AT 1; Dmg 2d4; SA eyes; SZ M (5' diameter); ML Fanatic (18); Int exc (15); AL LE; XP 10,000.

Eye Powers: *charm person, sleep, telekinesis, flesh to stone, fear, slow, cause serious wounds, death ray.* Its other eyestalks and central eye have been destroyed and do not function.

Note: The beholder greatly resents its confinement and mutilation by the lich. It exacts revenge on any creature that comes into view; it is not permitted to attack the trapper.

E64

With a thud you land in a great dark cavern. Towering over you is a huge humanoid with two baboonlike heads, a tail, and tentacles where its arms should be. It howls its anger and attacks!

This creature looks exactly like the demon lord Demogorgon. However, it is merely a magically merged creature. Careful observers may note a thin chain going from one of its ankles to a great boulder — something a true demon would not be bound by nor tolerate.

If the chain is cut (AC 5, 3 hp), the creature reverts to its true forms — two baboons, a large octopus and a lizard, all of which flee as fast they can. If killed, the creature also reverts to its (dead) component animals.

Exits: Four smaller caves leading from the cavern.

"Demogorgon": AC 5; MV 9; HD 9; hp 50; THACO 12; #AT 3; Dmg 1d6/1d6/1d8 (tentacle/tentacle/tail); SD *stoneskin* (blocks the first 13 attacks); SZ L (10' tall); ML Champion (15); Int animal (1); AL N; XP 2000.

E65

The floor, walls and ceiling of this large cavern are lined with mushrooms of all shapes, colors and sizes, some of them glowing. A dozen skeletons shamble toward you, while a beholder looks on from behind them.

The skeletons move forward to attack, disturbing the shriekers living here. Moving through the cavern also attracts the cavern's population of violet fungi, which use their rotting touch on anything they can reach. The "beholder" is actually a gas spore, which drifts forward and tries to touch a living victim.

Exits: Four large white mushrooms.

Skeletons (12): AC 7; MV 12; HD 1; hp 6 each; THACO 19; #AT 1; Dmg 1d6 (by weapon); SD half damage from bladed weapons, immune to mind-affecting spells; SZ M (5'–6' tall); ML special (never checks morale); Int non (0); AL N; XP 65.

Shriekers (10): AC 7; MV 1; HD 3; hp 16, 13(×2), 12, 10(×4) 9, 8; THACO 17; #AT 0; Dmg nil; SD noise, immune to mind-affecting spells; SZ M (5' tall); ML Steady (12); Int non (0); AL N; XP 0.

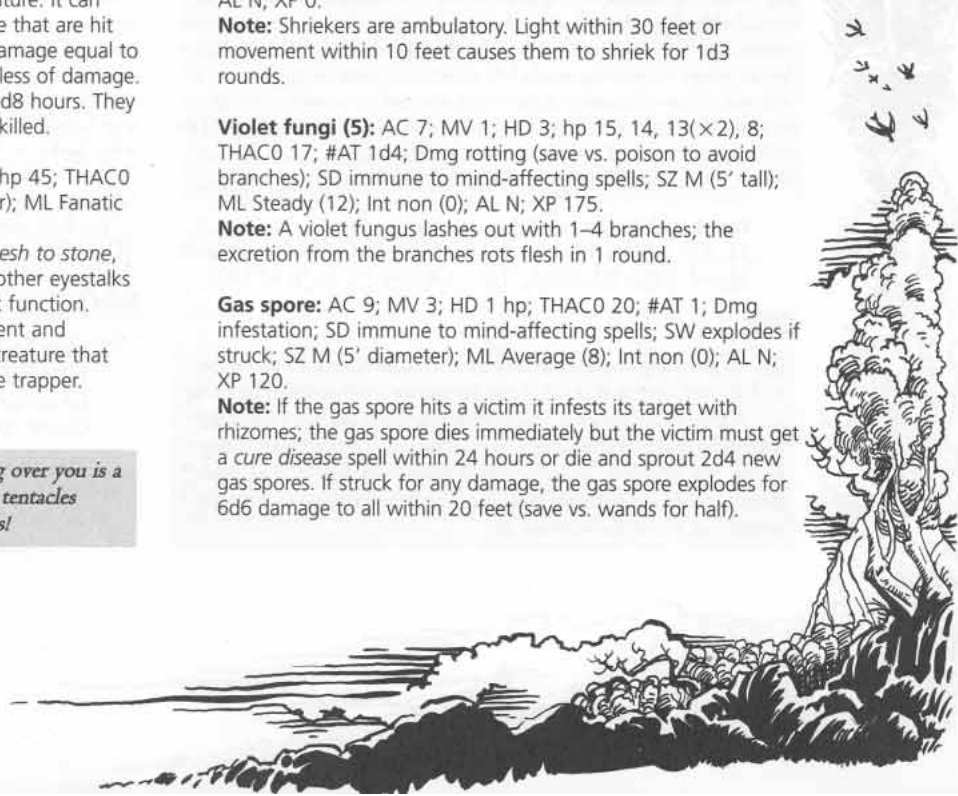
Note: Shriekers are ambulatory. Light within 30 feet or movement within 10 feet causes them to shriek for 1d3 rounds.

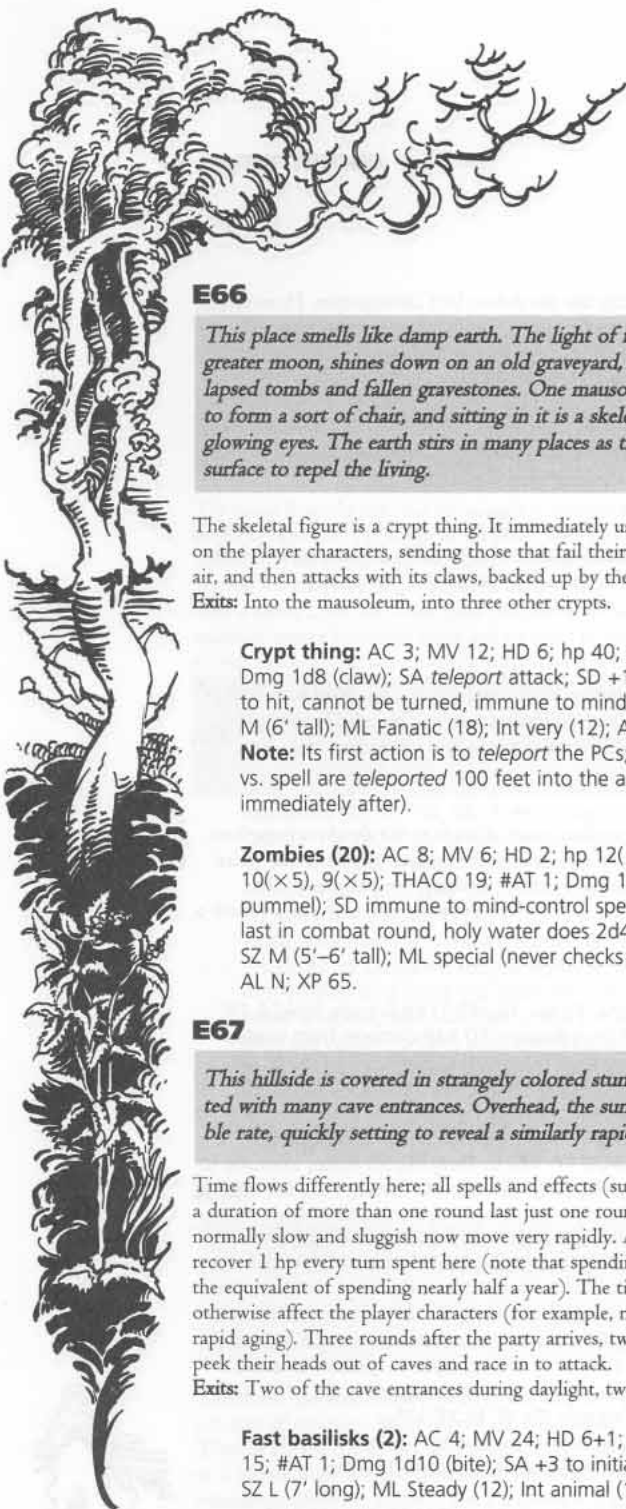
Violet fungi (5): AC 7; MV 1; HD 3; hp 15, 14, 13(×2), 8; THACO 17; #AT 1d4; Dmg rotting (save vs. poison to avoid branches); SD immune to mind-affecting spells; SZ M (5' tall); ML Steady (12); Int non (0); AL N; XP 175.

Note: A violet fungus lashes out with 1–4 branches; the excretion from the branches rots flesh in 1 round.

Gas spore: AC 9; MV 3; HD 1 hp; THACO 20; #AT 1; Dmg infestation; SD immune to mind-affecting spells; SW explodes if struck; SZ M (5' diameter); ML Average (8); Int non (0); AL N; XP 120.

Note: If the gas spore hits a victim it infests its target with rhizomes; the gas spore dies immediately but the victim must get a *cure disease* spell within 24 hours or die and sprout 2d4 new gas spores. If struck for any damage, the gas spore explodes for 6d6 damage to all within 20 feet (save vs. wands for half).





E66

This place smells like damp earth. The light of full Luna, Oerth's greater moon, shines down on an old graveyard, crowded with collapsed tombs and fallen gravestones. One mausoleum has collapsed to form a sort of chair, and sitting in it is a skeletal figure with red-glowing eyes. The earth stirs in many places as the dead crawl to the surface to repel the living.

The skeletal figure is a crypt thing. It immediately uses its *teleport* power on the player characters, sending those that fail their save 100 feet into the air, and then attacks with its claws, backed up by the zombies.

Exits: Into the mausoleum, into three other crypts.

Crypt thing: AC 3; MV 12; HD 6; hp 40; THACO 15; #AT 1; Dmg 1d8 (claw); SA *teleport* attack; SD +1 or better weapon to hit, cannot be turned, immune to mind-affecting spells; SZ M (6' tall); ML Fanatic (18); Int very (12); AL N; XP 975.

Note: Its first action is to *teleport* the PCs; those that fail saves vs. spell are *teleported* 100 feet into the air (and fall that far immediately after).

Zombies (20): AC 8; MV 6; HD 2; hp 12(×5), 11(×5), 10(×5), 9(×5); THACO 19; #AT 1; Dmg 1d8 (claw or pummel); SD immune to mind-control spells; SW always strikes last in combat round, holy water does 2d4 damage to zombie; SZ M (5'-6' tall); ML special (never checks morale); Int non (0); AL N; XP 65.

E67

This hillside is covered in strangely colored stunted plants and dotted with many cave entrances. Overhead, the sun rushes by at a visible rate, quickly setting to reveal a similarly rapid moonrise.

Time flows differently here; all spells and effects (such as poison) that have a duration of more than one round last just one round. Creatures that are normally slow and sluggish now move very rapidly. All things in this room recover 1 hp every turn spent here (note that spending an entire day here is the equivalent of spending nearly half a year). The time flow does not otherwise affect the player characters (for example, no system shock or rapid aging). Three rounds after the party arrives, two fast-moving basilisks peek their heads out of caves and race in to attack.

Exits: Two of the cave entrances during daylight, two others at night.

Fast basilisks (2): AC 4; MV 24; HD 6+1; hp 31, 30; THACO 15; #AT 1; Dmg 1d10 (bite); SA +3 to initiative, petrifying gaze; SZ L (7' long); ML Steady (12); Int animal (1); AL N; XP 1400.

E68

This is more like a wide corridor than a room. About 15 feet wide and 90 feet long, it is divided into six square sections by short stone sills jutting from the floor. Each section is filled nearly to the brim with either light or dark green goo, occasionally dotted with strange lumps. Six 3-foot-tall stone jars, each filled with light or dark goo, form a precarious pyramid near you. The hallway narrows after the sections of goo and continues on.

The floor sections are filled with green or olive slime to a depth of about two inches; the jars are two-thirds full of olive or green slime. The odd lumps are partially consumed victims and olive slime creatures.

A stone jar can easily be upended onto a floor-bound slime colony; if the slimes are of opposite types, they destroy each other utterly. However, the jars are fragile and riddled with tiny fractures (a thief spots them with a successful detect traps roll, even if not searching), and so anyone handling them roughly is likely to spill slime all over themselves (save vs. wands to avoid). The easiest way through this section is to pour opposing slimes from the jars into the ground troughs, clearing a path to the opposite side. It is possible to combat the individual slime colonies and creatures.

Exits: Doors in the narrow hallway, the floor beneath the second slime-filled section.

Green slime colonies (6): AC 9; MV 0; HD 2; hp 9 each; THACO 19; #AT 0; Dmg nil; SA convert victim to green slime in 1d4 rounds; SD immune to most attacks; SZ M (4' radius); ML Average (10); Int non (0); AL N; XP 65.

Olive slime colonies (6): AC 9; MV 0; HD 2+2; hp 9 each; THACO 19; #AT 0; Dmg nil; SA convert victim to olive slime creature in 1d6+6 days; SD immune to most attacks; SZ M (4' radius); ML Average (10); Int non (0); AL N; XP 420.

Olive slime creatures (3): AC 9; MV 6; HD 5+2; hp 30, 26, 21; THACO 15; #AT 1; Dmg 2d4; SA 10% chance per hit to infect victim with olive slime; SD immune to most attacks; SZ M (5'-6' tall); ML Average (9); Int animal (1); AL N; XP 975.

E69

You appear on a mountain's icy slope and immediately slide downward, picking up speed each second. Obstacles such as large rocks and trees threaten your safety, as does the happy frost giant heaving boulders in your direction.

Characters must make three successful Dexterity checks (one per round) to avoid hitting rocks or trees; failure on one means the character takes 1d6 points of damage (making a Dexterity check at this point allows the character to grab onto the object and stop her descent). Alternately, a character that avoided an obstacle can make a second check to grab it and stop harmlessly. Characters with mountaineering or survival-mountains/arctic have a +2 bonus on their checks. Other means of stopping descent (such as *levitation* and *flying*) also work (although *feather fall* does not help since characters are not free-falling).

The frost giant throws boulders at characters as they pass (targets get no AC bonus due to Dexterity while sliding) and continues to do so when they stop; he has 20 boulders available.

Exits: Four ice caves at the base of the hill.

Frost giant: AC 0; MV 12; HD 14+1d4; hp 65; THACO 7; #AT 1; Dmg 2d8 (battle axe) +9(Strength); SA hurl rocks for 2d10; SD immune to cold; SZ H (21' tall); ML Elite (14); Int low (7); AL CE; XP 7000.

E70

This 120-foot diameter circular chamber is divided into eight equal sections. The domed ceiling arches to 50 feet high at its center. Floating about 4 feet from the floor in the room's center is a multi-faceted white gem the size of a head. Without warning, a burst of yellow light shoots from the gem and momentarily envelops one of the room's sections.

This is a replica of the chamber of the Soul Gem from the Ghost Tower of Inverness (from the adventure, TSR #9038). Each round, the gem fires a beam randomly into one of the eight sections (roll a d8 to determine which section is hit, numbering clockwise from the section closest to the party's starting location, although making these rolls ahead of time makes players think there is a pattern to the strikes). The beam exactly duplicates one of the colors of a *prismatic spray* spell (roll a d8 to determine which color, rerolling any result of 8), and any creatures in the area targeted are automatically struck by the beam.

The gem is protected by an invisible force field that acts as a *chill shield* spell (a version of the *fire shield* spell); characters striking the shield take cold damage equal to the amount of damage they caused. Direct and area of effect spells affect the shield normally; the shield takes 20 points of damage before breaking. Once the shield is broken, the gem stops firing beams.

If the gem is placed on the floor, that section glows like an exit, though it is not necessarily one. The gem cannot be removed from the room through an exit. If removed from the room (using a *teleport* spell, for example), it turns into a severed human head (long dead).

Exits: The even-numbered floor sections, once the gem has been placed on them.

E71

This rough tunnel is roughly 30 feet wide and over 25 feet high. Both ends of the tunnel curve toward the same direction, joining in a much larger cave with a ceiling almost 50' high. It is cold; ice and icicles hang from the walls and ceiling. A plaque hangs from the wall, partially loosened by fractured ice. Beside it is a large gong.

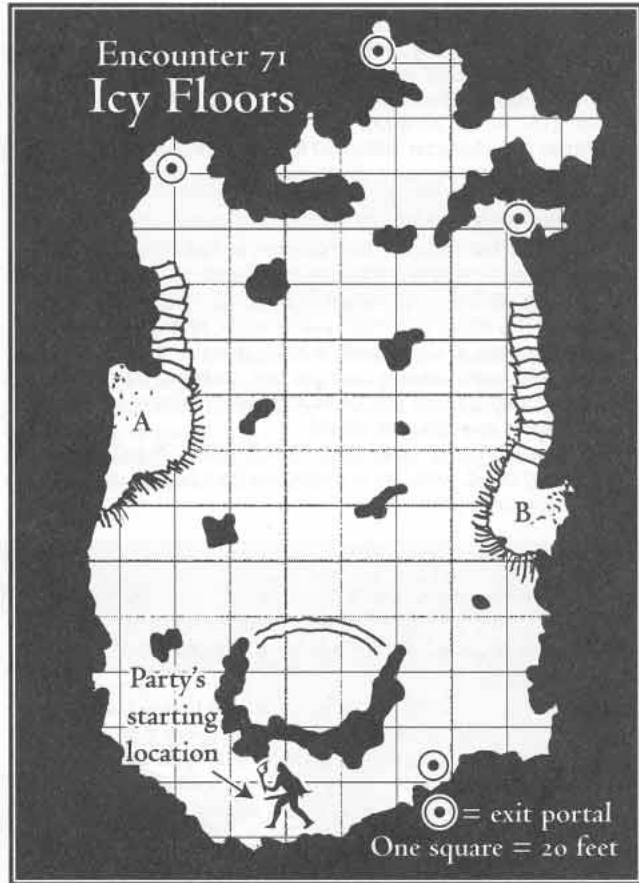
The plaque says: ONE MAN SLIDES ACROSS THE FLOOR IN ONE DIRECTION. ANOTHER STARTS SLIDING THREE SECONDS LATER AT TWICE THE FIRST'S SPEED. WHAT IS THE LIKELIHOOD THAT THEY WILL COLLIDE ON THE NORTH SIDE OF THE ROOM? The plaque is just a pointless distraction, as this is not a riddle room and the plaque doesn't give enough information to solve the question anyway. The gong does nothing but warn the frost giant that intruders have arrived.

The tunnels do join with a very large cavern; tables and benches line the walls as if pushed out of the way until convenient. Caged fire beetles provide dim illumination; the place appears deserted, but the ledges marked A and B each have a wary frost giant armed with a ballista, both of whom fire as soon as the group moves out of the tunnel. After the initial shot they hurl boulders.

The inner crook of the curved area contains a giant-sized throne made of bone and stone, decorated with skulls and draped with a polar bear pelt.

Exits: One tunnel near the party's starting position, three tunnels beyond the frost giant guards.

Frost giants (2): AC 0; MV 12; HD 14+1d4; hp 70, 60; THAC0 7; #AT 1; Dmg 2d8 (battle axe) +9 (Strength) or 2d6 (ballista); SA hurl rocks for 2d10; SD immune to cold; SZ H (21' tall); ML Elite (14); Int low (7); AL CE; XP 7000.



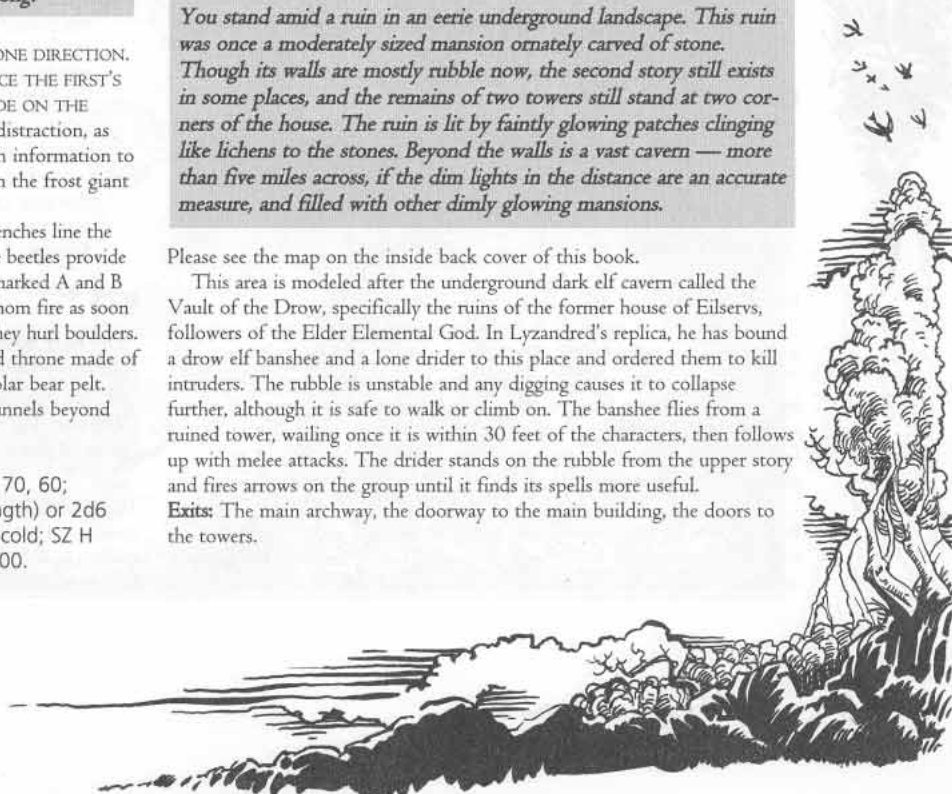
E72

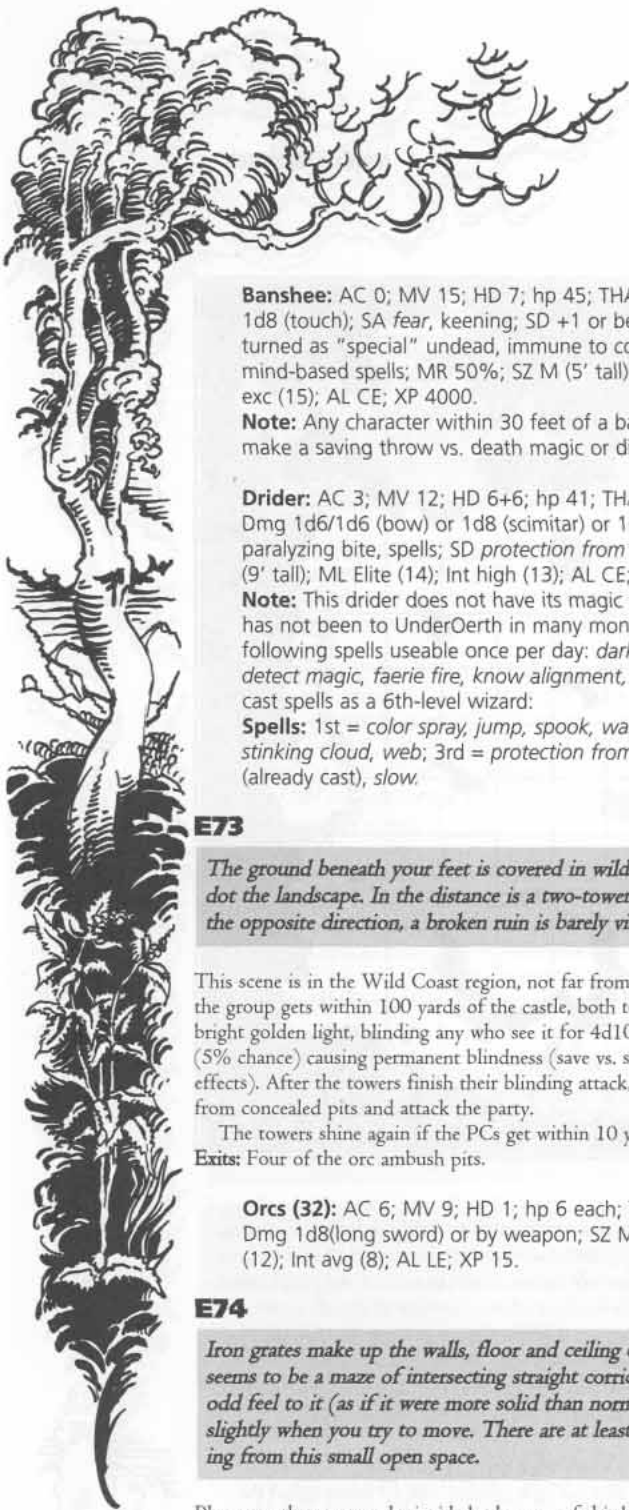
You stand amid a ruin in an eerie underground landscape. This ruin was once a moderately sized mansion ornately carved of stone. Though its walls are mostly rubble now, the second story still exists in some places, and the remains of two towers still stand at two corners of the house. The ruin is lit by faintly glowing patches clinging like lichens to the stones. Beyond the walls is a vast cavern — more than five miles across, if the dim lights in the distance are an accurate measure, and filled with other dimly glowing mansions.

Please see the map on the inside back cover of this book.

This area is modeled after the underground dark elf cavern called the Vault of the Drow, specifically the ruins of the former house of Eilservs, followers of the Elder Elemental God. In Lyzandred's replica, he has bound a drow elf banshee and a lone drider to this place and ordered them to kill intruders. The rubble is unstable and any digging causes it to collapse further, although it is safe to walk or climb on. The banshee flies from a ruined tower, wailing once it is within 30 feet of the characters, then follows up with melee attacks. The drider stands on the rubble from the upper story and fires arrows on the group until it finds its spells more useful.

Exits: The main archway, the doorway to the main building, the doors to the towers.





Banshee: AC 0; MV 15; HD 7; hp 45; THACO 13; #AT 1; Dmg 1d8 (touch); SA *fear*, keening; SD +1 or better weapons to hit, turned as "special" undead, immune to cold, electricity, and mind-based spells; MR 50%; SZ M (5' tall); ML Elite (13); Int exc (15); AL CE; XP 4000.

Note: Any character within 30 feet of a banshee's keen must make a saving throw vs. death magic or die immediately.

Drider: AC 3; MV 12; HD 6+6; hp 41; THACO 13; #AT 2 or 1; Dmg 1d6/1d6 (bow) or 1d8 (scimitar) or 1d4 (bite); SA paralyzing bite, spells; SD *protection from normal missiles*; SZ L (9' tall); ML Elite (14); Int high (13); AL CE; XP 3000.

Note: This drider does not have its magic resistance because it has not been to UnderOerth in many months. It has the following spells useable once per day: *darkness*, *dancing lights*, *detect magic*, *faerie fire*, *know alignment*, *levitate*. It also can cast spells as a 6th-level wizard:

Spells: 1st = *color spray*, *jump*, *spook*, *wall of fog*; 2nd = *stinking cloud*, *web*; 3rd = *protection from normal missiles* (already cast), *slow*.

E73

The ground beneath your feet is covered in wild grass. Solitary trees dot the landscape. In the distance is a two-towered castle. Far off in the opposite direction, a broken ruin is barely visible.

This scene is in the Wild Coast region, not far from Eyebite Castle. When the group gets within 100 yards of the castle, both towers shine with a bright golden light, blinding any who see it for 4d10 turns and possibly (5% chance) causing permanent blindness (save vs. spell negates both effects). After the towers finish their blinding attack, a force of orcs charge from concealed pits and attack the party.

The towers shine again if the PCs get within 10 yards of the castle.

Exits: Four of the orc ambush pits.

Orcs (32): AC 6; MV 9; HD 1; hp 6 each; THACO 19; #AT 1; Dmg 1d8(long sword) or by weapon; SZ M (6' tall); ML Steady (12); Int avg (8); AL LE; XP 15.

E74

Iron grates make up the walls, floor and ceiling of this place, which seems to be a maze of intersecting straight corridors. The air has an odd feel to it (as if it were more solid than normal) and it resists slightly when you try to move. There are at least five corridors leading from this small open space.

Please see the map on the inside back cover of this book.

The air in this place hampers the movement of physical objects; without a constant force behind it, an object in flight slows and falls to the ground. To determine the range for a missile here, use its range categories divided by 10, in feet (thus, a longbow firing a flight arrow has a short range of up to 7 feet, a medium range of up to 14 feet and a long range of up to 21 feet). This range alteration does not affect spells. Falling creatures are protected by a constant *feather fall* effect.

The spaces in the iron grates are 1 inch across, which is large enough to be noticed by a creature in the next room but not enough to identify the creature's type without coming within about 3 feet of the wall. The gratings are bolted together and suspended within a larger room via *levitation* spells;

the stone floor of the room is 50 feet below the cage's floor and the ceiling is 50 feet above its ceiling. The outer room is plain stone and has no exits.

There are four groups of sons of Kyuss wandering about the cage; their original positions are marked on the map. They notice movement within 30 feet of themselves (even through the gratings) and move to intercept. Each son wears a gold amulet bearing Lyzandred's personal rune (a stylized L); the amulet allows the worms inhabiting the sons to ignore the abnormal drag of this area. Anyone wearing an amulet is also immune to the drag, allowing them to use ranged weapons normally, although they also fall at a normal rate.

There are four places where the floor grating has been broken or rusted away, resulting in holes approximately 8 feet across. While it is simple enough to walk around them, unsuspecting or running characters might fall through accidentally; the sons of Kyuss do not voluntarily fall into one of the holes, although it is possible to push one in.

Four brass hoops 10 feet in diameter are suspended in midair at the points marked; each has Lyzandred's rune inscribed at the top. If a gold amulet is thrown through the hoop, the hoop glows and works as an exit for one full minute; a character wearing an amulet that passes through a hoop also activates the exit. If there are fewer than four exits from this chamber, the extra hoops merely transport people back to their starting point in the center of the cage.

Exits: The four hoops.

Sons of Kyuss (20, 4 groups of 5): AC 10; MV 9; HD 4; hp 20 (× 10), 16 (× 10); THACO 17; #AT 1; Dmg 1d8 (fists); SA 15' radius *fear* aura, 25% chance of rotting disease per touch, worm attack; SD regeneration, 75% mistaken for zombies at a distance, turned as mummies; SZ M (6' tall); ML Fearless (20); Int low (6); AL CE; XP 1400.

Note: A son's *fear* aura affects any creature within 15 feet; victims must save vs. spell or flee for 1 turn, with a 60% chance of dropping items. Each round of melee combat, one worm jumps from the son to a victim (up to 10 feet); a successful hit means it burrows in toward the victim's brain. 1d4 rounds after the worm attacks it reaches the brain and kills the victim, who immediately begins changing into a new son of Kyuss (*remove curse* or *cure disease* slays all worms within a person, while *neutralize poison* or *dispel evil* delays them for 1d6 turns). The rotting disease that the sons carry causes the victim to lose 2 points of Charisma per month; the afflicted person is not affected by *cure wounds* spells and only heals at 10% the normal rate. The disease is fatal within 1d6 months; a *cure disease* removes it. Sons regenerate 2 points per round (even if wounded below 0 hp); fire, lightning, acid and holy water damage cannot be regenerated, and the touch of a holy item to a son's wounds prevents it from regenerating that wound.

Source: *MONSTROUS COMPENDIUM Annual, Volume Three.*

E75

The leafy limbs of great trees twine overhead, concealing much of the starry night sky. Tree trunks, underbrush and large spider webs fill this place, and faint animal trails snake off in different directions. The chirping of crickets and other animal noises give you an odd sense of peace.

The starting location is enchanted with an *antipathy* spell affecting evil creatures. This small artificial forest contains an ettercap and five huge spiders, as well as smaller creatures such as squirrels, rabbits and owls. The spiders wait for creatures to pass and then leap at them (up to 30 feet away,

giving a -6 to surprise rolls by their prey).

The spot marked *** on the map is the location of a trap set by the ettercap; it has strung webs across the ground there. Creatures passing over that area must make a Dexterity check or break the line, which causes a web net to fall from the trees; a huge spider and the ettercap attack while the victim is tangled in the webbing. If the trap has not been set off by the first three people to pass it, the pair leap out and attack anyway.

Exits: Four wreaths of green tree branches.

Ettercap: AC 6; MV 12; HD 5; hp 30; THACO 15; #AT 3; Dmg 1d3/1d3/1d8 (claw/claw/bite); SA poison bite; SD traps; SZ M (6' tall); ML Elite (13); Int low (6); AL NE; XP 650.

Note: A creature bitten by the ettercap must save vs. poison or die in 1d4 turns.

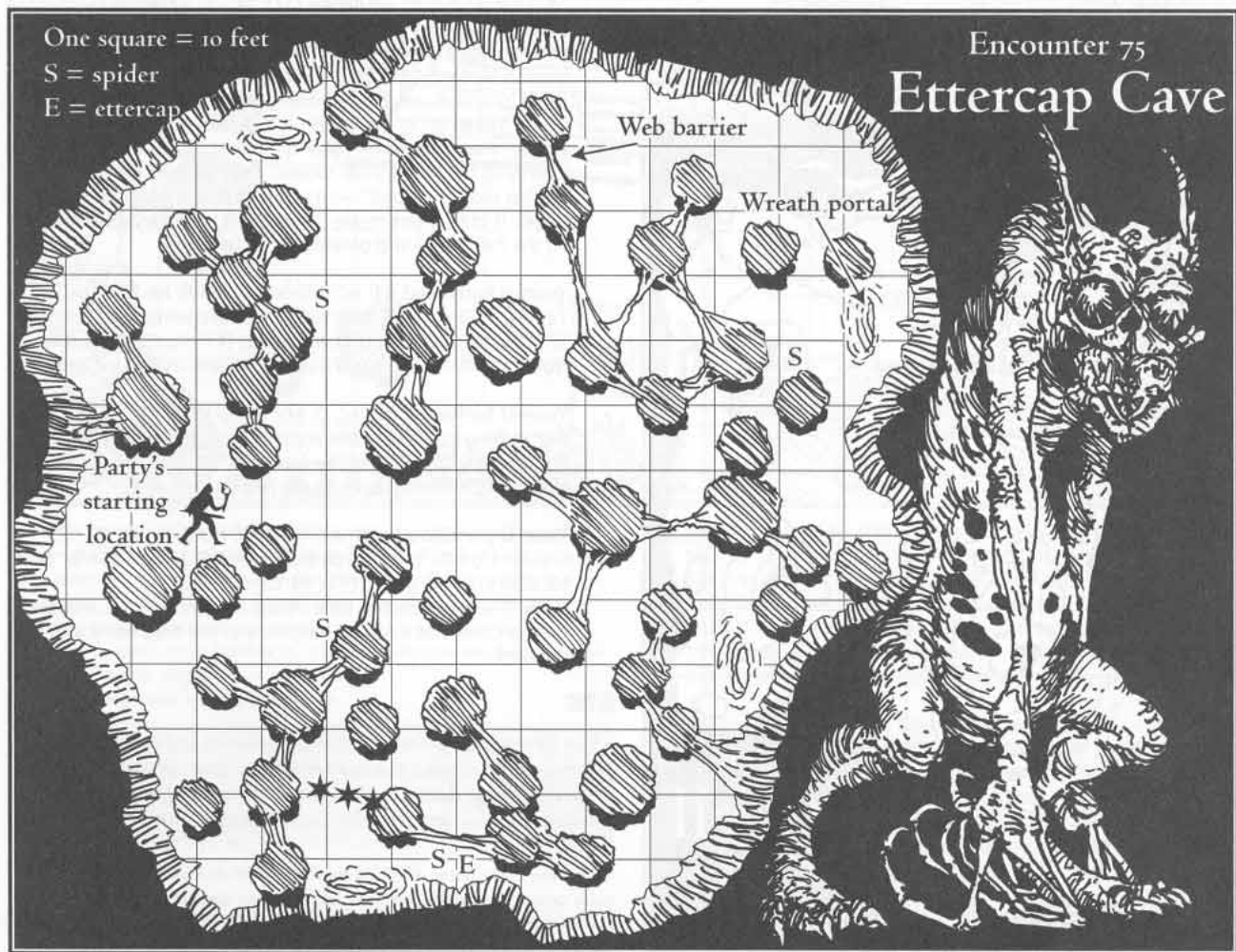
Huge spiders (5): AC 6; MV 18; HD 2+2; hp 12, 11(×2), 10(×2); THACO 19; #AT 1; Dmg 1d6 (bite); SA surprise, poison; SZ M (6' diameter); ML Average (8); Int animal (1); AL N; XP 270.

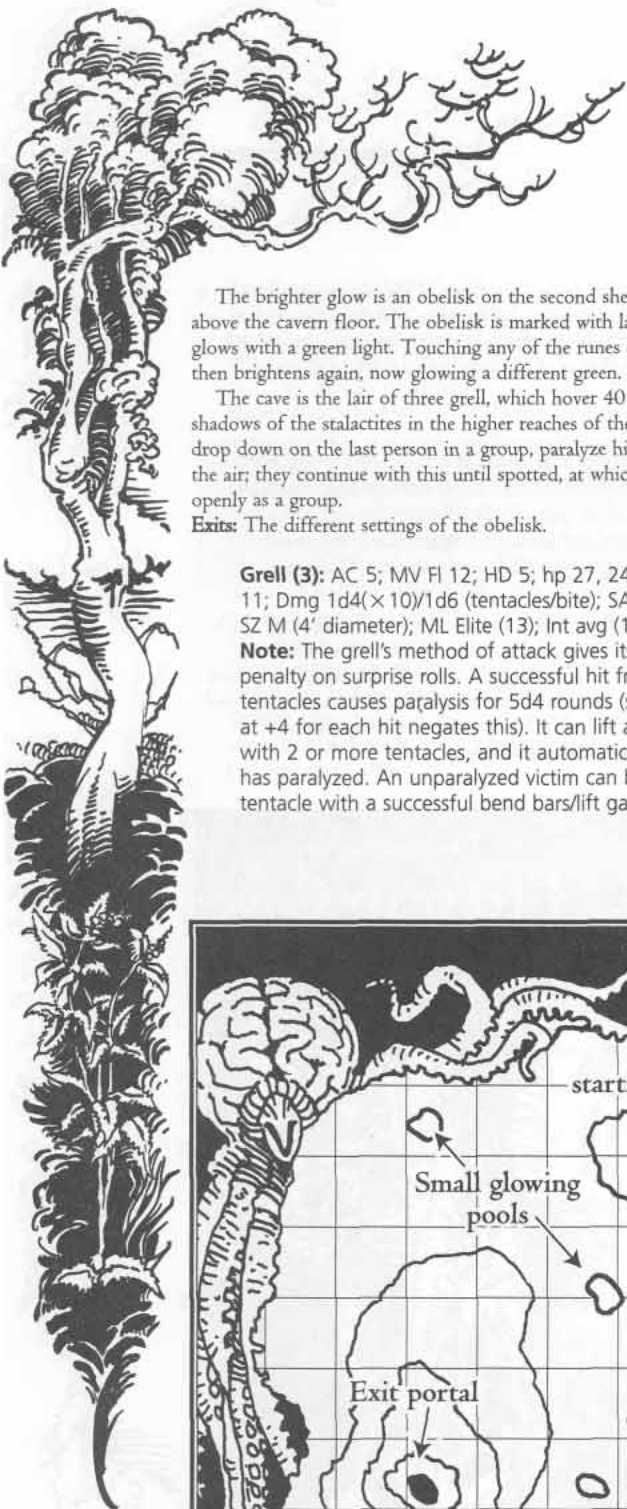
Note: A spider leaps from a position of concealment and attack (-6 on its victims' surprise rolls). Victims of its bite must save vs. poison (with a +1 bonus); the onset time for the poison is 15 minutes, and those that don't save take 15 hp of damage.

E76

This smooth-walled cavern was probably created by flowing water. Several columns of stone rise in tiers toward the ceiling, which is covered in stalactites of all sizes. Pools of water glow dim blue, revealing misshapen rats and insects that scurry away when they notice you. A brighter glow is visible some distance from you.

The rats and insects are all somewhat mutated by the glowing pools; each has limbs that are larger or smaller than normal and strange brainlike growths on their heads. The pools are poisonous — drinking from a pool requires a save vs. poison or take 1d4 points of damage (touching the pool instead of drinking from it gives a +4 bonus to the saving throw); successive contacts do no additional damage.





The brighter glow is an obelisk on the second shelf of a column, 2 feet above the cavern floor. The obelisk is marked with large runes, and one side glows with a green light. Touching any of the runes dims it momentarily. It then brightens again, now glowing a different green.

The cave is the lair of three grell, which hover 40 feet up, hidden by the shadows of the stalactites in the higher reaches of the cave. They singly drop down on the last person in a group, paralyze him, and lift him up into the air; they continue with this until spotted, at which point they attack openly as a group.

Exits: The different settings of the obelisk.

Grell (3): AC 5; MV FI 12; HD 5; hp 27, 24, 22; THACO 15; #AT 11; Dmg 1d4(x 10)/1d6 (tentacles/bite); SA surprise, paralysis; SZ M (4' diameter); ML Elite (13); Int avg (10); AL NE; XP 2000.

Note: The grell's method of attack gives its targets a -3 penalty on surprise rolls. A successful hit from each of its 10 tentacles causes paralysis for 5d4 rounds (save vs. paralyzation at +4 for each hit negates this). It can lift a creature if it has hit with 2 or more tentacles, and it automatically hits creatures it has paralyzed. An unparalyzed victim can break free of a tentacle with a successful bend bars/lift gates roll.



E77

The bright sun shines on this clearing in a dense jungle. In the center of the clearing is a two-tiered ziggurat-like building with ramps leading up to each level. Two small domed buildings flank it, and a pen half-filled with deerlike animals is just visible behind the rightmost building. Three people in simple tunics, baskets of goods in their arms, walk from the buildings to the ziggurat.

This area is home to a tiny band of yuan-ti. Those carrying baskets are purebloods; beyond casting fearful looks, they ignore the PCs and hurry into the large central building. The smaller buildings contain crates of poisoned fruit (type H poison) and the doorway into each is trapped with a swinging blade (save vs. breath weapon to dodge) that does 2d4 damage (plus type A poison). The penned animals are harmless and flee if freed. The yuan-ti wait inside the temple to ambush characters.

Exits: Four pieces of ugly jewelry in the corners of the ziggurat.

Yuan-ti abomination: AC 4/0; MV 9; HD 9; hp 50; THACO 11; #AT 1; Dmg 1d4 (constriction); MR 20%; SZ L (10' long); ML Champion (15); Int genius (17); AL CE; XP 3000.

Note: This abomination is a cobralike snake with a human face growing from the center of its hood. It can cast the following spells 1 x/day: *cause fear*, *darkness 15' radius*, *snake charm*, *sticks to snakes*, *neutralize poison*, *suggestion*, and *polymorph other*. It casts *sticks to snakes* on two piles of sticks inside the temple, then *polymorph other* on the strongest-looking warrior (changing her into a small rodent), then *suggestion* ("Lie down on that nice straw bed" — meaning the snakes) on another target. It only enters melee if absolutely necessary, depending on the halfbreeds and purebloods to fight.

Yuan-ti halfbreed #1: AC 4/0; MV 9; HD 8; hp 30; THACO 13; #AT 3; Dmg 1d10/1d6/1d6 (bite/snake arms); MR 20%; SZ M (6' tall); ML Elite (14); Int genius (17); AL CE; XP 1400.

Note: This halfbreed has a snake head and snakes for arms.

Yuan-ti halfbreed #2: AC 0; MV 9; HD 8; hp 38; THACO 13; #AT 2; Dmg 1d10/1d8 (bite/scimitar); MR 20%; SZ M (6' tall); ML Elite (14); Int genius (17); AL CE; XP 1400.

Note: This halfbreed has a snake head and scaly skin.

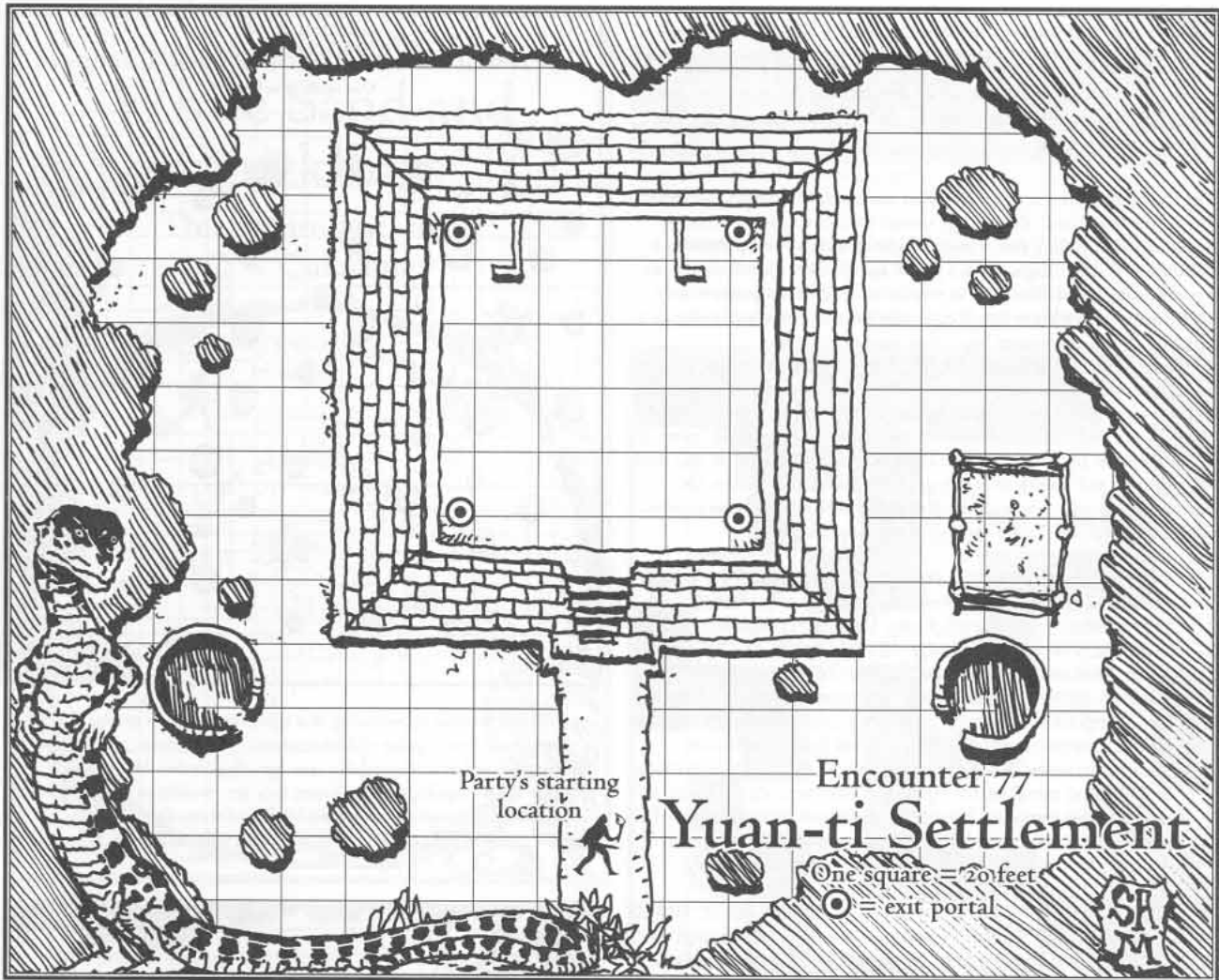
Yuan-ti purebloods (3): AC 4; MV 9; HD 6; hp 26, 24, 23; THACO 15; #AT 1; Dmg 1d8 (scimitar); MR 20%; SZ M (6' tall); ML Elite (14); Int genius (17); AL CE; XP 975.

Note: These purebloods look mostly human; one has snakelike eyes, another has a forked tongue, and the third has scales on her back.

E78

This forested area is overrun with vines, flowers and mosses. While there is plenty of space to move between the trees, in some places the vegetation hangs down almost to the ground. Ahead of you the ground cover has been trampled down in a path.

This forest is the home of four werewolves (two mated pairs). Three yellow musk creeper plants also live here, each growing around a different tree. Furthermore, each creeper has one yellow musk zombie under its control, which it uses to attract prey or to defend itself.



As the creepers only attack humanoids, the werewolves have learned to assume their wolflike form and travel on all fours when they need to pass these dangerous plants. The werewolves prefer to stalk PCs and drive them toward the creepers, attacking in wolf form when the adventurers are distracted by the plants and plant-zombies.

Note that there are no borders to this area; characters wandering off the map "loop" to the opposite side of the map.

Exits: Four large trees with holes in them.

Werewolves (wolf form)(4): AC 5; MV 15; HD 4+3; hp 23, 22, 21, 19; THACO 15; #AT 1; Dmg 2d4 (bite); SD silver or +1 or better weapon to hit; SZ M (4' at shoulder); ML Steady (12); Int avg (10); AL CE; XP 420.

Note: Anyone injured by the werewolf has a 1% chance per point of damage of becoming a werewolf.

Yellow musk creepers (3): AC 7; MV 0; HD 3; hp 16, 15, 12; THACO 17; #AT 2; Dmg nil; SA pollen; SD immune to mind-affecting spells; SZ L (20' square); ML Fearless (20); Int non (0); AL N; XP 650.

Encounter 77 Yuan-ti Settlement

One square = 20 feet

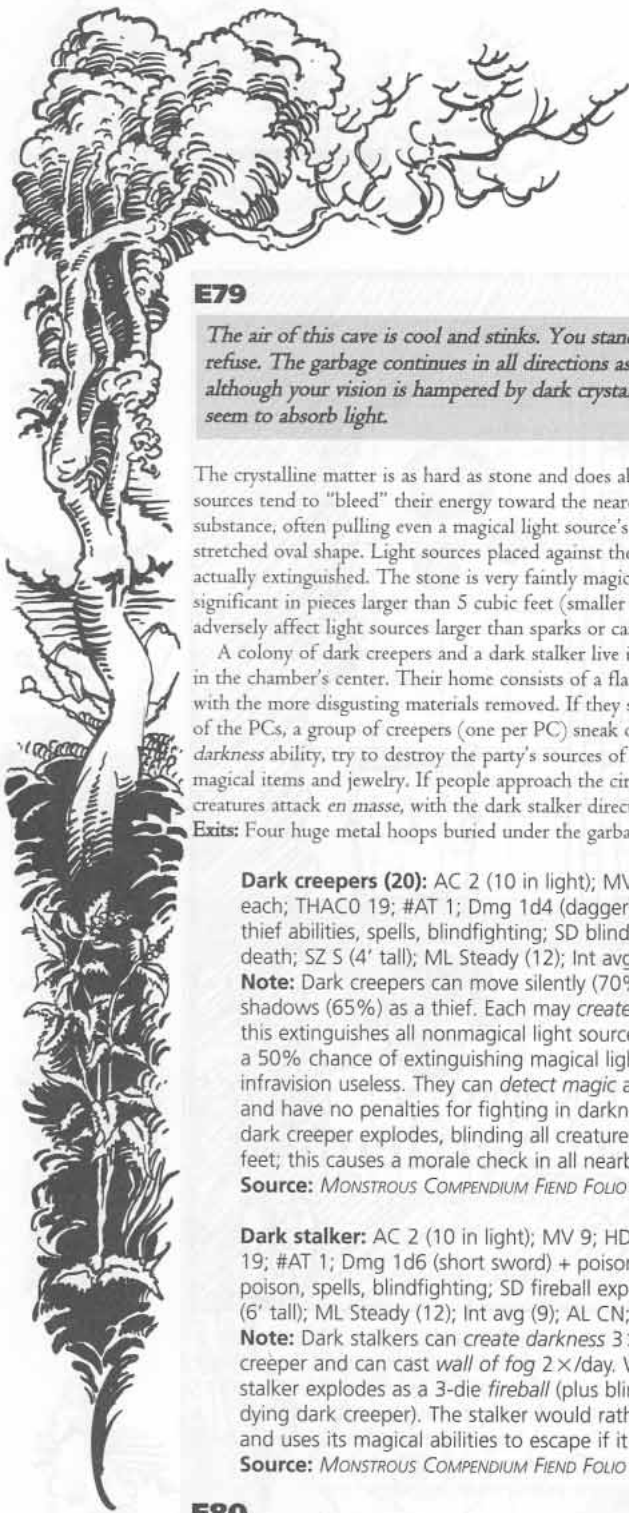
⊙ = exit portal

Note: A humanoid creature that comes within 10 feet of the plant is targeted with a puff of pollen from one of the plant's 2 flowers; victims must save vs. spell or be entranced and walk toward the plant, at which time it extends a root into the victim's head, reaching the brain in 2 rounds and destroying 1d4 points of Intelligence per round. Creatures reduced to 1 or 2 Intelligence become yellow musk zombies.

Yellow musk zombies (3): AC 5 (chain mail); MV 6; HD 2; hp 31, 25, 13; THACO 19; #AT 1; Dmg 1d8 (long sword) or 1d6 (spear) or by weapon; SD immune to mind-affecting spells; SZ M (5'-6' tall); ML Fearless (20); Int animal (1); AL N; XP 120.

Note: A yellow musk zombie is not undead and cannot be turned. A yellow musk zombie attacks as a 2 HD creature, but it retains its pre-conversion hit points.





E79

The air of this cave is cool and stinks. You stand on a huge pile of refuse. The garbage continues in all directions as far as you can see, although your vision is hampered by dark crystal outcroppings that seem to absorb light.

The crystalline matter is as hard as stone and does absorb light — light sources tend to “bleed” their energy toward the nearest piece of this substance, often pulling even a magical light source’s area of effect into a stretched oval shape. Light sources placed against the walls or columns are actually extinguished. The stone is very faintly magical; its power is only significant in pieces larger than 5 cubic feet (smaller pieces aren’t enough to adversely affect light sources larger than sparks or candles).

A colony of dark creepers and a dark stalker live inside the ring of pillars in the chamber’s center. Their home consists of a flattened area of garbage with the more disgusting materials removed. If they spot the light sources of the PCs, a group of creepers (one per PC) sneak out, use their *create darkness* ability, try to destroy the party’s sources of illumination, and steal magical items and jewelry. If people approach the circle of pillars, the creatures attack *en masse*, with the dark stalker directing its lesser cousins.

Exits: Four huge metal hoops buried under the garbage.

Dark creepers (20): AC 2 (10 in light); MV 9; HD 1+1; hp 5 each; THACO 19; #AT 1; Dmg 1d4 (dagger) or by weapon; SA thief abilities, spells, blindfighting; SD blinding explosion at death; SZ S (4’ tall); ML Steady (12); Int avg (9); AL CN; XP 120. **Note:** Dark creepers can move silently (70%) and hide in shadows (65%) as a thief. Each may *create darkness* 3×/day; this extinguishes all nonmagical light sources within 50 feet, has a 50% chance of extinguishing magical lights, and makes infravision useless. They can *detect magic* at will (15-foot range) and have no penalties for fighting in darkness. When killed, a dark creeper explodes, blinding all creatures facing it within 10 feet; this causes a morale check in all nearby dark creepers.

Source: *MONSTROUS COMPENDIUM FIEND FOLIO Appendix.*

Dark stalker: AC 2 (10 in light); MV 9; HD 2+1; hp 12; THACO 19; #AT 1; Dmg 1d6 (short sword) + poison or by weapon; SA poison, spells, blindfighting; SD fireball explosion at death; SZ M (6’ tall); ML Steady (12); Int avg (9); AL CN; XP 175.

Note: Dark stalkers can *create darkness* 3×/day as a dark creeper and can cast *wall of fog* 2×/day. When killed, the dark stalker explodes as a 3-die *fireball* (plus blinding effects as a dying dark creeper). The stalker would rather flee than fight, and uses its magical abilities to escape if it can.

Source: *MONSTROUS COMPENDIUM FIEND FOLIO Appendix.*

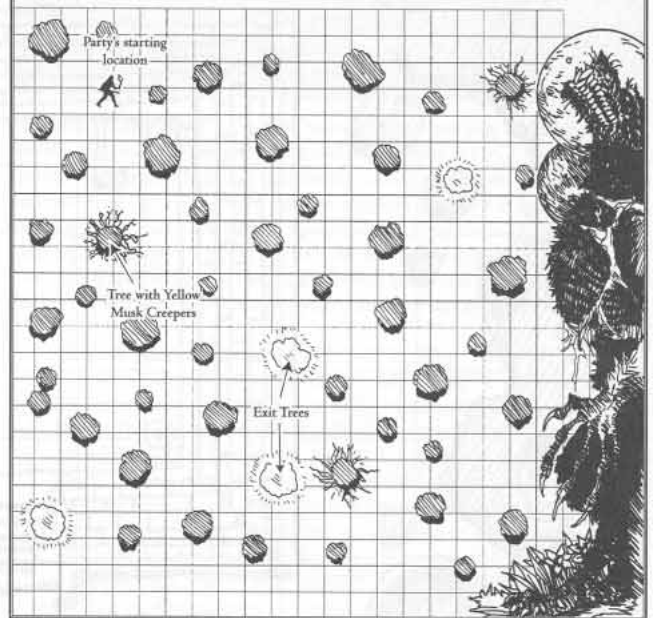
E80

You stand in a glass cone. Over 150 feet across at its base, it narrows to a point 100 feet above. The floor is covered in fine gray sand; a stream of white sand pours from the cone’s highest point into a fragile pile; the new-fallen sand darkens over time to match the gray grains on the floor.

The white sand magically ages whatever touches it — the effect is greatest at the middle of the pile and declines as the sand darkens. Within the center elevation ring on the map, the aging rate is 25 years per round of contact, decreasing to 10, 5 and 1 year per round within the successively

Encounter 78 Werewolves and Yellow Musk Creepers

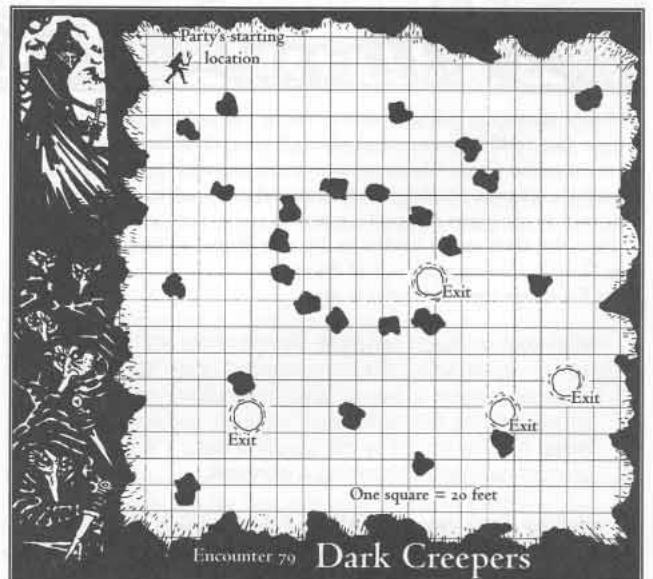
One square = 10 feet



larger circles. Anyone experiencing this aging must make a system shock roll or permanently lose 1 point of Constitution (in addition to any penalties the character suffers if they reach a new age category for their race).

There are 4 quicklings in this room; they are invisible as long as they are motionless. If someone comes within 10 feet of them, they attack.

Exits: White gold rings carried by the quicklings (they wear them as bracelets).



Encounter 79 Dark Creepers

Encounter 8o White Sand and Quicklings

One square = 10 feet
Q = Quickling



Quicklings (4): AC -3; MV 96; HD 1+1d4 hp; hp 10, 9, 7, 6; THACO 19; #AT 3; Dmg 1d3/1d3/1d3 (dagger × 3); SA spell abilities; SD invisible if motionless, save as 19th level priests; SZ T (2' tall); ML Elite (14); Int high (13); AL CE; XP 2000.

Note: Quicklings can use the following abilities 1×/day: *dig*, *fire charm*, *forget*, *levitate*, *shatter*, and *ventriloquism*.

Source: MONSTROUS COMPENDIUM GREYHAWK® Appendix.

E81

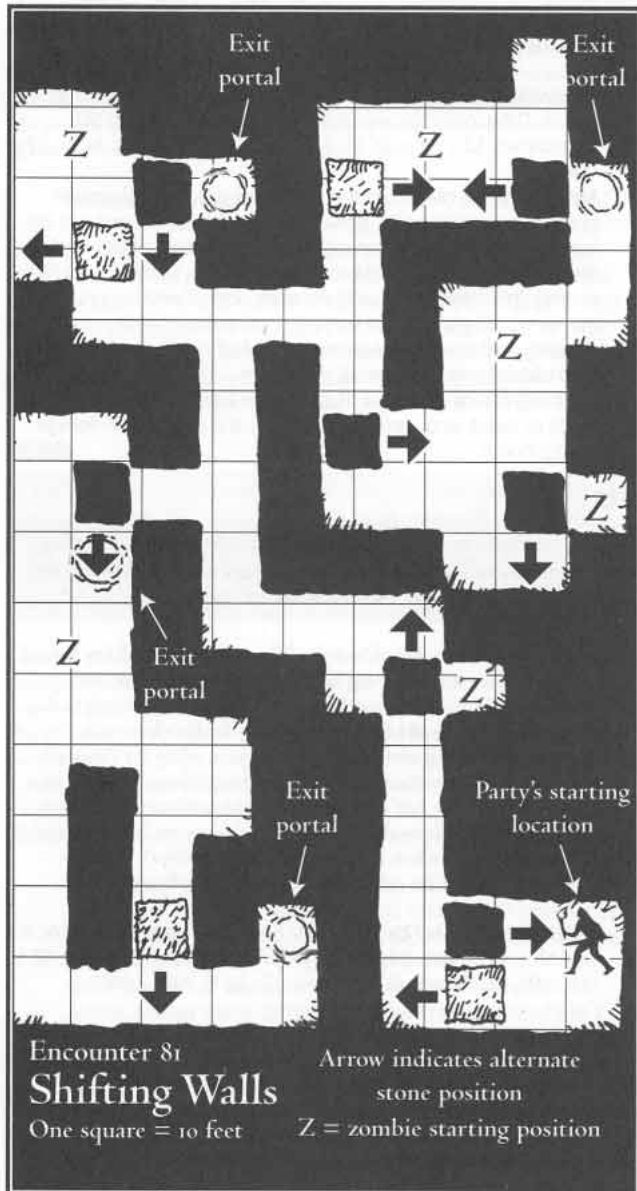
You stand in a 20-foot square room. Three of the walls are black stone, as is the floor and ceiling. The last wall is made of two different square stones, one light gray and the other dark gray. There is a depression shaped like a human-sized hand print in the center of each of the off-color stone wall sections.

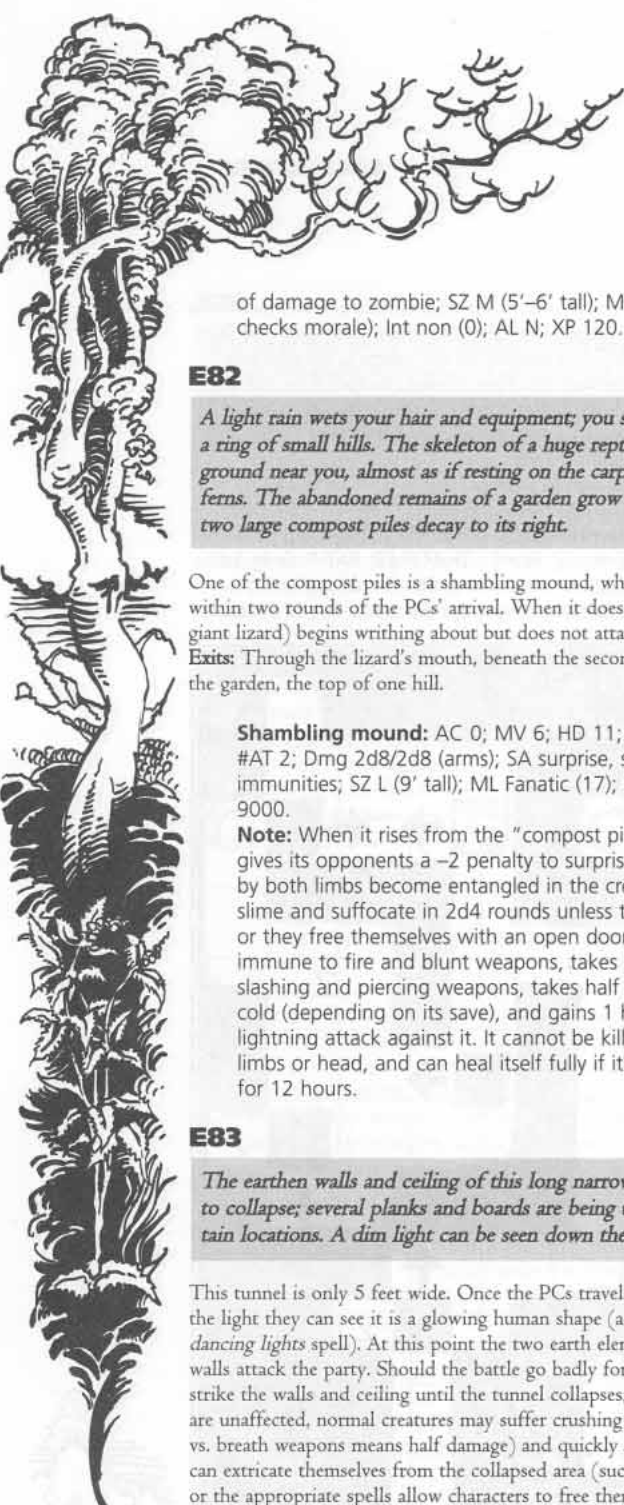
There are several 10-foot × 10-foot stone blocks that shift positions, each of light or dark gray stone; all other walls are black. The touch of a living creature in the hand print-depression on a movable block (which is repeated on all four sides) causes all blocks of that color to simultaneously slide to their alternate location; this sliding takes a full melee round. Much of the maze and some exits are blocked by these stones, so the PCs need to experiment with different configurations to get out of this place.

Furthermore, several groups of *invisible stonemasked* zombies patrol this maze. If the sliding stones open new areas, they will expand their patrols to whatever space is available. The zombies are not caught in the path of a sliding stone block unless prevented from moving (they are slow, but not so slow that they can't evade the sliding stones). If they come across the PCs, they attack (with a -2 bonus to surprise rolls because of their *invisibility*), which will break the *invisibility* spell.

Exits: Four circles carved into the ceiling.

Stonemasked zombies (20): AC 8; MV 6; HD 2; hp 12(×3), 11(×3), 10(×4), 9(×5), 8(×5); THACO 19; #AT 1; Dmg 1d8 (claw or pummel); SD immune to mind-control spells; SW always strike last in combat round; holy water does 2d4 points





of damage to zombie; SZ M (5'-6' tall); ML special (never checks morale); Int non (0); AL N; XP 120.

E82

A light rain wets your hair and equipment; you stand in the center of a ring of small hills. The skeleton of a huge reptile lies on the ground near you, almost as if resting on the carpet of moss, grass and ferns. The abandoned remains of a garden grow wild to its left, and two large compost piles decay to its right.

One of the compost piles is a shambling mound, which rises and attacks within two rounds of the PCs' arrival. When it does so, the skeleton (of a giant lizard) begins writhing about but does not attack.

Exits: Through the lizard's mouth, beneath the second compost pile, inside the garden, the top of one hill.

Shambling mound: AC 0; MV 6; HD 11; hp 58; THAC0 9; #AT 2; Dmg 2d8/2d8 (arms); SA surprise, suffocation; SD immunities; SZ L (9' tall); ML Fanatic (17); Int low (6); AL N; XP 9000.

Note: When it rises from the "compost pile," the shambler gives its opponents a -2 penalty to surprise rolls. Creatures hit by both limbs become entangled in the creature's body and slime and suffocate in 2d4 rounds unless the shambler is killed or they free themselves with an open doors/bend bars roll. It is immune to fire and blunt weapons, takes half damage from slashing and piercing weapons, takes half or no damage from cold (depending on its save), and gains 1 hit die for each lightning attack against it. It cannot be killed by severing its limbs or head, and can heal itself fully if it can rest on foliage for 12 hours.

E83

The earthen walls and ceiling of this long narrow tunnel seem ready to collapse; several planks and boards are being used to shore up certain locations. A dim light can be seen down the tunnel.

This tunnel is only 5 feet wide. Once the PCs travel at least 30 feet toward the light they can see it is a glowing human shape (actually a variant *dancing lights* spell). At this point the two earth elementals waiting in the walls attack the party. Should the battle go badly for the elementals, they strike the walls and ceiling until the tunnel collapses; while the elementals are unaffected, normal creatures may suffer crushing damage (2d6+4, save vs. breath weapons means half damage) and quickly suffocate unless they can extricate themselves from the collapsed area (successive Strength checks or the appropriate spells allow characters to free themselves).

Exits: Four smooth glasslike stones beyond the glowing figure.

Earth elementals (2): AC 2; MV 6; HD 16; hp 80, 78; THAC0 5; #AT 1; Dmg 4d8 (blow); SD +2 or better weapon to hit; SZ L (16' tall); ML Fanatic (17); Int low (6); AL N; XP 10,000.

E84

The alternating squares of black and white stone beneath your feet look like a chessboard. The black side has a king and a bishop, while the white has a king, a bishop and two pawns. From their current positions, it appears it is only a few moves until white checkmates black. On this side of the board, a brass plaque is attached to the floor.

The plaque is enchanted with *explosive runes* which burst in a 10-foot radius for 6d4+6 damage when read (they say: GOTCHA). When the *explosive runes* go off, the chess pieces animate and attack the party.

Exits: The squares the bishops and pawns were standing on.

Kings (stone golems) (2): AC 5; MV 6; HD 14; hp 60, 58; THAC0 7; #AT 1; Dmg 3d8 (fist); SA *slow* one target every other round; SD +2 or better weapon to hit, immune to most spells; SZ L (9½' tall); ML Fearless (20); Int non (0); AL N; XP 8000.

Note: *Rock to mud* slows the golem for 2d6 rounds, *mud to rock* heals it fully, *stone to flesh* makes it vulnerable to normal weapons for the following round.

Bishops (lesser stone golems) (2): AC 5; MV 6; HD 14; hp 40; THAC0 7; #AT 1; Dmg 3d8 (fist); SA *slow* one target every other round; SD +1 or better weapon to hit, immune to most spells; SZ L (9' tall); ML Fearless (20); Int non (0); AL N; XP 7000.

Note: *Rock to mud* slows the golem for 2d6 rounds, *mud to rock* heals it fully, *stone to flesh* makes it vulnerable to normal weapons for the following round.

Pawns (stone guardians) (2): AC 2; MV 9; HD 4+4; hp 24, 23; THAC0 15; #AT 2; Dmg 1d8+1/1d8+1 (arm/arm); SD half damage from edged weapons, ¼ damage from fire/cold/electricity, immune to normal missiles; SW killed by *stone to flesh*, *stone shape*, or *dig*; SZ M (6' tall); ML Fearless (20); Int non (0); AL N; XP 420.

E85

You stand at the juncture of three narrow halls. Numerous blades, hammers and spears mounted on clockwork gears spin and sweep along one hall. In another, sharpened metal pipes emit bursts of steam at regular intervals. Down the third, sections of the floor — really only a metal grating — pull aside, exposing pits from which rise rusty spinning blades. All these things are covered in dried blood. Doorways are visible beyond the deathtraps.

Halls are 10 feet wide. A careful observer may note that there is a movement pattern to the traps in each hall, and that if one times things right, one can make it through unscathed. However, these three sets of traps are semi-sentient and make unexpected attacks on those attempting to pass.

The first path has 10 places where a person might be hit by the whirling weapons (each weapon does 1d8+1 points of damage, due to the blow's strength); those that blunder through are hit by 1d4+4 of them regardless of armor class. Those that time their passage are struck by 1d3+1 weapons, as the trap changes its pattern to deliberately swing at PCs. The trap has a THAC0 of 9 for purposes of hitting and can take 75 points of damage before ceasing to function.

The second path has 8 places where steam erupts (steam does 1d4+1 points of heat damage and the victim must save vs. wands or lose 1 point of Dexterity until the damage heals). Characters that make no effort to

compensate for a pattern are hit by 1d4+2 steam jets. Those that calculate the pattern and try to cross during steamless intervals are struck by 1d3 jets; the trap's THACO and hit points are identical to the first one, although striking at the metal pipes here causes a steam eruption for 1d2 points of damage to the attacking PC.

The third path has 4 dangerous spots, where grates open and deposit characters among blades (falling into the pit causes 1d6 points of damage, and the spinning blades do 3d6 hp). Careless characters fall into 1d3 pits; cautious ones fall into 1d2 pits (the character must save vs. breath weapon to avoid each pit). Any damage from the rusty blades makes the character save vs. poison or contract lockjaw. *Cure disease* removes it, but if left unchecked, the character dies in 2d8 days.

Exits: The doorways beyond the traps (the third path has two).

Experience points: PCs should earn 500 experience points for getting past a trap and 1000 experience points for destroying one.

E86

The windswept plain is cold; numerous thick stone columns reach for the night sky, which shimmers as great shining lights move like curtains high overhead. The wind carries the faint smell of rotting fruit.

The lights in the sky are auroras. The columns are of dark stone with red veins and carved with images of headless humanoid bodies; looking at the images too long gives the impression that they are moving. Hiding behind one of the columns is a strange creature built like an upright lizard; at the end of its tail is a cluster of inhuman eyes and where its head should be is a large mouth with numerous rows of sharp metal teeth. It leaps out when a character comes close, giving its target a -2 penalty to surprise rolls.

Quickbiter: AC 2; MV 15; HD 10; hp 78; THACO 11; #AT 1; Dmg 2d6 (bite); SA bite acts as a *sword of sharpness*, +2 to initiative; SD +2 or better weapon to hit; SZ L (14' long); ML Fanatic (17); Int semi (2); AL NE; XP 4000.

Note: If it hits with an attack roll of 18 or higher, it randomly bites off one of its target's limbs (as a *sword of sharpness*). The creature is immune to all *fear*-type attacks. Its metallic teeth can be used as materials for making a *sword of sharpness*. It is not known where Lyzandred found this creature; it might be from the regions near Blackmoor or perhaps from another plane entirely.

E87

This temple is, in a word, bizarre; carvings of frogs and other amphibians decorate the walls and even the large altar. The pillars supporting the high ceiling glisten with a slick, green, leathery slime. Six giant frogs slowly drag themselves around the room with their front legs; their back legs do not seem to be working.

Anyone familiar with the Hopping Prophet recognizes this as a place typical of Wastri worship. The hind legs of the frogs are paralyzed; the creature responsible waits coiled at the top of one of the pillars (when Lyzandred placed it here he did not expect it to attack the frogs). It leaps from the pillar and attacks the first character that comes near (-4 on victim's surprise roll).

Exits: Behind the altar, around a pillar, on top of a pillar, a tile on the floor.

Mutant amphisbaena: AC 3; MV 12; HD 6; hp 33; THACO 15; #AT 2; Dmg 1d3/1d3 (bite/bite); SA paralyzing poison; SD

immune to cold; SZ M (13' long); ML Average (9); Int animal (1); AL N; XP 975.

Note: This two-headed snake has mutant venom that destroys muscle tissue; a victim must save vs. poison or permanently lose use of the bitten limb as the poison attacks the muscle. A *regenerate* spell is necessary to restore the limb to full functioning.

E88

You stand in the end of a 10-foot hallway with 10-foot ceilings. Every 10 feet of the hallway is a 2-foot-high beveled ridge that goes around the walls, floor and ceiling, effectively briefly narrowing the hallway to 8 feet square. Many yards ahead the tunnel turns to the right.

Two gelatinous cubes live in the first two sections that have been marked off by bevels; the ridges discourage them from leaving their areas, since they have trouble squeezing past them. As the cubes are transparent, a surprised character (surprise rolls are made at -3) will walk right into one. The cubes pursue prey out into the hallways; if a cube is slain, its slime pools in that hallway segment; the slime retains the cube's normal paralyzing power for 24 hours.

Exits: 4 stone triangles beyond the turn in the hall.

Gelatinous cubes (2): AC 8; MV 6; HD 4; hp 22, 20; THACO 17; #AT 1; Dmg 2d4 (digestive juices); SA paralysis, surprise (-3 to opponents' rolls); SD immune to electricity, *fear*, *hold*, *paralyzation*, *polymorph*, and *sleep*; SW cold spells slow the creature 50% and reduce its damage to 1d4 if it fails its save; SZ L (10' cube); ML Average (10); Int non (0); AL N; XP 650.

Note: A victim touched by a cube who fails to make a save vs. paralyzation is paralyzed for 5d4 rounds, during which the cube surrounds the victim, and begins digesting him.

E89

The smell of rotting flesh is almost overpowering; you stand in a 10-foot-deep and 20-foot-square pit, a couple inches deep in liquid. The pit was evidently used to dispose of unwanted corpses, and 10 bodies are here, all partially decayed, and all with skulls trepanned and brains removed. Some severed forearms are strewn about, as well.

The pit is two inches deep in a weak lime solution that eats through leather footwear in 1d6 rounds, and causes 1 point of damage per round to exposed skin. PCs climbing from the pit find themselves at the end of a long corridor that leads to an abandoned wizard's workshop. The wizard succeeded in creating a strange new creature, but his creations were not under his control and they slew him. They wander about the laboratory, breaking things and making a lot of noise.

Exits: Four (intact) noxious (but not dangerous) potions.

Greyman (7): AC 5; MV 6; HD 3; hp 19, 18, 17(×2), 16(×2), 15; THACO 18; #AT 2; Dmg 1d6/1d6 (blows); SD immune to mind-influencing spells, corrodes weapons; SZ M (6' tall); ML Elite (14); Int animal (1); AL N; XP 175.

Note: A greyman looks like a nearly dead human with short swords grafted where its forearms would be. Each head has a scar circling it at forehead level. Their movements are jerky, as if not used to their bodies. They bleed a weak gray fluid that corrodes metal at half the rate of a gray ooze (thus chain mail corrodes in 2 rounds, plate in 4, magical armor in 2 rounds + 2 for each plus to Armor Class). A greyman has a small hole in its back above where



its heart would be. They do not speak, are immune to mind-influencing spells, and are not undead (and thus cannot be turned). When a greyman is killed, it collapses and the gray ooze trapped in its body is freed to attack as a full-strength creature, taking one round to crawl from the hole in the greyman's back.

Gray oozes (7): AC 8; MV 1; HD 3+3; hp 15(×3), 14(×2), 13, 12; THACO 17; #AT 1; Dmg 2d8; SA corrodes metal (1 round for chain mail, 2 rounds for plate, 1 round + 1 per plus to Armor Class for magical armor); SD not affected by spells, fire, or cold; SZ 5 (3' diameter); ML Champion (15); Int animal (1); AL N; XP 2000.

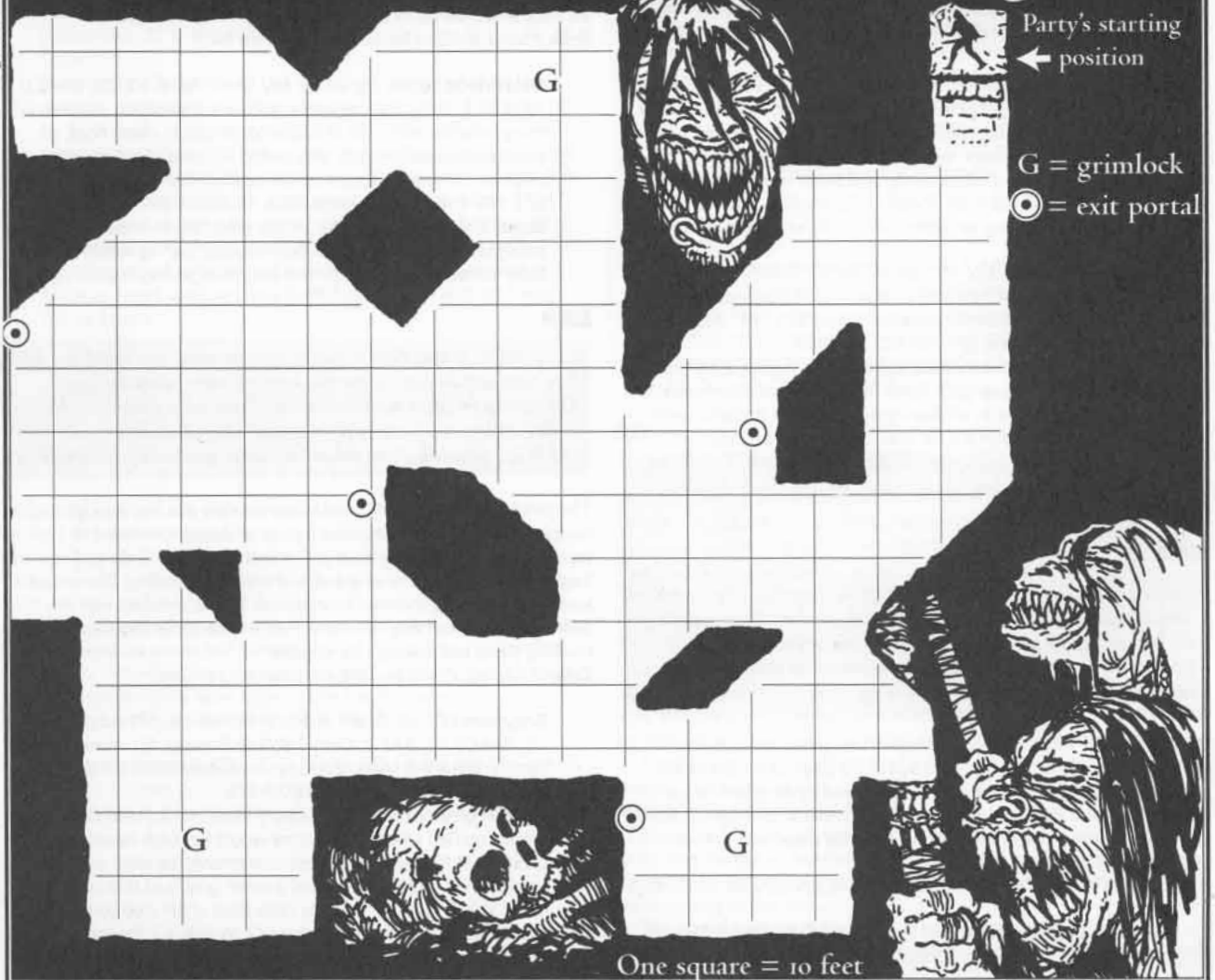
Note: A gray ooze appears only on the "death" of a greyman. The ooze's morale is high because it is very hungry and frustrated at its confinement.

E90

You stand in a small square room of rough-cut stone. The only exit is a flight of stairs leading down into a swirling mass of nasty yellow-green mist. The entire place smells damp but clean.

The mist resembles a *cloudkill* spell but is actually a permanent *fog cloud*. Living in this unusual environment is a tribe of grimlocks, who due to their natural blindness and keen senses are not hampered by the mist. All sight (normal and infravision) is obscured beyond 2 feet; PCs must feel their way to avoid bumping into anything. The grimlocks wait, nearly motionless, until PCs are in striking range and then attack. Note that the grimlocks quickly fade back into the mists if a battle goes against them, returning to strike with surprise and greater numbers when the adventurers least suspect it. Individual grimlocks also abandon

Encounter 90 Grimlocks in the Fog



combat to drag away fallen foes (or injured grimlocks) for a quick snack.
Exits: Four smooth places on the walls.

Grimlocks (36): AC 5; MV 12; HD 2; hp 9 each; THACO 19; #AT 1; Dmg 1d6; SA keen senses allow them to distinguish objects within 20 feet, unaffected by darkness; SD immune to sight-based magic; SW loud continuous noises make them -2 to hit and reduce their senses to 10 feet; SZ M (5½' tall); ML Steady (11); Int avg (9); AL N; XP 650.

E91

You are on the main floor of an immense room. The floor has three gigantic checkerboards of gold and scarlet. Three levels of check-floored balconies overhang the game boards; ropes and ladders offer access. The top "balcony" holds statues shaped like sylphs, griffons and small dragons; the middle holds statues of oliphants, unicorns and different sorts of humans; the bottom holds figures of dwarves, basilisks and elementals. Some statues lie on the ground beside the lowest balcony, like discarded game pieces. Two enormous disembodied hands, one gold and one scarlet, gesture at each other and move pieces. Doorways lead from below the bottom balcony at the opposite end of the room.

This is an immense game of *dragonchess* taking place between two unknown beings. The balconies are part of the board and the captured "pieces" are isolated by a series of *wall of force* spells; PCs that get near the boards are attacked by the hands (treat as *Bigby's clenched fist* with 40 hp each), and thrown into a random exit when unconscious. The DM can elect to have the "pieces" animate in the event of a battle; if so, she may select appropriate monsters from the *MONSTROUS COMPENDIUM*.

Exits: The doorways.

Experience points: PCs earn 1000 experience points if they destroy one of the floating hands.

E92

You find yourselves in a metal hemisphere 20 feet in diameter; 4 large portholes are spaced along its surface, about 3 feet up from floor. Each porthole shows nothing but stars in a black sky. A number of trap doors in the floor are closed and barred from this side. Suddenly you hear smashing noises from one area of the hemisphere.

The stars visible from the portholes are familiar constellations. Anyone looking from the porthole nearest the noises sees the shadowy form of a great and terrible creature; even the sight of its silhouette is so horrifying that the viewer must save vs. spell at +4 or go insane (catatonic). One round after the crashing begins a dent appears on that side of the sphere. The dent grows larger on the second round, and on the third round a tentacle-like appendage that shifts form faster than thought breaks through the wall into the sphere. Any creature seeing the tentacle must save vs. spell or become catatonic; this save must be made every round that the tentacle is in view. The tentacle strikes at creatures in the room as a 10-hit die monster and does 5d4 points of damage if it hits. It will take 70 hp of damage before withdrawing, at which point another tentacle works its way in and the banging begins again. By this time the party should realize that retreat is the best strategy.

Exits: The hatches in the floor.

Experience points: PCs earn 2000 experience points if they manage to drive away a tentacle.

E93

The air in this chamber is bitterly, painfully cold — colder than you have ever experienced. The walls and floor are covered with clusters of a needle-sharp mineral. All lights burn dimly, except for a single torch in an iron sconce on the far wall. In the room's center is a stone block about 12 feet long, 4 feet high, and 6 feet wide. A shape wrapped in black haze rests on it. The shape is so black that it eats the light; your eyes hurt to look at it. Occasionally a ripple of ultimate blackness seems to pass through the form. A single small hallway leads from the room.

Characters will take 1d4 points of cold damage per round they remain in this chamber. Touching the black haze causes 6d6 points of cold damage and has a 1% chance per point of damage caused of permanently crippling that limb. A *detect evil* spell identifies the form on the block as very evil. Nothing short of a *limited wish* or *wish* spell can remove the protective haze from the figure.

The hallway leads into another circular chamber, where a stair spiraling up its outer wall leads to a hexagonal room; these outer rooms are decorated with pictures of a two-tiered pyramid.

Exits: Four walls in the hexagonal room.

Experience points: Characters should earn 1000 experience points if they leave this area within 2 rounds of arriving.

E94

This 100-foot square room appears to be absolutely empty save for a broom. Stone archways frame small exit corridors.

The broom is totally mundane; there is nothing unusual about this room at all. However, characters are likely to spend some time in here searching for the "secret" to this area. There is none; it is simply a room that has not been "assigned" inhabitants yet. Feel free to play upon the paranoia of the players.

Exits: Just out of sight through the archways.

Experience points: There are no experience points to be gained here, although the DM should automatically gain a level if the players become paranoid enough to attack each other or the walls.

E95

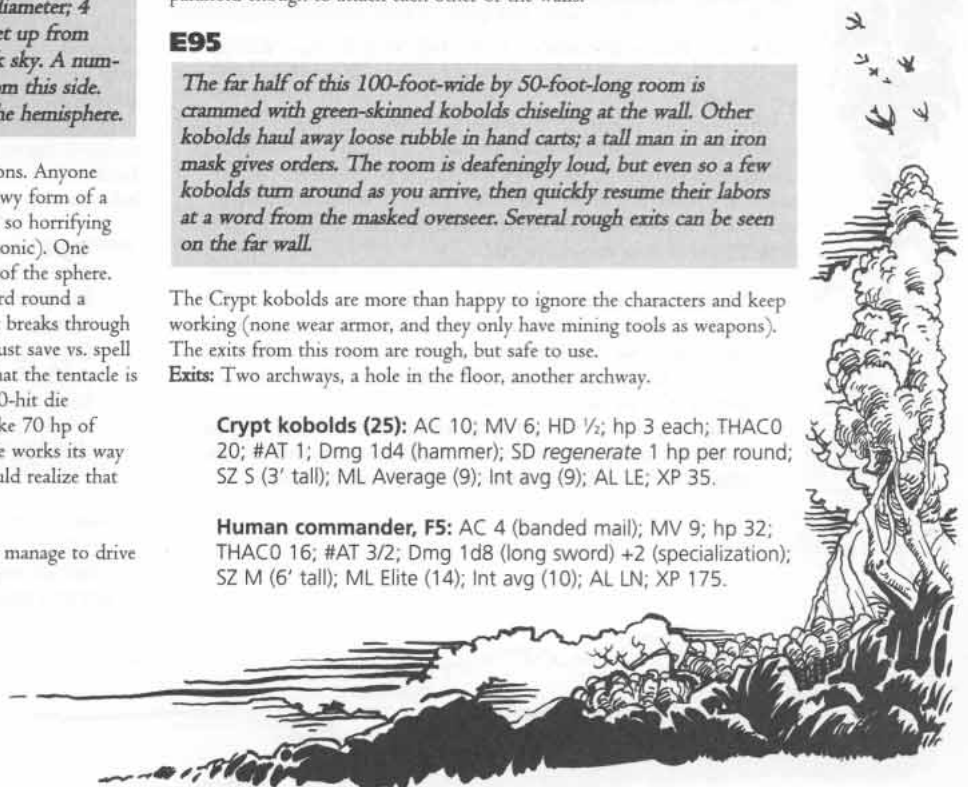
The far half of this 100-foot-wide by 50-foot-long room is crammed with green-skinned kobolds chiseling at the wall. Other kobolds haul away loose rubble in hand carts; a tall man in an iron mask gives orders. The room is deafeningly loud, but even so a few kobolds turn around as you arrive, then quickly resume their labors at a word from the masked overseer. Several rough exits can be seen on the far wall.

The Crypt kobolds are more than happy to ignore the characters and keep working (none wear armor, and they only have mining tools as weapons). The exits from this room are rough, but safe to use.

Exits: Two archways, a hole in the floor, another archway.

Crypt kobolds (25): AC 10; MV 6; HD ½; hp 3 each; THACO 20; #AT 1; Dmg 1d4 (hammer); SD *regenerate* 1 hp per round; SZ S (3' tall); ML Average (9); Int avg (9); AL LE; XP 35.

Human commander, F5: AC 4 (banded mail); MV 9; hp 32; THACO 16; #AT 3/2; Dmg 1d8 (long sword) +2 (specialization); SZ M (6' tall); ML Elite (14); Int avg (10); AL LN; XP 175.



E96

This place reeks of rotting meat. The entire ovoid chamber seems made of living flesh. An amorphous monster with three tentacles lurks in the room's far end, gorging itself on the source of the terrible odor. A fleshy hallway leads out, and the monster blocks the way to a similar exit that has collapsed.

Lyzandred had this area carved to resemble a stomach and esophagus, then used *stone to flesh* spells on the walls and bound minor spirits into them to make them truly alive. The tentacled creature is an otyugh, which ignores characters unless they attack it or try to take its food.

The hallway leads up the "throat" where an ochre jelly lives. It sits in the center of the hallway, slowly digesting the living walls, and attacks anything that tries to pass. Beyond the ochre jelly is a room shaped like a mouth, with tongue and teeth; the tongue flops about but makes no attacks. Exiting the mouth, the party sees that they were inside a monstrous statue of a sleeping humanlike creature; only the head and neck are visible, the shoulders blending into the stone walls of this chamber. There is also an odd stone "building" that resembles a gauntlet proportional to the giant sleeper.

Exits: Inside the fingers of the gauntlet.

Otyugh: AC 3; MV 6; HD 8; hp 41; THACO 13; #AT 3; Dmg 1d8/1d8/1d4+1 (tentacle/tentacle/bite); SA grab, disease; SD never surprised; SZ L (7' diameter); ML Elite (14); AL N; XP 1400.

Ochre jelly: AC 8; MV 3; HD 6; hp 28; THACO 15; #AT 1; Dmg 3d4 (digestion); SD immune to fire and cold, lightning divides it into two half-strength creatures; SZ M (4' diameter); ML Average (10); Int non (0); AL N; XP 270.

E97

You stand in a maze of high white stone walls. A harsh light shines from above the maze and everything casts sharp shadows. The silhouette of a gigantic cat looms over a remote portion of the maze.

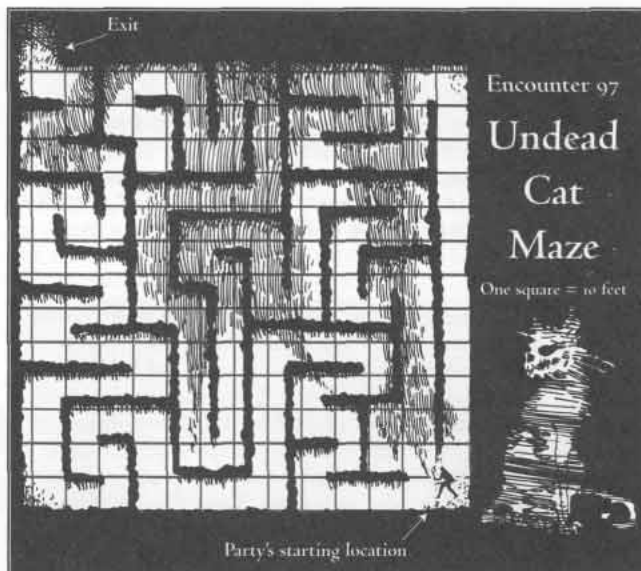
The interior walls of the maze are 10 feet high while the outer walls are 15 feet high. Three paths lead through the maze, but only one makes it all the way to the exit.

Characters that attempt to climb over or fly above the walls are attacked by the undead cat until they desist. The cat also attacks any creatures that initiate attacks against it. Every turn there is a 50% chance that the cat randomly paws at one of the characters for 1 or 2 rounds. It is always within striking distance of the party, whether or not it attacks.

Exits: Circles of bone outside the exit.

"Tiddles the Mad" (giant ghastr cat): AC 6; MV 18; HD 20; hp 85; THACO 5; #AT 2 or 1; Dmg 2d10/2d10 (claw/claw) or 3d10 (bite); SA paralysis for d6+2 rounds (save to avoid); SD immune to *sleep* and *charm*; SZ G (80' tall); ML Fearless (20); genius (17); AL NE; XP 15,000.

Note: The cat can be turned as an 11+ HD creature. It is so large that while a *protection from evil* spell prevents it from attacking the caster, it cannot drive the creature away.



E98

This chilly short hallway is dimly lit by green-flamed magical torches that seem almost to have burned out. The hall opens into a large room packed with arcane paraphernalia and hung with heavy tapestries. A great stone desk dominates the room. A collapsed skeletal form rests on top of the desk. As if sensing your arrival, its skull rises into the air and lets out a terrible scream.

While this appears to be a demilich — possibly Lyzandred himself — it is actually an elaborate trick. An *invisible* ogre mage lifts the skull in the air and screams, while an ogre mage priest prepares to cast a *hold person* spell from concealment elsewhere in the room; the spellcaster targets the first four people in the party. After this, the *invisible* ogre lowers the skull back to the desk. If the characters move forward, the concealed ogre mage priest uses its *darkness* ability to envelop the PCs, after which the *invisible* ogre mage uses its *cone of cold* ability. The ogres use their spells or magical abilities as long as possible before resorting to melee combat.

The equipment used to give this place an authentic look is real but damaged, due to abuse and neglect; it is almost valueless.

Exits: Behind 2 tapestries, under the desk, through a small door concealed behind a messy worktable.

Ogre mage: AC 4; MV 9 Fl 15; HD 5+2; hp 27; THACO 15; #AT 1; Dmg 1d12 (blow); SA spells; SD spells; SZ L (10' tall); ML Elite (14); Int high (13); AL LE; XP 650.

Notes: The ogre mage can perform the following at will: *fly* (lasts 12 turns), *invisibility*, *darkness* 10' radius, *polymorph self* (to human or humanoid), *regenerate* 1 hp/round. It may do the following 1x/day: *charm person*, *sleep*, *gaseous form*, *cone of cold* (60 feet long, 20 feet across at the end, doing 8d8 hp damage, save vs. spell for half).

Ogre mage priest: AC 4; MV 9 FI 15; HD 5+2; hp 22; THACO 15; #AT 1; Dmg 1d12 (blow); SA spells; SD spells; SZ L (10' tall); ML Elite (14); Int very (12); AL LE; XP 975.

Note: This ogre mage has all of the abilities of its companion plus abilities as a 6th-level priest.

Spells: 1st = *cure light wounds* ×2, *protection from good, sanctuary*; 2nd = *hold person, silence 15' radius*; 3rd = *prayer, protection from fire* (already cast).

E99

This bowl-shaped valley seems unnatural. Rough cliffs surround a grassy area — part of which seems to have been blackened by a fire — and a small pool; a few twisted plants grow just beneath the water's surface. A strange green radiance shines from above.

One round after the characters arrive, an extraplanar beast reveals itself and attacks. The thing looks like a 20-foot ovoid mass of looping and twining intestines that seem to fold in and out of reality. It attacks by extending loops or ends of the tubular growths and constricting or flailing at its prey. While it is visible it makes a terrible gibbering sound, like a mad chorus of inhuman opera singers.

Exits: Two spots on the cliff side, the pool's bottom, the blackened spot on the ground.

The Thing That Should Not Exist: AC 1; MV FI 12; HD 13; hp 62; THACO 8; #AT 3; Dmg 1d10×3 (constriction or flailing); SA *confusion* or *fear* on first appearance, *immolation*; SD +2 or better weapon to hit, *invisible* at will; MR 20%; SZ L (20' diameter); ML Champion (15); Int non (0); AL NE; XP 11,000.

Note: Its appearance causes *fear* (50%) or *confusion* (50%) for 1d4 rounds to all that see it for the first time (save vs. wands negates). The Thing can become *invisible* at will (although it becomes visible if it attacks). Once per day it can *immolate* a target within 100 feet, surrounding it in eldritch flames that burn for 6d8 damage (save vs. breath weapon for half).

E100

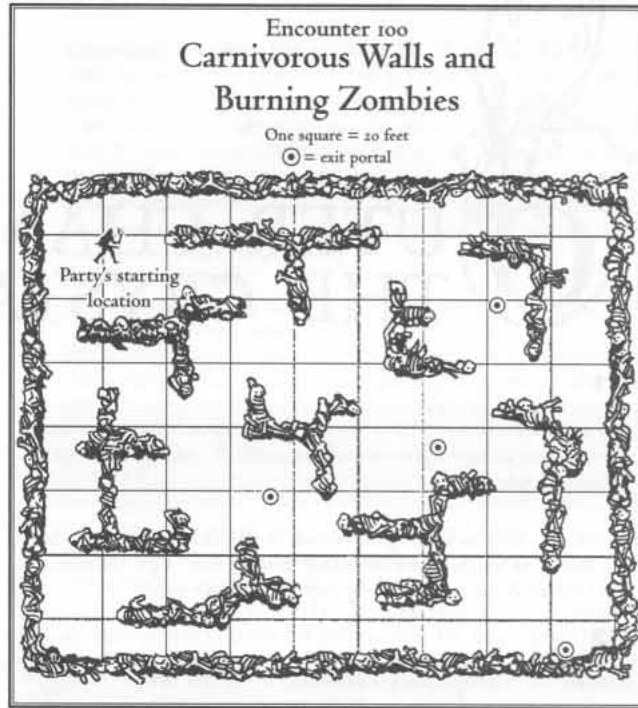
This is another underground maze of stone. The walls are carved in reliefs of tortured faces and bodies fused together into a hideous mass. The air smells of fire.

Each interior wall on the map is actually a bizarre magical organism like a cross between a mimic and a stunjelly. The internal walls attack any creatures within 10 feet. Five strange zombies with burning heads wander the maze, and they attack any creatures they see (other than the carnivorous walls).

Exits: Four circles on the floor.

Carnivorous wall (9): AC 3; MV 1; HD 8; hp 64, 60, 48, 44(×3), 40, 36, 32; THACO 13; #AT 1 per 10 square feet of surface; Dmg 2d4; SA paralyzation, sharp weapons release flaming liquid; SD immune to fire, paralyzation, *polymorph*, and mind-affecting spells; SZ G (80+ square feet); ML Elite (14); Int low (6); AL N; XP 5000.

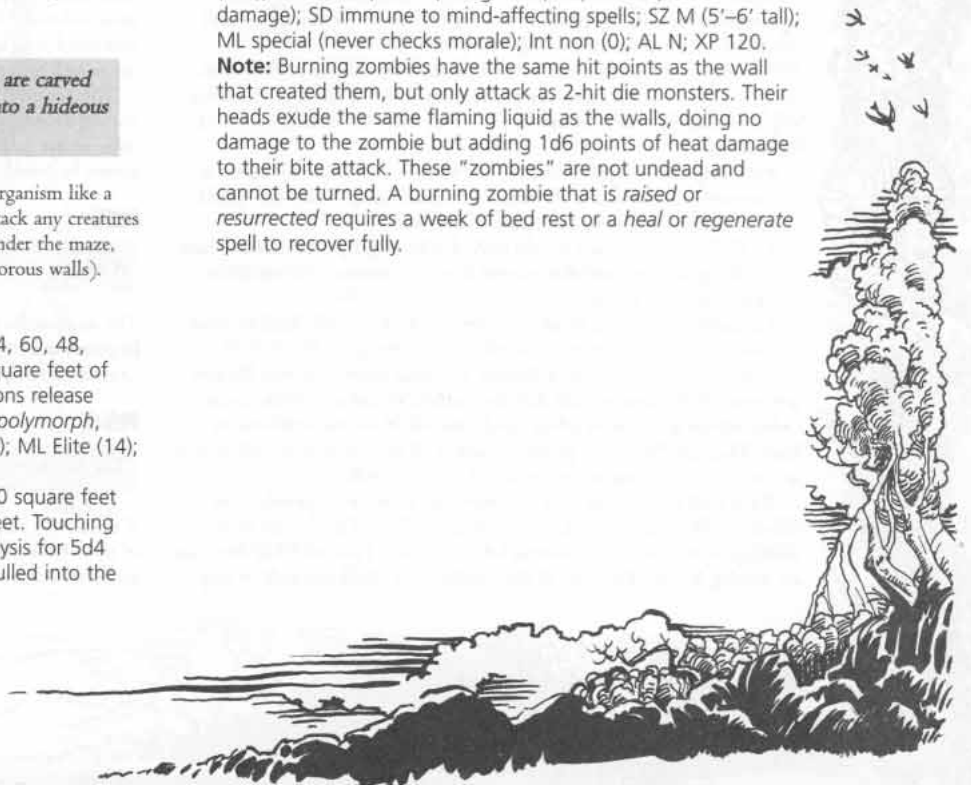
Note: A wall attacks with one pseudopod per 10 square feet of surface; the pseudopod can reach up to 10 feet. Touching the pseudopod or the wall's surface causes paralysis for 5d4 rounds (save negates); paralyzed creatures are pulled into the

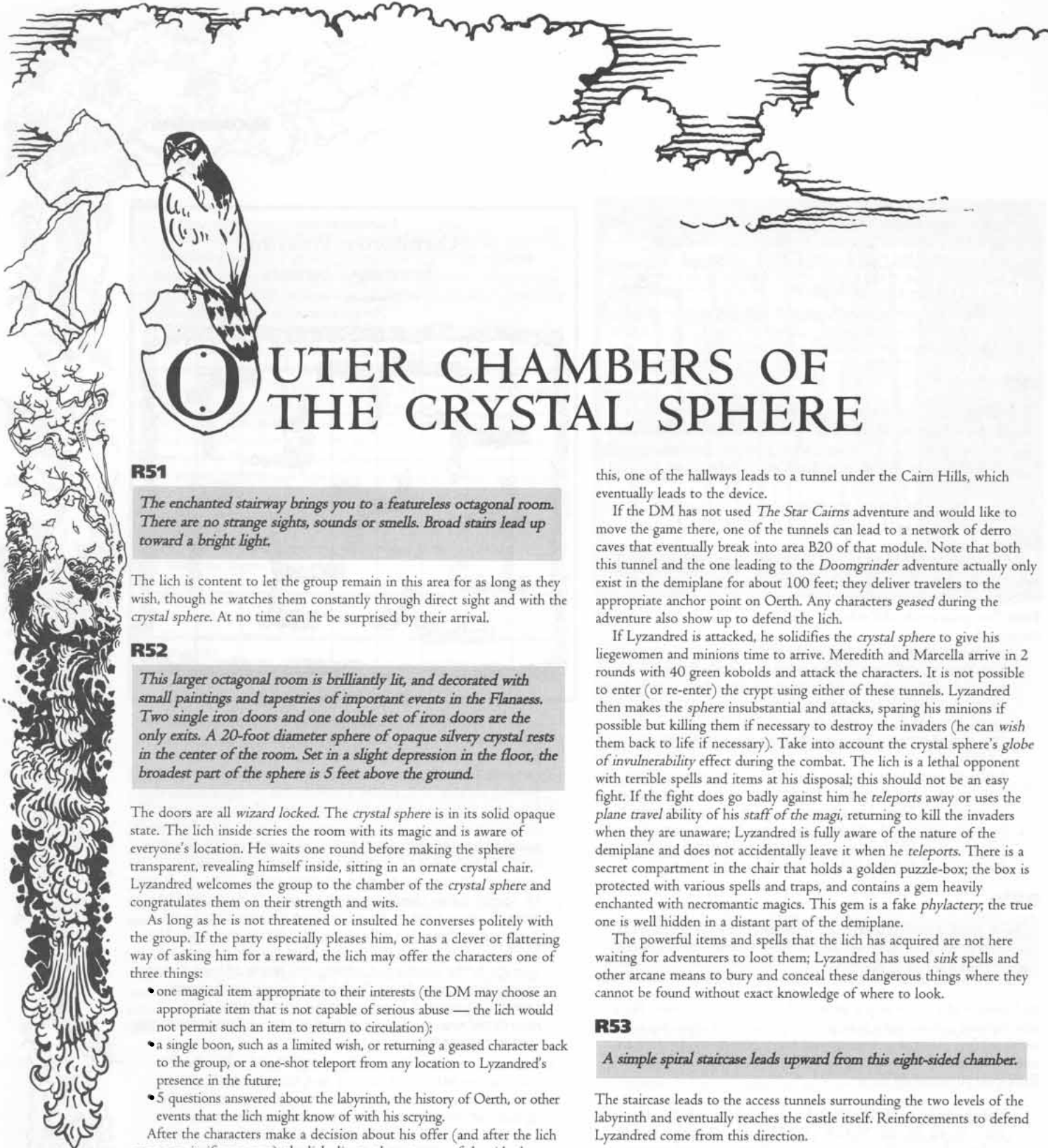


wall in 2 rounds. Any creature pulled into the carnivorous wall suffocates in 3 rounds, is drained of fluids and spit back out as a burning zombie 10 rounds later. The interior fluids of a carnivorous wall ignite on contact with air; any slicing or piercing weapon that strikes a wall causes an equal amount of fire damage to its wielder.

Burning zombie (5): AC 7; MV 6; HD 2; hp 48, 44, 36, 32 (×2); THACO 19; #AT 1; Dmg 1d4 (bite) + 1d6 (flame damage); SD immune to mind-affecting spells; SZ M (5'–6' tall); ML special (never checks morale); Int non (0); AL N; XP 120.

Note: Burning zombies have the same hit points as the wall that created them, but only attack as 2-hit die monsters. Their heads exude the same flaming liquid as the walls, doing no damage to the zombie but adding 1d6 points of heat damage to their bite attack. These "zombies" are not undead and cannot be turned. A burning zombie that is *raised* or *resurrected* requires a week of bed rest or a *heal* or *regenerate* spell to recover fully.





OUTER CHAMBERS OF THE CRYSTAL SPHERE

R51

The enchanted stairway brings you to a featureless octagonal room. There are no strange sights, sounds or smells. Broad stairs lead up toward a bright light.

The lich is content to let the group remain in this area for as long as they wish, though he watches them constantly through direct sight and with the *crystal sphere*. At no time can he be surprised by their arrival.

R52

This larger octagonal room is brilliantly lit, and decorated with small paintings and tapestries of important events in the Flanaess. Two single iron doors and one double set of iron doors are the only exits. A 20-foot diameter sphere of opaque silvery crystal rests in the center of the room. Set in a slight depression in the floor, the broadest part of the sphere is 5 feet above the ground.

The doors are all *wizard locked*. The *crystal sphere* is in its solid opaque state. The lich inside scries the room with its magic and is aware of everyone's location. He waits one round before making the sphere transparent, revealing himself inside, sitting in an ornate crystal chair. Lyzandred welcomes the group to the chamber of the *crystal sphere* and congratulates them on their strength and wits.

As long as he is not threatened or insulted he converses politely with the group. If the party especially pleases him, or has a clever or flattering way of asking him for a reward, the lich may offer the characters one of three things:

- one magical item appropriate to their interests (the DM may choose an appropriate item that is not capable of serious abuse — the lich would not permit such an item to return to circulation);
- a single boon, such as a limited wish, or returning a geased character back to the group, or a one-shot teleport from any location to Lyzandred's presence in the future;
- 5 questions answered about the labyrinth, the history of Oerth, or other events that the lich might know of with his scrying.

After the characters make a decision about his offer (and after the lich acts upon it, if necessary), the lich directs them to one of the side doors (which opens with a wave of his hand) and tells them that it is time to leave. They are the second group to make it all the way to him, and he feels it's time to make some major revisions to the labyrinth.

If the DM plans to use *The Doomgrinder* adventure after this, then before the PCs leave the lich tells them that a force of derro have been working on a doomsday device buried in the Cairn Hills and that they plan on moving it toward the city of Greyhawk; if the characters wish to stop

this, one of the hallways leads to a tunnel under the Cairn Hills, which eventually leads to the device.

If the DM has not used *The Star Cairns* adventure and would like to move the game there, one of the tunnels can lead to a network of derro caves that eventually break into area B20 of that module. Note that both this tunnel and the one leading to the *Doomgrinder* adventure actually only exist in the demiplane for about 100 feet; they deliver travelers to the appropriate anchor point on Oerth. Any characters *geased* during the adventure also show up to defend the lich.

If Lyzandred is attacked, he solidifies the *crystal sphere* to give his liegemen and minions time to arrive. Meredith and Marcella arrive in 2 rounds with 40 green kobolds and attack the characters. It is not possible to enter (or re-enter) the crypt using either of these tunnels. Lyzandred then makes the *sphere* insubstantial and attacks, sparing his minions if possible but killing them if necessary to destroy the invaders (he can *wish* them back to life if necessary). Take into account the *crystal sphere's globe of invulnerability* effect during the combat. The lich is a lethal opponent with terrible spells and items at his disposal; this should not be an easy fight. If the fight does go badly against him he *teleports* away or uses the *plane travel* ability of his *staff of the magi*, returning to kill the invaders when they are unaware; Lyzandred is fully aware of the nature of the demiplane and does not accidentally leave it when he *teleports*. There is a secret compartment in the chair that holds a golden puzzle-box; the box is protected with various spells and traps, and contains a gem heavily enchanted with necromantic magics. This gem is a fake *phylactery*; the true one is well hidden in a distant part of the demiplane.

The powerful items and spells that the lich has acquired are not here waiting for adventurers to loot them; Lyzandred has used *sink* spells and other arcane means to bury and conceal these dangerous things where they cannot be found without exact knowledge of where to look.

R53

A simple spiral staircase leads upward from this eight-sided chamber.

The staircase leads to the access tunnels surrounding the two levels of the labyrinth and eventually reaches the castle itself. Reinforcements to defend Lyzandred come from this direction.

R54

The hallway branches into three parallel sections.

If the DM is planning on using *The Doomgrinder* or *The Star Cairns*, two of these hallways lead to sections of UnderOerth near the locations of those modules. Otherwise, they lead anywhere the DM chooses — caves in the

Yatils, the Cairn Hills, the Vast Swamp, and the Land of Black Ice have plenty of possibilities.

R55

This place is configured just like 54, although the hallways lead to different locations.



Lyzandred the Mad, lich-m M20: AC -5 (natural + *silken skin*); MV 6; hp 65; THACO 9; #AT 1; Dmg 1d10 (touch); SA spells, *fear aura*, *charm gaze*, *paralyzing touch*; SD spells, immunities, +1 or better weapon to hit; MR 5% (from robe); SZ M (5'6" tall); ML Fanatic (18); Int supra (19); AL LN; XP 30,000.

Personality: obsessive, controlling

Special Equipment: *silken skin*, *staff of the magi* (24 charges), *robe of the archmagi* (neutral), *ring of wizardry* (doubles 1st-level spells), *mask of charming*

Spells memorized:

1st = *charm person**, *color spray*, *magic missile* (x2), *shocking grasp*; *spook*, plus 4 others;

2nd = *Melf's acid arrow*, *mirror image*, *web*, plus 2 others;

3rd = *flame arrow*, *hold person*, *lightning bolt*, plus 2 others;

4th = *charm monster**, *confusion*, *phantasmal killer*, *polymorph other**, plus 1 other;

5th = *cloudkill*, *summon shadow*, *teleport*, plus 2 others;

6th = *Bigby's forceful hand*, *death fog*, *legend lore*, plus 1 other;

7th = *finger of death*, *prismatic spray*, plus 1 other;

8th = *maze*, *Otto's irresistible dance*, plus 1 other;

9th = *Bigby's crushing hand*, plus 1 other.

Any creature under 5 hit dice that sees the lich must save vs. spell or flee in terror for 5d4 rounds. His touch does 1d10 points of cold damage and the target must save vs. paralysis or be unable to move (this lasts until *dispelled*). He is immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, cold, electricity, insanity and *death* spells, and can see in the dark as if it were normal light.


The *silken skin* is a beautiful tightly fitting black garment embroidered with gold and platinum Bakluni symbols; it covers the entire body (even face and hands) and acts as a *cloak of protection* +5 and a *ring of fire resistance*. It preserves the flesh of the lich despite his extreme age; he looks a little withered, but intact. The *silken skin* repairs itself automatically as long as 50% remains.

The *mask of charming* is an ornate golden half-mask (much like one worn to a masquerade ball) inset with gems. It acts as *eyes of charming* at will, and has the continuous power of *gaze reflection*.

If PCs encounter him after wandering his labyrinth, he has prepared a selection of spells suitable for dealing with intruders; most of his memorized spells are listed above, but remaining spells may be chosen by the DM based on Lyzandred's observations of the party's tactics (assume that the lich has access to any known spell in Oerth due to his phenomenal research and study over the past thousand years). He may also have 1 or 2 other appropriate magical items geared toward negating the party's advantages (with a millennium of experience and acquisitions, the lich has access to nearly any sort of item created, except for unique objects).

Due to the overlapping effects of his magical items, Lyzandred is +10 on all saving throws vs. fire, +8 on saves vs. spell and +6 on all other saving throws (assuming that spells get through his magic resistance).

Lyzandred in his full regalia is an impressive and strangely beautiful figure. Shrouded in magical cloth of various colors and adorned with weird runes, his appearance conceals his undead nature. Only the cold tones of his voice or the chill of his



presence reveal his state. If attacked, he is ruthless and does not hesitate to slay or cripple with his most terrible magics.

* indicates a spell enhanced by the *robe of the archmagi*, giving an additional -4 to the saving throw.

Marcella, hf C11 (Lendor): AC 3 (*chain mail +2*); MV 9; hp 48; THACO 14; #AT 1; Dmg 1d6 (staff); SA spells; SD spells; SZ M (5'6" tall); ML Elite (13); Int very (12); AL LN; XP 3000.

Personality: studious

Special Equipment: *chain mail +2*, *wand of fear* (51 charges)

Spells Memorized: 1st = *command*, *cure light wounds* ×3, *sanctuary*; 2nd = *hold person* ×2, *silence 15' radius*, *withdraw*; 3rd = *dispel magic*, *prayer*, *speak with dead*, *summon insects*; 4th = *cure serious wounds*, *divination*, *free action*; 5th = *quest*, *raise dead*; 6th = none (lacks sufficient Wisdom attribute).

Marcella is a fair-skinned woman with medium-length black hair. She is attractive, although her intense look unnerves people. She sometimes becomes lost in her own thoughts when working on a problem and forgets what she is doing.

She maintains the health of Lyzandred's followers, and spends her spare time studying or playing music.

Meredith, hf W12: AC 4 (*bracers*); MV 12; hp 31; THACO 17; #AT 1; Dmg 1d6 (staff); SA spells; SD spells, *brooch of shielding*; SZ M (5'2" tall); ML Elite (14); Int exc (15); AL N; XP 5000.

Personality: sarcastic, inventive

Special Equipment: *bracers AC 4*, *wand of lightning* (43 charges), *brooch of shielding* (61 charges)

Spells Memorized: 1st = *dancing lights*, *reduce*, *magic missile*, *wizard mark*; 2nd = *blindness*, *fog cloud*, *hypnotic pattern*, *stinking cloud*; 3rd = *explosive runes*, *hold person*, *Leomund's tiny hut*, *slow*; 4th = *emotion*, *enervation*, *Otiluke's resilient sphere*, *wall of fire*; 5th = *cone of cold*, *domination*, *feeblemind*, *teleport*; 6th = *permanent illusion*.

Meredith has olive skin, dark eyes and dark curly hair. Most men find her quite pretty but her abrasive personality keeps people away. She helps prepare the encounters in the labyrinth, and in her off-hours invents new alcoholic drinks, as well as potions.

SPECIAL TRAP

Issue #247 of *DRAGON* Magazine held a Design-a-Trap contest for the world of Greyhawk. The winner was announced in *DRAGON Magazine* and is published here. DMs may choose to include this encounter when they "build" Lyzandred's dungeon for this adventure: the lich would be proud to claim such a trap.

The designer of this trap is Johnathan M. Richards.

ENCOUNTER: THE HELPLESS CAPTIVE

You are in an ordinary-looking corridor carved from solid rock, except for one section of wall, which seems to have been built of heavy bricks and mortar. In the center of the new section is a bronze door with a tiny barred window. On either side of the door hang iron sconces, their torches long burnt out. The door is barred on the outside.

The corridor is 10 feet wide and has a 10-foot ceiling. Characters looking through the window see a 20-by-20-foot cell apparently carved of the same rock as the corridor. At the far end of the room lies a young woman, manacled by wrists and ankles to the floor. She wears a simple white shift, apparently ceremonial in nature, and is blindfolded and gagged with strips of the white fabric. She is sobbing through her gag.

The cell and all its contents (victim included) is a greater mimic. Lyzandred captured the creature and left it in one of his rooms, where over the years it has experimented with different approaches to luring adventurers into reach. The "helpless captive" ploy has been most successful, where the mimic takes the form of a bound woman in a cell.

Once its potential prey has entered the "cell," the greater mimic releases natural adhesives across all interior surfaces, holding the prey in place while it contracts its massive body, inflicting 6d4 damage per round as it squashes its victims (a character can break free of the adhesive by making a Strength roll with a -2 penalty; this does not free him from the greater mimic's contracting body). This initial attack is made at -6 to the victims' surprise rolls. If some party members remain in the corridor, the mimic slams shut an inner door to the cell — in reality, an armored valve like the one on a clam's shell. Attacks against this inner door are made at AC 2.

There are a few clues that the cell is not all it appears to be. A character coming to the woman's aid is unable to release the blindfold or gag: although they appear to be made of fabric, fabric and flesh are actually greater mimic flesh and cannot be separated. Similarly, the manacles merge seamlessly with the woman's skin. If there is any sign that the characters think the greater mimic is not what it seems to be, it immediately slams shut the inner door and attacks whoever is inside.

As intelligent as the greater mimic is, it is not one of the lucky 20% of its brethren with limited illusion-generating abilities. It cannot speak Common, though it understands some of what it hears.

Once the greater mimic has digested its meal, it spits out metal and other indigestible bits into the space between its body and the natural cavern walls. It then resets the trap, using retractable pseudopods to close and bar the outer door.

Exits: Each end of the corridor, two spots under the mimic's body.

Greater mimic: AC 5/2 (internal/external); MV 0; HD 15; hp 72; THACO 5; #AT 1; Dmg 6d4 (crushing); SA surprise, glue; SD camouflage; SZ H (4000 cubic feet); ML Fanatic (17); Int very (12); AL N; XP 7000.

Source: *MONSTROUS COMPENDIUM Annual Volume Two*.

Party's Starting
Location

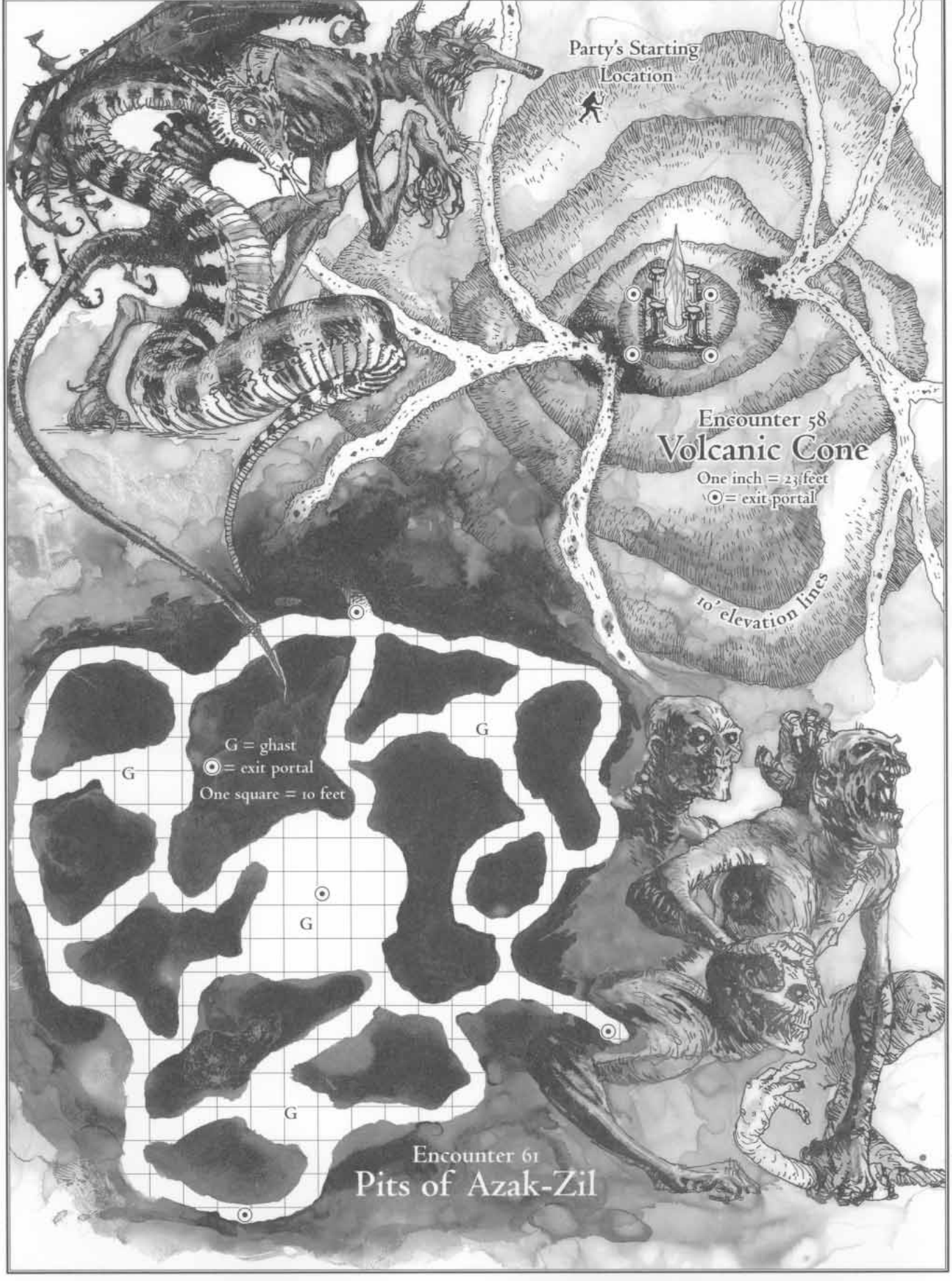
Encounter 58 Volcanic Cone

One inch = 23 feet
⊙ = exit portal

10' elevation lines

G = ghast
⊙ = exit portal
One square = 10 feet

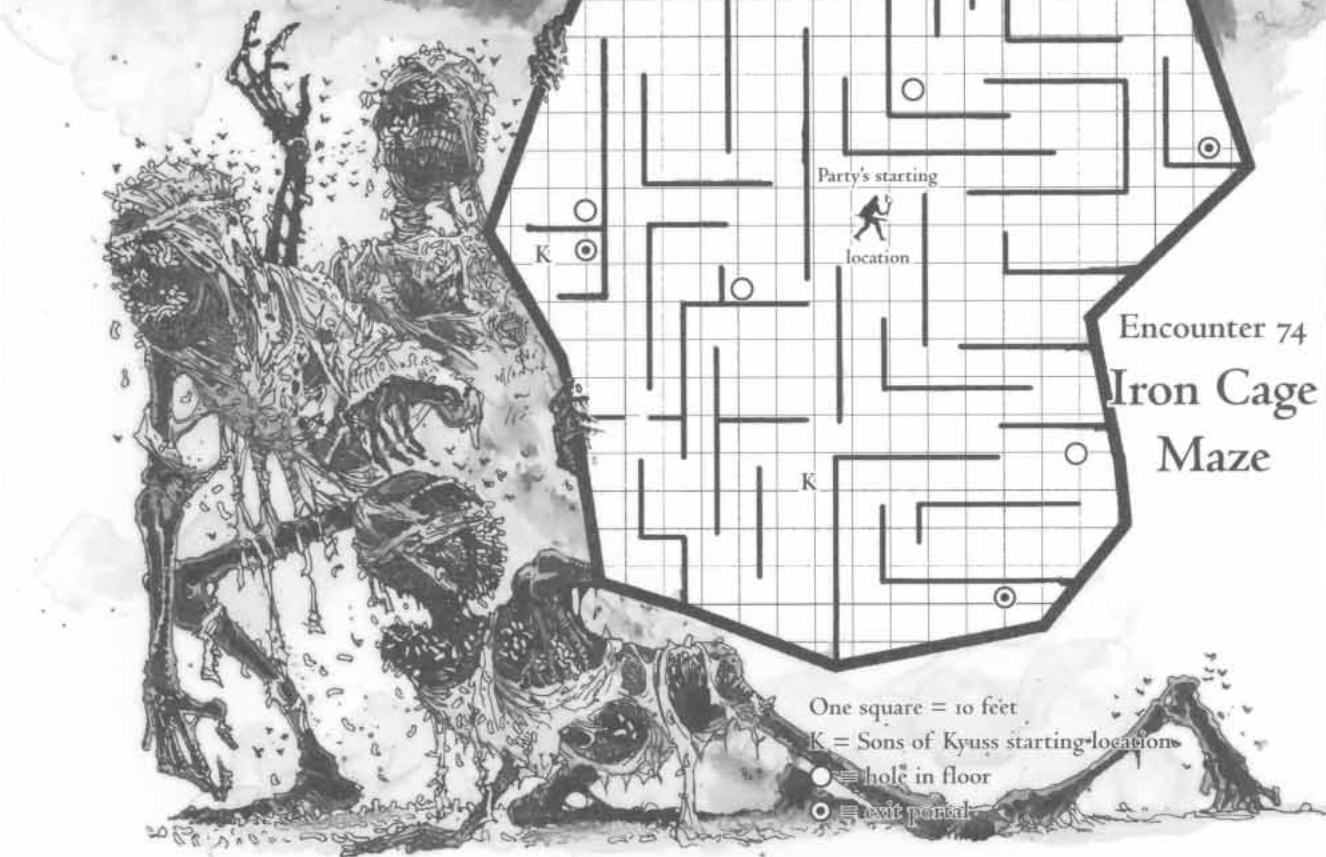
Encounter 61 Pits of Azak-Zil



Encounter 72 The Vault of the Drow

One square = 10 feet

Rubble from fallen walls
is 10 feet high.

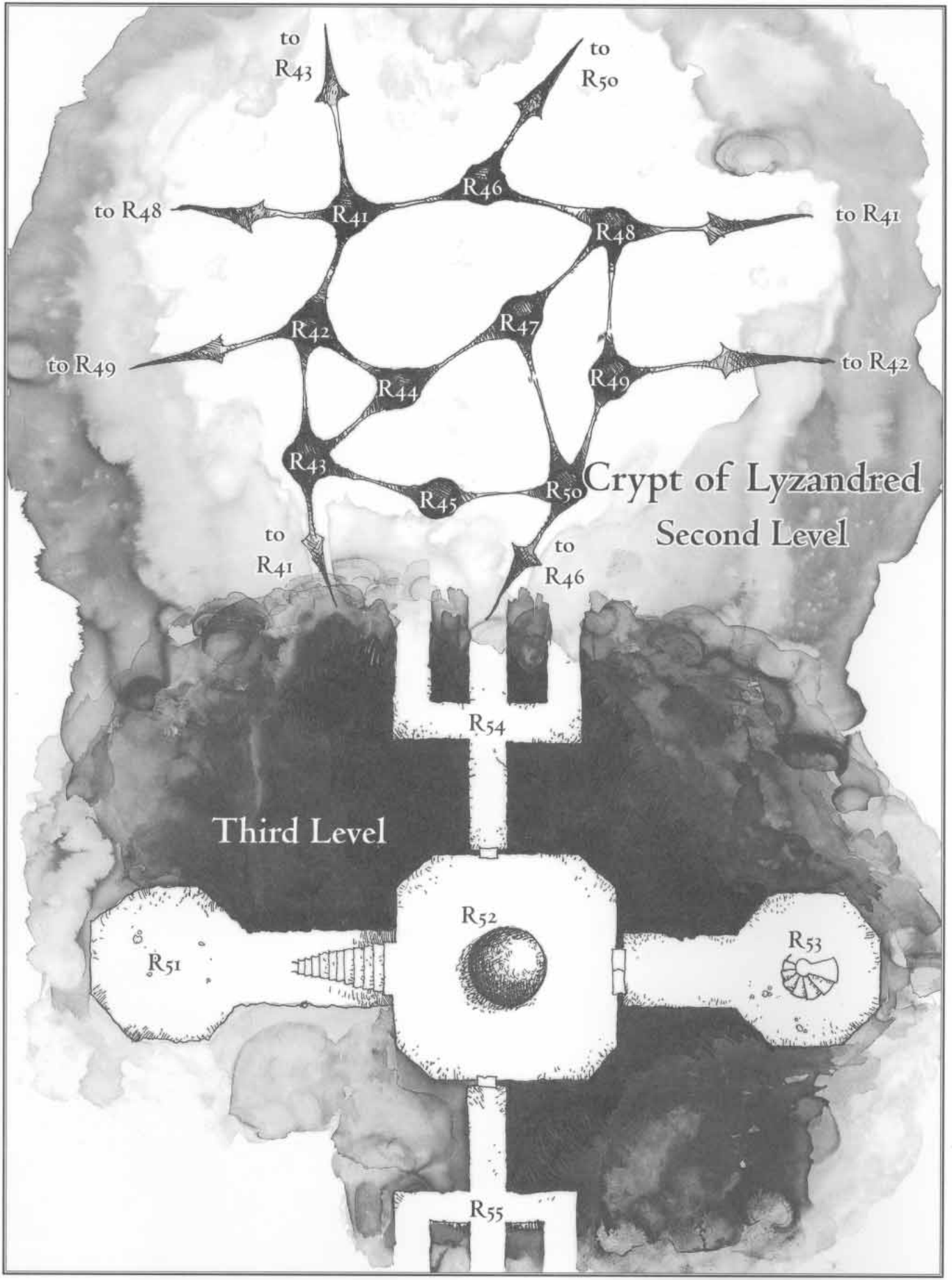


One square = 10 feet

K = Sons of Kyuss starting locations

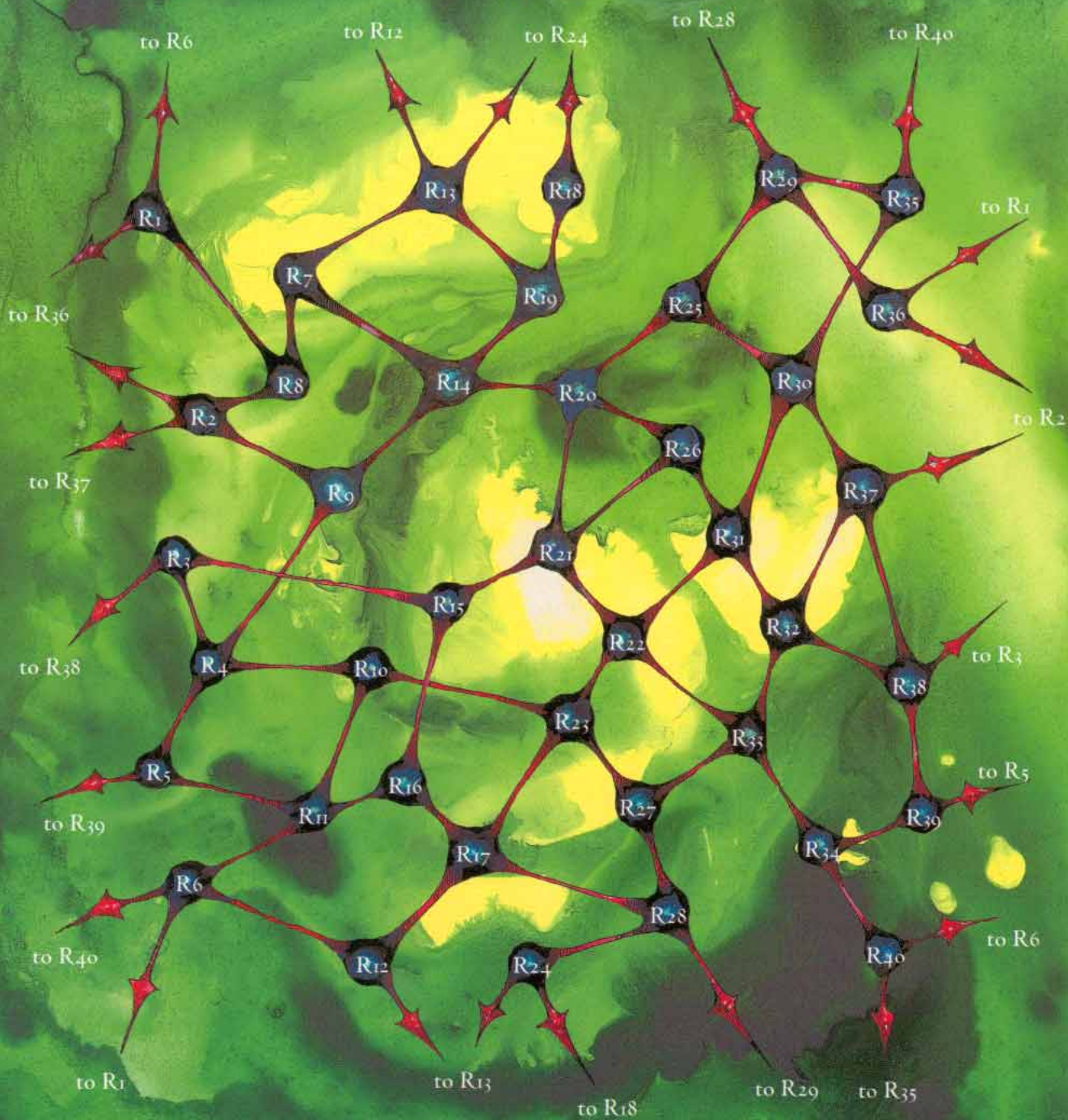
○ = hole in floor

⊙ = exit portal



Crypt of Lyzandred

First Level





GREYHAWK®

ADVENTURE

Crypt of Lyzandred the Mad

The Lost Tombs, Volume 2

By Sean Reynolds

The lich Lyzandred: a madman, an undead archmage, a survivor of the twin cataclysms that destroyed two great empires. His name invokes fear in the hearts of the smallest children, the bravest warriors, and the wisest sages. Like a malicious cat, the lich toys with all who stumble into his maze, tormenting them with strange puzzles and obscure riddles, monsters and demons, weird traps and dangerous magics. All who enter the crypt of Lyzandred find themselves scarred with his rune, proof of their visit—and of their folly.

But there is a method to the madness of Lyzandred, a purpose to his twisted games. If you're lucky, you might even live to learn about it.

The Lost Tombs series begins with *Star Cairns* (Volume 1) and concludes with *The Doomgrinder* (Volume 3). Each adventure is playable separately, or they can be linked to form an epic-length story.

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