

**B1****FOR USE WITH  
D&D BASIC RULES**

# Dungeon Module B1 In Search of the Unknown

by Mike Carr

**INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3**

*This package (a cover folder with maps and descriptive booklet within) forms a complete module for use with DUNGEONS & DRAGONS® Basic Set. It is especially designed as an instructional aid for beginning Dungeon Masters and players, specifically created to enable new Dungeon Masters to initiate play with a minimum of preparation.*

*In addition to descriptive and situational material, this module also includes special informational sections giving: background history and legends, listings of possible monsters and treasures and how to place them, a list of adventuring characters, tips on various aspects of play for the Dungeon Master, and helpful advice for starting players.*

*If you enjoy this module, look for more releases in the D&D® family from TSR, The Game Wizards.*

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**Special  
Instructional  
Module**

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# Dungeon Module B1

## In Search of the Unknown

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## BACKGROUND,

Many years ago, rumor has it, two noted personages in the area, Rogahn the Fearless (a fighter of renown) and Zelligar the Unknown (a magic-user of mystery and power) pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. The location of this hidden complex was chosen with care, since both men disliked visitors and intruders. Far from the nearest settlement, away from traveled routes, and high upon a craggy hill, the new construction took shape. Carved out of the rock protrusion which crested the heavily forested hill, this mystical hideaway was well hidden, and its rumored existence was never common knowledge. Even less well known was its name, the Caverns of Quasqueton.

Construction of the new complex, ill's said, took over a decade, even with the aid of magic and the work of hundreds of slaves and laborers. Vast amounts of rock were removed and tumbled off the rough cliffs into large piles now overgrown with vegetation. A single lower was constructed above ground for lookout purposes, even though there was little to see other than a hilly, forested wilderness for miles around.

Rogahn and Zelligar lived in their joint sanctuary for quite some time, conducting their affairs from within except for occasional adventures in the outside world where both men attempted to add to their reputations as foremost practitioners of their respective arts.

The deeds and adventures of these two characters were never well known, since they both kept their distance from civilization. Some say, and perhaps rightly so, that their motives were based on greed and some kind of vogue (or chaotic) evil. No one knows for sure.

What is known more widely is the reputation of each. Despite their questionable alignment, both Rogahn and Zelligar capped their reputation of power when they joined forces to stop a barbarian invasion threatening the great valley below. In a crucial battle at a narrow pass in the hills, the two combined powerful forces and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. A grateful populace rewarded the pair and their henchmen with considerable treasure, after which the two retired to their hideaway. Most of the reward treasure was apparently used to finance the further construction of Quasqueton, although some of it may yet be hidden somewhere. In any case, the hill stronghold was not completed in its entirety when, years later, the intrepid pair apparently embarked on their last adventure.

Some years ago. Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Bringing most of their henchmen and associates along in a great armed band, the two personages disappeared into the forbidding alien lands to the north, far from the hills and forests surrounding Quasqueton.

Word just reaching civilization tells of some great battle in the barbarian lands where Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details—and no substantiation of the story. The only thing certain is the Rogahn and Zelligar have been gone far too long. If only one had the knowledge and wherewithal to find their hideaway, there would be great things to explore! And who knows what riches of wealth and magic might be there for the taking???

## LEGEND TABLE

Prior to the first trip into the stronghold, each player should roll Knowledge Local check DC: 12. Any character that makes the check will have additional background knowledge (from rumors or legends known) about Rogahn, Zelligar or Quasqueton. The table itself includes bits and scraps of information regarding the place to be explored—most of it accurate; however, legends and rumors being what they are, some of the information is false and misleading. It will be up to the players to act upon the information they “know”; the Dungeon Master will tell them that these are legends or rumors they have heard about the place, and that is all (it will be up to the players to decide upon the value or veracity of such information).

The number of legends known is based on the Knowledge Local check the made by each player:

- Knowledge Local DC: 12 - 13. One legend known.
- Knowledge Local DC: 14 - 15. Two legends known
- Knowledge Local DC: 16 - 17. Three legends known
- Knowledge Local DC: 18 +. Three legends known (all true)

The legends/rumors known are determined by the player’s roll of the 20-sided die, and the DM reads the appropriate information off the table to the player for each roll (this is done secretly where the other players cannot overhear). The DM then tells the player that this is the extent of background information known by his or her player character; whether or not the player chooses to share this information (all or only part of it) with the other players is a personal decision. In this manner each player is given a chance to see what bits of additional information their character knows before the adventure starts.

## LEGEND TABLE (d20)

“F” denotes a false legend or rumor, but the player will not know it is false,

- 1) The name of the stronghold is Quasqueton.
- 2) **F** Zelligar had a wizard’s workshop in the stronghold where he worked on magic stronger than any known to man.
- 3) **F** Rogahn owned a fantastic gem as big as a man’s fist that was worth over 100,000 gp’s; he kept it hidden in his personal quarters.
- 4) Zelligar and Rogahn had Orc slaves to do the menial work, and some lived permanently at the stronghold
- 5) The complex has two levels.
- 6) Part of the complex is unfinished.
- 7) The complex has a rear exit which is secret and well hidden.
- 8) No outsiders have ever entered the complex and returned to tell the tale.
- 9) Orcs have moved into the complex in the absence of its normal inhabitants.
- 10) **F** The place is protected by the gods themselves, and one member of any party of intruders is doomed to certain death.
- 11) **F** The treasures of Zelligar and Rogahn are safely hidden in a pool of water.

- 12) **F** The entire place is filled with guards left behind by Zelligar and Rogahn.
- 13) Rogahn's trophy room has battle relics and slain monster remains from his adventures.
- 14) There is a room with many pools of water within the complex.
- 15) The very walls speak to visitors.
- 16) **F** An enchanted stone within the stronghold will grant a wish to anyone who chips off a piece of it and places it within their mouth.
- 17) **F** All treasures of Zelligar and Rogahn are cursed to bring ill to any who possess them,
- 18) **F** Zelligar and Rogahn have actually returned to their stronghold, and woe be to any unwelcome visitors!
- 19) There are secret doors, rooms, and passageways in parts of the complex.
- 20) The complex has more than one level.

Note: Re-roll any duplicates.

## THE DUNGEON

This area for exploration is designed to challenge a party of 4-6 adventurers (player characters) of up to the 3<sup>rd</sup> level of experience, and is specifically intended for use with AD&D 3.5 core rules. Players will find it beneficial to have a mix of characters in their party who will complement each other and who will possess a variety of abilities due to their different classes (fighters, wizards, clerics, rogues, etc.).

The Caverns of Quasqueton, as mentioned in the background description, are hewn from a great rock outcropping at the crest of a large wooded hill, winds buffet the hill continuously, blowing and whistling through the trees, vines and other vegetation which blanket the prominence on all sides, The rock itself is a heavy blackish slate, and is evident all throughout the caverns on both levels.

The air within the caverns is heavy, wet, and musty. In some portions of the complex, a layer of dust lies upon everything, undisturbed for years. Burning anything within is slow and difficult, for the entire atmosphere resists combustion, torches and lanterns will burn smokily.

There are many doors within the dungeon, and some of them are secret doors, discernible only by special examination.

The two levels of the dungeon are approximately equal in size and are located one above the other. If the two maps could be placed over one another, the three access points between levels would directly correspond to their locations on the maps and lead directly to each other up and down.

## THE CAVERNS OF QUASQUETON

### KEY TO THE UPPER LEVEL

Within the complex, the upper level is a rather finished abode with generally good stonework and masonry overall. There are rough spots, or portions where workmanship is not as good as overall, but for the most part the construction and excavation are well done. The walls are relatively smoothly hewn and finished and in generally good repair. The floors, while uneven in places, are likewise in good condition. Corridors generally measure 10 feet in width, while ceilings for the most part are approximately 8 to 10 feet above the floor. The blackish stone from which the halls and caverns were hewn is evident overall. Doors are uniformly of heavy wooden construction, approximately five or six inches thick.

### WANDERING MONSTERS

Check every 20 minutes; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a eight-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. **ORCS** (1-4): 5 Hp's each, 1 HD, Mv:30 ft, Ac:13 (+3 Studded Leather Armor), Touch: 10, Flat-Footed: 13, Medium Humanoid (Orc), Base Attack: +1, Grapple: +4, Space: 5 ft., Reach: 5 ft., Att: Falchion +4 Melee or Javelin +1 Ranged, Dam: Falchion 2d4 +4 Melee or Javelin 1d6 +3 Ranged, **Initiative**: +0. **CR**: ½. **Abilities**: Str: 17, Dex: 11, Con: 12, Int: 8, Wis: 7, Cha: 6. **SQ**: Darkvision: 60 ft, light sensitivity. **Alignment**: Chaotic Evil. **Skills**: Listen: +1, Spot: +1. **Feats**: Alertness. **Saves**: Fort +2, Ref: +0, Will: -2. **Critical**: Falchion 18-20/x2 or Javelin 20/x2. Each is dressed in a suit of poor quality Studded Lather Armor and is armed with a beaten and rusty Falchion. Each carries 1-4 cp's as treasure. Orcs are found on page 203 of the Monster Manual.
2. **GNOLLS** (1-3): 11 Hp's each, 2+2 HD, Mv: 30 ft., Ac:17 (+1 Natural, +2 Leather Armor, +2 Large Shield), Touch: 10, Flat-Footed: 15, Medium Humanoid (Gnoll), Base Attack: +1, Grapple: +3, Att: Battleaxe +3 Melee, Dam: Battleaxe 1-8 +2 Melee, **Initiative**: +0. **CR**: 1. Str: 15, Dex: 10, Con: 13, Int: 8, Wis: 11, Cha: 8. **SQ**: Darkvision: 60 ft. **Skills**: Listen: +3, Spot: +3. **Feats**: Power Attack. **Saves**: Fort +4, Ref: +0, Will: +0. **Critical**: Battleaxe 20/x3. Each is dressed in a suit of poor quality Leather Armor and Heavy Steel Shield. Each is armed with a Battleaxe. Each carries 1-6 cp's as treasure. Gnolls are found on page 130 of the Monster Manual.

3. **KOBOLDS** (1-6): 4 Hp's each, 1d8 HD, Mv: 30 ft., Ac:15 (+1 Size, +1 Dex, +1 Natural, +2 Leather), Small Humanoid (Reptilian), Base Attack: +1, Grapple: -4, Space: 5 ft., Reach: 5 ft., Att: Long Spear +1 Melee or Sling +3 Ranged, Dam: Long Spear 1-6 -1 Melee or Sling 1-3 Ranged. **Initiative:** +1 (+1 Dex). **CR:** 1/4. **Abilities:** Str: 6, Dex: 13, Con: 11, Int: 10, Wis: 10, Cha: 10. **SQ:** Darkvision: 60 ft, Light Sensitivity. **Alignment:** Lawful Evil. **Skills:** Craft (Trap Making): +2, Hide: +8, Listen: +2, Move Silently: +4, Search: +2, Spot: +2. **Feats:** Alertness. **Saves:** Fort +2, Ref: +1, Will: -1. **Critical:** Long Spear 20/x3. Each is dressed in a suit of leather armor and is armed with a Long Spear, a Sling and a pouch of 10 bullets. Kobolds are found on page 161 of the Monster Manual.
  
4. **GOBLINS** (1-6): 4 Hp's each, 1 HD, Mv: 30 ft., Ac:15 (+1 Size, +1 Dex, +3 Studded Leather), Small Humanoid (Goblinoid), Base Attack: +1, Grapple: -3, Space: 5 ft., Reach: 5 ft., Att: Morning Star +1 Melee or Javelin +3 Ranged, Dam: Morning Star 1-6 Melee or Javelin 1-6 Ranged. **Initiative:** +1 (+1 Dex). **CR:** 1/4. **Abilities:** Str: 8, Dex: 13, Con: 11, Int: 10, Wis: 11, Cha: 8. **SQ:** Darkvision: 60 ft. **Alignment:** Neutral Evil. **Skills:** Hide: +6, Listen: +3, Move Silently: +4, Spot: +3. **Feats:** Alertness. **Saves:** Fort +2, Ref: +1, Will: -1. **Critical:** Morning Star 20/x2 or Javelin 20/x2. Each is dressed in a suit of studded leather armor and is armed with a Morning Star and 3 Javelins. Goblins are found on page 133 of the Monster Manual.

ENTRANCE (EL 3)

A cave-like opening, obscured by vines and other vegetation, is noticeable at the end of a treacherous pathway which leads up to the craggy outcropping of black rock. By sweeping aside some of the vines and branches, the opening becomes easily accessible to human-size explorers. Scattered about the area are several dead small animals and a dead humanoid.

This area marks the first obstacle the party must overcome for guarding the opening is a Bloodthorn Vine which will attack anything that nears the opening; thus the dead animals and head humanoid at the cave's entrance. A Knowledge Nature check DC: 20 will reveal the vines and branches for what they truly are; a Bloodthorn.

**BLOODTHORN** (1): 25 Hp's, 3d8 +12 HD, Mv: 0 ft., Large Plant (Extraplanar), Ac:16 (-1 Size, +3 Dex, +4 Natural), Touch: 12, Flat-Footed: 13, Base Attack: +2, Grapple: +11, Att: 4 Tendrils +6 Melee, Dam: 4 Tendrils 1-8 +5 Melee. **Initiative:** +3 (+3 Dex). **CR:** 3. Str: 20, Dex: 17, Con: 19, Int: -, Wis: 12, Cha: 2. **SA:** Blood Drain, Improved Grab. **Blood Drain (Ex):** If a Bloodthorn grabs an opponent, it begins draining blood. It deals 1-4 points of Constitution damage with each successful grapple check. If the opponent wins a grapple check, one of the Bloodthorn's tendrils comes loose from the opponent's body. The resulting wound continues to lose blood for 1 additional round. **SQ:** Plant Traits. **Saves:** Fort +7, Ref: +4, Will: +2. **Critical:** Tendril 20/x2. Bloodthorns are found on page 23 of the Fiend Folio.

If the party manages to make it into the complex without killing the Bloodthorn, they will still gain the Xp's for bypassing the Bloodthorn.

The body is that of a human dressed in punctured and partially rotten padded armor; at the body's waist is a dagger. Hidden inside the armor, near the waist, is a Sunrod (Search DC: 17). Under the body (Search DC: 12) is a sack that contains 220 sp's.

The opening leads straight into the rock formation, with a 10 foot wide corridor leading the way to a large wooden door. The door hinges are rusted, and close examination will reveal that bits of wood have been chipped away from the edge, indicating that it has previously been forced (Spot DC: 10 if adventurers indicate they are examining the door; otherwise, Spot DC 15). The party must overcome a DC of 12 to open the door and it squeaks loudly as the hinges grind.

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AREA 1) ALCOVES

This pair of alcoves is empty and barren of any markings.

There are three pairs of alcoves past the entrance, located as they are for purposes of defense against intruders or invaders. These guard points are all empty and barren of any markings.

The second pair of alcoves are actually secret one-way doors, but totally unnoticeable to anyone on the side of the entrance corridor (even on a successful Search check DC: 25). These one-way doors are also a defensive measure to allow guards to appear in the rear of any invading group which passes this point.

The third pair of alcoves contains a special double *Magic Mouth* spell, and this magic omen will be triggered as soon as any adventurers reach the point in the corridor between the two alcoves. When this occurs, a mouth appears on the side wall of the east alcove, and another mouth appears on the side wall of the west alcove.

The east mouth speaks first, in a booming voice: "*Who Dares Enter This Place And Intrude Upon The Sanctuary of Its Inhabitants?*" After but a moment, and drowning out any attempted reply by the party, comes the reply from the west mouth: "*Only a Group of Foolhardy Explorers Doomed to Certain Death!*" Then both mouths will shout in unison, "*Woe to Any Who Pass This Place—the Wrath of Zelligar And Rogahn Will Be Upon Them!*" The mouths will then begin a loud and raucous laughter, which bursts into magical flames. All within 10 feet of the alcove must make a Reflex Save (DC: 12) or suffer 1-4 Hp's of damage. Those who save suffer only half damage. They are a permanent feature of the stronghold, and will reappear on every visit.

Past the third pair of alcoves and at the end of the corridor from the entrance are two steps up. At the top of the steps, the corridor continues straight ahead, and corridors meet from east to west. At this intersection is a grisly sight—the remains of a hand-to-hand baffle where no less than five combatants died.

Upon examination of the bodies (if the adventurers choose to do so), it will be seen that three of them were adventurers themselves, explorers from the outer world. This ill-fated trio obviously had their first and last baffle at this spot. Their opponents, also slain here, are two guards. The bodies arrayed here, each in various states of decomposition, are as follows (the stench of decaying bodies is strong and repulsive, and the sight doubly so):

**BODY 1:** A human fighter, slumped against a wall. His broken sword, sheared off about eight inches above the pommel, tells the story of his demise. The body has been stripped of any armor, and there are no items of value on the remains, other than a belt pouch containing 3 sp's.

**BODY 2:** A human magic-user, impaled against a wall; the killing sword, still thrust through the body, is lodged in ( the wall, which has a large section of wood at this point. If the sword is removed, the body will crumple to the floor, exposing a blood-stained carving. The carved letters form the word "QUASQUETON" in the "Common" language. The sword, upon being removed, will prove worthless, since its handle is very loose and the overall quality of the weapon is poor. The body is bereft of any items of great value. The magic-user's robe, now bloodstained and ruined, has a pocket and within it is a purse containing 1 sp and a garlic bud.

AREA 1) ALCOVES (Cont)

**BODY 3:** A dwarf fighter, face down in the corridor just east of the intersection. In his right hand he still clutches his Light Hammer, and it appears that he crawled, wounded, to this point, since a trail of dried blood leads back to the battle location. A sack turned inside out lies alongside the body, now empty. Armor has been stripped from the body, although the fighter's helm is still on his head. This headgear, however, has a noticeable dent in it which will make it unusable and thus worthless. There are no items of value on the remains.

**BODY 4:** A human fighter, obviously a guard who defended to the death. The body is sprawled on the floor, and a broken wooden shield lies nearby. The body has no armor on it. There is no weapon on the body or nearby, nor are there any other items of value on the remains.

**BODY 5:** A human fighter, another guard. This body, with a bashed head from the blow of a hammer, lies on the floor face down. There is no armor or weapon on the body except for a small sheathed dagger on the belt. The belt is very ornately decorated leather, which would appear to be worth something, except for the bloodstains ruining its appearance.

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AREA 2) KITCHEN (EL 3)

Long tables line each wall, and there are scattered containers on them, some upturned, with spilled contents moldering on the table top. There are spoiled pieces of food all around, and the smell in the room is very uninviting. One chunk of moldy cheese is particularly noxious, as a fuzzy green growth covers its entirety. Hanging from above are a variety of utensils, and some other of these are scattered about on the floor of the room. These are nothing more than pots and pans of various sizes, although there is a large cast iron kettle suspended from the ceiling by a thick chain. Rummaging around, searching for food, are three hyena-headed creatures.

This is the food preparation area for the complex is a very long room with a variety of details. Search this room are 3 Gnolls.

**GNOLLS (3):** 11 Hp's each, 2+2 HD, Mv: 30 ft., Ac:17 (+1 Natural, +2 Leather Armor, +2 Large Shield), Touch: 10, Flat-Footed: 15, Medium Humanoid (Gnoll), Base Attack: +1, Grapple: +3, Att: Battleaxe +3 Melee, Dam: Battleaxe 1-8 +2 Melee. **Initiative:** +0. **CR:** 1. Str: 15, Dex: 10, Con: 13, Int: 8, Wis: 11, Cha: 8. **SQ:** Darkvision: 60 ft. **Skills:** Listen: +3, Spot: +3. **Feats:** Power Attack. **Saves:** Fort +4, Ref: +0, Will: +0. **Critical:** Battleaxe 20/x3. Each is dressed in a suit of poor quality Leather Armor and Heavy Steel Shield. Each is armed with a Battleaxe. Each carries 1,000 cp's as treasure. Gnolls are found on page 130 of the Monster Manual.

At the southwest corner of the room are two cooking pits, each large enough to cook an animal as large as a deer. One of the pits is slightly larger than the other, but both are about 3 feet in depth. The pits are full of ash and charred remains of cooking fuel. A chimney leads upward, but its small size prevents further investigation.

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### AREA 3) DINING ROOM

This room once served as the main dining hall for the complex, and it was here that guest banquets were held. The room is moderately decorated, but frugally so, since there appears to be no items of great value which are part of the decor, a nicely carved wooden mantle surrounds the room at a height 7 feet off the floor, and the stone walls are also carved in simple yet pleasant designs.

There are a number of tables and chairs in the room, these being of wooden construction and quite utilitarian in nature. Only two chairs stand out from the rest, these being the personal seats of the stronghold's illustrious inhabitants, Zelligar and Rogahn. Both of these chairs are ornately carved walnut, formed from an enormous block of wood which forms a portion of the wall in the northeast corner of the room.

Upon closer examination, it will be seen that the chairs themselves are actually fixed seats connected to the wooden structure, thus being unremovable. Their great beauty is apparent, but is marred by a greenish fungus growing on portions of the walnut. It is obvious the seats have not been used for quite some length of time.

The lesser tables and chairs are scattered about, and several are overturned. All of these furnishings are of hard maple. They show wear, although they have obviously not been used recently. The entire room has a musty, mildewy smell to it.

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### AREA 4) LOUNGE

This anteroom is through a south door from the dining room, and apparently was designed for before-dinner and after-dinner activity. Drinking was apparently the most popular pastime here, for several earthenware tankard mugs hang from a row of hooks high on one wall (many more are missing, it appears). An ale keg, long since dry but still smelling slightly of the brew, stands in one corner.

The stone walls are strangely textured for an unusual effect, but are devoid of further markings or details. A long wooden bench seat, actually attached to the wall, is along each side of the room. Those seated on the bench all face toward the center of the room and the statue there.

At the center of the room is a carved statue, full-size, of a nude human female. In the lady's hands she is holding a pitcher; she seems to be in the process of pouring something from it. This statue, apparently of white marble, is obviously of great value.

This statue, apparently of white marble, is obviously of great value (5,000 gp's) (Appraise DC: 20). However, due to its tremendous weight and the fact that it seems anchored to the floor, it will be impossible to remove without a major engineering effort. Even characters with a strength of 18 will be unable to move it in any way.

If a character holds a mug, waterskin, or similar container under the lip of the statue's pitcher and speaks the name of the beverage he or she wishes to drink, that beverage will flow from the pitcher and fill his or her container.

AREA 4) LOUNGE

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AREA 5) WIZARD'S CHAMBER (EL 2)

This rather austere abode appears to be a bedroom. The most noticeable feature seen upon entering is a very large and fairly detailed stone carving which runs most of the length of the north wall of the room. Some 70 feet in overall length, the wall carving depicts a mighty wizard on a hilltop casting a spell in the air over a valley below, with an entire army fleeing in confused panic.

The east and west walls are devoid of detail, although there are several wall pegs on each, apparently for hanging garments.

There is a minimum of furniture within the room. A bed, located in the southeast corner of the chamber, is a frame of ornately carved rosewood. The headboard, besides showing the carved designs to advantage, boldly features Zelligar's name highlighted in gold leaf. The bed, obviously of value, is of fine workmanship and construction. A rosewood night stand is beside the bed, and it has one locked drawer. Searching this chamber are several humanoid creatures.

**DEVELOPMENT:** This room was Zelligar's personal chamber. The creatures searching this chamber are Orcs and there are a total of 3 creatures here. If the party has entered the chamber without any type of light source they may be able to gain surprise.

**ORCS (3):** 5 Hp's each, 1 HD, Mv:30 ft, Ac:13 (+3 Studded Leather Armor), Touch: 10, Flat-Footed: 13, Medium Humanoid (Orc), Base Attack: +1, Grapple: +4, Att: Falchion +4 Melee or Javelin +1 Ranged, Dam: Falchion 2d4 +4 Melee or Javelin 1d6 +3 Ranged. **Initiative:** +0. **CR:** ½. Str: 17, Dex: 11, Con: 12, Int: 8, Wis: 7, Cha: 6. **SQ:** Darkvision: 60 ft, light sensitivity. **Skills:** Listen: +1, Spot: +1. **Feats:** Alertness. **Saves:** Fort +2, Ref: +0, Will: -2. **Critical:** Falchion 18-20/x2 or Javelin 20/x2. Each is dressed in a suit of poor quality Studded Lather Armor and is armed with a beaten and rusty Falchion. Each carries 125 sp's as treasure. Orcs are found on page 203 of the Monster Manual.

Because of its construction, the bed it cannot be removed from the room without dismantling. Dismantling will require someone trained in carpentry or woodworking (Profession DC: 10) to disassemble without causing damage to the various pieces, and will take about an hour if the proper tools are available. If this is done, the baseboard and sides would be worth 10 gp's each, and the headboard up to 10 - 40 gp's. However, anyone trying to sell the headboard for its value will run the risk (Knowledge Local DC: 12) that the purchaser will recognize the original owner's name (since the fame of Zelligar is widely known) - and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where the headboard was obtained.

AREA 5) WIZARD'S CHAMBER (Cont) (EL 2 Cont)

The drawer to the rosewood night stand is trapped with a Poison Needle Trap. The brass handle to the drawer has a needle trap which will be tripped by anyone grasping it.

**POISONED NEEDLE TRAP (1):** CR 1, Mechanical, Touch Trigger, Manual Reset, Att: +8, Dam: 1 plus Poison, Search DC 22, Disable Device: 20. The needle injects Bloodroot poison. The victim must make a Fortitude save DC: 12 or suffer 1-4 points of primary Constitution damage and 1-3 point of secondary Wisdom damage. If a key is inserted into the lock before the handle is grasped, the trap will be negated. Any key of a size comparable to the actual key (which is nowhere to be found) will accomplish this function.

The drawer itself contain a dirty gray sock that hides (Search DC: 16) a small white pearl worth 100 gp's (Appraise DC: 15).

Elsewhere in the room is a table and three chairs, none of which is of any exceptional worth or value. Upon the table is a pewter pitcher and three pewter mugs. The pitcher has a value of 2 gp's, and the mugs are worth 5 sp's each.

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AREA 6) CLOSET

Zelligar's closet lies through a door on the south wall of his chamber. The room is rather large for a closet, but is actually somewhat barren for its size. In one corner of the room, several bolts of cloth are stacked, well covered with dust and partially moth-eaten and deteriorated. These are of no particular value.

On one wall, several garments are hung, mostly coats and cloaks. These are quite musty in smell, as well as being dusty and dingy in appearance.

A wooden stand in the corner of the room farthest from the door holds several books upon it. These large volumes are four in number, and apparently belong in the library.

Along one of the walls within the closet is a hooded lantern which contains no fuel and which has obviously been unused for a great deal of time. In another corner is a small table with a stack of papers upon it. Also in this room is a small black cat.

The black cat is Zelligar's Guardian Familiar. The party may take any actions here and the Guardian Familiar will not be concerned. If the party finds the secret portal, which is in the west wall, the Guardian Familiar will hiss and try to drive the group away from the portal. It is unsuccessful, it will attack.

AREA 6) CLOSET (Cont)

**GUARDIAN FAMILIAR** (When found): 5 Hp's, 1 HD, Mv: 30 ft., Ac:14 (+2 Size, +2 Dex), Touch:14, Flat-Footed:12, Small Magical Beast, Att: 2 Claws +4 Melee and Bite -1 Melee, Dam:2 Claws 1-2 -4 Melee and Bite 1-3 -4 Melee, Initiative: +2 (+2 Dex), **CR**:1. Str: 3, Dex: 15, Con: 10, Int: 2, Wis: 12, Cha: 7. **SQ**: Low-Light vision, Scent. **Skills**: Balance: +10, Climb: +6, Hide: +14, Jump: +10, Listen: +3. **Feats**: Weapon Finesse (Claw). **Saves**: Fort +2, Ref: +4, Will: +1.

**GUARDIAN FAMILIAR** (1<sup>st</sup> Reincarnation): 10 Hp's, 2 HD, Mv:30", Ac:16 (+2 Size, +3 Dex, +1 Natural), Touch:15, Flat-Footed:13, Small Magical Beast, Att: 2 Claws +5 Melee and Bite +0 Melee, Dam:2 Claws 1-2 -3 Melee and Bite 1-3 -3 Melee, Initiative: +3 (+3 Dex), **CR**: 2 Str: 4, Dex: 16, Con: 11, Int: 3, Wis: 13, Cha: 8. **SQ**: Low-Light vision, Scent. **Skills**: Balance: +10, Climb: +6, Hide: +14, Jump: +10, Listen: +3. **Feats**: Weapon Finesse (Claw). **Saves**: Fort +2, Ref: +4, Will: +1.

**GUARDIAN FAMILIAR** (2<sup>nd</sup> Reincarnation): 15 Hp's, 3 HD, Mv:30", Ac:16 (+2 Size, +2 Dex, +2 Natural), Touch:14, Flat-Footed:14, Small Magical Beast, Att: 2 Claws +5 Melee and Bite +0 Melee, Dam:2 Claws 1-2 -3 Melee and Bite 1-3 -3 Melee, Initiative: +3 (+3 Dex), **CR**: 3 Str: 5, Dex: 17, Con: 12, Int: 4, Wis: 14, Cha: 9. **SQ**: Low-Light vision, Scent. **Skills**: Balance: +10, Climb: +6, Hide: +14, Jump: +10, Listen: +3. **Feats**: Weapon Finesse (Claw). **Saves**: Fort +2, Ref: +5, Will: +2.

**GUARDIAN FAMILIAR** (3<sup>rd</sup> Reincarnation): 24 Hp's, 4+4 HD, Mv:30", Ac:17 (+4 Dex, +3 Natural), Touch:14, Flat-Footed:13, Medium Magical Beast, Att: 2 Claws +6 Melee and Bite +1 Melee, Dam:2 Claws 1-6 -2 Melee and Bite 1-4 -2 Melee, Initiative: +4 (+4 Dex), **CR**: 4 Str: 6, Dex: 18, Con: 13, Int: 5, Wis: 15, Cha: 10. **SQ**: Low-Light vision, Scent. **Skills**: Balance: +11, Climb: +7, Hide: +15, Jump: +11, Listen: +4, Spot: +3. **Feats**: Weapon Finesse (Claw). **Saves**: Fort +4, Ref: +7, Will: +3.

**GUARDIAN FAMILIAR** (4<sup>th</sup> Reincarnation): 35 Hp's, 5 +10 HD, Mv:30", Ac:18 (+4 Dex, +4 Natural), Touch:14, Flat-Footed:14, Medium Magical Beast, Att: 2 Claws +6 Melee and Bite +1 Melee, Dam:2 Claws 1-6 -2 Melee and Bite 1-4 -2 Melee, Initiative: +4 (+4 Dex), **CR**: 5. Str: 7, Dex: 19, Con: 14, Int: 6, Wis: 16, Cha: 10. **SQ**: Low-Light vision, Scent. **Skills**: Balance: +11, Climb: +7, Hide: +15, Jump: +11, Listen: +4, Spot: +3. **Feats**: Weapon Finesse (Claw). **Saves**: Fort +5, Ref: +7, Will: +4.

**GUARDIAN FAMILIAR** (5<sup>th</sup> Reincarnation): 42 Hp's, 6 +12 HD, Mv: 40", Ac:21 (+5 Dex, +6 Natural), Touch:15, Flat-Footed:16, Medium Magical Beast, Att: 2 Claws +7 Melee and Bite +1 Melee, Dam:2 Claws 1-6 -1 Melee and Bite 1-4 -1 Melee, Initiative: +5 (+5 Dex), **CR**: 6. Str: 8, Dex: 20, Con: 15, Int: 7, Wis: 17, Cha: 10. **SQ**: Low-Light vision, Scent. **Skills**: Balance: +11, Climb: +7, Hide: +15, Jump: +11, Listen: +4, Spot: +3. **Feats**: Weapon Finesse (Claw). **Saves**: Fort +5, Ref: +7, Will: +4.

## AREA 6) CLOSET (Cont)

**GUARDIAN FAMILIAR** (6<sup>th</sup> Reincarnation): 56 Hp's, 7+21 HD, Mv: 40", Ac:22 (+5 Dex, +7 Natural), Touch:15, Flat-Footed:17, Medium Magical Beast, Att: 2 Claws +8 Melee and Bite +2 Melee, Dam:2 Claws 1-6 -1 Melee and Bite 1-4 -1 Melee, Initiative: +5 (+5 Dex), **CR:** 7. Str: 9, Dex: 21, Con: 16, Int: 8, Wis: 18, Cha: 11. **SQ:** Low-Light vision, Scent. **Skills:** Balance: +12, Climb: +8, Hide: +16, Jump: +12, Listen: +5, Spot: +4. **Feats:** Weapon Finesse (Claw). **Saves:** Fort +7, Ref: +9, Will: +6.

**GUARDIAN FAMILIAR** (7<sup>th</sup> Reincarnation): 64 Hp's, 8+24 HD, 40", Ac:24 (+6 Dex, +8 Natural), Touch:16, Flat-Footed:18, Medium Magical Beast, Att: 2 Claws +9 Melee and Bite +2 Melee, Dam:2 Claws 1-6 -1 Melee and Bite 1-4 -1 Melee, Initiative: +6 (+6 Dex), **CR:** 8. Str: 10, Dex: 22, Con: 17, Int: 9, Wis: 19, Cha: 12. **SQ:** Low-Light vision, Scent. **Skills:** Balance: +12, Climb: +8, Hide: +16, Jump: +12, Listen: +5, Spot: +4. **Feats:** Weapon Finesse (Claw). **Saves:** Fort +7, Ref: +9, Will: +6.

**GUARDIAN FAMILIAR** (Final Reincarnation): 81 Hp's, 9+36 HD, Mv:40", Ac:24 (+6 Dex, +9 Natural), Touch:16, Flat-Footed:19, Medium Magical Beast, Att: 2 Claws +10 Melee and Bite +3 Melee, Dam:2 Claws 1-6 Melee and Bite 1-4 Melee, Initiative: +6 (+6 Dex), **CR:** 9. Str: 11, Dex: 23, Con: 18, Int: 10, Wis: 20, Cha: 13. **SQ:** Low-Light vision, Scent. **Skills:** Balance: +12, Climb: +8, Hide: +16, Jump: +12, Listen: +5, Spot: +4. **Feats:** Weapon Finesse (Claw). **Saves:** Fort +8, Ref: +10, Will: +7.

Of the five pieces of apparel there, only one is remarkable, being studded with circular bits of pewter for ornamentation. This bit of garb, however, has also suffered the ravages of age. While the first four garments are of no value, the last one could possibly bring up to 5 gp's if taken back to town and sold. In one of the robe's pockets is a **ARCANE SCROLL** w/*Summon Monster I* spell written at 14<sup>th</sup> level on it.

The books on the table are as follows:

**BOOK 1:** A historical work, this book, written in the common tongue, outlines the history of the civilized area within 100 miles of the stronghold location. It contains nothing remarkable.

**BOOK 2:** This tome is apparently an encyclopedia of various types of plants. Although the various illustrations given within provide a clue to its topic, it is written in the language of elves, so it will not be understandable to a reader who does not know the elfin tongue.

**BOOK 3:** This volume appears unremarkable at first glance, seeming to be a notebook with many handwritten entries of undecipherable runes and markings. It is actually a diary kept by Zelligar, and it details one of his adventures from the distant past, written in his own hand. The writing is not discernible unless a *Read Magic* spell is used. This book is really of no value to any finder, but a book dealer/scribe/librarian would pay up to 25 gp's for it. Of course, if the book is sold in this manner, the seller risks chance of word of its sale getting out as a rumor (Gather Information DC: 12), with attendant problems developing as those who hear of it seek out the finder for further details.

AREA 6) CLOSET (Cont)

**BOOK 4:** This work, written in the common language, discusses weather. Although well-illustrated with drawings of meteorological phenomena, descriptive text is sparse. Some cryptic notes written in the margins were apparently made by Zelligar, but these are undecipherable without a *Read Magic* spell and are actually nothing more than notes such as a student would make in studying the work to highlight important points.

If fuel is provided, the lantern will be perfectly usable.

The papers are very dusty, and they are held in place by a stone slab paperweight which is monogrammed with a fancy letter “Z”. The papers are written in the common language and upon examination will be seen to deal with mundane matters: an inventory of foodstuffs, a financial accounting of expenses, notes on construction work for the complex, a couple of routine messages received by Zelligar, and other unremarkable writings. The most recent date on any of the papers is still more than three decades in the past.

**SECRET PORTAL:** A Search check DC: 20 will reveal a secret portal in the west wall. The portal contains a small chest locked with an Average Lock (Open Locks DC: 25). The chest contains a **SPELLBOOK** w/*Ray of Frost, Prestidigitation, Arcane Mark, Mage Armor, Shield,* and *Spider Climb*, a **WAND OF MAGIC MISSILES** (3<sup>rd</sup> Level Caster, 23 charges), and a **VIAL OF MAGE ARMOR POTION** (Brewed at 7<sup>th</sup> Level).

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AREA 7) WIZARDS ANNEX

Another room off of Zelligar’s chamber is the unusually-shaped annex. This room apparently was for meditation and study, as well as the practice of magic spells. The triangular widening at the south end of this room was apparently for this purpose.

At the south end of the room is a magnificent sight visible when explorers enter the door and cast light within. The spectacle is indeed impressive: two large wooden chests, each studded with jewels, overflowing with riches. A pile of gold pieces is arrayed around and within them, and scattered among this treasure trove is an assortment of glittering gems and jewels.

The stone wall in the triangle are (although not noticeable to adventurers) is actually thicker than elsewhere in the complex. The floor near the south wall is bumpy and darkly discolored, as if charred and partially melted by intense heat (this will not be noticeable until the *Illusion* described below is dispelled). The massive treasure is in reality a *Permanent Illusion*, and it will be temporarily dispelled as soon as the first bit of treasure’ is touched by any creature. The illusion, once dispelled, reappears in the same place again within 24 hours. In reality the room is empty.

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## AREA 8) WIZARD'S WORKROOM

The door to this room is locked. Once the door is opened, the party will see a facility designed for various purposes related to the study and practice of magic. There are several large wooden tables within the room, one of which is overturned on its side, as well as one central table made of stone. The top of this prominent table is a slab of smooth black slate, although its cold black beauty is hidden by a thick layer of dust. None of the tables have anything upon them. There are several chairs and stools scattered about the room.

Along the north wall to both sides of the door leading to the laboratory are wooden cabinets on the wall, approximately 4 feet off the floor. The cabinets are not locked, and contain various chemical compounds and supplies of no particular value in glass or earthen containers. There are forty such containers, as well as two larger jars. One which holds a small black cat suspended in a clear solution. Another which appears to be empty.

The door to this room is a strong wooden door is locked (DC of the lock is 25) and closed with an *Arcane Lock* spell which brings the DC for opening the door to 35 if the lock is not picked or 25 if the lock is picked. Zelligar's workroom and laboratory (Room 9) are located adjacent to each other, with a limited access by secret doors.

The of the containers are as follows:

- |                             |                               |
|-----------------------------|-------------------------------|
| 1. Sand, white              | 2. Water, brackish            |
| 3. Salt, mineral            | 4. Sulphur                    |
| 5. Wood chips, pine         | 6. Herbs, garlic              |
| 7. Vinegar, red             | 8. Tree sap (hardened), maple |
| 9. Coal                     | 10. Crushed stone, shale      |
| 11. Metal filings, iron     | 12. Blood, red dragon         |
| 13. Dung (hardened), canine | 14. Wine, white               |
15. Twelve Juniper Berries: Each berry will cure 1-2 Hp's of damage, possibly bringing the victim back to conscienceless, or at least out of a coma. If eaten within 2 rounds after being poisoned, Juniper berries add a non-cumulative +1 Alchemical Bonus to the victim's Fortitude saving throw for 1 hour. A Knowledge Nature check DC: 15 will reveal the berries as Juniper Berries. A Knowledge Nature DC: 23 check will reveal possible healing properties of the Juniper Berries.
- |                             |                        |
|-----------------------------|------------------------|
| 16. Fungus powder, mushroom | 17. Oil, petroleum     |
| 18. Insect bodies, beetles  | 19. Bone powder, human |
20. Four ounces of Bog Moss: If an injury is bound with this moss, the victim will heal 25% more quickly. That is, lost hit points will be regained at the rate of 4 for every 3 days of rest. The dressing must be changed after 3 days and replaced with new bog moss. Each dressing will require 2 ounces of bog moss. A Knowledge Nature check DC: 15 will reveal the moss as Bog Moss. A Knowledge Nature DC: 23 check will reveal the healing properties of the Bog Moss.
21. Crushed Hematite: This powder will detect as magical. If it is sprinkled over a character's head, it will function as a **VIAL OF HEROISM POTION** (Brewed at 7<sup>th</sup> Level). There is only enough for one use in this jar. A Knowledge Dungeoneering check DC: 15 will reveal the crushed stone as Hematite, a Knowledge Dungeoneering DC: 23 check will reveal the reputed magical properties of Hematite.

AREA 8) WIZARD'S WORKROOM (Cont)

The larger jar is of clear glass and seemingly contains a black cat's body floating in a clear, colorless liquid. If the large cork lid is unstopped, the liquid will instantaneously evaporate, the cat will suddenly spring to life, jump out of the jar, meow loudly, and run for the door. If the door is open, the cat will dash through and disappear. If the door is not open, the cat will be seen to pass through the door and disappear. In neither case will the feline be seen again. (This occurrence has no special meaning other than to surprise and/or mystify the adventurers, as well as provide some fun for the Dungeon Master.)

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AREA 9) WIZARD'S LABORATORY (EL 3)

Once opened, the party will find a laboratory. This wizard's lab is a strange but fascinating place. Zelligar's experimentation with many kinds of magic led to a collection of equipment and devices which was stored here, scattered about this 50 foot by 30 foot room. Although you get the feeling that the chamber has not been used for several years, the room is very clean.

About the room are several large wooden tables, just as found in the workroom (Room 8), and another heavy stone table which is likewise similar to the one appearing next door. Laying on the stone table is the headless body. The wooden tables are bare, except for a single stoppered smoked glass bottle on one and a large glass sphere on another.

In the southeast corner of the chamber is swirling tornado of fire.

Several pine logs are piled underneath one of the tables. Along the west wall is a large wooden rack, apparently from some kind of torture chamber, since it is obviously sized for human bodies. A trickle of dried blood stains the oaken construction on the front.

On the south wall is a stretched leather skin with writings that are undecipherable.

A sunken fire pit, blackened and cold, is noticeable as the centerpiece of the room. The pit is only a few feet deep, although it appears slightly less than that due to several inches of ashes resting within it. An iron bracing and bar across the 4 feet wide opening suspend a cast iron pot which is empty except for a harmless brown residue sticking to its interior sides and bottom.

Another similar pot which is more shallow lies on the floor alongside the pit, and it is empty. Both pots are extremely heavy, and it takes great effort to move them.

Off in the southwest corner are two vats, each of approximately 100 gallon capacity. Both are made of wood and both are empty. A third vat nearby, only half the size of its neighbors, is half filled with murky, muddy water.

A stone block used as a table or stand is next to the vats, and along the west wall. It has six earthen containers on it. There are also pieces of glassware of various types on the top of the stand, as well as on the floor next to it. Some are clean, some show residues, but all are empty and dusty.

An empty wooden coffin, quite plain and utilitarian, rests upright in the northwest corner. It opens easily and is empty. The wood seems to be rotting in places.

AREA 9) WIZARD'S LABORATORY (EL 3) (Cont)

Two kegs rest against the north wall.

Wooden shelving on the north wall holds more glassware and three more containers. Two small trays hold powdered incense of different colors, and the smell of their aroma will give away their identity.

In the northwest corner of the room is a statue of a man dressed in robes.

The door to this room is locked (DC of the lock is 25) and closed with an *Arcane Lock* spell which brings the DC for opening the door to 35 if the lock is not picked or 25 if the lock is picked. **STOPPERED BOTTLE:** If the cork is removed from the stoppered bottle, the gas within will immediately issue forth with a whoosh. The vapors are pungent and fast-acting, and all characters within 10 feet must make an immediate Fortitude save DC: 15 or be affected by laughing gas. The gas itself is not poisonous, but will cause any characters failing their saving throw to immediately lapse into uncontrollable raucous laughter for 1-6 minutes (check each individually). During this time, the characters will have a 50% chance of dropping anything they are holding or carrying and will rock with spasms of great laughter, staggering about the room, chuckling and bellowing with great glee. The noise will necessitate a special additional check for wandering monsters being attracted to the ruckus, and even if a monster appears, the affected characters will be unable to oppose it until the gas effects wear off (if a monster does come, roll a 4-sided die to see how many melee rounds it appears after the laughing starts). Characters under the influence of the gas will not respond to any efforts by others to snap them out of its effects (even slapping the face will do no more than cause more laughing), all though if a *Dispel Magic* spell is thrown, it will make them sober immediately. Otherwise, the only way to stop the laughter is to wait for the effects to wear off.

**PINE LOGS:** If any of the logs are moved, a vial will be discovered (Search DC: 20). The vial is a **VIAL OF MAGIC WEAPON** (Brewed at 7<sup>th</sup> Level).

**TORNADO OF FLAME:** The tornado of flame is about 8 feet tall and about 3 feet in diameter. It give off a fair amount of heat, but is not uncomfortably hot unless it is touched. The tornado is actually a portal to the Elemental Plane of Fire. Anyone who touches the flame will feel as if they are being drawn into it. Anyone who enters the Elemental Plane of Fire will be incinerated unless some form of magical fire protection is employed.

**BODY:** The body is that of male human, probably about 6 foot 3 inches in height one would guess. The body has no wounds except of course, it is missing its head. The body appears to be freshly slain except, its chest raises and falls as if it is taking in breath (Spot DC: 10 to detect this). The body on the table marks the last of Zelligar's experiments; an experiment that is not entirely successful. If a head is placed on the body's stump, the body will graft to the head and the being will come to life; an experiment that is not entirely successful and could have repercussions if a PC attempts the graft.

AREA 9) WIZARD'S LABORATORY (Cont)

**LEATHER SKIN:** The leather skin on the south wall contains magical writings which will be undecipherable unless a *Read Magic* spell is cast. The legend, if interpreted, will read: "*What mysterious happenings have their birth here? Only the greatest feats of wizardry, for which every element of earth, water and sky is but a tool.*" The skin is old and extremely fragile, and any attempts to remove it will cause irreparable harm and render it useless because of the skin crumbling away.

**LARGE GLASS SPHERE:** This is what Zelligar calls a Wizard's Glass. If approached by closer than 5 feet it will give off a faint green glow. If looked at or concentrated on, the glow will become brighter.

The containers on the stone block along the west wall are empty.

The containers on the shelving on the north wall contains the following:

- |                             |                               |
|-----------------------------|-------------------------------|
| 1. Sand, white              | 2. Water, brackish            |
| 3. Salt, mineral            | 4. Sulphur                    |
| 5. Wood chips, pine         | 6. Herbs, garlic              |
| 7. Vinegar, red             | 8. Tree sap (hardened), maple |
| 9. Coal                     | 10. Crushed stone, shale      |
| 11. Metal filings, iron     | 12. Blood, red dragon         |
| 13. Dung (hardened), canine | 14. Wine, white               |
| 15. Fungus powder, mushroom | 17. Oil, petroleum            |
| 18. Insect bodies, beetles  | 19. Bone powder, human        |
| 20. Spice, clove            | 21. Dried Flies               |

22. Nine Herb-Paris Berries: If three Herb-Paris Berries are eaten, they will add +2 Alchemical Bonus to Fortitude saving throws, +3 for Halflings and Dwarves if ingested or applied to the affected area within 2 rounds of when the poisoning took place. If boiled and the liquid used as an antiseptic wash, Herb-Paris can be used once per injury to restore 1 Hp to a wounded character. A Knowledge Nature check DC: 18 will reveal the berries as Herb-Paris Berries. A Knowledge Nature DC: 24 check will reveal possible healing properties of the Herb-Paris Berries.

AREA 9) WIZARD'S LABORATORY (EL 3) (Cont)

The statue is actually a Pulverizer which is programmed to attack if the lab is ransacked; thus, the party can look, but not touch.

**PULVERIZER (1):** 16 Hp's, 3d10 HD, Mv:40 ft., Ac:21 (+11 Natural), Touch: 10, Flat-Footed: 21, Medium-Sized Construct, Base Attack: +5, Grapple: +7, Space: 5 ft., Reach: 5 ft., Att: Slam +7 Melee, Dam: Slam 1-6 +5 Melee. **Initiative:** +0. **CR:** 3. Str: 21, Dex: 11, Con: -, Int: -, Wis: 9, Cha: 4. **SA:** Sonic Shriek (Ex): Once per round as a Standard Action, a Pulverizer can loose a cone of Sonic Energy 30 ft. long. Everything within the cone takes 1-8 Hp's of Sonic damage. In addition, every creature within the cone that fails a DC: 13 Fortitude save is Stunned for 1 round (This incorporates a a + 5 racial bonus to the save DC). **SQ:** Blindsight 40 ft, Construct Traits, Unreliable. **Saves:** Fort +1, Ref: +1, Will: +0. **Critical:** Slam 20/ x2. Pulverizers are found on page 27 of the Monster Manual II.

NOTES:

AREA 10) STOREROOM (EI 1)

This irregularly shaped room, hidden by a secret door, contains quantities of supplies which are only a bare fraction of its capacity. Although the casks and barrels storing the commodities have prevented spoilage, the contents are by no means "fresh." Although usable or edible still, they nonetheless have an oft-taste which suggests staleness.

Approximately 60 barrels and casks are within the room, in two stacks—one against the northwest wall and the other along the east wall in the southern portion of the room. These containers are each marked in some letter code to denote contents. If any individual barrel or cask is chosen for examination, a die (d20) is rolled on the following table to determine its code marking, and if it is broken open, the appropriate contents will be discovered:

Code Letter(s)	Contents
1 TL	Whole Barley
2 B	Wheat Flour
3 FT	Rye Flour
4 MK	Salt Pork
5 GG	Dill Pickles
6 HU	Raisins
7 EJ	Fish in Brine
8 Y	Dried Apples
9 PF	Whole Peas
10 SD	Ale
11 Z	Honey
12 AW	Wine
13 OG	Water
14 XR	Soft Soap

AREA 10) STOREROOM (EL 1) (Cont)

<b>Code Letter(s)</b>	<b>Contents (Cont)</b>
15 LC	Salt
16 VW	Lard
17 QS	Seasoning
18 RH	Sunflower Seeds
19 UT	Hard Candy
20 JS	Dried Mushrooms

Note that any container opened and left unsealed, or containers whose contents have spilled, will (over a period of time) attract vermin and/or monsters. Spilled or uncovered material will also be subject to spoilage and rot. This is important if more than one foray into the stronghold is made, and time elapses between such adventures.

Hiding behind the barrels are 2 Giant Ants which will scurry out and attack when the barrels are examined.

**GIANT WORKER ANTS (2):** 9 Hp's Each, 2 HD, Mv:50 ft, Climb 20 ft., Ac:17 (+7 Natural), Touch: 10, Flat-Footed: 17, Medium Vermin, Base Attack: +1, Grapple: +1, Att: Bite +1 Melee, Dam: Bite 1-6 Melee. **Initiative:** +0. **CR:** 1. **Skills:** Climb: +8, Listen: +5, Spot: +5. **Feats:** Improved Grab. **Saves:** Fort +3, Ref: +0, Will: +0. **Critical:** Bite 20/x2. Giant Worker Ants are found on page 284 of the Monster Manual.

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ROOM 11) SUPPLY ROOM

The stronghold's supply room is also rather empty, containing mostly construction supplies.

Going through the room will reveal the following materials: A coil of very heavy rope, 200 feet in length. A box of iron spikes (50). A box of metal nails. A pile of wooden beams, each 10 feet in length and 6 inches by 6 inches in width (80). A sack of building mortar, almost empty. A stack of stone blocks, each about 6 inches by 6 inches by 12 inches in size (400). Six wooden doors, leaning in a row against a wall. A large box of assorted hardware (including several locks of various types, door hinges, clasps and hasps, door handles, assorted metal bolts, and similar items). A jug of dried glue
NOTES:
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ROOM 12) LIBRARY

Quasqueton’s library lies behind a pair of ornately carved oaken doors. The floor of the room is covered with dust, but beneath is a beautiful and shiny surface of polished red granite. The stone is inlaid in large blocks and extends uniformly to within a foot of each of the walls. In the very center of the room within the floor surface are blocks of white granite within the red stone, and these form the letters “R” and “Z” with an ampersand between.

There are three large oaken tables within the room, one in each of the west, north, and east wings of the room. There are several wooden chairs scattered about. In two corners of the room are plush divans, each covered with a rich, fleecy upholstery that makes them very comfortable for reclining. Those, however, are rather dusty and dingy due to their age and lack of use.

Wall sconces designed to hold torches for illumination are mounted on the walls all around the room. Small cages inset into the north wall contain numerous fire beetles, and these unusual insects give off an eerie, glowing light from their bodies—enough to illuminate this portion of the room. The reddish glow from this source will appear as forbidding and mysterious when viewed from the entrance to the library, seeming to be a luminosity of varying intensity totally alien to anything viewed before. The insects themselves seem to be thriving in their captive abode, but their food source and longevity are totally puzzling . . .

The library is rather modestly supplied with books, volumes, and tomes of various sizes. There are likewise only a few scrolls, these being stored in a rack along the east wall. None of the books or scrolls is of any particular use or special interest to the adventurers, despite how many they examine.

There is no way to open or force the cages themselves, so releasing the insects or gaining access to them is impossible to any adventurers.

NOTES:

ROOM 13) IMPLEMENT ROOM

This elongated room is used primarily for storage of tools, equipment, and implements of various types.

In the room are the following items:

- |   |   |
|---|---|
| A box of wooden pegs  | A coil of light rope, 50 ft. long       |
| A coil of heavy chain, 70 ft. long  | A coil of fine copper wire, 20 ft. long |
| Mining picks (32), all unusable and in poor repair.                       | Chisels (15)                            |
| Shovels (13)  | Empty barrels (11)                      |
| An iron vise (12” jaws)   | Mining jacks (2), broken                |
| Crosscut saws (2, 2-man)  | Hacksaw (4)                             |
| A mason’s toolbox (containing trowel, stone chisel, plumb line, etc.)     |   |
| A cobbler’s toolbox (containing small hammer, knife, heavy needles, etc.) |   |
| A small barrel of unfletched arrows (60, all normal)                      |   |
| An empty wooden bench, 10 feet long.                                      |   |

ROOM 13) IMPLEMENT ROOM

On the north wall, fairly well concealed considering its size, is a counterweight mechanism for the portcullis trap in the corridor just outside the room, as well as a lever to raise the barrier once it has been tripped. No more than two party members at a time can attempt to use the lever to raise the portcullis. Raising the portcullis requires a strength check DC: 12.

The trap itself is in the corridor outside the door of the room and just beyond it to the east. The trap will be sprung when one or more adventurers reach a point 10 feet in front of the dead end wall, in which case the portcullis is noisily dropped 20 feet to the rear of that point. Rogues in the front of the party will have a chance for their normal chance to find the trap, in which case they discover the trap and alert the party without triggering it, provided the Rogue is the first one to reach the trigger point, of course,

The bars of the portcullis are rusty and have weakened, somewhat, over time. There are twelve vertical bars and several cross members. Characters may attempt to escape the trap; a strength check DC: 16 will mean the character has been able to bend the bars on the portcullis enough to allow escape; however each person has but one attempt, and if the attempt fails that person will never be able to do so with that barrier.

If some way can be employed to use the hacksaws to cut through the portcullis. There will be a time delay of 24 hours if one saw is used, 18 if two are used, 12 hours if three are employed, and 6 hours if all four are utilized (no more than one saw per person). The sawing will make noise of some sort and this may attract wandering monsters at the Dungeon Master's discretion beyond normal chances. Additionally each saw has 20% of its blade breaking in any 6 hour period and there are no extra blades.

If all attempts to escape fail, the persons trapped will be doomed to their fate.

NOTES:

ROOM 14) AUXILIARY STOREROOM

This extra storeroom is empty of goods and supplies. In one corner is a pile of rock rubble.

There is nothing of value here.

NOTES:



ROOMS 15 AND 16) TELEPORTATION ROOMS

In the corner, farthest from the door, is a shiny, sparkling outcropping of crystalline rock which will dazzle when light is reflected off of it. The room is otherwise empty.

A strong magic causing *Teleportation* has been permanently placed upon these two (rooms of equal size and shape). This is a trick to fool and confuse unwary adventurers and is designed to upset their directional sense.

Both rooms function in the same manner once their doors are opened. In both rooms the outcroppings are identical. Once adventurers enter the room to investigate this, the entire party is instantly *Teleported* to identical locations at the other room—whether they be in the room itself or nearby in the hallway. This *Teleportation* occurs without the adventurer noticing that it has occurred; that is, they have no way of “feeling” that anything unusual has happened. And of course, this means that, although they are in a different location facing in different directions, the adventurers will still have reason to believe that they entered the room through a door which is on the east wall (if they originally entered Room 15) or through a door which is on the south wall (if they originally entered Room 16). To reflect this fact without tipping off the players, the Dungeon Master must turn his or her map on its side in order to be able to correspond to the directions the players believe they are facing. Of course, when the players emerge from the room and attempt to follow their maps, they will be confused by the fact that the details outside the room are not as they expect. They may question the Dungeon Master and even suspect a mistake has been made (with such comments as, “Wait a minute, that can’t be like that, we just came that way!”). When this occurs, the DM should avoid argument and simply state things as they are in the new location, letting players puzzle over the problem and arrive at their own conclusions and/or solutions.

Once the *Teleportation* has been triggered in a room, it will not occur again until the room is empty and the door has been closed from the outside. It will thereafter be triggered when the door is opened and the room is entered. The door of the receiving room (the one to which the party is being teleported) will always appear exactly as the door of the first room entered. Doors to both rooms will automatically close themselves and the rooms will become “ready” to be triggered whenever all adventurers have passed to a point at least 120 ft from either door, as measured down any corridors. It is possible, however, that a party could trigger the trick, be teleported to the other room, then blunder back upon the origiNal room, see that the two were identical but in different locations, and discover what had occurred. On the other hand, the adventurers could become totally confused, lose their way with an inaccurate map, and experience all kinds of difficulty—whatever does happen will depend upon players actions and their ability to recognize and cope with the situation.

NOTES:

ROOM 17) STORAGE CELLAR

This chamber is used for storing fuel for the smithy across the hallway. The room is full of blackish soot and dust, but there is only a small pile of fuel against the north wall.

There is a false door on the west wall of the room. It cannot be opened, although it does seem to rest in a frame and even will rattle or move ever so slightly when great strength is applied.

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ROOM 18) SMITHY (EL 3)

The smithy is an irregularly shaped room which actually seems to be almost two separate parts. An eerie wind whistles through the upper areas of the room near the ceiling, and this natural effect provided exhaust venting when the fires, long since silent, were stoked with fuel.

Three fire pits lie dormant in the northeast 20' by 20' portion of the room, and these are located on the north wall, in the northeast corner, and on the east wall. In the center of the room is a gigantic forging anvil. A hand bellows hangs on the wall to the west.

The larger southwest portion of the smithy is mostly barren, although an assortment of blacksmith's tools and irons hang on the walls. Searching this chamber are several large humanoid creatures.

The creatures searching this area are Grimlocks and they will attack as soon as the room is entered. There are four Grimlocks in all.

**GRIMLOCKS** (4): 12 Hp's each, 2+2 HD, Mv:30 ft., Ac:15 (+1 Dex, +4 Natural), Touch: 11, Flat-Footed: 14, Medium Monstrous Humanoid, Base Attack: +2, Grapple: +4, Att: Battle Axe +4 melee, Dam: Battle Axe 1-8 +3 Melee. **Initiative**: +1 (+1 Dex). **CR**: 1. Str: 15, Dex: 13, Con: 13, Int:10, Wis: 8, Cha: 6. Blindsight 40 ft. **Skills**: Climb: +7, Hide: +6 (+10 underground), Listen: +6, Search: +5, Spot: +2. **Feats**: Alertness. **Saves**: Fort +1, Ref: +4, Will: +2. **Critical**: Battle Axle 20/x3. Each is armed with a stone Battle Axe. Immune to gaze attacks. Each carries 300 cp's and 75 sp's as treasure; one of the Grimlocks carries a potion of **BULL'S STRENGTH POTION** (Brewed at 3<sup>rd</sup> Level). Grimlocks are found on page 140 of the Monster Manual.

Hidden in a secret portal underneath the forging anvil (Search DC: 20) is a **Master Work Long Sword** in a scabbard. When the sword is pulled from its scabbard the blade is a flame. Engraved along the blade of the sword are the words "*Bright Blade*" The blade of the sword is enchanted with a variation of a *Continual Flame* spell which causes the blade to flame. The sword has no other magical properties. The sword is worth 425 gp's

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### ROOM 19) ACCESS ROOM

This room adjoins the smithy, and also provides a vertical access to the lower level of the strong hold. In the northeast corner of the room and along the north wall are log sections of various size (8 to 24 inches in diameter and 1 to 4 feet in length) stacked in a pile, apparently as additional fuel for the blacksmith's fires. The room is otherwise empty.

In the southeast portion of the room there is a large hole in the floor about 3 feet across.

If light is held from above and observation is attempted, it will be impossible to see how deep the hole is or to where it gives access. If a light source (such as a torch) is cast down the hole, it will come to rest on the floor of the lower level, and from above it will be seen that this is approximately 40 feet down.

There is a large iron ring anchored to the south wall near the hole, and if a rope is fastened to it, it can be used to assist in descending to the lower level. The fastening, however, is bit loose, and each person using the rope will have a 15% chance (non-cumulative) of pulling the ring out of the wall, causing them and the rope to fall to the floor of the lower level. This chance is 2 in 6 for any persons with sizable encumbrance (the equivalent of carrying 50 lbs. or more). If any person falls, they will do so near the bottom and will take 1-4 Hp's of damage. Once the ring has been removed from the wall, it can not be replaced to be usable again.

As an alternative to use of the ring, clever adventurers could use one of the logs in the room measuring 4 feet in length, tie the rope around it, place it across the 3 foot opening and climb down the suspended cord.

For purposes of descent, any rope must be at least 30 feet in length. In order to allow a return back up, the rope must be at least 35 feet in length so that it can be reached from below while suspended.

The final method for possible descent is to use a rope and grapple, either attaching the hook to the iron ring or anchoring it to one of the two doorways. If a grapple is used anchored at the south doorway, add 10 feet to required length, or 20 feet if the north doorway is used as the anchor point.

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### ROOM 20) MINOTAUR'S LAIR (EL 4)

This room is pretty much empty except for a large pile of skins in the northeast corner and a pile of broken weapons, armor, and other junk in the southwest corner. The room has a terrible stench about it.

This room is the lair of a Minotaur. There is a 40% chance that this room will be empty when the party enters it, but there is a 30% chance that the Minotaur will return while the party is searching this chamber.

ROOM 20) MINOTAUR'S LAIR (EL 4) (Cont)

**MINOTAUR** (1): 42 Hp's, 6+12 HD, Mv:30 ft., Ac:14 (-1 Size, +5 Natural), Touch: 9, Flat-Footed: N/A. Large Monstrous Humanoid, Base Attack: +6, Grapple: +14, Att: Huge Great Axe +9/+4 Melee and Gore +4 Melee, Dam: Huge Great Axe 2-16 +4 Melee and Gore 1-8 +2 Melee. **Initiative**: +0. **SA**: Powerful Charge 4d6+4. **SQ**: Darkvision 60 ft., Natural Cunning, Immune to Maze spells, cannot be caught Flat-Footed. **CR**: 4. Str: 19, Dex: 10, Con: 15, Int: 7, Wis: 10, Cha: 8. **Skills**: Intimidate: +5, Jump: +8, Listen: +8, Search: +6, Spot: +8. **Feats**: Great Fortitude, Power Attack. **Saves**: Fort +6, Ref: +5, Will: +5. **Critical**: Great Axe 20/x3. The Minotaur is armed with Great Axe. Minotaurs are found on page 189 of the Monster Manual.

Hidden in the furs is a large unlocked chest that contains 8,000 cp's, 30 sp's, 2 - 50 gp gems, and a **VIAL OF CURE LIGHT WOUNDS POTION** (Brewed at 5<sup>th</sup> Level).

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ROOM 21) ORC LAIR (EL 2)

This room is pretty much a mess, or at least someone from a more civilized race would not appreciate it as much as those who dwell here. Scattered about the room are several dirty and tattered bed-rolls. This chamber is occupied by several humanoid creatures.

This room is the lair of 8 Orcs. There are only 4 here presently.

**ORCS** (4): 5 Hp's each, 1 HD, Mv:30 ft, Ac:13 (+3 Studded Leather Armor), Touch: 10, Flat-Footed: 13, Medium Humanoid (Orc), Base Attack: +1, Grapple: +4, Att: Falchion +4 Melee or Javelin +1 Ranged, Dam: Falchion 2d4 +4 Melee or Javelin 1d6 +3 Ranged. **Initiative**: +0. **CR**: ½. Str: 17, Dex: 11, Con: 12, Int: 8, Wis: 7, Cha: 6. **SQ**: Darkvision: 60 ft, light sensitivity. **Skills**: Listen: +1, Spot: +1. **Feats**: Alertness. **Saves**: Fort +2, Ref: +0, Will: -2. **Critical**: Falchion 18-20/x2 or Javelin 20/x2. Each is dressed in a suit of poor quality Studded Lather Armor and is armed with a beaten and rusty Falchion. Orcs are found on page 203 of the Monster Manual.

If the Orcs are defeated, the party will see the following items scattered about the floor; ripped and tattered clothing items, armor scraps, 4 small sacks (each contains 250 sp's) and 2 large sacks (each contains 500 cp's).

In the northwest corner of the room about 9 feet off the floor is a concealed portal (Search DC: 15). Unless the party states that they are searching that high off the floor or if searching secret doors, the portal will likely remain undiscovered. The portal contains a small sack that holds a 10 gp ruby. The Orcs do not know of the portal's existence. Do something here

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ROOM 22) GARDEN

The room has two major portions, a north arm and a west arm. At the end of each of these extensions are large semicircular stone that contain brightly colored roses, tulips, and other flowers. In the center of the northern wing are two large flower beds that contain several different types of plants. This room has a very nice smell about it.

Due to the magic that is laid upon this room, the flowers and plants here are always in bloom. Types of plants that are found here include clover, mistletoe, and several other medicinal plants they may prove useful to the party. The following types of medicinal plants are here in the garden:

1. ALL SAINT'S WORT: Knowledge Nature check DC: 15 to determine plant type, DC: 25 to determine possible uses. This plant grows about knee high on hard wood-like stalks. The leaves are smooth and oval, appearing in pairs from opposite side of the stems so that they form a shape similar to a figure eight. This plant bears large yellow flowers with five petals; the petals, when bruised, yield a reddish resinous juice. The flowers bear small blackish seeds. The root is hard, wood-like the brownish in color. Boiling a dozen flowers in wine to make a tincture to be applied to wounds. If a tincture of All saint's Wort is applied (within 2 rounds) to a wound the victim will be healed. Roll d4 to see how many Hp's the victim recovers. When the seeds are ground up, the powder can be used as an antidote to venom within 2 rounds of the time of poisoning; the powder will add a +1 Alchemical bonus to the victim's Fortitude saving throw. There is enough of this plant to create six tinctures and enough seed to make two doses of poison antidote powder.
2. COMFREY: Knowledge Nature check DC: 15 to determine plant type, DC: 25 to determine possible uses. This plant has large, hairy green leaves, and hairy stalks which grow to be two or three feet tall. The stalks are hollow, and the leaves have a gunny resin which is apparent if the leaves are chewed gently. At the tops of the stalks are small, bell-shaped flowers of violet or white color that bear tiny black seeds. Comfrey has a large root system; its roots are black on the outside and white on the inside. The roots are brittle and filled with a clear tasteless sap. If the root of this plant is mixed with water and boiled, the mixture made is equal to a vial of healing potion. There is enough Comfrey here to create 10 such mixtures.
3. ADDER'S TONGUE: Knowledge Nature check DC: 15 to determine plant type, DC: 25 to determine possible uses. This plant has one large leaf, at the base of which rises to a thin stalk covered with tiny bumps or knobs. On closer inspection, this stalk is seen to be a spike of tiny, yellowish-green flowers. Using four fresh leaves steeped in boiling water to make potent tea which can be drank up to three times per day. This helps reduce inflammation and restores strength. A dose of this tea will restore a point of strength lost from the hit of certain Undead creatures. Also, an ointment can be made by boiling the cut-up leaves in hog's fat and then straining out the sediment. This ointment will restore 1-2 Hp's of damage immediately per application, but can only be administered to the same character once per day. There is enough Adder's Tongue to make 3 doses of the tea and 12 applications of the ointment.

ROOM 22) GARDEN (Cont)

4. ARRON'S ROD: Knowledge Nature check DC: 15 to determine plant type, DC: 25 to determine possible uses. This plant has many large, pale silvery-green leaves that feel like soft felt. These leaves surround a thick, tapered stalks of large flowers and smaller leaves, which grows to four or five feet in height. The flowers are bright yellow, bearing 5 petals each. Arron's Rod as a long, white, wood-like root. Arron's Rod is useful as a pain killer. At least 5 petals should be crushed and mixed with water or better yet wine. This mixture is applied directly to flesh wounds and will deaden pain from an injury; since the pain itself is part of the injury. This herb will restore 1-4 Hp's immediately. These points will be lost again, however, within 2 hours because the pain killer has worn off. Arron's Rod can only restore Hp's once every 2 hours, multiple applications before the first has worn off are not commutative.

This room has a special variation of an *Unseen Servant* spell which tends the plants, pulls weeds, and keeps the garden looking good. It will in no way attack the party.

NOTES:

ROOM 23) STORAGE ROOM

This room is used primarily for furniture storage, although it is mostly empty. There are three large oaken tables, a number of chairs, and fourteen wooden stools stacked against the walls. In the corner opposite the door is a woodworking table with a crude vise attached, and small saws and other carpenter's equipment are there on. There are wood chips and some sawdust scattered about the floor.

There is nothing of interest here.

NOTES:

ROOM 24) MISTRESS' CHAMBER (EL 2)

The door to this chamber is locked and bares multiple scratches; as if someone has tried unsuccessfully to open it. Once opened the party will see what appears to be a bedroom. This room is more tastefully decorated than the rather barren living quarters found elsewhere in the stronghold. There is a large, ornately carved, walnut bed against the west wall.

The bed has a large canopy of embroidered green cloth with a striking reddish trim, but it is very dusty like everything else in the room. Next to the bed is a small night stand with a single drawer. Beside it against the wall is a chest of drawers made of red cedar, which, despite its age, still has the characteristic cedar smell. On the north wall is a large full length mirror in a wooden frame. In the northwest corner of the room is an attractive water basin which is sculpted from the same rock as the walls and room itself. A small painting measuring 3 foot by 4 foot hangs on the west wall.

## ROOM 24) MISTRESS' CHAMBER (EL 2) (Cont)

The door to this room is locked (Open Lock DC: 25) and closed with an *Arcane Lock* spell which brings the DC for opening the door to 35 if the lock is not picked or 25 if the lock is picked.

It is the personal chamber of Rogahn's mistress and lover, who apparently lived at the stronghold for some time. But now, it appears that she, along with so many others who lived here, have long since been gone. Hiding under the bed is a Iron Cobra which guards this room. It will attack as soon as the room is entered.

**IRON COBRA**(1): 31 Hp's, 1 HD, Mv:30 ft., Ac:17 (+1 Size, +3 Dex, +3 Natural), Touch: 14, Flat-Footed: 14, Medium-Sized Construct, Base Attack: +1, Grapple: +2, Space: 5 ft., Reach: 5 ft., Att: Bite +2 Melee, Dam: Bite 1-6 +1 Melee. **Initiative:** +3 (+3 Dex). **CR:** 2. **Abilities:** Str: 12, Dex: 17, Con: -, Int: -, Wis: 11, Cha: 1. **SA:** Poison. Anyone bit must make a Fortitude save DC:14 or suffer 1-4 points of Strength damage. **SQ:** Construct Traits, DR 10/+1, Stalk Victim, Stealth, SR 19. **Alignment:** Neutral. **Skills:** Hide: +13, Move Silently: +13. **Saves:** Fort +0, Ref: +3, Will: +0. **Critical:** Bite 20/x2. Iron Cobras are found on page 104 of the Fiend Folio.

**BED:** The bed is fitted with a bright blue silk bed spread and 2 fluffy pillows.

**NIGHT STAND:** The single drawer in the night stand is locked (the key is laying a top the dresser). Once opened, the party will find personal effects such as combs, brushes, hairpins and a few candles. The only item that appears to be valuable is a silver-plated comb which is worth 2 gp's. One of the candles is a **CANDLE OF PROTECTION** (see details at the end of the adventure).

**DRESSER:** The dresser is made of rich red cedar and has 6 drawers. On the top if the dresser is a tortoiseshell dish that holds a silver key (which goes to the Night stand). The dish sets upon a frilly lace cloth along with 2 small capped half full bottles of perfume. Each of the dresser drawers is described separately:

Drawer 1. This drawers contains ladies undergarments.

Drawer 2. This drawer contains socks, hose, and the like.

Drawer 3. This drawer is locked but has a small key hole. The drawer is protected by a *Leomund's Trap* spell as well as other traps that will be described in a moment. When the drawer is opened a small dart will shoot out from the face of the drawer.

**POISONED DART TRAP** (1): CR 1, Mechanical, Location Trigger, Manual Reset, Att: +8, Dam: 1-4 plus Poison, Search DC 20, Disable Device: 18. The needle injects Bloodroot poison. The victim must make a Fortitude save DC: 12 or suffer 1-4 points of primary Constitution damage and 1-3 point of secondary Wisdom damage.

Inside the drawer is a large book, a silk bag, and a wooden box. The book is a spell book and contains the following spells: *Burning Hands*, *Dancing Lights*, *Enlarge Person*, *Sleep*, *Leomund's Trap*, *Web*, *Sepia Snake Sigil*. The last page of the spell book contains the command words for the Iron Cobra, it is Rogahn. Inside the box is a **VIAL OF CURE LIGHT WOUNDS POTION** (Brewed at 3<sup>rd</sup> Level), a **VIAL OF SPIDER CLIMBING POTION** (Brewed at 5<sup>th</sup> Level), and a **PEARL OF POWER** (recalls a 1<sup>st</sup> level spell). The silk bag contains 3 - 10 gp gems.

Drawers 4-6. Each contain ladies apparel; pants, blouses, and such

ROOM 24) MISTRESS' CHAMBER (EL 2) (Cont)

MIRROR: This is a very decorative full-length mirror. The crown of the frame is carved into attractive curving designs, and there is an inscription hewn into the finished wood which says in the common language, "*To the fairest of all in my eyes*".

WATER BASIN: The water basin is sculpted from the same rock which forms the wall of the room. Indeed, this protrusion is an integral part of the wall itself. A hole in the bottom of the basin is stopped with a rotting cork; this crude drain lets water drop to an inclined piece of rock which drains into a crack in the wall. There is no running water in the room, however. On the edge of the water basin is a bar of **SOAP OF WASHING** (See new magic items).

PAINTING: The painting measures 3 foot by 4 foot and hangs on the east wall. It depicts a handsome and robust warrior carrying off a beautiful maiden in a rescue scene set in a burning village, with a horde of ominous-looking enemies viewing from afar. Embroidered in gold cloth at the top of the scene are the words, "*Melissa, the most dearly won and greatest of all my treasures*". The painting is within a wooden frame, and is firmly anchored to the wall. In the bottom left corner of the painting is written the word "Tuflor"; this being the artist who painted this masterpiece, but this will not be obvious to anyone finding the painting other than through deduction or by a character 'asking around' once back in town. Tuflor was a very famous artist thus his works are very valuable. This painting could be sold for as much as 25 gp's if taken intact to an art dealer.

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ROOM 25) ROGAHN'S CHAMBER (EL 3)

Engraved on the door to this room are the words "*Rogahn Swiftblade*". The door to this room is locked. Once opened, the party will discover what appears to be a bedroom. The curving walls of the room are immediately noticeable as different from all others in the stronghold. This is not only due to the room's layout, but also because of the wall covering.

The walls are covered with vertical strips of rough-finished fir wood, and these narrow planks run in single pieces from floor to ceiling. The construction is not remarkable nor is it fancy in any respect, but the result is strikingly pleasing to the eye. In each of the four curved corners of the room is a different wall hanging. These tapestries are each 6 feet wide and approximately 8 feet high.

Along the west wall is a bed which is made of maple, with a feather mattress, the baseboard has an engraved letter '*Rogahn*' on it. Next to the bed is a mannequin that is dressed in a suit of chain-mail, shield, and has a long sword strapped to its waist. Also along the west wall is a free-standing cabinet made of maple. A wooden stool is near the cabinet. In the center of the room is a maple table with two wood chairs around it.



ROOM 25) ROGAHN'S CHAMBER (EL 3) (Cont)

This room is shunned by most of the creatures that dwell in this stronghold as they believe that it is cursed. This chamber is guarded by a Pulverizer that was created by Zelligar to protect this room in Rogahn's absence.

**PULVERIZER (1):** 16 Hp's, 3d10 HD, Mv:40 ft., Ac:21 (+11 Natural), Touch: 10, Flat-Footed: 21, Medium-Sized Construct, Base Attack: +5, Grapple: +7, Att: Slam +7 Melee, Dam: Slam 1-6 +5 Melee. **Initiative:** +0. **CR:** 3. Str: 21, Dex: 11, Con: -, Int: -, Wis: 9, Cha: 4. **SA:** Sonic Shriek. **SQ:** Blindsight 40 ft, Construct Traits, unreliable. **Saves:** Fort +1, Ref: +1, Will: +0. **Critical:** Slam 20/ x2. Pulverizers are found on page 27 of the Monster Manual II.

Rogahn's personal quarters are rather simple and plain, showing his taste for the utilitarian rather than regal. If any of the wood is removed from the wall, nothing save back bracing and the rock surface wall will be discovered.

The four subjects depicted are as follows:

**TAPESTRY 1:** This tapestry is that of a red dragon being slain by a group of warriors, with one standing prominently at the front of the group, thrusting the killing sword into the dragon's neck.

**TAPESTRY 2:** This tapestry is that of a great battle in a mountain pass, with a small band of fighters led by a great wizard and a single hero putting an entire army to fight.

**TAPESTRY 3:** This tapestry is that of a warrior and a maiden on horseback against a backdrop of mountains, holding hands with joyful expressions

**TAPESTRY 4:** This tapestry is that of a hero and a wizard joining in a firm handclasp on a deserted hilltop. with only a sunset in the background.

The principals in all of these panoramas, of course, as well as the painting in Room 26, are the same—the warrior/hero is Rogahn, the wizard is Zelligar, and the beautiful maiden is the Fair Melissa, Rogahn's mistress. The tapestries, if removed, will be heavy (6 pounds each) and bulky; they are worth 10 gp's each.

**BED:** Under the bed is a small locked coffer. The chest is locked and trapped with a poison needle trap (DC 20 to detect).

**POISONED NEEDLE TRAP (1):** CR 1, Mechanical, Location Trigger, Manual Reset, Att: +8, Dam: 1 plus Poison, Search DC 20, Disable Device: 18. The needle injects Bloodroot poison. The victim must make a Fortitude save DC: 12 or suffer 1-4 points of initial Constitution damage and 1-3 point of secondary Wisdom damage.

**COFFER:** The coffer contains 50 gp's and a **VIAL OF CHARM ANIMAL POTION** (Brewed at 3<sup>rd</sup> Level).

**MAPLE CABINET:** Inside the cabinet are some garments of general use: cloaks, a leather vest, a buckskin shirt, a metal corselet, a pair of brass knuckles, a **CAN OF CANT** (See New Magic items), and a pair of old boots.

**MANNEQUIN:** The mannequin is dressed in a Chain-shirt and a **+1 LIGHT DARK WOOD SHIELD**. Strapped to its waist is a Long Sword.

NOTES:

#### ROOM 26) TROPHY ROOM

The stronghold's trophy room consists of an assortment of various curiosities accumulated over the years. Covering most of the north wall is an immense dragon's skin, its brassy scales reflecting any illumination brightly. At the west end of the room is a basilisk frozen in stone, its menacing gaze forbidding but no longer a threat. On the east wall is the skeleton of a dwarf, suspended from a pair of irons near the ceiling, giving the entire chamber a macabre presence. Elsewhere on the walls are a variety of mementoes: two gigantic sets of moose antlers each on a large head, four dragon paws with claws extended, a stuffed cockatrice, a largish black shield which could only be used by a giant, a pair of ram's horns, a pair of crossed swords, a bearskin, an entire door bearing religious symbols, and a set of three colorful flags which will be immediately recognizable as belonging to prominent barbarian tribes.

NOTES:

#### ROOM 27) THRONE ROOM (EL 4)

This room appears to be a throne room. It consists of two great chairs on a raised stone platform overlooking a rectangular court. The court is flanked on each side by a set of four large stone pillars. The area is reminiscent of a ballroom of small size, although it is impossible to know the rooms actual purpose. The floor is smooth slate, while the pillars and raised platform seem to be constructed of great blocks of red granite. The two chairs are sculpted from gigantic blocks of white marble and due to their bulk and weight, are for all intents and purposes permanent fixtures.

Great draperies in alternating panels of yellow and purple hang on the wall behind the raised platform. These are of no unusual value, although they add considerably to the appearance of the room (despite their color clash with the various shades of stone).

This chamber is occupied by several humanoid creatures.

<p>The humanoid creatures are Orcs who have been searching the stronghold for food and money. They will attack any group of adventurers they feel they can defeat.</p> <p><b>ORCS</b> (2): 5 Hp's each, 1 HD, Mv:30 ft, Ac:13 (+3 Studded Leather Armor), Touch: 10, Flat-Footed: 13, Medium Humanoid (Orc), Base Attack: +1, Grapple: +4, Att: Falchion +4 Melee or Javelin +1 Ranged, Dam: Falchion 2d4 +4 Melee or Javelin 1d6 +3 Ranged. <b>Initiative</b>: +0. <b>CR</b>: ½. Str: 17, Dex: 11, Con: 12, Int: 8, Wis: 7, Cha: 6. <b>SQ</b>: Darkvision: 60 ft, light sensitivity.</p> <p><b>Skills</b>: Listen: +1, Spot: +1. <b>Feats</b>: Alertness. <b>Saves</b>: Fort +2, Ref: +0, Will: -2. <b>Critical</b>: Falchion 18-20/x2 or Javelin 20/x2. Each is dressed in a suit of poor quality Studded Lather Armor and is armed with a beaten and rusty Falchion. Each carries 120 sp's as treasure. Orcs are found on page 203 of the Monster Manual.</p>
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ROOM 27) THRONE ROOM (EL4) (Cont)

**HALF-ORC LEADER** (Grunt): 31 Hp's, 3<sup>rd</sup> level fighter, Mv: 20 ft (Banded-Mail), Ac:19 (+6 Banded-Mail, +1 Dex), Touch: 11, Flat-Footed: 16, Medium Humanoid (Half-Orc), Base Attack: +3, Grapple: +7 Att: Orc Double Axe +8 Melee, Dam: Orc Double Axe 1-8 +6 Melee. **Initiative:** +8 (+4 Dex, +4 Improved Initiative). **CR:** 3. Str:19, Dex: 18, Con: 16, Int: 10, Wis: 10, Cha: 8. **SQ:** Darkvision: 60 ft, light sensitivity. **Skills:** Listen: +2, Spot: +2. **Feats:** Improved Initiative (1<sup>st</sup> Level), Weapon Focus [(Orc Double Axe) 1<sup>st</sup> Fighter], Power Attack. **Saves:** Fort +6, Ref: +5, Will: +1. **Critical:** Orc Double Axe 20/x3. Grunt is dressed in a suit of Banded-Mail and is armed with an Orc Double Axe and a Dagger. Grunt carries 220 sp's as treasure.

The throne nearest the southern wall is set atop a secret portal (Search DC:20). The portal is trapped with a scything blade trap.

**SCYTHING BLADE TRAP** (1): CR 1; Mechanical Device; Location Trigger, Automatic Reset, Att: +8, Dam: 1-8 Hp's, Critical 20/x3; Search DC: 21; Disable Device: 20.

The portal contains a **VIAL OF OWL'S WISDOM POTION** (Brewed at 5<sup>th</sup> Level), a **VIAL OF CAT'S GRACE POTION** (Brewed at 5<sup>th</sup> Level), **VIAL OF FOX'S CUNNING POTION** (Brewed at 5<sup>th</sup> Level), a **SCROLL w/Sleep** and **Web** spells written at 7<sup>th</sup> level, a **SCROLL w/Cure Light Wounds** (x3) and **Bless** written at 8<sup>th</sup> level, and a **CANE OF DETECTION**.

NOTES:

ROOM 28) WORSHIP AREA

The stronghold's worship area is more than a token gesture to the gods it would seem. On the back wall of the room, opposite the door, is a rock carving of a great idol which is actually sculpted from the wall itself. The image (of a horned head with an evil visage) appears about 4 feet wide and 6 feet high and is surrounded by religious symbols and runes. Just in front of the of the idol is an altar with a body laying upon it. Laying on the body's chest is a scroll case.

The floor is smooth black slate. In the center of the room is a circular depression, or pit, which measures 5 feet across and slopes to a maximum depth of about 3 feet. This sacrifice pit is open and mostly empty, except for a small quantity of residual ash covering the bottom.

**BODY:** The body has been stripped down to its undergarments and is devoid of any valuables.

The scroll case contains a piece of parchment, see Visual Aid #1.

NOTES:

ROOM 29) CAPTAIN'S CHAMBER (EL 3)

Home for Erig, Rogahn's friend and comrade in arms, is a rather simple room with few furnishings. The door to the room is a large wooden construction just like the others in the stronghold. but its exterior surface is embellished with an irregular-shaped leather skin covering, which is studded with circular bits of brass which form the word "Erig" prominently.

ROOM 29) CAPTAIN'S CHAMBER (EL 3) (Cont)

The door opens into a rather barren room. In the southeast corner is a crude bed, and alongside it is a table. On top of the table is a small stoneware crock with cover, a large earthenware tankard mug, and a small hand mirror. Along the south wall is a wooden chest. In the northeast corner of the room is a wooden keg stand with a single barrel upon it. The barrel is marked with a letter code of "SD" and is full and untapped.

On the wall at the western extremity of the room are numerous pegs and brackets, apparently for holding arms and armor. The wall is mostly empty, however, except for two shields and a heavy mace hanging thereon.

This room is occupied by four Gnolls who are looking for food and money. If the party has been quiet, they will find the chamber occupied. If the party has been careless, the Gnolls will attempt to hide and attempt to surprise the party.

**GNOLLS** (3): 11 Hp's each, 2+2 HD, Mv: 30 ft., Ac:17 (+1 Natural, +2 Leather Armor, +2 Large Shield), Touch: 10, Flat-Footed: 15, Medium Humanoid (Gnoll), Base Attack: +1, Grapple: +3, Att: Battleaxe +3 Melee, Dam: Battleaxe 1-8 +2 Melee. **Initiative**: +0. **CR**: 1. Str: 15, Dex: 10, Con: 13, Int: 8, Wis: 11, Cha: 8. **SQ**: Darkvision: 60 ft. **Skills**: Listen: +3, Spot: +3. **Feats**: Power Attack. **Saves**: Fort +4, Ref: +0, Will: +0. **Critical**: Battleaxe 20/x3. Each is dressed in a suit of poor quality Leather Armor and Heavy Steel Shield. Each is armed with a Battleaxe. One of the Gnolls carries a Smoke Stick. Each carries 75 sp's as treasure. Gnolls are found on page 130 of the Monster Manual

**CROCK**: If searched, the crock will be found to contain 1 gp.

**CHEST**: The chest is locked. If opened, it will reveal its contents: several garments, including a pair of pants, several cloaks, a heavy cloth coat, and two pairs of boots. A broken dagger is at the bottom of the chest underneath the clothing. A leather pouch also therein contains an unusual memento, a walnut plaque with an inlaid piece of silver engraved with the words, "*To Erig, great and trusted fighter by my side, and captain of the guard at Quasqueton—against all foes we shall prevail!*" It's signed with an embellished 'R'. This plaque is of some value, and could bring up to 5 gp's if sold.

**KEG**: If the keg is broken open, finely aged ale will issue forth.

NOTES:

ROOM 30) ACCESS ROOM

This room is devoid of detail or contents, giving access to the lower level of the stronghold by a descending stairway.

This stairway leads down and directly into Room 38 on the lower level.

NOTES:

ROOM 31) ROOM OF POOLS (EL 4)

This room is the largest one on the upper level, and is quite different from all the others. Although the walls are the same as elsewhere (rough blackish stone), the floor of this room is covered with ceramic tiles arranged in mosaic fashion. The majority of the thousands of tiles are golden brown in color, but patterns of white and black tiles appear in various places to enhance the effect of the very striking designs thus formed.

The designs (various flowing lines, etc.) are purely decorative, and carry no mysterious message or meaning. Arrayed throughout the room are fourteen different pools, each about ten feet in diameter, with sides sloping to a maximum depth of five feet in the center. This mystical arrangement is doubly amazing, since all the contents of the pools are different.

The individual pools are letter coded A to N, and examination of any particular pool will reveal the following:

A. POOL OF HEALING: This pool contains a strange pinkish liquid that will cause instantaneous healing when ingested. It will also *Cure Disease*, but will not restore hit points in doing so. Whenever a drink is taken, 1-6 Hp's of individual damage are restored immediately to the drinker, although this can only be done once per day per person (any further consumption will have no additional effect). Although the liquid can be placed into containers and removed from the pool, the healing properties will immediately disappear once it is taken from this room. Note: this pool disappears and reappears from time to time magically, so if adventurers make a return to this room, there is only a 30% chance that the liquid will be present again then (although it will always be there upon their first visit).

B. ACID POOL: This pool is filled to the brim with a clear, fizzing liquid which gives off a strange and unpleasant aroma to those near it. It is full of acid, and most deadly. If any adventurer falls or leaps within it, certain and immediate death will result. Putting a hand or other body member within it will result in an immediate 2-5 Hp's of damage (roll a 4-sided die and add 1 to the result) more if a greater portion of the body is exposed to the liquid. Drinking any of the liquid (even but a sip) will cause immediate gagging and cause no less than 1-3 Hp's damage, plus a Fortitude saving throw DC: 15 or suffer 1-4 points of Constitution damage. Putting just a drop or two to the tongue will cause the loss of 1 Hp, plus induce gagging and choking for two minutes, although no saving throw for poison will be necessary. Weapons or other objects dipped into the acid will deteriorate (swords will be marked and weakened, wooden items warped and cracked, etc.) and may even be ruined completely at the discretion of the Dungeon Master (who can roll a die for each item to determine how adversely it is affected). The strength of the acid is such that it will eat through any type of container within two melee rounds of time. A single brass key of large size (about six inches long) is visible at the bottom of the pool, seemingly unaffected by the acid. This key, if somehow retrieved, will be worthless and it does not correspond to any of the locks within the stronghold.

C. POOL OF SICKNESS: This pool smells of maple and is filled with a murky gray syrup. If any of it is consumed (even but a sip), the victim will become sickened (Fortitude save DC: 15 negates), but not until one hour afterwards. Sickened character will remain so for 3 hours.

ROOM 31) ROOM OF POOLS (EL 4 ) (Cont)

If this occurs, there is no loss of Hp's, but the victim suffers from strong and recurring stomach pains for 1-4 hours (roll a four-sided die) which make fighting and even movement impossible for that period (although a victim could be carried by others), after which all symptoms pass and the character returns to normal. Placing a drop of liquid upon the tongue will give a sweet taste, but will cause no symptoms. Weapons or other items placed within the liquid will be totally unaffected. Any portion of the liquid removed from the pool will lose its special properties within three melee rounds (18 seconds).

D. GRAY OOZE POOL: The pool is filled with a gray jelly-like material. The gray jelly-like material is actually a Gray Ooze monster which will attack anyone who disturbs it.

**GRAY OOZE (1)**: 31 Hp's, 3d10+15 HD, Mv:10 ft., Ac: 5 (- Dex), Touch: 5, Flat-Footed: 5, Medium Ooze, Base Attack: +2, Grapple: +3, Att: Slam +3 Melee, Dam: Slam 1-6 +1 Melee plus 1-6 Acid. **Initiative**: -5 (-5 Dex). **CR**: 4. Str: 12, Dex: 1, Con: 11, Int: -, Wis: 1, Cha: 1. **SQ**: Blindsight 30 ft., Cold and Fire Immunity, Camouflage, Ooze. **SA**: Improved Grab, Acid, Corrosion, Constrict. **Saves**: Fort +1, Ref: -4, Will: -4. Gray Ooze are found on page 202 of the Monster Manual. Do something here.

E. DRINKING POOL: This pool is filled with icy cold spring water which will refresh anyone who takes a drink from it. The water is pure and good, but has no other special characteristics.

F. POOL OF WINE: This pool is filled with powerful wine of a deep red color. Not only is it excellent wine, it has a taste so inviting that anyone tasting it will be prone to drink more and more until intoxicated! If a sip is taken, the taster must make a DC: 12 Will save to resist drinking more (regardless of the player's wishes). If this is done, a 20 sided dice is rolled and compared to the character's constitution rating; if the number rolled is greater than the character's constitution score, then the difference is figured, and this is the number of hours the character will be intoxicated (if the roll is equal or less, the character "holds his liquor" and is unaffected). Any character so intoxicated will suffer the following penalties: -2 on all rolls "to hit" in combat, -2 to dexterity rating, and any other disadvantages to being drunk that the DM may deem in effect (prone to loud and boisterous speech, stumbling about, a greater chance to be surprised, etc.). After the allotted number of hours have passed, the character returns to normal. Any intoxicated character who returns to the pool of wine must make a DC: 14 Will Save or drink too much again, and the check against constitution will then be necessitated once more. If any of the wine is removed from the room, it will immediately lose its potency and be considered as normal wine, but actually rather weak in its effects.

G. MUD POOL: This depression is full of thick. clay-like mud. When the complex was in its prime, it was rumored that this mud had magical properties and indeed it does. If this mud is used to create a Clay Golem, the creation will have 4 additional hit dice and its chances for the Elemental Spirit to break free will be eliminated. There is over 1,000 pounds of this mud. If magic is detected for, Transmutation magic will be detected.

H. HOT POOL: This steaming and bubbling cauldron is filled with boiling water, which will be obvious to any observer. The water itself is completely normal in all other respects, although it has a relatively high mineral content, as evidenced by a whitish crust built up around the edge of the pool.

ROOM 31) ROOM OF POOLS (EL 4) (Cont)

I. AURA POOL: This pool of shimmering water (which otherwise appears normal in every respect) is less full than many of the others. The water itself seems to glisten and sparkle, and will be seen to radiate magic if an attempt to detect it is made. The water tastes normal in every respect, but those drinking as little as a single sip will experience a strange effect. Upon swallowing the liquid, the drinker will feel his or her entire body tingle, and at the same time the character and others in the area will see a visual phenomenon: an aura of color will glow around the character's entire body for approximately a full minute. The color apparent will depend totally upon the character's alignment. It will glow blue for an alignment of lawful, yellow for chaotic, while any neutral characters will exhibit a white aura.

Of course, upon first consuming the liquid, the players will have no idea what the strange appearing colors may mean, so they may be puzzled by the effects and there are no clues around the pool to explain the colors. The water will retain its special magical characteristics even if it is removed from the pool, but there are only 10 suitable drinks possible due to the small amount of liquid present. This pool, just like the pool of healing previously described, disappears and reappears from time to time (see "A" above for details and percentage chance of reappearance for future visits).

J. POOL OF SLEEP: This pool is full of a greenish liquid of varying shades, with a swirling pattern evident on its stagnant surface. Putting a drop on the tongue reveals a sort of fruity taste, but no special effects will be noticeable. Taking a sip will be tasty refreshment, but within ten seconds a real drowsiness will set in which may even cause (Fortitude Save DC: 12) an immediate sleep to begin, which will last from 1-6 minutes. Drinking any greater volume of the liquid will almost certainly induce a comatose slumber (Fortitude Save DC: 16) of from 1-8 hours. Any removal of the liquid from the room will totally negate its effectiveness, although removing anyone who has consumed the stuff will not awaken them.

K. FISH POOL: This pool of normal lake water holds numerous small fish. It has no other special properties, nor are the fish unusual in any way.

I. ICE POOL: This basin is filled with steaming dry ice, although for some unknown reason it never seems to dissipate. The ice is "hot" to the touch due to its extremely low temperature. Since it is highly doubtful any character has ever seen dry ice, the entire spectacle will be highly mysterious, appearing as some kind of whitish rock giving off eerie vapors and feeling hot to the touch. If any pieces are broken off and removed from the pool, they will dissipate into carbon dioxide gas as normal dry ice would do. Such pieces could be handled with a gloved hand, but the nature of the substance will still likely be unapparent.

M. TREASURE POOL: This basin, filled with normal water, seems to hold a great treasure underneath the water. A pile of gold pieces appears to lie on the bottom of the pool, and the golden image is sprinkled with an assortment of sparkling jewels. Alas, this treasure trove is nothing more than a magical illusion, which will be dispelled once the surface of the water is broken or disturbed. Once the waters are calm again, the image will reappear.

ROOM 31) ROOM OF POOLS (Cont)

N. POOL OF MUTING: This pool is almost empty, but a small amount of water remains. Although the liquid appears to be normal water (and has no unusual odor or taste to belie its actual nature), it is actually a magical substance. This liquid, when swallowed, causes a complete loss of voice and verbal capabilities for 1-6 hours. This muting will become apparent only when it has been swallowed; merely putting a drop on the tongue will give no clue as to its effect, and it will seem like normal water. Any character drinking the water will suffer the effects, and that means that the players will be affected likewise. Thus, the referee informs the player or players of their limitation, and they are barred from any further communication by verbal means with the other players in the party for the duration of the muting effects (1-6 game hours, determined by rolling a six-sided die). In such cases, they must remain completely silent (no grunts or groans allowed), and can only communicate with other players via nods, head shaking, hand signals, etc. If any player who is caller for the group is so affected, another player must take his place. Written communication is possible only if the muted player has an intelligence of 14 or more, and any such message can only be read by another character with a similar intelligence rating.

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ROOM 32) ADVISOR'S CHAMBER

The decor is rather pleasant, although uninspired. The floor is the most striking aspect of the room, for it is a continuation of the colored mosaic patterns of golden brown, white and black which are evidenced in the adjacent Room of Pools. There are some minimal furnishings in the room - a common bed, three chairs, a makeshift desk with a single drawer (locked), and a battered old table. The walls are barren rock, except for a framed picture hanging over the desk showing two figures standing side by side: a warrior of impressive proportions, and a wizened magic-user in a purple robe.

Access to this room is only via a secret door on its west wall which gives access to the Room of Pools (31). The chamber is the dwelling area for Marevak, advisor to Zelligar and Rogahn.

PAINTING: This is actually a full-color painting, beautifully rendered, and in one corner is written in the elfish language the words: "*To wise Marevak, worthy advisor and counselor, from a grateful Zelligar and Rogahn.*" These words are readable only to those who know the elfin language, but the signed names of Zelligar and Rogahn will be apparent upon a close examination.

In another corner of the painting is the signed name Tuflor, this being the artist who painted the picture, but this fact certainly not obvious to anyone finding the painting other than through deduction or by a character "asking around" once back in the civilized world. Tuflor was a very famous artist and thus his works are very valuable. This painting could be sold for as much as 30 gp's if taken intact to an art dealer. The painting is quite large and bulky, as well as heavy, when removed from the wall.



## ROOM 32) ADVISOR'S CHAMBER (Cont)

However, anyone trying to sell the painting for its value will run the risk (Knowledge Local DC: 12) that the purchaser will recognize the origin of the painting—and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where it was obtained.

**DESK:** The desk in the room is mostly empty, except for several attached sheets with various notes written in elfin. The first sheet is headed with the title, "*Suggestions for the Further Development of Quasqueton.*" and the notes relate to certain details construction for the stronghold (although there is no information of a sort to assist the adventurers, and no maps). The document (discernible only by those who know the elfin language) is signed at the bottom of each page by Marevak.

The locked drawer of the desk is well-secured, and any tampering (with the exception of a successful "remove trap" by a Rogue DC: 20) will cause the release of a terrible gaseous emission which will be so penetrating as to drive all characters from the room for 1-4 hours, with no saving throw (this happens only once). The lock can only be picked by a Rogue character DC: 20 but only a single try can be made. If he or she fails, the lock cannot be opened by that character. However, access to the drawer can be gained by dismantling the desk, although this will require heavy blows from some kind of weapon (due to the noise, an extra check for wandering monsters must be made if this occurs). Once opened the party will find a booklet labeled "Diary" and a +1 **DAGGER**. Most of the pages of the diary are faded with age, but there are few entries that can be read:

Date Feb 18, 1090: *The funeral for Annette was very saddening, I don't know if Zelligar will ever recover.*

Date Sept 23, 1091: *With the disappearance of Septor, Zelligar has become increasingly anxious. Perhaps the battle with the barbarians will lift his spirits.*

NOTES:

## ROOM 33) ORC BARRACKS (EL 3)

This large, open room was once the dwelling place for the guards and men-at-arms of the stronghold, but now has a very different purpose as it is occupied by several humanoid creatures.

Scattered throughout the room are about 40 common beds, and about half that number of chairs and stools. There are several large wooden tables along various walls, and at the south wall is a large wooden chest of drawers and several crates.

In the southwest corner of the room the floor slants toward the wall steeply and an opening (too small to give any access) leads into the wall. From the faint smell, it is apparent that this is some kind of crude toilet area.

In the northwest corner of the room is a large gong and mallet.

The walls of the room are rough stone, but there are wall sconces designed to hold torches, and various pegs upon the wall. There are some odds and ends hanging from several of the pegs: an old battered shield, an empty canteen, a 20 foot section of light chain, a sheathed sword (old and rusty), and a bearskin.

ROOM 33) ORC BARRACKS (EL 3) (Cont)

This room is occupied by six Orc who use this chamber as a make shift barracks. If the party has been quiet, they will find the chamber occupied. If the party has been careless, the Orcs will know the party is coming.

**ORCS (6):** 5 Hp's each, 1 HD, Mv:30 ft, Ac:13 (+3 Studded Leather Armor), Touch: 10, Flat-Footed: 13, Medium Humanoid (Orc), Base Attack: +1, Grapple: +4, Att: Falchion +4 Melee or Javelin +1 Ranged, Dam: Falchion 2d4 +4 Melee or Javelin 1d6 +3 Ranged. **Initiative:** +0. **CR:** ½. Str: 17, Dex: 11, Con: 12, Int: 8, Wis: 7, Cha: 6. **SQ:** Darkvision: 60 ft, light sensitivity. **Skills:** Listen: +1, Spot: +1. **Feats:** Alertness. **Saves:** Fort +2, Ref: +0, Will: -2. **Critical:** Falchion 18-20/x2 or Javelin 20/x2. Each is dressed in a suit of poor quality Studded Lather Armor and is armed with a beaten and rusty Falchion. Each carries 220 sp's as treasure. Orcs are found on page 203 of the Monster Manual.

**CHEST OF DRAWERS:** The chest of drawers is empty except for a few old socks, some common footwear, a few cloth vestments, and other similar items of no special value.

**CRATES:** The crates contain the following items: 10 weeks of rations, 50 feet of rope, 3 Hooded Lanterns that are full of oil, a hammer, 13 sacks, three 5 pound sacks of flour, three 5 pound sacks of dried beans, and a tinder box.

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ROOM 34) ARMORY

This irregularly-shaped room is designed to house the arms supply of the stronghold. It is mostly empty now, however, since many of the arms were taken along on the last foray of the inhabitants of the hideaway.

The rock walls of this room are mostly smooth, and there are carved ledges within several of them. Wooden pegs also abound, and there are some items still left in place on the wall: a number of battered shields (several broken and in otherwise poor repair), bits and pieces of body armor (in uniformly poor condition), and several weapons.

When the room is entered, a slight whistling sound can be heard if the adventurers stand quietly. If the door is closed (unless spiked open it will close automatically one round after everyone has entered, and even if so secured, there is a 50% chance that it will close anyway) and the second exit is likewise closed, a howling wind will immediately result, with an 80% chance of putting out any torch carried by the adventurers, or a 50% chance to extinguish each lantern carried. The wind will cease whenever either or both of the exits is opened. Upon examination of the ceiling of the room (which is a full 20' from the floor), two sizable vents will be noticeable (neither providing usable access) to show that this is a natural, rather than magical, phenomenon.

**WEAPONS:** The weapons consist of the following: several crude bows (-2 "to hit" if used), a quiver of normal arrows, two short swords (one in good condition), a dozen spears, two hand axes (one with a split handle), a flail, a Great Sword with broken blade, and a Dagger. None of the items appears remarkable, although the flail, the dagger, and one of the swords seem to be usable and of normal value for such an item.

**NOTES:**

ROOM 35A) UKOON'S CHAMBER (EL 3)

This room appears to be a bedroom. The room has rough rock walls, and a minimum of furnishings: a wooden bed, a small table, and a single chair. Above the bed is a crude painting of a one-eyed orc.

This is the chamber of Ukoon the Orc cleric and the painting above the bed is of Gruumish. **UKOON** (1): 31 Hp's, 1d8+1 HD (Orc) plus 3d8+3 HD (3<sup>rd</sup> Level Cleric), Mv:30 ft., Ac:18 (+2 Dex, +5 for +1 **Chain-Shirt**, +2 Large Wooden Shield), Touch: 12, Flat-Footed: 16, Medium Humanoid (Orc), Base Attack: +2, Grapple: +6, Space: 5 ft., Reach: 5, Att:+1 **Light Mace** +7 Melee, Dam: +1 **Light Mace** 1-6 +5 Melee. **Initiative:** +6 (+2 Dex, +4 Improved Initiative). **CR:** 3. **Abilities:** Str: 18, Dex: 14, Con: 13, Int: 9, Wis: 15, Cha: 6. **SA:** Rebuke Undead. **SQ:** Darkvision: 60 ft, Light Sensitivity. **Alignment:** Chaotic Evil. **Skills:** Concentration: +11, Heal: +4, Knowledge(Religion: +2, Listen: +2, Spot: +2. **Feats:** Alertness (Orc), Combat Casting (1<sup>st</sup> Level), Improved Initiative (3<sup>rd</sup> Level). **Saves:** Fort +5, Ref: +3, Will: +5. Ukoon wears a +1 **CHAIN-SHIRT**, and wields a +1 **MACE**. At his belt is a holy symbol of Gruumish.

ROOM 35A) UKOON'S CHAMBER (Cont)

Ukoon has the following spells in memory:

0 Level (5): *Detect Magic, Guidance, Read Magic, Resistance, Virtue*

1<sup>st</sup> Level (3+1): *Bane, Bless, Command, Divine Favor, (Protection from Good)*

2<sup>nd</sup> Level (2+1): *Aid, Bull's Strength, Hold Person (Desecrate)*

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ROOM 35B) GRUNTS CHAMBER (EL 3)

This room appears to be a bedroom. The room has rough rock walls, and a minimum of furnishings: a wooden bed, a small table, and a single chair. In the extreme southwest corner of the room is a chest.

This is the chamber of Grunt the Orc Fighter.

The door on the eastern wall is a false door. Although it seems to move just as a normal door would, it resists opening. If it is battered down, it will reveal only a stone wall behind it.

**ORC LEADER** (Grunt): 33 Hp's, 1d8+3 HD (Orc) plus 3d10+9 HD (3<sup>rd</sup> Level Fighter), Mv: 20 ft (Banded-Mail), Ac:19 (+6 Banded-Mail, +1 Dex, +2 Shield), Ac: 20 using Dodge, Touch: 11, Flat-Footed: 18, Medium Humanoid (Orc), Base Attack: +4, Grapple: +8, Space: 5 ft., Reach: 5 ft., Att: **Master Work Long Sword** +10 Melee, Dam: **Master Work Long Sword** 1-8 +4 Melee. **Initiative**: +8 (+4 Dex, +4 Improved Initiative). **CR**: 3. **Abilities**: Str:19, Dex: 18, Con: 16, Int: 12, Wis: 12, Cha: 8. **SQ**: Darkvision: 60 ft, Light Sensitivity. **Alignment**: Chaotic Evil. **Skills**: Listen: +2, Spot: +2. **Feats**: Alertness (Orc), Improved Initiative (1<sup>st</sup> Level), Weapon Focus [(Long Sword) 1<sup>st</sup> Fighter], Combat Reflexes (2<sup>nd</sup> Fighter), Dodge (3<sup>rd</sup> Level). **Saves**: Fort +6, Ref: +5, Will: +2. **Critical**: 19-20/x2. Grunt is dressed in a suit of Banded-Mail, and Large Wooden Shield and is armed with a **Master Work Long Sword** and a dagger. Grunt carries 1-6 gp's as treasure.

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ROOM 35C) TAR-TAR'S CHAMBER (EL 4)

The door to this chamber is locked. Once opened, the party will find what appears to be a bedroom. The room is furnished with a comfortable double bed, two chairs, and a table with a water basin. Set in the west wall is a fireplace and mantle. Set against the north wall is a large dresser with mirror. On the wall in the northwest corner is a stuffed bear's head. The bed is neatly made.

This room is locked and trapped (DC 15 to open the door lock). The door is trapped with a Scything Blade Trap.

**SCYTHING BLADE TRAP**: Mechanical; Location Trigger, Manual Reset, Att: Blade +8 Melee, Dam: 1-8. **Critical**: Blade 20/x3. Search DC: 21, Disable Device: 20. **CR**: 1.

ROOM 35C) TAR-TAR'S CHAMBER (EL 3) (Cont)

This room is bed room of Tar-Tar the Orc Rogue.

**ORC ROUGE** (Tar-tar): 31 Hp's, 1d8+1 HD (Orc) plus 3d6+3 HD 3<sup>rd</sup> Level Rogue, Mv:30 ft., Ac:16 (+4 Dex, +2 Leather Armor), Touch: 14, Flat-Footed: 12, Medium Humanoid (Orc), Base Attack: +3, Grapple: +5, Space: 5 ft., Reach: 5 ft., Att: **Masterwork Short Bow** +9 Ranged, Dam: **Masterwork Short Bow** 1-6 Ranged. **Initiative**: +4 (+4 Dex). **CR**: 4. **Abilities**: Str: 15, Dex: 18, Con: 13, Int: 10, Wis: 10, Cha: 7. **SA**: Sneak Attack for an additional 2d6 Hp's damage. **SQ**: Darkvision: 60 ft, Light Sensitivity. **Alignment**: Chaotic Evil. **Skills**: Climb: +9, Disable Device: +7, Hide: +11, Listen: +9, Search: +7, Spot: +9, Tumble: +11. **Feats**: Alertness (Orc), Point Blank Shot (1<sup>st</sup> Level), Evasion (Rogue), Trap Finding +1 (Rogue), Weapon Focus [(Short Bow) 3<sup>rd</sup> Level]. **Saves**: Fort +2, Ref: +7, Will: +1. Tar-Tar is dressed in a suit of leather armor and is armed with a Short Sword, Dagger, **Masterwork Short Bow**, and 20 arrows. He wears a belt pouch that contains a set of thief's picks & tools, and 30 feet of silk rope.

NOTES:

ROOM 36) UTILITY ROOM

This room appears empty and unused.

There are two special features of note near the room are described below:

**FALSE STEPS**: Although the steps here are very real, the entire area north of this room (the various winding corridors) is specially designed to confuse any explorers. The corridor leading past the guest chambers is on an upward slant which will be unnoticeable to adventurers unless a Knowledge Dungeoneering DC: 10 is made. The stairs (8 of them) then lead downward, as if to another level—although this is only the impression created.

**PIT TRAP**: Just to the east of this room is a dead end to the corridor, with a false door on the north wall where the corridor stops. When any adventurer approaches the door (within 5 feet), the weight will trigger the trap, causing the entire 20 foot section of floor between the false door and the wall opposite it to open up. A giant crack opens in the center of the floor as the middle drops down and the sides slant inward, dropping all characters and their equipment through the 4 foot wide opening, the bottom of the trap, some 40 feet below, is a pool of cold spring water in Room 50 of the lower level. Those falling through the trap will sustain 1- 4 Hp's each when they hit the water below. In addition, since the pool is about 10 foot deep, characters must make a Swim Check DC: 10 or risk drowning unless they free themselves of the bulk and weight after landing in the water. Items dropped to the bottom of the pool will be retrievable, but due to the extremely cold temperature of the water, a DC: 15 Swim Check is required to see if they can stand the water long enough to dive for things on the bottom.

If characters dive for items at the bottom of the pool, only one item at a time is retrievable for each dive. In any event, no character can stand to stay in the water for more than ten rounds—and one hour is required for rest and recovery after each diving session to dry off, fully warm up again, etc.

ROOM 36) UTILITY ROOM (Cont)

The trap, after being triggered and dropping persons from above to the pool, will close again until triggered once more from above. Refer to the room description of Room 50 of the lower level for adventurers deposited here, and begin their progress from that location on the lower level map.

NOTES:

ROOM 37) RECREATION ROOM

This room is designed for recreation and training, and was designed specially for Rogahn's use. The carved door, heavy and thick, bears a fancy "R" on its outer face.

The room is made for a variety of activities, as is apparent from its furnishings and contents. On the east wall, which is covered with pocked wood, are large archery targets, and six arrows are still stuck into them. Although there are several quivers of arrows around, there are no bows in the room.

There are several iron bars of varying length and weight in one corner of the room. These vary in circumference, and are apparently designed for weight lifting.

In another corner of the room, a metal bar is attached to the two walls and is about 7 feet off the floor. Nearby, a rope is suspended from the ceiling 20 feet above. Except for two heavy benches and a single stool, there are no furnishings in the room other than five heavy woven mats lying atop each other to form a sort of floor cushion measuring 20 by 20 feet.

There is nothing of value in this chamber

NOTES:

ROOM 38) ACCESS ROOM

This room is filled with piles of rock and rubble, as well as mining equipment: rock carts, mining jacks, timbers, pickaxes, etc. It is apparent that there has been no mining activity for quite some time.

Although most of the equipment in this room is old, it is still in good condition and could be used, if desired.

NOTES:

ROOM 39) MUSEUM

This room is an unfinished museum, a special monument for the achievements of the stronghold's most illustrious inhabitants. The west wall is a sectioned fresco showing various events and deeds from the life of Rogahn, and the several views pictured are: a young boy raising a sword, a young man slaying a wild boar, a warrior carrying off a dead barbarian, and a hero in the midst of a large battle hacking barbarian foes to pieces. The east wall is a similar sectioned fresco showing cameos from the life of Zelligar: a boy gazing upward at a starry night sky, a young man diligently studying a great tome, an earnest magician changing water to wine before a delighted audience, and a powerful wizard casting a type of death fog over an enemy army from a hilltop.

The north wall section is unfinished, but several sections of frescoes show the two great men together: shaking hands for the first time in younger days, winning a great battle against barbarians in a hill pass, gazing upward together from the wilderness to a craggy rock outcropping (recognizable to the adventurers as the place where the stronghold was built), with a fourth space blank. Next to the frescoes are other mementoes from the past: a parchment letter of thanks for help in the war against the barbarians from a prominent landowner, a barbarian curved sword, and a skeleton of the barbarian chief (so identified by a wall plaque in the common language). There is more blank space on the wall, apparently for further additions to the room's collection of items.

The frescoes are painted and they cannot be removed. None of the mementoes is of any particular worth or value.

NOTES:

AREAS 40-56) CAVERNS OF QUASQUETON

The bulk of the lower level of the complex is a series of unfinished caves and caverns, which are mostly devoid of special detail—all being characterized by irregular walls of rough rock. Uneven floors strewn with bits of rock and rubble, and joined by winding corridors. The majority of the rooms are empty of furnishings.

NOTES:

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ROOM 40) SECRET CAVERN

This cavern is hidden by a revolving wall (Search DC: 20 to detect). Inside the chamber is a small writing desk with a single drawer. Inside the drawer is a piece of parchment that reads: *“The magic stone has strange effects if a small chip is placed in a person’s mouth.”*

NOTES:

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AREA 41) CAVERN

This natural cavern appears to be empty. Its ceiling is about twelve feet in height. Its walls glisten with moisture reflecting any light that strikes them. The sound of water dripping can be heard about the cavern.

This cavern is pretty much empty.

NOTES:

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ROOM 42) WEBBED CAVE (SPIDER’S LAIR) (EL 4)

The entrance to this room is covered with silky but sticky webs, which must be cut or burned through to gain access to it. These webs appear to be fresh.

Entry to this cavern is gained only by cutting or burning the spider webs away. This cave is the lair of 2 Giant Spiders which will come to investigate if the webs are disturbed.

**GIANT SPIDERS** (2): 24 Hp's each, 4d8+4 HD, Mv:30 ft., 20 ft. (Climb), Ac:14 (-1 Size, +3 Dex, +2 Natural), Touch: 12, Flat-Footed: 11, Monstrous Spider, Large, Large Vermin, Base Attack: +3, Grapple: +9, Space: 10 ft., Reach: 5 ft., Att: Bite +4 Melee, Dam: Bite 1-8 + 3 Melee plus Poison. **Initiative:** +3 (+3 Dex). **CR:** 2. **Abilities:** Str: 15, Dex: 17, Con: 12, Int: -, Wis: 10, Cha: 2. **SA:** Poison Web. Anyone bit must make a Fortitude save DC:13 or lose temporary 1-6 points of strength. **SQ:** Darkvision 60 ft, Tremorsense, Vermin Traits. **Alignment:** Neutral. **Skills:** Climb +11, Hide: +3, Jump +2, Spot +4. **Saves:** Fort +5, Ref: +4, Will: +1. **Critical:** Bite 20/x2. Giant Spiders are found on page 288 of the Monster Manual.



ROOM 42) WEBBED CAVE (SPIDER'S LAIR) (EL 4) (Cont)

Hanging about the chamber are several cocooned bodies 12 in all. The remains are as follows 7 Kobolds, 2 Orcs, a Gnoll, and a Human. There is no treasure here.

NOTES:

AREA 43) EMPTY CAVERN (EL 3)

This natural cavern appears to be empty. Its ceiling is about twelve feet in height. Its walls glisten with moisture reflecting any light that strikes them. The sound of water dripping can be heard about the cavern. Along the far wall is a pile of bones.

**DEVELOPMENT:** When the cavern is entered, the pile of bones will animate into 8 Skeletons which will attack.

**SKELETONS (9):** 6 Hp's each, 1d12 HD, Mv: 30 ft., Ac:13 (+1 Dex, +2 Natural), Touch: 11, Flat-Footed: 12, Medium Undead, Base Attack: +0, Grapple: +1, Att: Claw +1 Melee, Dam: Claw 1-4 +1. **Initiative:** +5 (+1 Dex, +4 Improved Initiative). **CR:** 1/3. Str: 13, Dex: 13, Con: -, Int: -, Wis: 10, Cha: 2. **SQ:** Damage Reduction 5/Bludgeoning, Darkvision: 60 ft, Immunity to Cold, Undead Traits. **Feats:** Improved Initiative. **Saves:** Fort +0, Ref: +1, Will: +2. **Critical:** Claw 20/x2. Skeletons are found on page 226 of the Monster Manual.

NOTES:

AREA 44) EMPTY CAVERN

The floor of this cavern is concave like a bowl. The bottom most portion of the chamber is about six feet below the cavern entrance. At the bottom of the bowl is a pile of old blankets, a few weapons, and some old bones.

The pile contains the following items, three old blankets, 2 javelins, a spear, and three daggers.

NOTES:

AREA 45) CAVERN OF THE MYSTICAL STONE

This ante-chamber is the resting place for a large, glowing chunk of rock which appears to be made of mica.

The stone radiates magic (Transmutation) strongly; it rests permanently in its place and is not removable. Although chips can easily be broken off the rock by hand, only one chip at a time may be broken away; until anything is done with it, the rest of the rock will remain impervious to breaking.

AREA 45) CAVERN OF THE MYSTICAL STONE (Cont)

Once a chip is removed, its glow will begin to fade, and after three rounds it will be a normal piece of mica with no magical properties (as will be the case if it is removed from this room).

The chip's magical properties are manifested only if it is consumed (or placed in the mouth) by any character before three rounds have passed after breaking off from the chunk. The magical effects are highly variable and each individual can only be once affected—even if a future return to the rock is made at a later time. If any character places a chip within his or her mouth, a 20-sided die is rolled to determine the effect according to the following table:

- 1 Immediately teleports the character and his gear to the webbed cave (Room 42).
- 2 Immediately blinds the character for 1-6 hours of game time (no combat, must be led by other adventurers)
- 3 Raises strength rating permanently by 1 point
- 4 Raises charisma rating permanently by 1 point
- 5 Raises wisdom rating permanently by 1 point
- 6 Raises intelligence rating permanently by 1 point
- 7 Raises dexterity rating permanently by 1 point
- 8 Lowers strength rating permanently by 1 point
- 9 Lowers charisma rating permanently by 1 point
- 10 Lowers intelligence rating permanently by 1 point
- 11 Cures all damage on one character
- 12 Causes invisibility for 1-6 hours of game time (subject to normal restrictions)
- 13 Poison (Fortitude Saving DC: 13 or suffer 1-4 points of initial strength damage)
- 14 Makes a 100 gp pearl appear in character's hand
- 15 Gives a permanent + 1 to any single weapon carried by character (if more than one now carried, roll randomly to determine which)
- 16 Heals all lost hit points of character (if any)
- 17 Causes idiocy for 1-4 hours (unable to function intelligently or fight, must be led by other adventurers)
- 18 Gives a special one-time bonus of 1-6 hit points to the character (these are the first ones lost the next time damage or injury is taken)
- 19 Gives a curse: the character will sleep for 72 hours straight each month, beginning one day before and ending one day after each new moon (can only be removed by a *Remove Curse* spell)
- 20 Has no effect.

NOTES:

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CAVERN 46) GHOUL PACK (EL 3)

This small cavern lies at the bottom of a short sloping corridor. The walls are wet with moisture, and glisten in any reflective light. As the party approaches this cavern, they will see several humanoid creatures moving toward them.

This cavern is inhabited by 3 Ghouls that are always hungry and will attack as soon as the party moves toward the cavern

**GHOULS** (3): 13 Hp's each, 2d12 HD, Mv:30 ft., Ac:14 (+2 Dex, +2 Natural), Touch: 12, Flat-Footed: 12, Medium Undead, Base Attack: +1, Grapple: +2, Att: Bite +3 Melee, 2 Claws +0 Melee, Dam: Bite 1-6 +1 Melee, Claws 1-3 Melee and Paralysis. **Initiative**: +2 (Dex). **CR**: 1. Str: 13, Dex: 15, Con: --, Int: 13, Wis: 14, Cha: 16. **SQ**: Undead, +2 turn resistance, Darkvision: 60 ft. SA: Anyone struck must make a Fortitude save (DC 14) or be paralyzed for 1-6 +2 minutes. **Skills**: Climb: +6, Escape Artist: +7, Hide: +7, Intuit Direction: +3, Jump: +6, Listen: +7, Move Silently: +7, Search: +6, Spot: +7. **Feats**: Multi-attack, Weapon Focus (Bite). **Saves**: Fort +0, Ref: +2, Will: +5. **Critical**: Bite and Claws 20 /x2. Ghouls are found on page 119 of the Monster Manual.

There is no treasure here.

NOTES:

AREA 47) CAVERN OF SHADOWS (EL 5)

The walls of this cavern are wet with moisture, and glisten in any reflective light. Along the far cavern wall is a dust-covered.

**SHADOWS** (2): 19 Hp's each, 1d12 HD, Mv:30 ft., Fly 40 ft., Ac:13 (+2 Dex, +1 Deflection), Touch: 13, Flat-Footed: 11, Medium Undead (Incorporeal), Base Attack, +1, Grapple: N/A, Att: Incorporeal Touch +3 Melee, Dam: Incorporeal Touch temporary 1-6 strength. **Initiative**: +2 (Dex) **CR**: 3. Str: --, Dex: 14, Con: --, Int: 6, Wis: 12, Cha: 13. **SQ**: Undead, incorporeal, +2 Turn Resistance, Darkvision: 60 ft. **SA**: Strength Damage, Create Spawn. **Skills**: Hide: +8, Listen: +7, Search: +4, Spot: +7. **Feats**: Alertness, Dodge. **Saves**: Fort +1, Ref: +3, Will: +4. **Critical**: Bite and Claws 20 /x2. Shadows are found on page 221 of the Monster Manual.

**CHEST**: This large chest is made of wood and is secured with a large padlock. The chest is protected with a Daze Glyph. When the chest, is touched, it will erupt in a flash of brilliant light that will Daze the party for 1 round unless a Will save DC: 13 is made. When the flash subsides, the party will find 3 Shadows have appeared to attack them.

The chest is locked with a Simple Lock (Open Locks DC: 20) and is trapped with a scything blade trap.

AREA 47) CAVERN OF SHADOWS (EL 5) (Cont)

**SCYTHING BLADE TRAP** (1): CR 1; Mechanical Device; Location Trigger, Automatic Reset, Att: +8, Dam: 1-8 Hp's, Critical 20/x3; Search DC: 21; Disable Device: 20.

The chest contains 350 gp's and **DEMON STAFF** (see details).

NOTES:

AREA 48) ARENA CAVERN

This cavern, designed as a small theater or arena, is unfinished. The center portion of the room is sunken about 15 feet below the floor level, and the sides slope downward from the surrounding walls to form a small amphitheater.

NOTES:

AREA 49) PHOSPHORESCENT CAVE

This medium-sized cavern and its irregularly-shaped eastern arm present an eerie sight to explorers. A soft phosphorescent glow bathes the entire area independent of any other illumination, and the strange light is caused by the widespread growth (on walls, ceiling, and even parts of the floor) of a light purplish mold. The mold itself is harmless.

NOTES:

AREA 50) WATER PIT

This room a pool of water. The pool is about 20 feet across and is filled by a cold spring.

This room contains the 8 ft. deep pool of water into which any unwary adventurers are precipitated from the trap on the upper level (see the special description of the trap under the description of Room 36). As described there, the water is extremely cold. Anyone entering the water (whether voluntarily or not) must spend a full hour recovering from its chilly effects.

NOTES:

AREA 51) SIDE CAVERN

This cavern is unusual only in that its eastern rock wall is streaked with irregular diagonal patterns of a bluish ore (of no unusual use or value to the adventurers).

NOTES:

AREA 52) RAISED CAVERN (EL 7)

This room, off the southeast corner of the grand cavern, is accessible by climbing four upward steps. The room has a low ceiling (only about 5 feet tall), so some humans may find it difficult to stand fully erect. This cavern appears to be used as a make-shift barracks. About the cavern are 30 small bedrolls. Each bedroll has a small blanket and a sack that is stuffed with rags that is apparently used as a pillow.

This cavern is home to the Brown Scale Kobold tribe. On a percentile roll of 30 or less only 10 Kobolds will be present, on a percentile roll of 31 to 70, 20 Kobolds will be here and on a roll of 71 or greater all 30 will be present. The Kobolds have managed to form a shaky alliance with some of the other creatures that live here; each staying clear of the other unless a strong foe is encountered; in which case the opposing sides will band together to rid the ruins of the common threat.

**KOBOLDS** (30): 4 Hp's each, 1d8 HD, Mv: 30 ft., Ac:15 (+1 Size, +1 Dex, +1 Natural, +2 Leather), Small Humanoid (Reptilian), Grapple: -4, Att: Long Spear +1 Melee or Sling +3 Ranged, Dam: Long Spear 1-6 -1 Melee or Sling 1-3 ranged, Initiative: +1 (+1 Dex). **CR**: 1/4. Str: 6, Dex: 13, Con: 11, Int: 10, Wis: 10, Cha: 10. **SQ**: Darkvision: 60 ft, light sensitivity. **Skills**: Craft (Trap Making): +2, Hide: +8, Listen: +2, Move Silently: +4, Search: +2, Spot: +2. **Feats**: Alertness. **Saves**: Fort +2, Ref: +1, Will: -1. **Critical**: Long Spear 20/x3. Each is dressed in a suit of leather armor and is armed with a Long Spear, a Sling and a pouch of 10 bullets. Kobolds are found on page 161 of the Monster Manual.

In the southeast corner of the room are three chests. These chests contain items that have been stolen during various raids. The chests contain the following:

**CHEST 1**: Holds, 20 blankets, a small box containing 72 candles (each candle will burn for 4 hours), six iron spikes, five weapon belts, four daggers, seven empty sacks and a large sack that contains 300 cp's.

**CHEST 2**: Holds, a suit of chain-mail, 2 sun rods, two gray cloaks, three flasks of oil, six torches, three tinder boxes, two water skins, a small metal mirror, a mallet, and a belt pouch that contains 5 gp's.

**CHEST 3**: Holds, 50 feet of hemp rope, two hooded lanterns (full of oil), two short swords, four leather back packs, a vial of holy water, a sprig of wolvesbane, three garlic buds, a sprig of mistletoe, and a small sack that contains 27 sp's.

NOTES:

### CAVERN 53) GRAND CAVERN OF BATS

This majestic cave is the largest in the complex and is impressive due to its size and volume, for the ceiling is almost 60 feet above. A corridor sloping downward into the cavern gives primary access to the room on its south wall. A southwestern arm of the room leads to an alcove of rock pillars of unusual and irregular shape, and these run from floor to ceiling to form a small catacomb.

A secondary entrance/exit is via a secret door to the west, while steps to the southeast lead up to Cavern 52.

When it is daytime in the outer world, a small opening in the ceiling just off a midway point of the north wall will show daylight. (If the DM has not been meticulously charting time as night vs. day, there will be a 60% chance of daylight being visible [Spot DC: 10] at the time the adventurers enter the room; if not, it will be very difficult to notice the opening [Spot DC: 18].) The opening in the ceiling (which will be totally inaccessible to any and all attempts by adventurers to reach it) is used by the many thousands of Bats and hundreds of Stirges which live on the ceiling of the cavern by day and which venture out at sunset each day for feeding. (Again, if exact time is not being tracked, a die roll may be necessary to determine what time of day the adventurers reach the cavern and whether or not the bats are present or active.)

The Bats are nocturnal animals, but the species living in this particular cavern is very easily agitated. Any party of adventurers entering the cavern with torches or other bright sources of light (including unshielded lanterns) will have a base 5% chance per light source per 10 minutes of disturbing the bats and causing them to swarm. In addition, any noises above subdued conversation will add another 10% to the chance of disturbing the bats, assuming of course that they are present in the cave when the party enters. (For example, a party with 4 torches would have a 20% chance of disturbing the bats and causing them to swarm, or 30% if they are arguing in addition.)

If the Bats are disturbed, first a few begin squeaking and flying around (this will of course occur if any sleeping bats are physically prodded or awakened), then more and more until the mass becomes a giant churning swarm (this will take only two melee rounds, or twenty seconds). The swarming bats will squeak and squawk, flying madly about. They will fill the grand cavern and overflow into adjacent areas and corridors, but those flying out of the cavern will soon return.

While swarming, the bats will buzz and harry any persons in the cavern or adjacent corridors, zooming past them at high speed while others hover about. Occasionally, one of the bats will try to land on a character (50% chance each round) to deliver a pinching bite which is unpleasant but harmless.

If adventurers leave the grand cavern and remove their light sources with them, the swarm of bats will slowly cease their activity and return to their inverted perches (this takes about 30 minutes).

If the adventurers stay in the room, extinguish their lights, and lie silently on the floor for the same period of time, the bats will return to their dormant state.

CAVERN 53) GRAND CAVERN OF BATS (Cont)

Characters fighting swarming bats will find the task hopeless due to their sheer number, but attempts can be made using any hand held weapon larger than a dagger, with an 18, 19 or 20 needed to hit with a 20-sided die. Bats landing to bite can be hit on any roll of 7 or above, a single hit will kill any hit.

Characters fighting or otherwise enduring swarming bats will automatically be caught by surprise if any wandering monster comes upon them while they are doing so. Fighting the bats makes enough noise to necessitate an additional special roll for wandering monsters.

A sort of fluffy and dusty guano covers the floor of the grand cavern, quite different from the droppings of most other species of bats.

The bats will return and leave at sunset each day until returning as a swarm at the following dawn.

In addition to the bats, this cavern is also home to 200 Stirges which will attack if the bats swarm.

**STRIGES** (200): 5 Hp's each, Mv:10 ft, fly 40 ft. (Average), Ac:14 (+2 Size, +4 Dex), Touch: 16, Flat-Footed: 12, Tiny Magical Beast, Base Attack: +1, Grapple: -11 (+1 when attached), Att: Touch +6 Melee, Dam: Touch 1-3 and 1-4 Constitution Melee. **Initiative:** +4 (+4 Dex). **CR:** ½. Str: 3, Dex: 19, Con: 10, Int: 1, Wis: 12, Cha: 6. Darkvision 60 ft. **Skills:** Hide: +14. **Feats:** Weapon Finesse. **Saves:** Fort +2, Ref: +6, Will: +1. Stirges are found on page 237 of the Monster Manual.

If the cavern is searched the party will discover (detect as a secret door) a body partially buried in the bat guano. The body's flesh has been eaten by small meat eating beetles that live in the guano. The body is that of a human fighter that is dressed in plate-mail, shield, helmet, and leather back pack. The back pack contains a **VIAL OF CURE-SERIOUS WOUNDS POTION** (4<sup>th</sup> Level), a **VIAL OF SWEETWATER POTION**.

NOTES:

CAVERN 54) TREASURE CAVE

Set about the perimeter of this cavern are several statues of courageous looking warriors. In the center of the chamber is a pile of magic items with tags.

Each character that enters this chamber will see a different set of items according to his or her desire and profession. For example, clerics will see maces, incense, and the like. Warriors however, will see shining suits of armor, shields, swords, and the like.

The first character who picks up a magic item will cause all the statues to animate into real-life fighters. The bravest and toughest looking fighter will say, "Put it Down." At this point the pile of magic items will disappear, the door to the chamber will slam shut, and everyone in the room, except the character who picked up the magic item, must make a Will save DC 15 or be teleported outside the chamber; those failing will feel no ill effects. If the character says "No" the warriors will return to their pedestals and resume statue form; the character may keep the item attained.

CAVERN 54) TREASURE CAVE (Cont)

If the character puts the item on the floor it will disappear, the warriors will reply "*Coward.*" and attack. It should be noted that should several characters grab for items at the same time a random die roll is necessary to determine which character actually grabbed an item first, for once an item is held all others will disappear.

**WARRIORS** (1): 31 Hp's, 3<sup>rd</sup> level fighter, Mv: 20 ft (Banded-Mail); base 30 ft., Ac:19 (+6 Banded-Mail, +1 Dex, +2 Shield), Att: Long Sword +8 melee, Dam:1-8 Long Sword +4, Initiative: +8 (+4 Dex, +4 Improved Initiative). **CR:** 2. Str:19, Dex: 18, Con: 16, Int: 12, Wis: 12, Cha: 8. **Skills:** Listen: +2, Spot: +2. **Feats:** Improved Initiative, Weapon Focus (Long Sword), Combat Reflexes. **Saves:** Fort +3, Ref: +1, Will: +0. **Critical:** 20, x3. Each warrior is dressed in a suit of Chain-Mail, and Large Wooden Shield and is armed with a Long Sword and a Dagger.

It should be noted that no amount of magic or physical stressed placed upon the door will cause it open until the battle within the room has be resolved.

NOTES:

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CAVERN 55) EXIT CAVE

This cave is the second largest in the complex and is impressive due to its natural rock formations. Scattered about the cavern are the devoured remains of horses, cows, and goats. There are even a few humanoids here as well, but these seem to be much older that the animal bodies. All is silent.

**DEVELOPMENT:** This large cavern is the home of a Larva Nabassu that has been raiding the farms and homes nearby.

**GIANT LIZARDS** (4):17 Hp's each, 3+1 HD, Mv: 15", Ac:5, Att:1, Dam:1-8, THAC0:17. SA: A natural 20 to hit causes double damage.

The real value of this cavern is the secret one-way passage out of the stronghold is hidden in the northeast corner of the cave. This secret exit is triggered by pushing on a loose rock within the wall, at which time the opening occurs in the wall, leading to the outside world. The opening allows access for only 10 seconds, at which time it closes once more, and will not be triggered for another 24 hours.

If characters take advantage of this exit, they will find themselves on a rock ledge about 3 feet wide and 20 feet long. If they use ropes to scale down, they can rappel without too much difficulty to a location some 40 feet below where the drop is less steep and a descent can be made through the trees and vegetation toward the valley below. If the characters stand on the ledge and observe the view, they will notice that they are on the north face of the massive outcropping which houses the stronghold, whereas the other entrance is on the south face. Because of the wilderness which surrounds the entire area, it may take some doing to return to civilization or home.



CAVERN 55) EXIT CAVE (Cont)

**NABASSU** (1): 211 Hp's, 15D8+135 HD, Mv:40 ft., Fly: 90 ft. (Good), Ac:31 (+5 Dex, +16 Natural), Touch: 15, Flat-Footed: 26, Medium Outsider (Chaotic, Extraplanar, evil, Tanar'ri), Base Attack: +15, Grapple: +24, Att: 2 Claws +19 Melee, and Bite: +24 Melee, Dam: 2 Claws 1-8 +4 Melee, and Bite: 2-16 +9 Melee. **Initiative**: +9 (+5 Dex, +4 Improved Initiative). **CR**: 14. Str: 28, Dex: 20, Con: 28, Int: 20, Wis: 21, Cha: 23. **SA**: Feed, Gaze Weapons, Sneak Attack for an additional 6d6, Spell-Like abilities, Summon Tanar'ri, Summon Undead, Vampiric Link. Spell-Like Abilities: At will: *Everation*, *Ethereal Jaunt*, *Greater Dispel Magic*, *Greater Teleport* (Self plus 50 pounds of objects only), *Hold Monster* (DC 20), *Silence*, *True Seeing*, *Unholy Aura* (DC 24), *Unholy Blight* (DC 20). 3/day: *Blasphemy* (DC 23), *Energy Drain* (DC 25). Caster Level 15<sup>th</sup>. **SQ**: Camouflage, Damage Reduction 10/Good, Darkvision: 60 ft, Immune to Electricity and Poison, Resistance to Acid 10, Cold 10, Fire 10, Spell Resistance 28, Telepathy 100 ft, Regeneration 5. **Skills**: Bluff: +24, Concentration: +27, Diplomacy: +8, Gather Information: +8, Hide: +23, Intimidate: +26, Jump: +15, Knowledge (Arcana): +23, Knowledge (Local): +23, Knowledge (Religion): +23, Knowledge (The Planes): +23, Listen: +23, Move Silently: +23, Spot: +23, Tumble: +23, Use Magic Device: +24. **Feats**: Ability Focus (Gaze Weapon), Combat Casting, Great Fortitude, Improved Critical (Bite), Improved Initiative, Iron Will. **Saves**: Fort +20, Ref: +14, Will: +16. **Critical**: Claws 20/x2, Bite 19-20/x2. For more information on the Nabassu refer to Appendix 2.

The secret exit is but a one-way access, and allows only egress from the stronghold, never entrance. There is no way to trigger the door from the outside, and even if this were possible, a permanent magic spell upon the exit totally prevents movement into the complex via the opening.

NOTES:

CAVERN 56) CAVERN OF THE STATUE

In the southern end of this cavern is a solitary stone figure, roughly sculpted from the same black stone of the cavern walls and firmly anchored to the floor. The figure, obviously a human male (although lacking any finished detail), stands some 5 feet high, with both arms slightly outstretched and pointing to the jagged rock outcropping which divides the two corridors to the north-northeast.

The statue is too heavy to be moved, and will completely resist any attempts to budge or topple it.

**PIT TRAP**: Just outside this cavern, in the corridor which leads eastward, is a large covered pit at the Intersection of three corridors. The pit is about 12 across and 10' deep. A fall into this pit will inflict 1-4 hit points of damage, and any characters

NOTES:

### **CAN OF CANT**

A can of this type appears as a cylindrical metal container about 6 inches in diameter and 10 inches tall. The can contains water that whirls about by itself. If consumed, the water enables the drinker to understand any and all spoken languages for one day. The water in the can has from 1-10 droughts. For combination purposes, the water from a Can of Cant is not treated as a potion.

A can of this type generally has two command words which are used to open and close the container.

Gold Piece Value: 500 gp's

### **CANDLE OF PROTECTION**

This candle appears as any normal wax taper, but if magic is detected for a dweomer will be detected. When lit, this candle sheds light within a 40 foot radius. Any and all undead approaching this area must make a will save DC: 13 or be unable to enter the lighted area. Even if the undead succeed and enter the lighted area, each must make a saving throw each round or be forced to leave the lighted area. The candle has no effect while being moved, thus a character could not carry a lit candle while exploring a graveyard and hope to benefit from the candle's powers. The candle will burn for a total of 24 hours, but each use deducts a minimum of one hour's burning.

Gold Piece Value: 500 gp's

### **SOAP OF WASHING**

This small brownish cake of soap will, when placed in a bucket or tub of water, dissolve completely. The water then becomes magical. Any creature or creature placed within the or doused by the water becomes magically clean. This soap removed all normal and magical stains and dyes, and can even removed curses. However, it effects only curses that are removable by a Remove Curse spell. The soap washes any number of normal items, its effects lasting one hour, it washes away up to 3 magical stains or dyes or one curse. Magical water removed from the container immediately become non-magical.

Gold Piece Sale Value: 200 gp's

### **Demon Staff**

This is a black leather-like staff, very strong, and carved with disgusting scenes and vile runes. It is a +2 staff that allows the wielder to *cause fear* in whomever it touches (no saving throw), inflicting 4-24 hit points of damage which can only be healed by the passage on 1 full day of time per hit point upon any creatures it touches. It may also be used to call forth a Type I demon and/or turn the holder into a Type III demon for five rounds. Each of these functions operates but once per day. The staff does not have or require charges.

Gold Piece Sale Value: 35,000 gp's

**Cane of Detection**

This item appears as a normal cane. When this cane is tapped along a floor or wall, all secret doors, pit traps, and sliding walls will be discovered. Each successful use drains one charge. A cane of detection has 2-20 charges when discovered.

Gold Piece Value: 500 gp's

### Special Encounters

**HALF-ORC LEADER** (Grunt): 33 Hp's, 1d8+3 HD (Orc) plus 3d10+9 HD (3<sup>rd</sup> Level Fighter), Mv: 20 ft (Banded-Mail), Ac:19 (+6 Banded-Mail, +1 Dex, +2 Shield), Touch: 11, Flat-Footed: 18, Medium Humanoid (Orc), Base Attack: +4, Grapple: +8, Space: 5 ft., Reach: 5 ft., Att: **Master Work Long Sword** +10 Melee, Dam: **Master Work Long Sword** 1-8 +4 Melee. **Initiative**: +8 (+4 Dex, +4 Improved Initiative). **CR**: 4. **Abilities**: Str:19, Dex: 18, Con: 16, Int: 12, Wis: 12, Cha: 8. **SQ**: Darkvision: 60 ft, Light Sensitivity. **Alignment**: Chaotic Evil. **Skills**: Listen: +2, Spot: +2. **Feats**: Improved Initiative, Weapon Focus (Long Sword), Combat Reflexes. **Saves**: Fort +6, Ref: +5, Will: +2. **Critical**: 19-20/x2. Grunt is dressed in a suit of Banded-Mail, and Large Wooden Shield and is armed with a **Master Work Long Sword** and a dagger. Grunt carries 1-6 gp's as treasure.

**TROGLODYTES** (9-16): 14 Hp's each, 2d8+4 HD, Mv: 30 ft., Ac:15 (-1 Dex, +6 Natural), Touch: 9, Flat-Footed: 15, Medium Humanoid (Reptilian), Base Attack: +1, Grapple: +1, Space: 5 ft., Reach: 5 ft., Att: Club +1 Melee, Claw -1 Melee and Bite -1 Melee or Javelin +1 Ranged, Dam: Club 1-6 Melee, Claw: 1-4 Melee and Bite: 1-4 Melee or Javelin 16 Ranged. **Initiative**: -1 (-1 Dex). **CR**: 1. **Abilities**: Str: 10, Dex: 9, Con: 14, Int: 8, Wis: 10, Cha: 10. **SA**: Stench. **SQ**: Darkvision: 90 ft. **Alignment**: Chaotic Evil. **Skills**: Hide: +8, Listen: +3. **Feats**: Multiattack, Weapon Focus (Javelin). **Saves**: Fort +5, Ref: -1, Will: +0. **Critical**: Club, Claw and Bite 20/x2. Each carries a Club and 3 Javelins. Troglodytes are found on page 246 of the Monster Manual.

**GHAST** (2-5): 29 Hp's, 4d12 HD, Mv:30 ft., Ac:17 (+3 Dex, +4 Natural), Touch: 12, Flat-Footed: 14, Medium Undead, Base Attack: +2, Grapple: +5, Space: 5 ft., Reach: 5 ft., Att: Bite +5 Melee and 2 Claws +3 Melee, Dam: Bite 1-8 +3 Melee and Paralysis and Claws 1-4 +1 Melee and Paralysis. **Initiative**: +3 (+3 Dex). **CR**: 3. **Abilities**: Str: 17, Dex: 17, Con: --, Int: 13, Wis: 14, Cha: 16. **SQ**: Undead, +2 turn resistance, Darkvision: 60 ft, Ghoul Fever, Stench. **SA**: Anyone bit must make a Fortitude save (DC :15) or suffer 1d3 points of Constitution and 1d3 point of Dexterity after a days incubation period. Anyone struck must make a Fortitude save (DC 15) or be paralyzed for 1-4 +1 Rounds. Anyone who comes within 10 feet of a Ghast mast make a Fortitude save (DC: 15) or be sickened for 1d6+4 minutes. **Alignment**: Chaotic Evil. Climb: +6, Escape Artist: +8, Hide: +8, Intuit Direction: +3, Jump: +6, Listen: +8, Move Silently: +7, Search: +6, Spot: +8. **Feats**: Multi-attack, Weapon Focus (bite). **Saves**: Fort +0, Ref: +2, Will: +5. **Critical**: Bite and Claws 20 /x2. Ghosts are found on page 119 of the Monster Manual.

Special Encounters (Cont)

**FIRE BEETLES** (2-5): 5 Hp's each, Initiative +0, Mv: 30 ft., Ac:16 (+1 size, +5 natural), Att: bite +1 melee, Dam:2-8. **CR:** 1. Str: 10, Dex: 11, Con: 11, Int: --, Wis: 10, Cha: 7. **SQ:** Darkvision: 60 ft. **Skills:** Climb: +4, Listen: +3, Spot: +3.

**BUGBEARS** (4): 18 Hp's each, Mv:30 ft., Ac:20 (+1 Dex, +3 Natural, +4 Chain Shirt, +2 Large Wooden Shield), Att:1 Morning Star +4, Dam: 1-8 +2. **CR:** 2. Str: 15, Dex: 12, Con: 13, Int: 10, Wis: 10, Cha: 9. **SQ:** Darkvision: 60 ft. **Skills:** Climb: +2, Hide: +3, Listen: +3, Move Silently: +6, Spot: +3. **Feats:** Alertness. **Saves:** Fort +2, Ref: +4, Will: +1. Each is dressed in a chain shirt, large shields, and helmet. Each carries a morning star. Each has 2-8 gp's as treasure.



Knowledge Arcane or Knowledge Local for a Wizard Only

Knowledge Arcane DC: 12 or Knowledge Local DC: 12

Zelligar was a wizard.

Knowledge Arcane DC: 13 or Knowledge Local DC: 13

Zelligar was a wizard with questionable ethics.

Knowledge Arcane DC: 14 or Knowledge Local DC: 14

Zelligar was a wizard of great power with questionable ethics. Zelligar lived in a complex known as Quasqueton.

Knowledge Arcane DC: 15 or Knowledge Local DC: 15

Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton.

Knowledge Arcane DC: 16 or Knowledge Local DC: 16

Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton. Zelligar had an extensive research lab.

Knowledge Arcane DC: 17 or Knowledge Local DC: 17

Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton. Zelligar had an extensive research lab. Zelligar was thought to have possessed part of Merlin's Rainbow.

Knowledge Arcane DC: 18 or Knowledge Local DC: 18

Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton. Zelligar had an extensive research lab. Zelligar possessed part of Merlin's Rainbow. Zelligar's part of the rainbow was green.

## *In Search of the Unknown*

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Knowledge Arcane DC: 19 or Knowledge Local DC: 19

Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton. Zelligar had an extensive research lab. Zelligar possessed part of Merlin's Rainbow. Zelligar's part of the rainbow was green. It was called "Green 7".

Knowledge Arcane DC: 20 or Knowledge Local DC: 20

Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton. Zelligar had an extensive research lab. Zelligar possessed part of Merlin's Rainbow. Zelligar's part of the rainbow was green. It was called "Green 7". Green 7 is good.

Knowledge Arcane DC: 21 or Knowledge Local DC: 21

Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton. Zelligar had an extensive research lab. Zelligar possessed part of Merlin's Rainbow. Zelligar's part of the rainbow was green. It was called "Green 7". Green 7 is good. There are 13 pieces of Merlin's rainbow.

Knowledge Arcane DC: 22 or Knowledge Local DC: 22

Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton. Zelligar had an extensive research lab. Zelligar possessed part of Merlin's Rainbow. Zelligar's part of the rainbow was green. It was called "Lucky Green". Green 7 is good. There are 13 pieces of Merlin's rainbow. Zelligar was searching for Black 13 when he disappeared.

Knowledge Arcane DC: 23 or Knowledge Local DC: 23

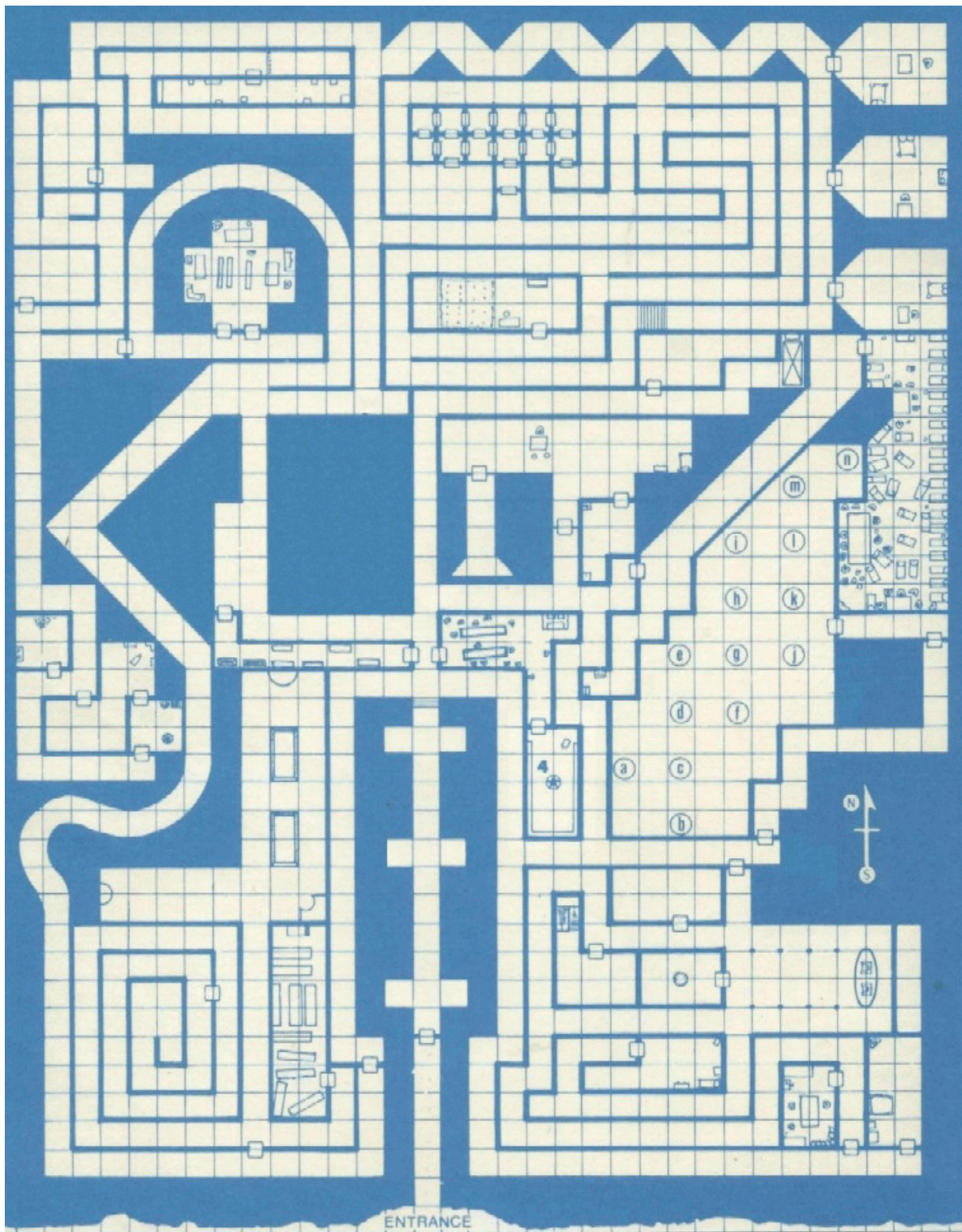
Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton. Zelligar had an extensive research lab. Zelligar possessed part of Merlin's Rainbow. Zelligar's part of the rainbow was green. It was called "Lucky Green". Green 7 is good. There are 13 pieces of Merlin's rainbow. Zelligar was searching for Black 13 when he disappeared. Black 13 is evil.

Knowledge Arcane DC: 24 or Knowledge Local DC: 24

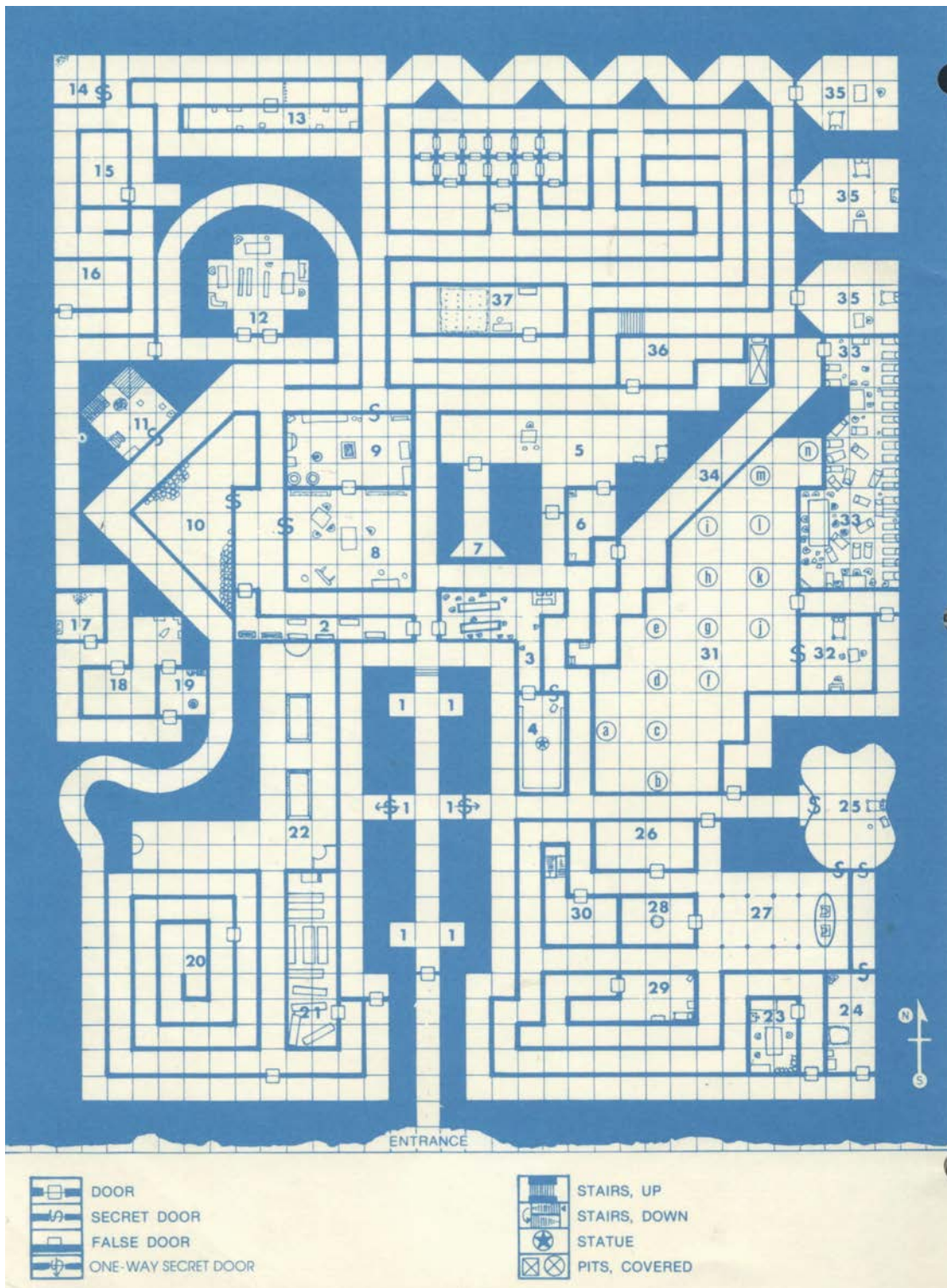
Zelligar was a wizard of great power with questionable ethics. Zelligar lived with his best friend a fighter Roghan in a complex known as Quasqueton. Zelligar had an extensive research lab. Zelligar possessed part of Merlin's Rainbow. Zelligar's part of the rainbow was green. It was called "Lucky Green". There are 13 pieces of Merlin's rainbow. Green 7 is good. Zelligar was searching for Black 13 when he disappeared. Black 13 is evil. Green 7 is weaker than Black 13.

#### Wizard's Glass

This Wizard's Glass is Green 7. This is light green, glass sphere about 7 inches in diameter. When held, it allows spells cast by the owner to be cast as if he or she were 2 levels higher. Once per day, it allows the owner to cast a spell as if he or she were using the Maximize feat.



Visual Aid. Dungeon Level Player's Map.



Visual Aid. Dungeon Level DM's Map.



Visual Aid. Cavern Level Player's Map.



Visual Aid. Cavern Level DM's Map.



Visual Aid. Assassin Vine (Area 1).





Visual Aid. Gnoll (Area 2).



Visual Aid. Pulverizer (Area 8).



Visual Aid. Grimlock (Area 18).



Visual Aid. Minotaur (Area 20).



Visual Aid. Iron Cobra (Area 24).



Visual Aid. Room of Pools (Area 31)



Visual Aid. Orc (Area 5).



Visual Aid. Skeleton (Area 43).





Visual Aid. The Demon (Cavern 55).