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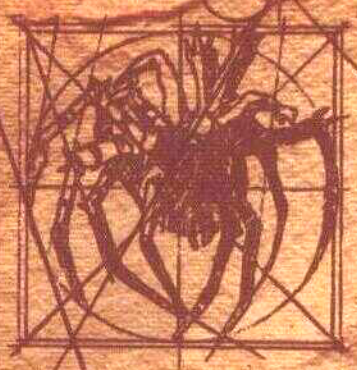

THE ROD OF SEVEN PARTS

BY SKIP WILLIAMS

TSR

Advanced Dungeons & Dragons®

TOMES

THE ROD OF SEVEN PARTS

INITIATION TO POWER



Book One

Advanced Dungeons & Dragons®

TOMES™

THE ROD OF SEVEN PARTS

Book I

INITIATION TO POWER

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INTRODUCTION

Descriptions of the infamous *Rod of Seven Parts* can be found in arcane lore on many worlds, and no two accounts are exactly alike. For an artifact of law, the *Rod* is notoriously unpredictable. It hops about from world to world with the Queen of Chaos in pursuit. Wherever the *Rod* appears, the forces of Law stand ready to oppose this creature from the depths of the Abyss.

This adventure describes what happens when the *Rod of Seven Parts* is discovered on your campaign world. There are plenty of surprises for everyone, even for players who have read game material previously published about the *Rod*.

Background

In a time long ago, war raged across the cosmos between the forces of Law and Chaos. Though the armies of the Queen of Chaos won most of the battles, they were forced to withdraw after their great general, Miska the Wolf Spider, was defeated and imprisoned by the Wind Dukes of Aaqa. The Wind Dukes created the *Rod of Seven Parts* to slay Miska. Unfortunately, the artifact merely wounded him and was itself shattered in the process. In the centuries since the final battle, the queen has scoured the multiverse, looking for the *Rod*. If reassembled, the *Rod* could slay Miska, but it also holds the key to healing his wound and releasing him from his eternal imprisonment.

The *Rod* itself undergoes subtle changes each time it enters a new world, and its powers during this adventure are slightly different from those previously attributed to it. A more extensive history of the *Rod* and a full description of its powers during this adventure are included at the beginning of **Book III**.

As the adventure opens, parts of the *Rod* lie scattered across the world where the player characters live, and the Queen of Chaos is just beginning to realize where some of them might be. When the first segment of the *Rod* falls into the party's hands, they become embroiled in what is the latest chapter of the timeless struggle between Law and Chaos.

Standing in opposition to the queen's aims, and aiding the player characters, are the remnants of the vaati, or Wind Dukes. This race of lawful immortals has mostly withdrawn from the affairs of mortals as it tries to recover from the losses it suffered during the war against Chaos. A small, dedicated cadre of vaati have remained to dedicate themselves to tracking the *Rod* and thwarting the queen. Yet all is not well in the beautiful Vale of Aaqa. One Wind Duke has grown impatient with the uneasy truce that has existed between Law and Chaos, and seeks to reopen the war by releasing Miska. Though they might never realize it, the PCs become pawns in a three-sided struggle as they search for segments of the *Rod*.

Adventure Summary

This product is a campaign-style adventure in which the party must undertake a series of shorter adventures to acquire portions of the *Rod* and learn how to assemble them. The adventure begins in **Book I**, the volume you are now reading.

In the opening adventure, the party acquires the first segment of the *Rod*. Three different adventures are presented, and the DM is free to choose the one that best fits the campaign.

The search for the second segment brings the party to the subterranean lair of an aboleth. An insightful party can save time and effort by questioning the aboleth's many slaves and servants, but in the end they must struggle long and hard to acquire the second segment of the artifact.

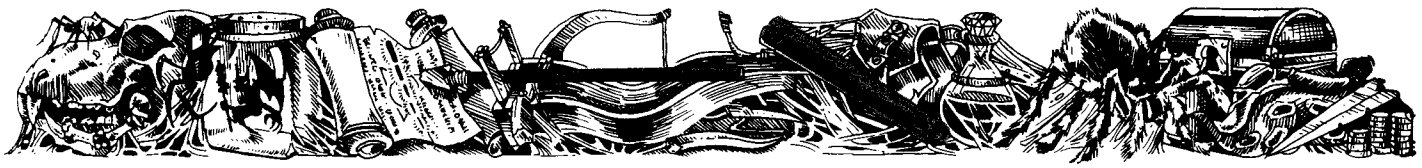
The third segment lies in the mountaintop lair of a cloud giant clan. The party has an opportunity to bluff their way into the lair and snatch the third segment, or they can use brute force. Brute force, however, is what giants are best at, and the party will have to be resourceful to prevail.

Book II takes the heroes again across their world; this time they travel into a barren waste. The fourth and fifth segments rest in the desert lair of two efreet who have come to the PCs' world to collect slaves. The efreet have no idea that they own the *Rod*. Given a reasonable amount of skill and luck, the party can defeat the efreet, but finding the *Rod* will test their ability to analyze what they have found.

The sixth segment is in a pocket dimension especially created by the baatezu. To get the segment, the party could defeat the dimension's guardian in combat. Or, rather than forcing the pit fiend to give it up, the party can convince the fiend that they are worthy champions of Law.

Miska himself guards the seventh and final segment of the *Rod*. Before the party departs on their final mission, they must reconcile conflicting advice from the vaati; it seems that not all the wind dukes have the party's best interests in mind.

While the PCs search for individual segments of the *Rod*, other things demand their attention. First,



they must discover how the *Rod* actually works and how they can put it together—the process is more difficult than just matching up the pieces. Meanwhile, as the queen becomes more interested in the PCs and their world, the very reality around the party begins to warp, and the party must contend with hit-and-run raids by groups of spyder-fiends, which serve as the queen's front-line troops in the struggle to gain the *Rod.* The party gets a visit from a ki-rin who is concerned about all the destruction they are leaving their wake, and they should meet Arquestan, a good-hearted vaati who aids the party in ways they probably don't even suspect. Finally, the PCs might find themselves scrambling after pieces of the *Rod* they have inadvertently lost.

These sick treks are extremely important to the structure of the campaign adventure. Without them, the party never confronts the Queen of Chaos or her minions until the end of it all. Without them, the party never encounters their allies, the ancient vaati. Finally, without these story-minded events, the individual chapters become a disjointed scavenger hunt. See **Book III** for more information on how the adventures link together.

Preparing for Play

This product contains lots of detail about the settings the party will visit and the creatures they will meet. Much, however, is left up to you, the DM. For example, you will decide exactly where each adventure takes place in your campaign world. The introductions to the adventures contain some suggestions about the prevailing terrain, but only you can decide which particular corner of your campaign world can hold each setting. Likewise, each encounter contains considerable detail about what the creatures in it will do when the party enters the scene. It is important that you use the material to put yourself into the role of the creatures and NPCs that the PCs encounter. If the circumstances warrant a departure from what is described, you should do so. The material presented here is a guideline, not a straight jacket.

In a similar vein, you have great leeway in deciding how quickly and easily the party can get information about the *Rod.* The party might discover all they need to know in a single conversation with a sage or NPC wizard, or they may struggle to understand the clues and hints they discover during the adventure. It all depends on what kind of challenge you decide the party should have.

In any case, this adventure is written for a party of five to seven characters at the 10th to 12th level of experience (60-70 character levels in all). The party should contain at least one character from each character class (warrior, wizard, rogue, and priest), and two warriors and two wizards with at least one character from the other classes is best. Although the party will have many opportunities to role-play, fighting effectively is a critical skill in each adventure. A purely hack-and-slash approach will make things unnecessarily hard on the party, but a party that cannot hold its own in a contest of arms has little chance of surviving.

The adventure contains passages of boxed text. These passages contain descriptions of things the characters see, feel, smell, etc., and should be read aloud or paraphrased to the players. Items marked with bullets (•) contain important information for the DM; the PCs may or may not discover this information, depending on what they do. Typically, text marked with a bullet contains a summary of the things a creature might say in response to an appropriate question from the PC.

Alert: these paragraphs are found at the end of an encounter description. They are designed to help the DM organize his monsters and NPCs intelligently. Rather than waiting peacefully for the PCs to arrive, the party's enemies will respond, fortify, and counterattack. Contained here is information on what may occur as a result of the encounter. For example, if the guards at the gate of a castle raise an alarm, this section briefly sketches out who would be likely to react.

DM Note: paragraphs such as these contain important reminders about the AD&D game rules, special rules used in the adventure, and other items of particular importance.

The monsters in this adventure are drawn from diverse sources, including the *MONSTROUS MANUAL*™ Tome, the *MONSTROUS COMPENDIUM*®*: PLANESCAPE*™ *Appendix,* the *MONSTROUS COMPENDIUM Annual Volume One,* and the *MONSTROUS COMPENDIUM Annual Volume Two.* Fortunately, you don't need all these books to run this adventure. Complete notes for each creature are included in the adventure text, though the books can be helpful in understanding the creature more fully. Several creatures are entirely new; these are fully described in **Book IV**.



Random Dice Rolls

At critical times during play, it might be necessary for you to roll percentile dice to determine exactly what happens. In particular, whenever the PCs use one of the *Rod*'s major powers or create one of the magical glyphs needed to assemble the *Rod*, a percentile roll is required to see if the *Rod* breaks apart. While it usually is a good idea to roll the dice and apply the consequences, some judgment is necessary in these two cases. Early in the adventure, when the PCs are just learning about the *Rod*, it is fine to leave them at the mercy of the dice. Later, an unlucky percentile roll could create a frustrating or deadly situation for the party. In general, it is a good idea not to roll the dice when the party is using the *Rod* at an appropriate time. For example, it is prudent to use the *Rod's wind walk* power to move around in the final adventure. Do not roll to see if the *Rod* breaks in this instance. (You may want to go ahead and roll some dice behind a screen to keep your players on their toes, however.) On the other hand, if the party knows the Rod can break and uses a power when they don't have to (perhaps to save a spell or a charge from a magical item), roll the dice and apply the results.

It is a good idea to use the dice sparingly when determining the results of the tanar'ri *gate* ability. If the party's level total 65 or less, roll for gating only when the text calls for a roll. Even then, assume the *gate* attempt fails if the party has already taken a beating. If the party's levels total 71 or more, the tanar'ri should roll *gate* attempts at the beginning of every encounter and any *gate* attempts called for in the text should succeed automatically. In any case, fiends summoned into an encounter should not use their own *gate* abilities unless the party is making quick work of it all.

Percentile rolls to determine if the Queen of Chaos notices the *Rod* being used should always be made.

Experience

In addition to the experience value of the monsters the party defeats, you should give the PCs a story award of 75,000 to 100,000 xp each time they complete an adventure by recovering the *Rod* segment or segments featured in it. If the party retreats and an NPC must recover the segment, the party should get half the award or no award, depending on how much information they were able to give the NPC about the situation. If the queen's agents steal a segment of the *Rod* during an adventure, the party should get no story award.



If you are awarding experience for treasure and magical items recovered, you might wish to skip the story awards, or subtract the amount of treasure experience you give from the story award. It is not a good idea to give both a story award and a treasure award.

In addition, you should give an award of 100,000 xp for slaying Miska or 50,000 xp for keeping him imprisoned (see the **Citadel of Chaos** adventure in **Book II**).

THE QUEST BEGINS

The quest for the *Rod of Seven Parts* begins when the player characters embark on a search for the first piece or when they fortuitously acquire it. It might be quite some time before the PCs comprehend exactly what they've started. This chapter offers three different opening adventures. You are free to choose the one that best fits your group's style of play. Brief descriptions of the adventures follow:

Night Raiders: is a fairly long adventure that can be played in two or three evenings. It is a dungeon crawl intended for groups that enjoy exploring dark monster lairs and favor combat (though a little clever role-playing will get them in the front door more easily than flashing swords will). It also offers a sense of history on the first segment.

At the Sign of the Golden Cockatrice: is a short adventure that can be played in one evening. It is intended for role-players and for groups who like to poke around and see how much trouble they can get themselves into. The PCs have to stay on their toes, however, because they face a dangerous combat at the end.

Incident at a Footbridge: is a single encounter that can be played in an hour or two. While it is essentially an ambush with a brief opportunity for role-playing at the beginning, the encounter tests the group's ability to handle combat and to think quickly. It is suitable for any type of group, and can easily be integrated into an ongoing adventure.

If more than one of these adventures has appeal for you or your group, you can combine all three opening adventures into one grand adventure. For example, the party begins by having a good time at a festhall (**At the Sign of the Golden Cockatrice**). There they encounter Eudora, the diviner from **Incident at a Footbridge** who hires the party to accompany her as she searches for the *Rod*. She does not tell them what she's really after, she just says she is hunting for some odds and ends to aid her in her research. Eudora leads the PCs to Osakay's lair (the **Night Raiders** adventure), where they recover the first segment of the *Rod*.

On their way back home, kakkuu ambush the characters as they cross a footbridge (the **Incident at a Footbridge** adventure), where Eudora is killed or rendered insane, or both.

You can also borrow material from one of the three adventures when you're running another. For example, the playtesters decided to hire a tracker before embarking on the **Night Raiders** adventure. A stop at the *Golden Cockatrice* allowed them to post a notice and the party quickly hired Lynnya.

DM Note: You may also want to save one or two of these opening adventures. Later, they can be used to get the party back on track if they failed to acquire one of the segments, or if a sebment was lost. For more information on these contingencies, see **Side Treks** in **Book III.**

The material presented in this product is for you, the DM. Use it as you see fit.

Afterward

Ideally, the PCs will finish this chapter with the first segment of the *Rod* in hand. If they don't, the **Troubleshooting** section will help you get things back on track.

Once the PCs have the first segment, they can move on to **Spelunking**, where they can gain the next segment, or take a side trek to learn more about the *Rod* (see **Book III**). On the other hand, it may not be immediately obvious to the PCs what they have just acquired, and they may some spend time adventuring before they realize exactly what they have stumbled onto. Meanwhile, of course, the Queen of Chaos will send her minions to hound the party.

Troubleshooting

This section deals with the loose ends and plot complications that the DM might face when running the adventures in this chapter.

• The spyder-fiends got the first segment of the *Rod*. This is not likely to happen unless the PCs just sit back and let the spyder-fiends have their way. (Remember that the fiends cannot handle any part of the *Rod* safely, they have to get another creature to carry it for them.) The queen has won a victory, but all is not lost. The wind duke Arquestan can pay a visit to the PCs and send them searching for the next segment. Meanwhile, perhaps the queen could recruit mortal servants to send after the second segment as well, giving the party a second chance at the first segment. Nevertheless, the queen has gained a toehold in the world, and the amount of Chaos increases.

Arquestan's visit is described in the **Mysterious Stranger** encounter in **Book III**. The spread of Chaos is described in the **Chaos Waves** encounter, also in **Book III**.

• The PCs did not get the *Rod* segment, but they did they allow it to fall into the queen's hands. It is safe to assume that another group of adventurers eventually recovers the *Rod*. Simply run another adventure from this chapter to give the PCs another chance.

Some of the adventures work especially well together. For example, if the PCs failed to get the segment from Osakay's lair, Rance might pick it up, only to be slain by the spyder-fiends at the *Golden Cockatrice*. Similarly, if the PCs (and the hounds of law) drove away all the spyder-fiends from the *Golden Cockatrice* without getting the *Rod* themselves, somebody from the *Golden Cockatrice's* staff picks it up. Eventually, the sage Eudora could get a hold of it.



NIGHT RAIDERS

The dark naga Osakay has found the *Rod's* first segment in an ancient tomb. Osakay does not understand the segment's true nature, but is fond of its *cure light wounds* power (which the naga can use because the *Rod* is mentally activated).

Osakay, ever hungry for wealth and power, has assembled a band of orcs, ogres, trolls, and ettins. Under the naga's direction, the humanoids have begun raiding settlements and ambushing travelers in their area. So far, no one has traced them back to their hidden lair because the raiders have been careful to cover their tracks.

The lair lies in a mountainous area fairly distant from the PCs' base of operations. The area should be about two weeks' travel away, close enough so they can hear rumors coming from the area, but far enough away so the PCs have to make a commitment for the adventure. There are several ways the PCs might become involved, again depending on your preference and style of play:

- The PCs are traveling through the wilderness on unrelated business when orcs, reinforced by ogres and trolls, ambush them during the night. (Use the statistics from page 9.) The attackers flee if the battle goes against them.

- The PCs hear tales of cunning orcs terrorizing an area. Though the band is small, they have larger creatures allied with them and have executed their raids brilliantly. The party has the opportunity for role-playing as they acquire information from natives of the area about these organized raiders.

- The PCs hear a gruesome tale from a survivor of an orc raid. The orcs attacked a small caravan when it was camped at night, killing everything in sight and stripping the bodies of all items, even normal clothing. The storyteller survived by playing dead and creeping away when the orcs were distracted by a choice bit of loot, namely a big ruby.

The Tomb

In ancient times, Siryl, a warrior king, owned the first segment of the *Rod*, and had his court wizard attach a handle to it. When Siryl died, the segment was buried with him, along with a considerable amount of other treasure. (Alternately, the tomb could have been built for some other legendary hero or ruler in your campaign.) In any case, the tomb has fallen into disrepair over the centuries and has been looted several times.

Osakay rediscovered the tomb not long ago, after rooting out several creatures that had taken up residence. It found the *Rod* segment, which previous looters had overlooked (probably because it does not appear valuable or magical). Osakay decided that the tomb would make a good lair. But it is only a matter of time before the segment attracts attention, either from adventurers or the Queen of Chaos.

The tomb is an excellent hideout for Osakay's band of cutthroats, located in an area of forested badlands interlaced with valleys and streams. The entrance is tucked under an overhanging cliff and further shielded by the trees growing on the slopes surrounding the valley below the cliff. The entrance is almost impossible to spot from the air or from the valley floor.

No map of the area surrounding the tomb is provided. Maps of the tomb and its entrance are included on Mapsheet A (Maps A1 and A2). A players' map of the entrance is included on Mapsheet D (Map D1).

Searching for the Lair

The most reliable way to locate the tomb is to track one of the raiding parties back to it. As noted above, victorious raiding parties are disciplined enough to cover their tracks. If the characters defeat a raiding party, however, they have an opportunity to follow a fresh trail back to the lair (the raiders cover the trail on their way back from a fight). Even unskilled trackers can follow this trail if they roll under one-half their Wisdom scores on 1d20 (only one check is allowed for each member of the party). If a character with a tracking proficiency is present, she can make a normal tracking roll with a +9 bonus for heavy brush and the large number of creatures in the group (see Table 39 in the *PHB*).

The PCs' opportunity will not be so great if any raiders escape a fight with the party; see below for details.

If the PCs do not defeat a raiding party, they can go to the site of an ambush or raid and scour the countryside. Any local resident can and gladly will tell the PCs where to start looking.

Characters with the local history or ancient history proficiencies can get a hint about the lair's where-



abouts with a successful proficiency roll. The local history proficiency reveals that many kinds of creatures often take up residence in the many abandoned tombs hidden in the valleys around here. The ancient history proficiency reveals that there are dozens of tombs from a lost kingdom in the nearby area. Most of them have been looted and vandalized, then forgotten. If you prefer, you may of course role-play individual encounters with NPCs in order to provide valuable information to the party.

Should all else fail, the local authorities give the PCs a crude map that shows the site of each attack. A circle has been drawn around all the sites, and the official showing the map to the group explains that the raiders' lair probably lies within the circle.

If the PCs search for the lair using any of these methods (scouring the countryside around an attack site, searching the tombs, or searching within the circle on the official's map), they find the lair within 3d6 days. Each day the PCs spend searching, there is a 1-in-6 chance of encountering a small raiding party from the lair. If the PCs favor a more indirect approach to orc hunting, they can pose as merchants or travelers themselves. If the group is not large or powerful looking, they have a 2-in-6 chance each day to encounter a raiding party:

Ogres (4): AC 4 (chain mail); MV 6 (moderate encumbrance); HD 4+1; hp 27, 23, 21, 19; THAC0 17 (15 with Strength bonus); #AT 1 or 2; Dmg 2d4+6 (bardiche + Strength bonus) or 1d8+6/1d8+6 (composite long bow and sheaf arrow + Strength bonus); SZ L (9'+); ML Steady (11); Int Low (7); AL CE; XP 270 each; MM/272.

Special Equipment: One flask of oil and 20 sheaf arrows each.

Orcs (10): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d8 (battle axe) or 1d8/1d8 (composite long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

Troll: AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 2; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d4+8/1d4+8 (thrown daggers + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points per round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Special Equipment: Six daggers.

When attacking, the orcs form a line and fire their arrows while the ogres and the troll hide on the flanks. When the enemy attacks the orcs, the ogres and the troll join the combat, launching missile attacks first, then charging the opponent's flanks. PCs with experience in fighting these humanoids will note that they attack with some semblances of tactical training. Nevertheless, if an encounter goes against them, all the humanoids flee. Fleeing orcs take a long and roundabout path back to the lair. They cover their tracks if they get a chance and do not return to the lair if they know they are being followed. The ogres and the troll, however, head straight for the lair.

Alert: If the PCs pursue the fugitives, the whole lair will be alerted and will meet the PCs in force; additional guards will be posted near the entrance (see area 6), and all the lair will be awake and prepared when encountered.

Approaching the Lair

Unless they can fly or scale the cliffs, the characters must approach the entrance from the south or east, moving uphill. To the north, a cliff rises 200 feet over the tomb's main entrance. To the west, another 60 foot cliff falls away from this small plateau. The cliffs on the north and west sides of the entrance are sheer, and must be climbed. Fortunately, they are rough, with many handholds for climbing (see Chapter 14 of the *PHB*). Meanwhile, characters ascending the hill move at one-third their normal speed. Even atop the hill, they are still reduced to half speed because of the debris and underbrush.

The trees and undergrowth limit sight and ranged attacks. Creatures of medium size are invisible at ranges beyond 120 feet, though they can be heard moving up to 150 feet away (200 feet away if moving through the midden or rubble). Larger creatures can be seen and heard an extra 20 feet away per size category above medium; smaller creatures cannot be



seen or heard for an additional 30 feet of distance per size category below medium. Creatures are virtually immune to missiles or spells if they are too far away to be seen. All creatures gain 25% cover (+2 bonus to armor class and saving throws) against any missile attack made at a range of more than 60 feet, regardless of the creature's size.

Creatures that are flying or climbing the north cliff gain cover and concealment only for the horizontal range through the trees, not the actual distance between them and their foes. (It's easy to see and shoot at a creature in the clear air; it's the trees that cause the problems.) It is possible to use spells such as *clairvoyance* or *wizard eye* to effectively extend a character's sight beyond 120 feet, but targets gain an additional 25% cover (see Table 44 in the *DMG*) for every additional 60 feet of range. Of course, characters can hide behind trees or boulders to get extra cover. Any benefits gained from hiding behind an obstacle are added to any benefits the character receives from an incoming attack's range.

At night, a character with infravision can see 60 feet or the range of his infravision, whichever is greater, and ranged attacks suffer the same penalties as listed above. Characters without infravision can see a maximum of 60 feet, and their ranged attacks begin suffering penalties at a range of 30 feet.

Despite the poor visibility, the denizens of the tomb keep a constant watch, as noted in the description for location 3.

About the Players' Map: Bring out the players' map (Map D1) when the PCs have done something to scout the area (climbing a tree for a look around, flying over the area, or just walking around a bit). Some important features, such as the pits and the entrance to area 13, are not shown on the players' map because the characters can't see them right away. Note that the midden (location 2) is shown as rubble on the players' map; the characters can't tell it is a pile of smelly garbage until they get close to it. Be sure to trace the group's movements on your own map.

Rubble

These areas are piled high with shards of rock that have fallen from the cliff. Characters make quite a bit of noise when moving through rubble, as noted above. Invisible creatures can easily be tracked when they move across rubble. Due to the unsure footing, characters moving through rubble suffer a ×2 initiative penalty and loss of defensive bonuses from Dexterity. Attempts to move silently across rubble suffer a –25% penalty.

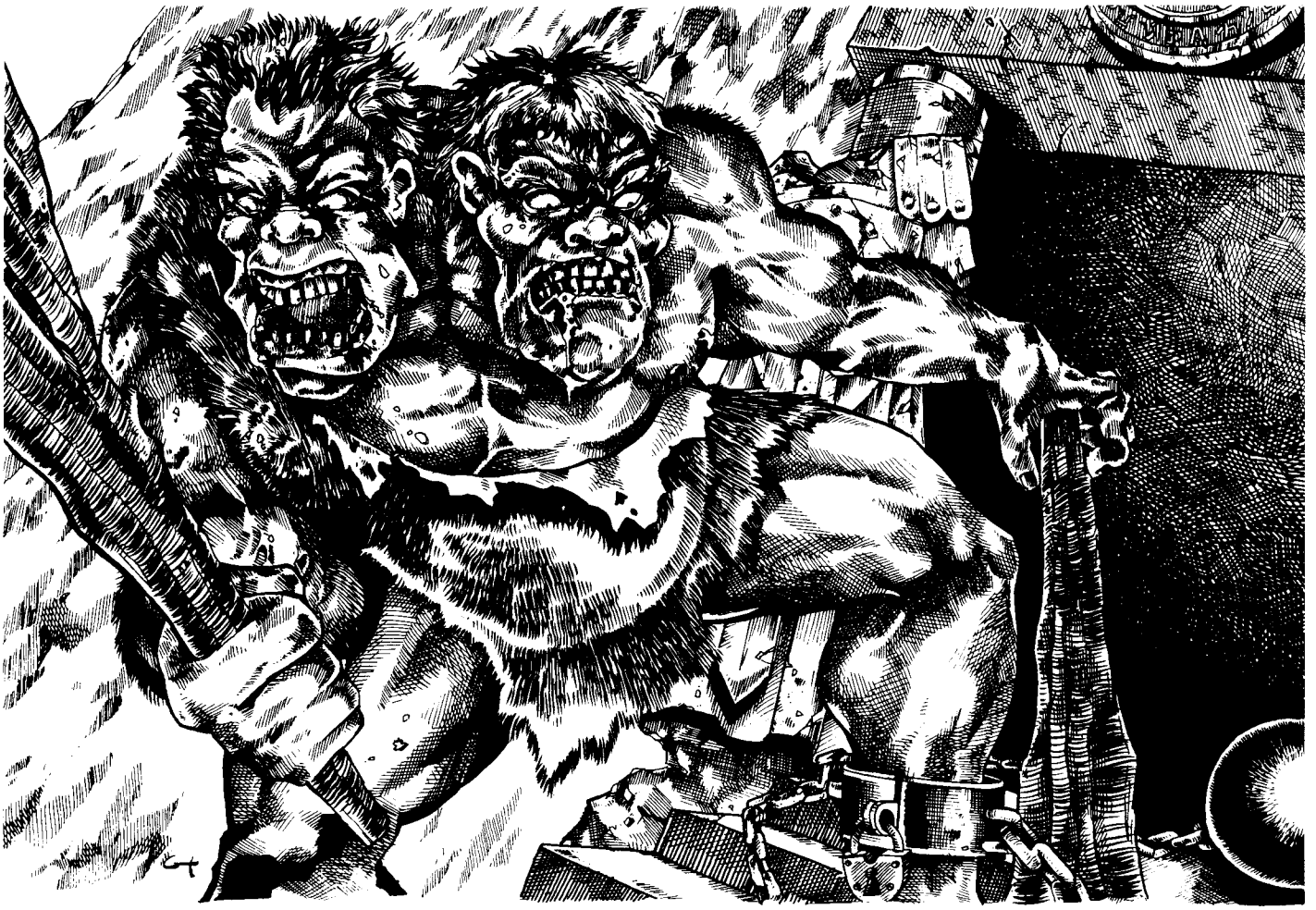
Pits

The orcs created these concealed pits under Osakay's direction. The covers collapse when more than 50 pounds of weight are placed upon them. The pits themselves are 20 feet deep and their bottoms are studded with sharpened wooden stakes that are none too clean. Characters falling into the pits suffer 2d6 points of damage from the fall and 4d6 points of damage from the stakes. A successful saving throw vs. breath weapon reduces the damage from the stakes to 2d6 points. Characters also suffer 1d6 points of extra damage when the rubble covering the pits falls on them. A *feather fall* negates damage from the fall and from the stakes, but not from the rubble.

If a character is impaled and one or more of the damage dice from the stakes (not from the fall or debris) rolls a "6," he develops a disease. After 3d8 hours, the victim develops a fever. Movement is reduced to half and he loses 2d6 points of Dexterity and Constitution. The disease is not fatal, but the effects persist for 2d4 weeks if not cured magically. During this time, the character must roll a Constitution check vs. his reduced score every time he undertakes a strenuous activity (combat, running lifting, etc.). If the roll fails, he passes out for 1d4+1 rounds. Once this disease is cured, reduced ability score points return at the rate of one point per day of rest; however, the character must attempt a saving throw vs. poison. If the saving throw fails, the victim loses one point of Dexterity and Constitution permanently. A saving throw is not required if the character receives a cure before symptoms develop (in the first 3d8 hours).

Boulders

The large boulders shown on the map are about 15 feet high. Under Osakay's direction, the orcs have hollowed out the tops of the three boulders they use as sentry posts to provide them with cover as noted above. The orcs use the adjacent trees to scale the boulders; the trees are studded with spikes and are as easy to climb as a ladder. Characters can attempt to climb the boulders' sides, which are very smooth for climbing purposes (see *PHB*, Chapter 14).



1. Trails

Osakay has ordered its minions to vary their paths when going to and from the tomb. In spite of this, the humanoids have worn two faint trails leading up the hillside. If the characters are approaching the tomb on foot, they will spot one of these before they see anything else. The trails offer a safe path through the pit traps on the hilltop, but anyone using them will pass right under the noses of the sentries in area 3.

Movement along the trails also is quicker than moving through the undergrowth. Characters move at half speed going uphill along a trail and at normal speed on the hilltop. Trails do not affect ranged attacks or the amount of noise characters make when moving.

2. Midden

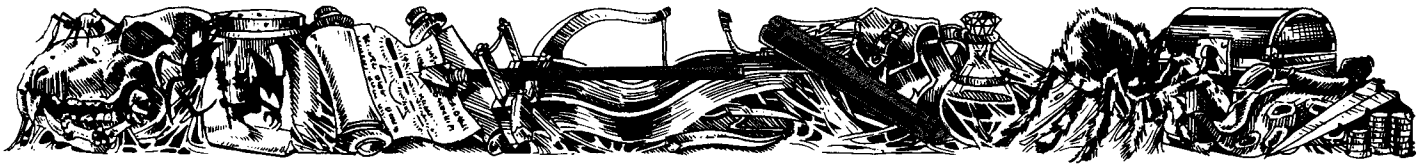
The raiders throw all their rubbish here. The foul-smelling heap contains nightsoil, food scraps, masonry debris, chunks of mildewed plaster, and all manner of castoffs. The trees hide the mound from sight until a character actually reaches the edge, but the odor is noticeable up to 30 feet away.

When raiding, the humanoids take just about everything they can carry away, then carefully search everything once back at the lair. They keep only the choicest items and throw the rest away.

The heap is unstable and ready to slide several dozen more feet down the slope. Characters walking in the heap or searching it must attempt a saving throw vs. petrification every round. If they fail, they fall and are carried downhill with the sliding trash. The slide inflicts 1d4 points of damage to each character who failed a saving throw.

Characters walking on the trash heap suffer a +2 penalty to initiative rolls and lose any defensive bonuses due to Dexterity. Attempts to move silently over the trash heap suffer a –50% penalty. Invisible creatures walking across the trash heap are easily tracked because of the noise and the yielding surface.

The three carrion crawlers from area 13 emerge at night to scavenge in the heap. Their multiple feet allow them to crawl among the trash without fear of falling and being crushed in the debris, but they do kick loose bits of trash fairly often. The opening to their chamber is visible from 30 feet away.



Alert: The orcs ignore sounds from the midden; the rubbish is always shifting and the carrion crawlers tend to make a lot of noise when foraging (the orcs haven't figured out that the carrion crawlers only come out at night). However, if the orcs hear the party talking near the midden, they take a look.

3. Sentry Posts

Two orcs keep watch over the hilltop from stations atop some of the huge boulders that litter the area. Unless alerted by a survivor from a fight with the PCs, the orcs tend to huddle under the trees during the daytime, seeking shade. This makes them less likely to notice intruders but keeps them hidden from aerial observation. At night, the sentries pace along the tops of the boulders, giving them a wider field of view. Day or night, the orcs are hard to see, as they stay hidden behind the crowns of the boulders; they cannot be seen unless they attack, someone climbs up to attack them, or someone scans the boulders with a *detect invisibility* spell.

The boulders also provide 90% cover to the orcs when they are not attacking and 50% cover when they are. This is in addition to any cover the orcs gain due to an incoming attack's range.

The sentries eventually notice if the PCs attempt to descend the north cliff, but they won't see the characters until they reach the hilltop if they come from the west. The orcs are not expecting any intrusions from that direction; their attention is mainly directed to the east and south. During the day, however, the orcs are listless and won't notice the PCs unless they make a lot of noise, attack one of the sentry posts with flashy spells or missiles, or come within 30 feet.

If the orcs notice any intruders, they signal each other with silent hand gestures, and the orcs atop the northernmost boulder signal the ettin at location 4. Once that is done they hunker down and wait for a chance to catch the enemy in a crossfire. They are particularly fond of raining arrows and flaming oil down on groups trying to free someone from one of the pit traps. (Each sentry post has a pot of hot embers for quickly lighting oil flasks. They are kept well hidden so they are not readily detectable, even with infravision.)

If two of the six orcs are slain, the survivors head for area 4 at top speed (using the trails if they can reach them), whooping at the tops of their lungs.

Orcs (6): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d8 (battle axe) or 1d8/1d8 (composite long box and sheaf arrow); SD 50% or 90% cover; SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Notes: If not attacking, the orcs have 90% cover, which gives them a +10 bonus to armor class and saving throws. When attacking, they have 50% cover, which gives them a +4 bonus to armor class and saving throws.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

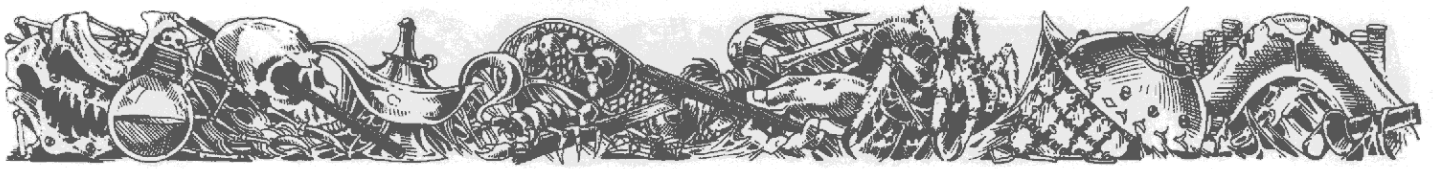
Inside the Tomb

The PCs can enter the tomb either through the main entrance (area 4) or through the opening near the carrion crawlers' chamber (area 13). Unless otherwise noted, the tomb's interior is unlit. The residents depend on their infravision. (The trolls and ettins have infravision with a 90-foot range; the other residents have infravision with a 60-foot range.)

The artificial areas within the tomb have ceilings twice as high as they are wide. Artificial areas also have ventilation shafts, one for every 15-foot square of floor area. For example, area 5 has four shafts, area 6 has one shaft, and the corridor leading from the main entrance has a shaft every 15 feet. The shafts are about 18 inches wide, large enough to admit a size tiny creature; however, each is covered with a grating of sturdy bronze bars (see the description for area 22 for details). The air shafts wind upward through solid rock and open onto the cliff face about 100 feet above the hilltop, where they are blocked by identical gratings. The openings are disguised as natural cracks in the cliff face and are overgrown with vines. If the PCs search for them, treat them as concealed doors.

The natural areas within the tomb are as high as they are wide. This makes the 5-foot passages a bit cramped for any creature more than 5 feet tall. Such creatures suffer a –1 penalty to attack rolls and armor class (though all normal bonuses apply). No creature can use a large weapon inside the five-foot natural passages.

The tomb's interior was originally covered in elaborately carved and vividly painted plaster that showed scenes from the lives of the people buried in it. Time, looters, and water seeping into the tomb ruined the



plaster work, and Osakay, who has developed a passion for neatness as a side effect of owning a segment of the *Rod* (see **Book III**, page 9), has ordered its minions to scrape it all away, leaving only bare rock. Most of the lair is scrupulously neat and clean, as Osakay sees to it that its troops keep their living areas tidy. There is hardly a speck of dust anywhere.

Doors in the tomb are hard to open, requiring a standard open doors roll. Residents of the tomb, however, are familiar with each door's particular quirks and can open unlocked doors automatically. Some doors are locked; this is noted in the individual area description where applicable. A locked door can be forced open with a reduced open doors roll (see Chapter 1 of the *PHB*). The party can also employ *knock* spells, batter down the doors with spells or weapons, or pick the locks. *Knock* spells work normally. If attacked, a door has an armor class of 1 and 25 hit points. Slashing weapons inflict half damage, piercing weapons inflict quarter damage, and blunt weapons inflict one point per hit. The doors save vs. spells as hard metal with a +4 bonus. If the save fails, the spell inflicts damage just as though it were cast at a character. Otherwise, the spell inflicts 1d4 points of damage. Of course, forcing a door open violently will create noise sufficient to attract the attention of the nearby denizens.

Unless noted otherwise, stairs descend 5 feet for every 5 feet of length.

Finally, remember that the inhabitants of the tomb have the power to react and act independently of the party. Make use of the ***Alert*** section. If the PCs come charging through with no thought of the disturbance they are making, the whole complex will be alert to their presence in short order. If given the opportunity, Osakay will eventually marshal all of its forces and assault the party in a horde (see area 19). If the party is chopping through the lair's denizens with ease even when they are prepared, they will retreat and regroup to fight "another day."

4. Entrance

One of the lair's two ettins is always on guard here. The ettin keeps a sharp lookout with both heads, and is almost certain to notice the PCs when they approach unless they are both invisible and silent.

The entrance is visible from about 300 feet away, but the PCs have to get within 60 feet of the entrance to get a good look at it. Tactical Map D2 shows the area in detail.

A wide stair of white marble rises about 5 feet to a rectangular opening in the cliff face. The opening must be 25 or 30 feet high and about half that wide. A pair of massive statues (about 20 feet high) depicting bearded warriors in archaic armor flank the stairs; the statue on the left has been broken off at the chest. Behind the statues, tall columns of green marble support a pediment made of the same material. A huge medallion of white marble is set in the pediment. There is writing chiseled into the medallion, but you can't read it from here.

At the top of the stairs, a passage with a green floor stretches into the darkness past what remains of a pair of colossal bronze doors; most of the metal seems to have been cut away, leaving only two metal flaps hanging askew from bent hinges. Fallen rubble litters the stairs and the passage, and you can see bits of the broken statue among the debris. You can also recognize a huge, two-headed giant squatting in the opening. It seems to be alert, looking about with both heads. The creature displays a pair of sour expressions, and it is armed with a pair of massive clubs. It appears to be wearing a manacle on one hairy ankle.

The tablet in the pediment reads: "Siryl Rex, Conqueror and Statesman," or some other epitaph that is appropriate to the campaign and to the tomb's occupant. The description is written in an ancient version of Common and is indecipherable without a *comprehend languages* spell, a successful use of the rogue read languages ability, or a successful use of the ancient languages proficiency (if the language the character knows is ancient Common or its equivalent in the campaign).

The ettin is indeed manacled and in a surly mood. The two resident ettins are recent additions to Osakay's band, and they do not serve the naga willingly. The other inhabitants treat the ettins none too gently. In fact, Osakay allows the ogres and trolls to amuse themselves at the ettins' expense. The ettins are alert guardians only because Osakay has threatened them with painful deaths if they ever allow anyone to get into the tomb.

The ettin wears a ball and chain to keep it from running away while on guard duty. The ball and chain assembly weighs about 550 pounds. The chain is 40 feet long, and the ettin can move freely when it is just dragging the chain along. Once the chain is stretched to its full length, however, the ettin has to



drag the ball along (or pick it up and carry it), which encumbers it severely.

If the orcs at location 3 have given the warning, the ettin is alert and receives an additional +2 bonus to its surprise rolls. It is nasty and stupid, but just bright enough to realize the PCs might allow it to escape—and just suspicious enough to be afraid that it is being watched from inside. If it sees the PCs and there are no orcs in sight, the ettin merely grimaces menacingly. If the PCs are hot on the heels of some fleeing orcs, the ettin attacks the orcs, hoping to curry the PCs' favor.

Observant characters might negotiate with the ettin and gain a quiet entry into the tomb. The ettin wants its freedom, and that's all it wants. It is even willing to offer its fine hauberk as a bribe. If the raiders have already been warned about the PCs (for example, if the PC chased a group of raiders back to this site), the ettin knows it is being watched and will not parley with the PCs. The ettin is not interested in money or food under any circumstances. It wants to escape. The ettin knows very little about the complex. It has never been beyond area 10 and has never been in any chamber except area 5. It knows about the secret door in area 5 but does not know how to open it.

If the PCs reach an agreement with the ettin, they can free it with a successful open locks attempt, a *knock* spell, or a bend bars/lift gates roll. When freed, the ettin hightails it away from the tomb and doesn't look back. There is a chance that the other ettin might notice it leaving; see area 5 for details. Bargaining with the ettin is no easy matter, however. Ettins have no language of their own; they speak only a limited dialect of orcish. Characters who speak orcish can understand about half what the ettin says. A *tongues* spell makes communication much easier.

If attacked, the ettin fights to the death, shouting loudly the whole time. When crouching behind the rubble and ruined doors, it has 25% cover. If attacked with spells or missiles, it responds by hurling huge spears at the party. If the PCs back out of range, the ettin retreats down the hall, hooting a warning with both heads.

The passage leading north from here is dimly lit during daylight, but on moonlit nights the north end is heavily shadowed.

Alert: Unless the party deals with the ettin quickly and quietly, trouble results. While none of the inhabitants care particularly for their guard, they take action should they hear shouting and the sounds of melee. The ettin in area 5 awakens, and the ogre bathing in area 6 runs downstairs and raises a general hue and cry. The orcs in areas 9 and 11 also notice any clamor, warn their brethren in the neighboring areas, and form up a defensive position. Within a short time, all of the raiders are alert and responding; Osakay organizes the troops to counterattack.

Ettin (Giant, Ettin): AC 0/2 (collection of looted armor); MV 12 or 3 (severely encumbered); HD 10; hp 45; THAC0 10; #AT 2 or 1; Dmg 3d6/2d8 (club/club) or 2d6 (huge spear); SA can attack with two weapons at no penalty; SD +2 to surprise rolls; SZ H (13' tall); ML elite (14); Int Low (7); AL CE; XP 3,000; MM/135.

Notes: The ettin on guard duty wears a hauberk made from several suits of plate mail and two shields. The shield attached to his front is a *large shield* +2. The ettin has an armor class of 0 from the front, and an armor of 2 on his rear and flanks. The ettin can hurl its huge spears 30 feet. When defending the entrance, the ettin has 25% cover, giving it a +2 bonus to armor class and saving throws.

Personality: Fidgety, crabby.

Special Equipment: large shield +2 (human sized), four huge spears.

5. Ettin Den

This chamber once served as a chapel for visitors. Looters have long since stripped it, and water seeping down from the cliff above has completed the destruction. A dais and a smashed altar on the west wall are the only clues to the room's original function. The chamber reeks terribly, but is fairly neat. It has plain stone walls and a well-scuffed floor made of green marble a shade lighter than the passage outside.

The second ettin rests here while its companion stands guard. It, too, wears a ball and chain. It does not wear armor, just a filthy garment made from badly cured animal hides. This ettin spends most of its time fitfully snoozing, but it is awake and alert if warned about the PCs' approach.

If it is asleep when the PCs arrive, any fighting in area 4 or the hallway beyond awakens it after 1d4 rounds. If the fight ends before the ettin awakens, it goes back to sleep. When it sees the PCs, it drops the ball and attacks.

If the ettin is not awakened by fighting or its companion's departure, it keeps right on snoozing. Its snore makes a throaty duet that the PCs can clearly hear from the hallway unless they are silenced. If the

party attacks the sleeping ettin, surprise is automatic.

If the PCs are clever, they can negotiate with this ettin, too. They'll have to do something to keep it from crying out when it awakens, such as gagging it. They'll also have to be very direct and immediately tell it they intend to let it go. The ettin is interested only in escaping, because it knows it will die if it can't kill the PCs. If the party threatens it, the ettin tries to raise the alarm and attack, even if the PCs have it at sword point.

The secret door in the north wall of this room is activated by a stud in the altar. If the PCs don't press the stud, the door is effectively locked (see page 13). Finding the stud requires a successful search for secret doors on the altar. Elves cannot find it merely by passing within 10 feet, but they get the full benefit of their racial ability when searching.

There is nothing else worthwhile in the chamber.

Alert: Should anyone proceed downstairs through the secret door, refer immediately to area 18; the troll guard at that location reacts without delay. In any event, if the ettin here is the first to raise the alarm, the ogre in area 6 bolts downstairs, but instead takes a roundabout route to Osakay through areas 9, 10, 14, 15, and 18. It rouses the denizens of those locations as it passes them. Otherwise, the same effects described in area 4's *Alert* hold true.

Ettin (Giant, Ettin): AC 3; MV 12 or 3 (severely encumbered); HD 10; hp 45; THAC0 10; #AT 2 or 1; Dmg 3d6/2d8 (club/club); SA can attack with two weapons at no penalty; SD +2 to surprise rolls; SZ H (13' tall); ML elite (14); Int Low (7); AL CE; XP 3,000; MM/135.

6. Fountain Chamber

This room once served as a place for visitors to meditate quietly. The stone benches on the north and south walls are contoured to give man-sized humanoids a comfortable seat. The current residents use the room for washing.

When the PCs enter the complex, there is an ogre in here washing out a half dozen buckets and getting a bath in the process. The creature is not at all pleased with Osakay's insistence on neatness. Since the door is closed for privacy, and because it is absorbed in its task, the ogre is oblivious to anything going on in the hallway outside short of a shout from the ettin or a *fireball* blast. If it notices anything, it bolts across the hall and awakens the ettin in area 5,



assuming that one is still sleeping. Then the ogre flees through the secret door, which closes behind it, and runs to area 19 to warn the naga.

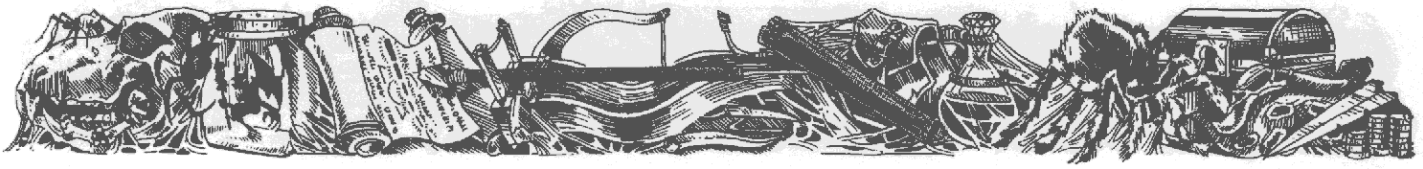
Alert: If the raiders have been alerted and had a little time to prepare, the four ogres and two trolls from area 14 are stationed here with the door open to welcome any intruders (see area 14 for their statistics). One ogre keeps an eye on area 4 while the rest remain out of sight. If intruders enter the complex, one of the trolls dashes off to area 19 as described above, while the rest of the group tries to help the ettins hold the entrance.

Ogre: AC 5; MV 9; HD 4+1; hp 27; THACO 17; #AT 1 or 2; Dmg 1-10; SZ L (9'); ML Steady (11); Int Low (7); AL CE; XP 270; MM/272.

Notes: Despite his steady morale, the weaponless ogre will make every effort to get away and warn others.

7. Burial Chambers

These rooms originally served as crypts for King Siryl's family. The doors are trapped; any attempt to pick a lock or force a door brings a 5-ton granite block crashing down in front of that door.



This small alcove has a ceiling lower than the main passage. An ornate bronze door, newly polished, stands at the other end. Through the floor in the alcove has been scrubbed clean, you can see a network of chips, scratches, and cracks near the walls.

A *find traps* spell, successful find traps roll, or successful use of the demihuman ability to detect stonework traps reveals the danger. A successful remove traps roll can jam the mechanism so the block does not fall; a failed remove traps roll triggers the trap.

The ancient tomb robbers took a more direct approach; they wedged heavy wooden pilings under the blocks, then picked the locks and looted the chambers. Osakay bid its minions to reset the traps and remove the pilings; that is how the floors became damaged. If the PCs examine the doors, they notice that the locks have been picked once already, then relocked.

If the PCs trigger the trap, any character in the alcove must attempt a saving throw vs. breath weapon. Success means the character escaped from the alcove before the block fell. Failure means the character is crushed beneath the incredible weight of the block, taking 10d10 points of damage. A character so flattened needs the assistance of others to escape. There are, however, several ways the PCs can keep the blocks from falling. A *feather fall* spell will not work because the block is too heavy. The various *wall* spells would suffice.

Any effort the party makes to get into these rooms, however, is mostly wasted. The crypts were stripped and looted long ago, and the current residents never enter them. They serve strictly as deathtraps for unwary invaders.

Alert: Should any of these huge traps fall, the entire lair is alerted (unless the block was within the radius of a *silence* spell). Osakay musters its forces downstairs and counterattacks (see area 19).

8. Smithy

The raiders use this burial crypt as an armorer's shop and storage area. The door is trapped as described in area 7, but wooden pilings have been placed in the alcove to hold up the granite block. No one is in the smithy when the PCs arrive, but there's plenty to see.

This small chamber might have been a crypt once. The walls are lined with two tiers of shelves that look just wide enough for coffins, but there are none here now. Instead, there is a big, flat rock with a pile of smoldering coals on one side. A tendril of smoke rises to the soot-blackened ceiling and escapes out a small vent. You imagine the place would be a stifling pit when the fire is going full blast. A crude leather bellows and a pile of charcoal suggest that much bigger and hotter fires burn here at times.

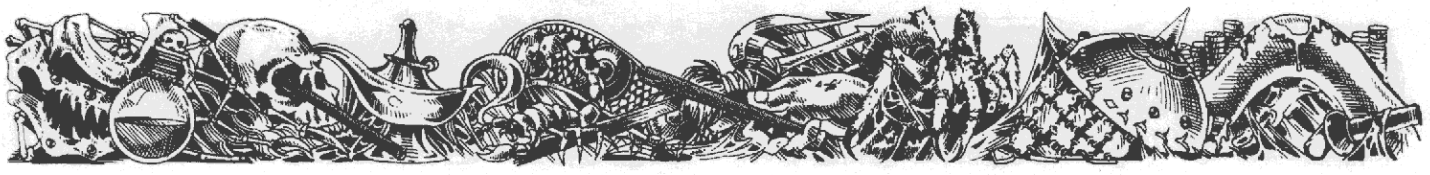
The shelves are crammed with neat piles of tools, weapons, and raw materials. A narrow crack in the room's northwest corner seems to lead to a larger chamber beyond.

The rock is just a flat boulder the raiders dragged in to serve as a hearth and anvil. It bears the marks of many hard impacts upon its scarred surface. The tools are an odd assortment of implements stolen during raids and cobbled together on site, including a *warhammer +1* that the orc smith has been using to hammer metal. The weapons include two more huge spears for the ettins, several dozen swords and axes, and a few bundles of arrows. Two dozen of the arrows are *flight arrows +1*, but the raiders don't know it. The materials mostly consist of odd chunks of metal the raiders have gathered. There are bits and pieces of bronze taken from the tomb's main doors and all sorts of broken weapons and ruined armor captured during raids. The hauberk the ettin in area 4 wears was made here.

The crack in the northwest corner is a result of natural deterioration. If the characters take a peek through the crack, they get a glimpse of area 9. If they have done anything noisy, such as sorting through the pile of metal, they might just see an orc peering back at them (see area 9). The crack is about 3 inches wide and 9 feet tall. A character standing on either side of the crack could fire a bow or crossbow, or cast spells through it.

If the PCs listen carefully, they can hear the orcs in area 9 conversing. If the party hasn't been detected, the orcs are discussing everyday matters, including obeying Osakay's order to keep the place neat:

There seems to be a number of creatures in the chambers beyond. You can hear raspy snoring and all manner of thumping and swishing. It seems that a mild argument is going on.



If the listener speaks orcish, he can listen in:

"'ere now, don't be sweepin' that under Morge's mattress! Throw it in the pit!"

"Pay attention to what yer doin' shovel face! You missed a spot!"

If the orcs know the PCs are coming, they are fairly quiet, but the PCs might hear one of them muttering about who's going to clean up the mess afterwards.

Alert: Even if unwarned, the orcs in area 9 notice if the party does anything especially noisy (searching through the weapons, etc.) and have a 25% chance per round to notice any activity in the area. See the description of area 9 for their reactions.

9. West Orc Barracks

The raiders have opened up and enlarged this natural chamber; 18 orcs live here, though there are never more than 10 here at any given time (two are on sentry duty outside, two more guard area 9a, and four are patrolling or raiding).

The chamber is crowded, but extremely neat and tidy for a den of orcs. There are 18 canvas mattresses stuffed with dry grass and leaves and 18 large leather sacks that contain the orcs' possessions. Among the sacks, the party can find assorted tools, eating utensils, and clothing (all remarkably clean for orcs' belongings), 268 gp, 477 sp, and ten 25 gp gems.

The cooking fire sheds some dim light in the room. In addition, there are several smoke torches set here and there. Although they shed little in the way of light, they do allow the orcs to light their oil flasks quickly.

If no alarm has been given, half the orcs are asleep, and the rest are awake and going about everyday tasks, such as cooking or tending their equipment. The orcs sleep unarmored.

If the raiders have been alerted, all of the orcs are awake and ready for a fight. One orc keeps an eye on area 8 through the crack, another watches the staircases to the east, and a third orc stands near the staircases and observes area 4. They automatically notice any disturbance in these areas under their view (areas 4, 5, 6, 7, 8, or 10).

Whenever they note something amiss, six orcs grab long bows and spears from the weapon rack and march into the corridor just south of the stairs. They form two ranks of three across, facing either south or east, depending on where the threat is. The first rank carries bows and spears, and the second rank carries spears only. The archers fire their long bows at any target they can see, but they won't fire into a melee unless only ettins are involved. If the archers are attacked, the spearmen in the rear rank attack while the archers fall back and pick up spears. The rearmed orcs, now in the back rank, can stab with their spears, but at a –2 attack penalty. While the spear hedge is forming, one of the orcs flees down one of the staircases, hoping to lure a PC into one of the slide traps (see area 10). An orc from area 11 deactivates the slide traps momentarily for the running orc. Should their situation become desperate, the orcs will send one unlucky one of their number to open the pits (see area 10) to cover while the survivors retreat downstairs.

While the ranks of archers and spearmen are beginning to form, someone signals the guards at area 9a. The remaining orcs don their armor and keep watch on the corridor. They remain in the room until ordered to leave or until they can hit the PCs from the rear.

Alert: The guards at location 9a can witness events in this chamber, and react immediately (see area 9a). Meanwhile, the orcs in area 11 have a 25% cumulative chance per round to notice any disturbance here, and prepare for the PC's approach.

Orcs (10): AC 6 (studded leather & shield) or 9 (shield); MV 9 (moderate encumbrance) or 12 (no encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d6 or 1d8 (spear or battle axe) or 1d8/1d8 (long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

9a. Guardpost

The ladder here leads down to area 17. At a signal from area 9, one guard descends the ladder and runs to area 19 to warn Osakay of trouble. The orc does not use the subterranean passage connecting areas 17 and 19, but goes through areas 16, 14, 15, and 18, alerting the residents in those locations. The second guard remains at the top of the ladder. If enemies appear, the orc hurls a flask of flaming oil (lit from a candle kept burning in the niche in the wall), then scrambles down the ladder and tries to yank it down after him.



Orcs (2): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d8 (battle axe) or 1d8/1d8 (long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

10. Ups and Downs

A set of three levers here operates the two covered pit traps (10a) and the two stair/slide traps (10b). The levers allowed the tomb's custodians (long since departed) to deactivate the slides so that visitors could enter the lower lever without using the secret doors in areas 5 and 11. Tactical Map D3 shows the area, but the pit traps (see below) are not shown; the DM can use the tactical map to determine exactly where characters are standing when the PCs begin fiddling with the levers and reveal the pit traps only when the PCs (or the orcs) activate them.

The levers have three settings: up, down, and neutral. The levers are in the neutral position when the PCs find them and automatically return to neutral if moved. The levers are stiff; characters who try to move them with the end of the stick or weapon fail. They can be moved with *telekinesis* or an *unseen servant*. Moving the left and right levers up at the same time activates the stair/slides if they are deactivated or deactivates them if activated. (When the PCs arrive, the slides are activated.) Moving any other lever or combination of levers in any direction opens the covers on both pits.

When a pit opens, anyone standing on the cover falls 20 feet onto a bed of spikes. Osakay and its minions have replaced the old corroded spikes with nice, sharp new ones and tipped them with type D poison. Characters falling into the pits suffer 2d6 points of damage from the fall and 5d6 points of damage from the spikes. A successful saving throw vs. breath weapons reduces spike damage to 2d6 points. Any characters hitting the spikes must attempt a save vs. poison. Those who fail their saving throws suffer 30 points of additional damage; those who succeed still suffer 2d6 points of damage. In both cases, the onset time is 1d2 rounds. The pits' covers close immediately after opening, trapping anyone who has fallen inside the pit. The only way to open the covers is to use the levers or a *knock* spell. Even if opened with a spell, the covers close immediately after opening, though they can be wedged open with iron spikes. (If the party has no spikes, there are several dozen bits of metal in area 8 that will suffice.) If the PCs try to wedge open a pit cover, there is only a one in six chance of the spike falling out.

It is possible to climb out of the pits, but they have smooth, inward-sloping walls that impose a –40% penalty to climb wall attempts. Anyone climbing a pit's walls when the cover opens must save vs. breath weapon or fall back to the bottom of the pit, suffering more damage.

If the slides are activated, the lower flights of stairs collapse into slippery ramps when more than 60 pounds of weight is placed on them. Characters slide 10 feet down the ramps and fall into the small pits at the bases of the stairs on the lower level (10c). These pits are similar to the larger pits on the upper level, but characters falling in from the tops of the slides suffer 3d6 points of damage, plus damage from the poison spikes as noted above. Note that characters trying to climb the stairs also fall into the pits, but suffer only 2d6 points of falling damage.

Alert: Any activity in this area is noticed by the orcs in areas 9 and 11, who in turn notify their comrades in areas 9a and 12 respectively. If anyone slides downstairs (by choice or no), they are subject to immediate attack from the creatures downstairs (see area 14).

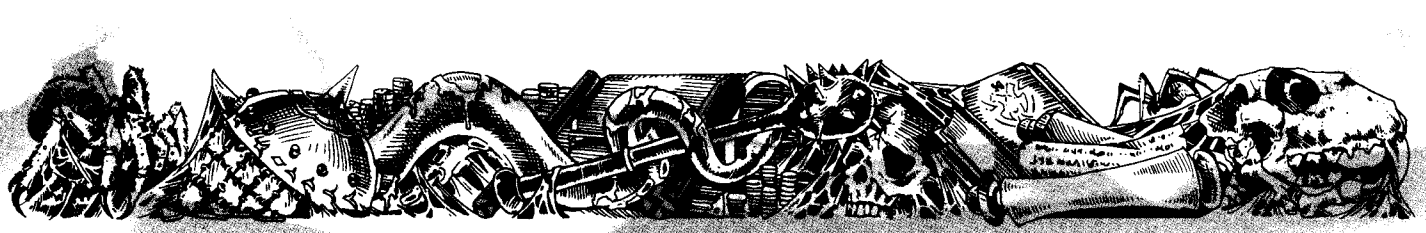
11. East Orc Barracks

Once upon a time this chamber served as the resting place of King Siryl's court wizard, Mitcou. The tomb was plundered long ago, but Mitcou's sarcophagus is still mostly intact. Currently, 24 orcs reside here, but two of them are on sentry duty outside and four more are patrolling or raiding, leaving only 18 orcs here at any given time. The orcs here have the same living arrangements and daily routine as the ones in area 9. Tactical Map D4 shows the chamber.

A cooking fire and an assortment of small torches shed dim light. There are 24 mattresses and 24 bags of gear. The bags hold in sum 271 gp, 486 sp, and thirteen 25 gp gems.

If the raiders were not warned about the PCs, half the orcs here are unarmored and asleep, and the remainder are keeping busy with normal tasks. They have a 25% cumulative chance per round to notice any disturbance in areas 9 or 12; they tend to keep an eye on the neighbors.

If forewarned, all the orcs are awake, keeping a constant watch on areas 9 and 10. They also post two guards in the passage leading to area 12; these guards



signal the orcs in area 12 to be ready for trouble.

Whenever they notice a disturbance, 10 of the remaining orcs form a double, close-order rank (one rank in front of and one on the dais); they face either south or west, depending on the threat's origin. The extra height from the dais allows both ranks to fire their bows. The remaining orcs line up along the south wall, ready to attack their foes from the flank or rear if they enter the room.

If the threat is from the west, the orcs send one of their number to man the levers at area 10. If one of the orcs from area 9 flees down the stairs, this orc quickly deactivates the slides, then reactivates them again.

Orcs (18): AC 6 (studded leather & shield) or 9 (shield); MV 9 (moderate encumbrance) or 12 (no encumbrance; HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d6 or 1d8 (spear or battle axe) or 1d8/1d8 (long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

The secret door in the northeast corner is similar to the secret door in area 5. A panel in the base of the sarcophagus (on the east side) opens it when pressed.

Oddly, the empty sarcophagus has more to offer the party than the trigger to the secret door. The stories of Mitcou's most important services to the king are engraved on the surface. Tales describe what advice Mitcou gave Siryl at important moments during his reign and give brief descriptions of the various magical devices the wizard created or identified for the king. The inscriptions include both pictures and writing. The language is the same one used on the tablet above the entrance. If a PC rogue successfully read that inscription, he automatically can read the ones here. Otherwise, the character gets another chance for a successful roll here. The tale that is most interesting to the PCs describes the first segment of the *Rod.* It reads: "... and Mitcou said unto the King, 'Sire, take this wand made from the legacy of the vaati, for it can heal minor wounds. Whenever thou art wounded, simply grasp this ebony stick and think the word "*ruat*" and thy wounds shall diminish.'" This inscription gives both the description of the wand (an ebony stick) and its command word (*ruat*). The picture accompanying this inscription shows a female wizard presenting a wand to an armored man.

It takes a character two turns to read all the inscriptions. It takes at least an hour to copy them all down. If the characters have enough paper they can take rubbings from the sarcophagus and get copies of all the inscriptions in about five minutes.

Alert: The orcs in areas 9 and 12 have a 25% chance per round to notice any disturbance here.

12. South Orc Barracks

The raiders have tunneled their way into this natural chamber, widening a crack once in the south wall of area 11. They draw their water from the pool in here, and the room serves as a guardpost. Twelve orcs live here permanently, although there are never more than eight here at any given time (two are on sentry duty outside and two are patrolling or raiding).

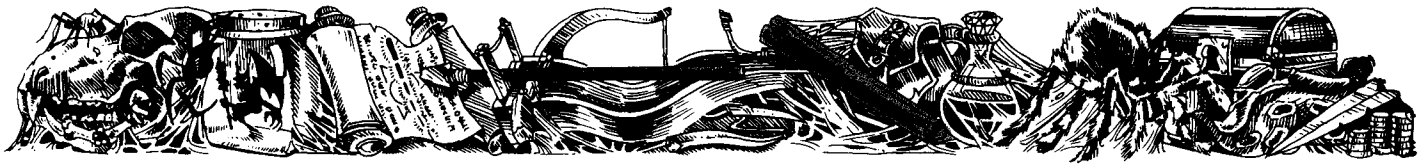
This chamber has the same general appearance as areas 9 and 11, crowded, but very tidy for a place where orcs dwell. In the room are a cooking fire, several small torches, 12 canvas mattresses stuffed with dry grass and leaves, and 12 large leather sacks that contain the orcs' possessions. Among the sacks, the party can find assorted tools, eating utensils, and clothing (all remarkably clean for orcs' belongings), plus 260 gp, 465 sp, and seven 25 gp gems.

The raiders have also erected a timber wall with a sturdy door at the head of the natural staircase to the north. The door keeps the carrion crawlers in area 13 from entering the complex. It is kept barred at all times and has a hatch about 3 inches square at eye level so the orcs can peek at the stairs without opening it.

If the raiders have been alerted, all the orcs in here are awake and ready for a fight. One orc keeps an eye on the stairs through the hatch while the others line up along the southeast wall, with bows and axes at the ready.

If not on alert, half the orcs are asleep; the remainder are awake and engaged in mundane tasks. One orc takes a peek though the hatch every ten minutes. The orcs notice any attempt to force the door and immediately signal the orcs in area 11. The orcs in area 11 then send a runner to area 9, and the orcs there send one of their number to area 19 to warn Osakay.

The pool in this room is about one foot deep. The water is cold, but not deep enough to hinder movement. The pool's bottom, however, is uneven, with lots of ridges and potholes. Characters moving through the pool at more than half speed or fighting while standing in the pool must attempt a Dexterity check every round or trip and fall. The orcs are familiar enough with the water's bottom to be unaffected.



Alert: The orcs in area 11 have a 25% cumulative chance to notice any disturbance here.

Orcs (8): AC 6 (studded leather & shield) or 9 (shield); MV 9 (moderate encumbrance) or 12 (no encumbrance; HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d8 (battle axe) or 1d8/1d8 (long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

13. Carrion Crawler Lair

Three carrion crawlers have taken up residence here, feasting on the refuse the raiders throw away and serving as unwitting guards for the lair's secondary entrance. The creatures tend to lie quietly in this chamber during daylight and venture out onto the midden (location 2) at night. They attack any creature they detect, day or night.

In the weeks before the door leading to area 12 was erected, the raiders kept the carrion crawlers out of the complex by hurling their organic trash down the natural stairs connecting this area with area 12. The upper part of the stairs is still littered with bones and globs of rancid grease. Characters walking on the stairs must attempt Dexterity checks or slip and fall, suffering 1d6 points of damage. The carrion crawlers eagerly investigate the noises a falling character makes. The stairs rise 30 feet from their base in this area to their head near area 12.

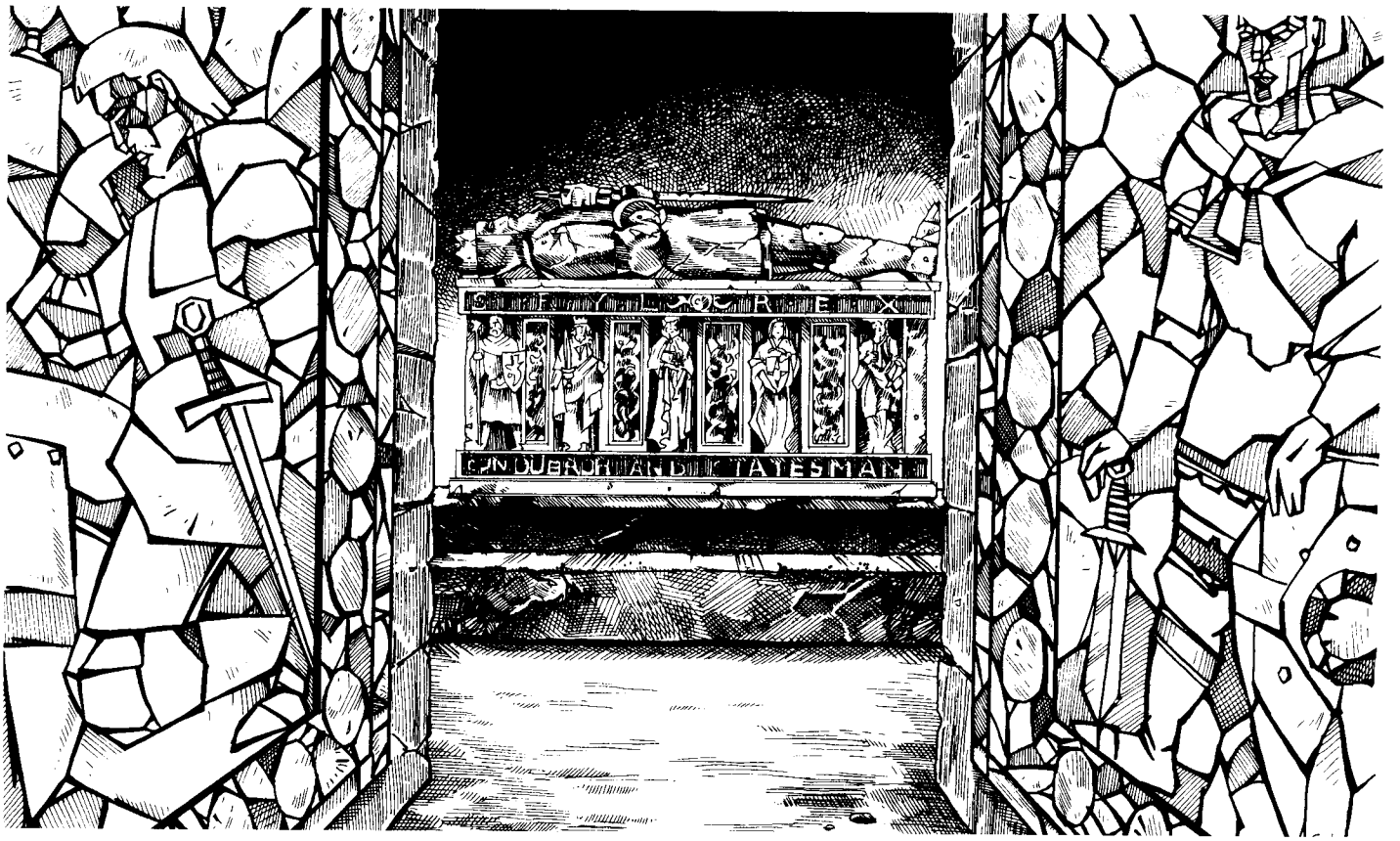
Carrion Crawlers (3): AC 3/7; MV 12; HD 3+1; hp 16 each; THAC0 17; #AT 8 or 1; Dmg none (tentacle) (8) or 1d2 (bite); SA paralyzation; SZ L (9' long); ML special; Int non (0); AL N; XP 420 each; MM/35.

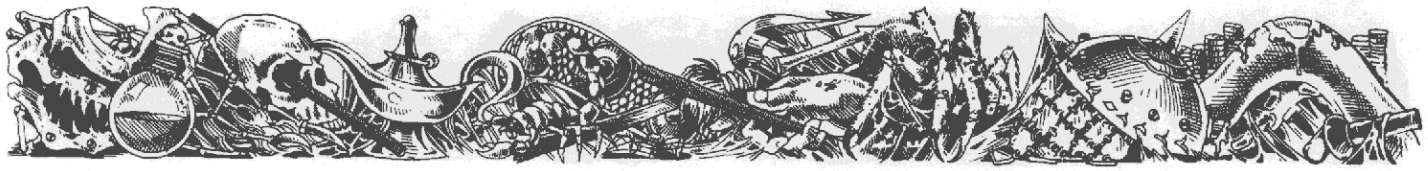
Notes: Tentacle hit causes victim to save vs. paralyzation or be paralyzed for 2d6 turns. Head is armor class 3; body is armor class 7. Will not retreat from combat.

The Lower Level

14. Common Chamber

This room originally served as a kind of museum dedicated to King Siryl's life. Looters hauled away the fine furnishings and sculptures a long time ago.





Currently, the chamber serves as a lounge for the trolls and ogres. Osakay also uses it as a training area to teach the trolls and ogres the rudiments of tactics and the use of missile weapons.

This vast hall is as bright as day. The light seems to be emerging from eight iron cressets mounted in the north and south walls. The air is damp, but the cressets are even more badly corroded than one would expect. Oddly, all the rust has been scoured away, leaving the metal shiny, but heavily pitted. Two racks filled with carefully maintained weapons stand along the east and west walls. A man-sized scarecrow, badly punctured and slashed, stands just south of the weapon rack on the east wall.

The scarecrow is a practice target the ogres and trolls employ to hone their dagger throwing and archery skills. The ogres and trolls aren't great marksmen, but they hit their target often enough to keep the dummy looking battered.

The cressets hold *continual light* spells. Their decayed but polished condition is due to the corrosive effects of centuries of exposure to damp air and to the *continual light* spells, which slowly consume objects upon which they are cast. Nevertheless, Osakay has ordered its minions to keep the place tidy, so the deteriorating cressets are now well polished.

The two cressets on the west side of the north wall are actually levers that operate the slide traps (10b). Their function is similar to the levers in area 10. Moving both levers up activates or deactivates the slides. Moving either lever singly or moving both levers down opens the covered pit below the levers. This pit is identical to those in area 10a.

At the moment, there are two trolls lounging in this room, along with four ogres. They are recounting with relish the glories of their last raid, sometimes illustrating their exploits on the scarecrow. The idlers tend to ignore anything that is not an obvious attack or a direct order from Osakay. For example, they can hear the commotion if a fight breaks out near area 10, but they don't take any action without orders. Even if the orcs upstairs raise the alarm, they do nothing other than waking their sleeping companions in areas 15 and 17 until they are attacked or receive orders from Osakay.

They gleefully spring into action if anyone falls down one of the slides, however, and they attack anyone trying to escape the pits or rescue comrades from the pits. They go to area 19 for help only if one of their number is killed.

If the raiders became aware of the party's approach prior to their entrance, these idlers have been ordered upstairs (see area 6), and this area will be empty of occupants.

Alert: Assuming that by now the entire lair has not been aroused or marshaled by Osakay, any loud disturbances in this area (combat, screams, etc.) awaken the trolls sleeping in location 15, who join any melee here after two rounds. The ogres from area 17 join in after three rounds.

Trolls (2): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 2; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d4+8/1d4+8 (thrown daggers + Strength bonus; SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Special Equipment: Six daggers each.

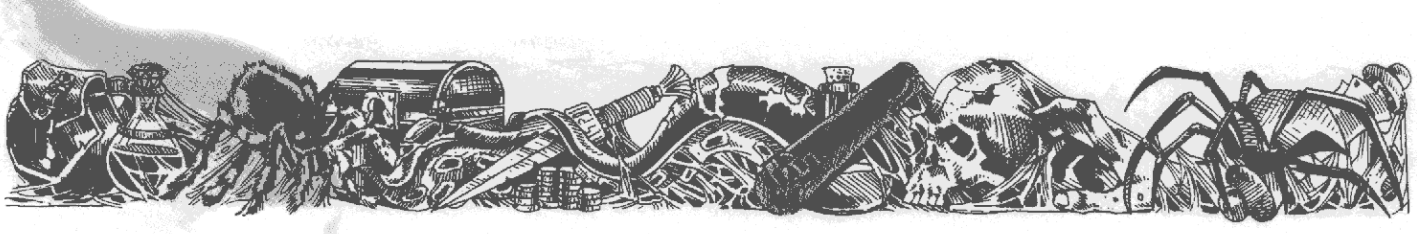
Ogres (4): AC 4 (chain mail); MV 6 (moderate encumbrance); HD 4+1; hp 22, 20, 19, 19; THAC0 17 (15 with Strength bonus); #AT 1 or 2; Dmg 2d4+6 (bardiche + Strength bonus) or 1d8+6/1d8+6 (composite long bow and sheaf arrow + Strength bonus); SZ L (9'+); ML Steady (11); Int Low (7); AL CE; XP 270 each; MM/272.

Special Equipment: One flask of oil and 20 sheaf arrows each.

15. Troll Lairs

At one time, these small rooms were crypts much like the ones described in area 7, including the falling block traps. Looters bypassed the traps long ago and stripped all the crypts. The raiders have placed new wooden pilings under the blocks, as in area 8, and the resident trolls now use the rooms as sleeping chambers. Eight trolls live in the complex, but only five of them are near their lairs at any given time. Two currently lounge in area 14, three more are on duty elsewhere in the complex or out raiding, and the remainder are sleeping in their rooms.

If sleeping, the trolls ignore noises in the complex,



but they hastily awaken if roused by their comrades or if fighting breaks out in area 14. They will join any fray in area 14 within two rounds.

Each room contains a quantity of twigs and dry grass, all neatly arranged, and two big leather sacks. The sacks contain the trolls' belongings, mostly favorite chewing bones and other trinkets of value only to trolls. Together, the eight sacks contain 1,007 gp, three 50 gp gems, two 100 gp gems, and four 250 gp gems.

Trolls (3): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 2; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d4+8/1d4+8 (thrown daggers + Strength bonus; SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Special Equipment: Six daggers each.

16. False Tomb

Light from the north illuminates a wide corridor leading south into a small room. There, an elaborate sarcophagus lies upon a dais at the south wall.

On the walls of the corridor, light is pouring out of two glass panels, creating the impression of a once grandiose shrine. The panel at the left depicts a man in plate mail kneeling at an altar, and on the right an armored figure stands at attention.

A closer look at the sarcophagus reveals elaborate carvings and some sort of inscription. In the room's east end, you can see two large mounds of charred wood, evidently the remains of fires. The east wall of the chamber is blacked with soot, as it the dais, but the sarcophagus is unblemished except for a few scratches on the front and a few chips on the lid. It seems that someone tried to pry it open once, or perhaps more than once.

The inscription on the sarcophagus reads: "Siryl Rex, Conqueror and Statesman," the same inscription found over the main entrance. The sarcophagus holds a coffin, but it is empty and always has been so. The empty monument was intended to distract looters. The deception failed, and looters located the main tomb (in area 22) and looted it long before now.

Several groups of looters have tried to open the empty sarcophagus. When they did, they discovered to their dismay that it was guarded. The stained glass panels lining the passage leading to this chamber are glass golems. Globes enchanted with *continual light* spells behind the glass panels provide backlighting. The golems activate whenever they or the sarcophagus are disturbed, forcing a surprise check with a +3 penalty. They attack until all their enemies are slain or have fled the lower level.

The raiders have learned to leave the sarcophagus alone. Osakay has discerned that there is no body inside, and assumes (correctly) that there is no treasure, either.

The piles of charred wood are the remains of fires. The ogres from area 17 do their cooking here. Their chamber is too crowded to allow for proper cooking fires, and the trolls object if the ogres try to light fires in area 14.

Golem, Glass (2): AC 4; MV 12; HD 9; hp 40 each; THAC0 11; #AT 1; Dmg 2d12; SA surprise at –3, *prismatic spray*, SD harmed only by +2 or better magical weapons, immune to poison and mind-affecting magic, regeneration; SW blunt weapons inflict double damage, *shatter* spell; SZ M (6' tall); ML fearless (20); Int non (0); AL N; XP 5000 each; MM/169.

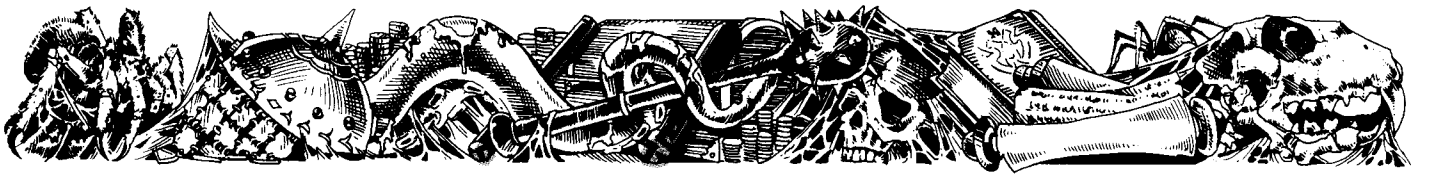
Notes: Once every three rounds, can unleash a *prismatic spray* that fans out in all directions with a 25-foot range. Regenerates 1 hit point per round while in bright light (or within the area of effect of their *continual light* spells).

A *shatter* spell weakens the golem. All subsequent attacks have a percentage chance equal to twice the damage inflicted of instantly slaying the golem.

17. Ogre Lair

This living chamber is similar to areas 9 and 12, except that it isn't quite as neat, and the mattresses are larger and much dirtier. Fourteen ogres live here, but four are always out patrolling or raiding, and one is always busy with an odd job somewhere in the complex (such as washing in area 6). Another four are killing time in area 14. The remaining ogres are here, dozing, eating, or doing odd tasks. Half of them are asleep, but they remain clad in their chain mail.

Like everyone else living here (except Osakay), the ogres keep their belongings in leather sacks. The 14 sacks in this room contain a total of 807 gp, 1,411 sp,



and twenty-three 50 gp gems. When an ogre leaves this room, it throws its sack down the sinkhole in the south end, hoping that it will be harder to find if enemies break in.

The sinkhole is about 10 feet wide and 20 feet deep. The ogres climb into and out of it easily due to their bulk, but man-sized and smaller creatures have to climb the smooth rock face or use a rope. A subterranean passage at the bottom of the sinkhole leads northwest to area 19.

Ogres (5): AC 4 (chain mail); MV 6 (moderate encumbrance); HD 4+1; hp 22, 20, 19, 19; THAC0 17 (15 with Strength bonus); #AT 1 or 2; Dmg 2d4+6 (bardiche + Strength bonus) or 1d8+6/1d8+6 (composite long box and sheaf arrow + Strength bonus); SZ L (9'+); ML Steady (11); Int Low (7); AL CE; XP 270 each; MM/272.

Special Equipment: One flask of oil and 20 sheaf arrows each.

18. West Lower Guardpost

A troll is always on guard here, very alert because Osakay's chamber lies behind the north door. The trolls aren't particularly loyal, but they fear the naga and its fire magic.

The troll automatically notices if the secret door at the top of the stairs opens. However, if the raiders have had no advance warning of the PCs' approach and the troll does not hear or see anyone come through (either because nobody does come through or whoever does is invisible and very quiet or silent), there is a 50% chance that the troll does nothing. Otherwise, it quietly opens the north door, warns Osakay, and prepares to hurl its daggers at the first opponent it senses. If its suspicions are aroused, the troll can attempt a saving throw to detect any invisible opponents nearby (see the description for the *invisibility* spell in the *PHB),* with +4 bonus due to its superior sense of smell. The troll fights to the death.

If the lair has had advance warning of the PCs approach (from fleeing raiders, etc.), the door to Osakay's chamber (area 19) will be ajar, and the naga will be ready for trouble.

Troll: AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 2; Dmg 1d4+4/1d4+4/1d8+4 or 1d4+8/1d4+8 (thrown daggers + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Special Equipment: Six daggers.

19. Naga Lair

This chamber originally served as a bedchamber for the priest who tended the chapel (area 5). Due to a cleverly designed ventilation system, there is a fresh, gentle breeze through here that feels cool in summer and warm in winter. Over the years, the shaft that brought the breeze into the room collapsed, forming the sinkhole and subterranean passage that lead to area 17. The breeze still blows, however.

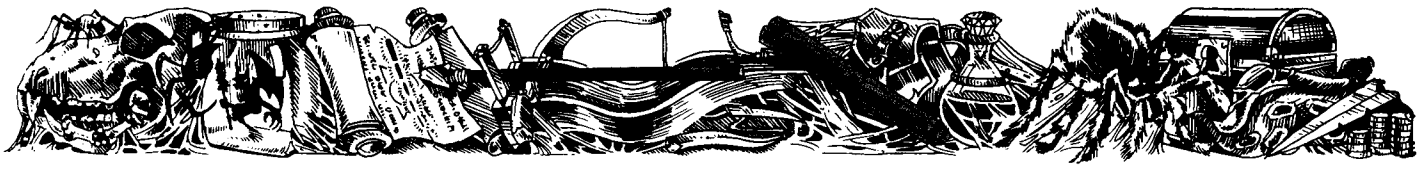
The levers on the east wall operate the water trap in area 22. The levers cannot deactivate the trap, but they can trigger it remotely. Moving either lever up floods area 22. Moving either lever down or moving the levers in opposite directions opens the pit trap below the levers. Moving both levers down simultaneously opens the metal shutters in areas 20, 21, and 22, but does not stop the water if area 22 is flooding.

The pit is just like the ones in area 10a; Osakay's long body allows it to operate these levers and those in areas 10a and 14 without fear of falling into the pits.

Osakay lurks in this area most of the time, curled up on a huge feather bed its raiders brought back from a settler's cabin. It seldom leaves the room for long.

If Osakay has advance warning of the PCs' approach, it makes sure its minions are awake and ready for a fight. The orcs upstairs know enough to insure that the naga is made aware, but most of the larger creatures are more willing to fight and forget the consequences. If, however, the PCs pursue a fleeing troll or ogre back to the lair, this act of stupidity (leading enemies directly to its lair) infuriates the naga, and the informant is unceremoniously dumped into the pit and left to die.

When the naga learns that the PCs have entered the lair, it tries to arrange a counterattack on the party. It gathers the ogres and trolls from areas 15 and 17 into area 14, along with any orcs that have survived the party's initial assault. Then it casts a *haste* spell on itself and five of the trolls and tries to catch the PCs in a pincer movement. For example, if the PCs are fighting near area 10, Osakay sends the *hasted* trolls up through area 5 and down the main corridor toward



the fray. Meanwhile, it deactivates the slide traps and sends four ogres up both staircases leading out of area 14. It then sends the remaining trolls and ogres through area 20 and up the stairs leading to area 11, where they can charge into the fray. The intention is to hit the PCs from all sides at once. If it can't gather its forces in area 14, Osakay calls them to area 18 instead. If necessary, it uses its *hold portal* spell to bottle up the PCs until the attack is prepared.

After dispatching the troops, Osakay casts *shield* and *fly* on itself and joins the *hasted* trolls. When attacking, the naga avoids melee, casting one spell each round. The *haste* spell allows a second action. If trolls are still alive, it spits out a *bead of force* as its second action. If the PCs torch the troll, Osakay switches to its *fire breath* potions.

The naga carries its magical items, including the *Rod* segment, in a baglike internal organ. When it needs an item, it expels it into its mouth and then either spits it out or activates it. Osakay carries its potions in thin bladders; when it wants to drink one, it expels the bladder into its mouth, then bites down on it.

If the PCs kill the naga and cut it open, they find the first part of the *Rod* inside, along with any other magical items that Osakay has not expended. When running the battle with Osakay, be sure to describe the naga's strange way of using magical items, because this is an important clue about where the party has to look for the *Rod*. If badly damaged (reduced to 15 hit points or less), Osakay tries to withdraw and use the *Rod's cure light wounds* power. If the naga escapes, it lurks in the tomb, hoping to catch the PCs in area 22 and flood it.

Osakay (Naga, Dark): AC 6; MV 13; HD 9; hp 46; THAC0 11; #AT 2; Dmg 1d4/2d4 (bite/sting); SA poison, *ESP*; SD immune to acid and poison, +2 saving throw bonus vs. enchantment/charm spells, immune to *ESP* and all other forms of mind probing, casts spells as a 6th-level wizard; SZ L (12' long); ML champion (15); Int exceptional (16); AL LE; XP 4,000; MM/267.

Notes: Can bite and sting the same opponent or two different opponents. Sting causes a save vs. poison or suffer 1d2 points of additional damage and a drugged sleep lasting 2d4 rounds (onset time 1 round). *ESP* power can be used at will and has an 80-foot range. Can sting and cast a spell simultaneously. Divination effects cannot detect items it carries internally.

Personality: Manipulative, greedy.

Spells (4/2/2): 1st—*hold portal, magic missile* (x2), *shield;* 2nd—*stinking cloud, web;* 3rd—*fly, haste.*

Special Equipment: 2 *potions of extra-healing,* 3 *potions of fire breath,* 5 small *beads of force,* first segment of the *Rod of Seven Parts.*

DM Note: Osakay's small *beads of force* explode in a 5-foot radius, not the standard 10-foot radius. The blast inflicts the standard 5d4 points of damage and requires creatures within the radius to attempt saving throws vs. spells or be encapsulated in a bubble of force that is identical to a *wall of force* spell except that its duration is 3d4 rounds. Once formed, the force bubbles cannot be moved, although can they be destroyed in the same manner as a *wall of force* can. Creatures of size huge or greater cannot be trapped in a force bubble; they prevent the bubble from forming, but the blast still occurs.

When used in a 10-foot corridor, a force bubble blocks most of the space, but leaves about a 2-foot gap at the corners. Tiny and small creatures can wiggle through the gap, and enterprising PCs can fire missiles or spells through them. The 10-foot corridors in the tomb are 20 feet high, leaving a substantial gap above the bubble.

In a 5-foot corridor, a bubble completely fills the passage. Its outer surface conforms to the passage's walls, leaving no gaps. Osakay is loath to use its *beads of force* in such narrow spaces unless it is trying to escape from the PCs. Should escape be the better part of valor (if, for example, the party has managed to move through the entire ruins with stealth), Osakay will attempt to trap the party between two force walls and make good its exit.

20. East Lower Guardpost

The doors leading into this room are locked. The room is lined with lead and iron sheeting that defeats *passwall* spells and all forms of scrying.

One troll always is on guard here. If the PCs force the doors or pick the locks, the troll hears the activity and cannot be surprised.

The south doorway is fitted with a pair of sliding bronze shutters, one on each side of the door. They slam down if the water trap in area 22 is triggered. Although the shutters are part of the water trap, a *find traps* spell won't reveal them because they are inactive until the PCs enter area 22. A *true seeing* spell, a successful search for secret doors, or a successful check for sliding walls does spot them. Once down, the shutters cannot be opened with *knock* spells, though they can be lifted with a successful

bend bars/lift gates roll (one roll per shutter) or battered down as described on page 13.

Troll: AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 2; Dmg 1d4+4/1d4+4/1d8+4 or 1d4+8/1d4+8 (thrown daggers + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Special Equipment: Six daggers.

21. Antechamber

The door leading out of this empty chamber has a pair of shutters identical to the ones in area 20.

22. Treasure Room

This chamber originally served as a splendid tomb for King Siryl. It isn't very impressive now.

> You peer into a spacious chamber with a vaulted ceiling at least 50 feet high. The air in here feels clammy and smells faintly of mold, but the room seems otherwise spotless.
>
> The walls are covered with white ceramic tiles, except in the northern section of the west wall, where the tiles have been stripped away from a 10-foot section. Additional layers of lead, brass, and steel have been peeled away to reveal bare stone.
>
> A dais on the far side of the chamber holds a massive sarcophagus covered with elaborate carvings and inscriptions. Its lid seems to be broken, but someone has put the two halves back into place.
>
> Four brightly lit stained glass windows line the north and south walls. Each depicts a knight raising a sword in salute.

These stained panels look just like the glass golems in area 16, but are nonmagical.

Osakay has placed the bulk of its treasure inside Siryl's sarcophagus. In appearance it is similar to the one in area 16, but more ornate. Ancient tomb robbers broke the lid, but the raiders have put the pieces back in place. The sarcophagus holds 5,469 cp, 3,231 sp, 6,237 gp, 10 base 100 gp gems, 1 base 5,000 gp gem (the ruby mentioned in the introductory section), and a *ring of sustenance*.

The shaded area on the map is a pressure plate that triggers the trap guarding this room. If any weight is placed on this area, the shutters in this room and in areas 20 and 21 slam shut. Immediately thereafter, this room and area 21 begin flooding. It takes five rounds for the rooms to fill completely. The rooms remain full for about eight hours, then slowly empty over the next three days. Once the rooms flood, they cannot be flooded again for a month (it takes that long for the natural reservoir that supplies the trap to refill).

Osakay uses a *fly* spell to avoid triggering the trap when handling the treasure. The PCs can use the same method. A successful remove traps roll can jam the pressure plate so the trap is not triggered, but roll 1d6 each time a character steps on or crosses the plate. The trap is triggered anyway on a roll of a 1. Likewise, the shutters can be jammed open, but have the same chance to slam shut anyway.

Even if the PCs avoid or disarm the pressure plate, there is a chance they could still be trapped in here. Osakay and all the orcs know how to trigger the trap from area 19 and will do so if they can catch the party inside this room.

If the characters are trapped, they can escape by battering down the shutters (see page 13) or using a *passwall* or *teleport* spell to escape. The entire room is lined with metal, however, and the only place a *passwall* will work is the bare spot on the west wall. If the PCs escape this way, they emerge in area 16, and any glass golems present there will attack.

Afterward

If Osakay survives the PCs' foray into the tomb, the naga gathers up its surviving minions and finds another lair. The PCs find the tomb empty if they return. The raids in this area stop, but the naga might resume a similar pattern of attacks after a year or two.

Of course, the PCs cannot recover the *Rod* segment if Osakay escapes. See the troubleshooting section at the beginning of this chapter for suggestions.

If Osakay is slain, the surviving ogres and trolls take over the tomb, possibly with a few orcs as slaves. The ogres and trolls are neither smart enough nor organized enough to raid the area systematically, though they pose a continuing danger to the weak or unwary.

AT THE SIGN OF THE GOLDEN COCKATRICE

Rance Norve, a sometime adventurer, obtained the first segment of the *Rod* after his party overlooked it. Rance is dimly aware of the *Rod's* true power. He is also highly conscious of its dangers and is not enthused about having it.

Unfortunately for Rance, the Queen of Chaos and her servants are already looking for the segment and, barring intervention by the PCs, Rance is doomed to a violent death. Currently, Rance is wasting his time and money gambling at the *Golden Cockatrice*, a festhall described below. The *Golden Cockatrice* can be placed in any large city. It is best if the PCs come upon Rance while engaged in some other activity. A few suggestions follow:

- The party hears a tale about a saloon that features talking cockatrices.

- The party encounters a crier touting the many virtues of the *Golden Cockatrice*. After giving his speech, the crier approaches a PC and gives the character a wooden token that bears the words: "Good for a two-silver-piece Dragonfire wager at the *Golden Cockatrice*."

- The party is hired to keep a lookout for cheaters at an establishment called the *Golden Cockatrice*.

- The party stops to visit the ostentatious festhall while pursuing unrelated ventures.

This short adventure is organized into two sections. The first part contains descriptions of the locations in and about the *Golden Cockatrice*. In the second half are details of events which challenge the PCs, including their initial entrance and the final conflict with the queen's minions.

The Golden Cockatrice

The *Golden Cockatrice* is a posh festhall that caters to adventurers, rakes, and other pleasure seekers with plenty of money to spend. The hall stands on a busy thoroughfare, and other businesses line the street. There is a cheap inn directly across the road to the north and a stable behind the festhall to the south. Map A1 shows the festhall and the surrounding neighborhood.

Heavy traffic has packed the main street's red clay surface smooth and hard. The back streets surrounding the hall, however, are narrow and muddy. The twisting alleys are crammed with tenements and one-room hovels. The *Golden Cockatrice*, with its tiled roof and stately colonnade, is easily the most impressive building on the block.

The hall opens for business in the late afternoon and does not close until after dawn.

1. Entrance

A larger-than-life sized wooden statue of a cockatrice stands on a 3-foot pedestal in front of the main doors. When the PCs arrive, a big, yellow dog is sitting at the base of the statue. It stands up and wags its tail when they approach. If the PCs pet it, the dog capers about gaily. The dog is actually a hound of law. The vaati have noticed the queen's interest in the festhall, and have set the hound here to keep an eye on things.

The hound looks healthy, if a bit dirty. It refuses any handouts the PCs offer it. The PCs can speak with it using a *speak with animals* or *tongues* spell. If questioned, the hound pretends to be a mere dog. It claims to be sitting here because it likes to watch people come and go. It warns the PCs that the doorman is mean, and smells funny, too. If the PCs realize the dog is more than it seems and challenge its disguise, the hound admits that it has gotten a whiff of trouble brewing and is here to lend a hand if necessary.

Hound of Law: AC –6 or 0 in dog form; MV Fl 18 (A) or 15 in dog form; HD 8+2; hp 41; THAC0 13; #AT 0 or 1 in dog form; Dmg nil or 2d4+2 (bite) in dog form; SA –5 to opponents' surprise rolls, become astral, ethereal, or invisible at will, tracking, +1 attack roll bonus vs. chaotic creatures; SD +1 to own surprise rolls, detect invisible creatures 50% of the time, chaotic creatures suffer –1 attack penalty and a –1 penalty to each die of damage, spell immunity; MR 30%; SZ T (1' tall) or M in dog form; ML fearless (19); Int average (10); AL LN; XP nil; See **Book IV**, page 3.

Notes: Base tracking score is 16; ignores vision-based penalties. Can follow a creature that is flying or has teleported if it succeeds with a tracking roll at a –2 penalty (the only other penalties that apply are those from the trail's age).

Immune to all spells except *protection from evil*, *magic missile*, and *maze*.



2. Main Doors

A pair of stout oak doors with amber-colored windows usually stand open during business hours. A pair of burly attendants are always on hand to greet customers cheerfully and to keep undesirables from entering; they also serve as bouncers in the unlikely event that there is trouble the bartenders cannot handle (see area 4).

During inclement weather, the doors are closed, but the attendants open them whenever a customer approaches. If the PCs stop to pet the dog, one attendant shoos it away while the other greets the visitors.

If the PCs visit the *Golden Cockatrice* after dark, one of the two attendants is Traven, a polymorphed lycosidilith. The fiend is on the lookout for parts of the *Rod*. It doesn't know how well it has succeeded.

Traven (Tanar'ri, Spyder-Fiend, Lycosidilith): AC 10 (no armor in polymorphed form) or –4; MV 12 or 18, Wb 15, Cl 9; HD 10+6; hp 51; THAC0 9 (8 with *short sword +1*); #AT 2 or 3; Dmg 1d6+7/1d6+7 (*short sword +1*) or 2d4/1d6+7/1d6+7 (*short sword +1*/bite); SA spell-like abilities at 10th level, poison, gating, webs; SD webs, affected only by +2 or better weapons, immunities, invisibility detection (50-foot radius); SW suffer full damage from iron weapons and half damage from silver weapons, susceptible to holy water; MR 60%; SZ M (5' 6" tall) or L (8' long); ML champion (15); Int exceptional (16); AL CE; XP 22,000; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error, cause fear* (in a single creature by touch), *invisibility, telekinesis*; three times a day—*forget, mirror image, polymorph self*; always active—*infravision* (90-foot range).

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the opponent develops a festering sore after 2d8 hours and loses one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The opponent also suffers a –3 penalty to Dexterity for 2d6 rounds.

Gate ability works three times a day with a 60% chance of success; it summons 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1 lycosidilith.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 15 feet long and sticks to the first creature that fails a save vs. breath weapon, wrap helpless or unconscious creatures, *entangle* effect in a 10'x 50'x 20' cone (range 0), or fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds—*glitterdust* effect (range 40 yards); every three rounds—*web* effect (range 50 yards). All webs have only a 50% chance to burn if attacked with fire. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active but nonmagical: cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage.

Personality: Smooth, curious, audacious.

Special Equipment: Two *short swords +1.*

Attendant hm F7: AC 7 (studded leather armor); MV 12; hp 43; THAC0 15 (13 with Strength bonus); #AT 3/2; Dmg 1d6+4 (short sword + Strength bonus) or pummel; SZ M (5' 9" tall); ML steady (11); AL N; XP nil.

S 18/89, D 10, C 16, I 13, W 10, Ch 12.

3. Foyer

On nights when the *Golden Cockatrice* is busy, this area is alive with music and dancing. A tall screen blocks drafts from the door and keeps passersby from seeing inside, though sound filters out.

During quieter periods, customers gravitate to seats near the fireplaces or tables near the bars.

A smaller screen blocks drafts from the courtyard. The north side of this screen usually is festooned with notices of all kinds. Patrons use the screen to post personal messages, advertisements, and the like. Official announcements from the government are also posted here. Illiterate patrons can usually find a hall employee or fellow customer to read the notices aloud.

4. Bars

The bulk of the *Golden Cockatrice*'s patrons gather in these two areas. Most nights, the bartenders Frane and Vaja, fraternal twins, are on duty. They share golden hair, bright blue eyes, and muscular builds. Vaja is a little shorter than her brother, Frane, but they otherwise look alike. Both are attractive, slow to



anger, and quick to laugh. Both brother and sister enjoy a good brawl and won't hesitate to leap the bar and help subdue a troublemaker. If a general brawl erupts (see Event 7), the bartenders use their magical items to incapacitate the most dangerous-looking offenders first.

When the PCs enter, Frane is tending bar next to area 3 and Vaja is tending bar near area 6.

Frane and Vaja, hm & hf F6: AC 8 (Dexterity bonus); MV 12; hp 6 each; THAC0 15 (14 with Strength bonus, 13 with specialized club); #AT 3/2 or 1; Dmg 2d4+5 (great club) or pummel; SZ M (6' 2" & 5' 9" tall); ML steady (11); AL NG; XP Nil.

Notes: Clubs are most often used to subdue. Specialized with great club.

S 18/22, D 16, C 16, I 10, W 9, Ch 14.

Personality: Outgoing, helpful, cheerful.

Special Equipment: gem of brightness (40 charges) (Frane), *wand of size alteration* (68 charges) (Vaja).

5. Courtyard

When weather permits, this area is open to the public. It offers a quiet place to sit and bask in the sunshine. The courtyard's chief attractions, however, are the covered well and the coop.

The well is a cylinder of cunningly laid stones about 3 feet high topped with a windlass and a slate roof. Flecks of mica in the stones make even the palest beam of light break up in a spray of motes that dance and dazzle the eye.

The coop is a weighty structure of thick timbers reinforced with wrought iron. Four bad-tempered cockatrices live inside. They are the hall's mascots, and the management and patrons do not look kindly on visitors who harass them. An incredibly lifelike statue of a jolly looking man stands next to the coop. The figure is hunched over and has one finger stuck through the coop's bars. The man is a drunken patron who took a dare and poked a finger in the coop. The hall's owners have left him there as a warning.

Cockatrices (4): AC 6; MV 6, Fl 18 (C); HD 5; hp 29, 22, 20, 19; THAC0 15; #AT 1; Dmg 1d3 (bite) SA petrification; SD cannot be petrified by another cockatrice; SZ S (3' tall); ML steady (11); Int animal (1); AL N; XP 650 each; MM/45.

Notes: Melee hits cause opponent to save vs. petrification or be turned to stone.

6. Gambling Pit

The tables here are reserved exclusively for gambling. The most popular game is Dragonfire, a tile game described in **Book III**. The management always keeps a covert watch over this area, looking for pickpockets and cheaters. It is possible for the PCs to be hired for this purpose; see the **Events** section for details.

7. Kitchen

This room bustles with activity whenever the hall is open for business. In cool weather, the kitchen is cozy, warm, and filled with delicious smells. In warmer weather, the room still smells good but is intolerably hot. Supplies for the kitchen are kept in the pantry (area 7a) and the buttery (area 7b).

The staff here doesn't appreciate visits from patrons unless the customer has a silver tongue and lots of kind words for the cook. If a character bursts into the room, the workers assume there is a brawl in progress and scurry for cover. If an interloper doesn't leave immediately, he is subjected to a hail of missile fire in the form of cleavers, hot soup, and plates of leftovers.

Kitchen Staff, hm & hf F0 (8): AC 10; MV 12; HD 1; hp 4 each; THAC0 20; #AT 1; Dmg 1d4 (knife or cleaver), 1d3 (bowl of soup) or 1d2 (plate of leftovers); SA blinding, slipping; SZ M; ML unsteady (7); Int average (9); AL N; XP Nil.

Notes: Successful hit with a bowl of soup causes save vs. paralyzation or blindness for 1d3 rounds (hot soup in the eyes). Hit with a plate of leftovers causes save vs. breath weapon or knockdown (slipped on grease or fruit peel). Unless knives are used, damage is considered subdual.

8. Privies

These two small structures are kept for the patrons' comfort and convenience. They're drafty in winter and uncomfortably pungent in summer, but they allow reasonable privacy. An attendant is always on hand to see to it that patrons are not harassed while using the privies.

Attendant hm F7: AC 4 (studded leather armor and Dexterity bonus); MV 12; hp 34; THAC0 14 (13 with Strength bonus); #AT 3/2; Dmg 1d6+3 (short sword + Strength bonus) or pummel; SZ M (5' 9" tall); ML steady (11); AL N; XP nil.

S 18/18, D 17, C 14, I 9, W 12, Ch 8.

Events

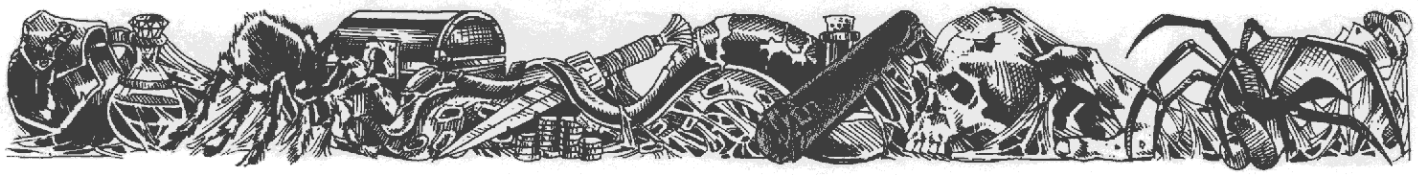
Any or all of the following incidents might occur while the PCs are visiting the *Golden Cockatrice*. Begin with Event 1, then use the remaining events in any order you wish. (Events 6 and 8 provide the main action.) If the PCs have been hired to watch for cheating, they are directed to speak to Vaja; see Event 5 for details.

Event 1: Arrival

The boxed text assumes the party enters through the main doors. If the party enters through the back door, alter the text accordingly.

> The festhall's interior is huge, shadowy, and a bit drafty. The air is sweet with the tang of strong beer and fresh bread. "Have a seat anywhere," says the attendant at the door. "There's plenty of space at the bar. The courtyard is open today too; just walk through those doors there. I trust you know enough to stay clear of the birds."
>
> The room where you are standing is at least 100 feet long, and about as wide. There are dozens of tables, but only the corner ones are currently occupied. The customers seem to be relaxing locals. They give you a cursory glance and return to their conversations. The bar which the attendant mentioned is made from undressed stones mortared together like a wall in a field. The top seems to be made from huge logs sawed into rough planks and laid atop the stones with the bark still on. The whole affair is about 4 feet high. A foot-high dais at one end would give shorter customers a step up, but there are only a few humans standing at the bar now.
>
> The barkeep, a blond giant of a man with fists as big as the mugs of ale he is serving catches your eye and gives you a brilliant smile.
>
> The only other person you take note of in the place is a lithe elf woman carrying a longbow and a quiver full of arrows. Her back is turned to you, and she seems to be intently studying some notes and handbills tacked to a screen near the courtyard door.

The elf woman is Lynnya, a ranger/mage who is seeking employment. If the PCs speak to her, she



immediately asks if they read Common; Lynnya reads only elvish and is having considerable difficulty deciphering the notices. Today's notices are an uninspiring mishmash of commercial advertisements and personal messages. None pique her interest.

If the PCs ask Lynnya about herself, she says she's a tracker and sometime mage looking for an adventuring group to join or for long-term employment with an experienced character. Striking up a conversation with Lynnya, the PCs might discover the following additional information:

• Until recently, she was part of a group of novice adventurers who didn't have much success. A disastrous encounter with a giant slug broke up the group.

• She knows a thing or two about tracking and about fighting giants, though she has never faced a giant in single combat.

• She prefers practical, but not necessarily flashy, magic.

• If joining a group for an adventure or a short series of adventures, she expects an equal share of the proceeds. (Clever groups can bargain and convince her to agree to a half share.)

• For long term service, Lynnya expects 50 gp a month, access to new spells for her spellbooks, and at least 10% of what her employer earns during an adventure in which she takes part. She is not interested in a job that would keep her in a city for a long time.

Lynnya would be happy to join the PCs for the evening, if they pay (she is broke). If the party offers her employment, she does not accept immediately, wishing to study the PCs first. She won't join a party with evil characters in it (she has no way to detect alignments, but she has enough common sense to spot nasty people when she meets them), nor will she join a group that expects to face a dragon or high-level spellcaster (she knows that one *fireball* could kill her).

Lynnya, elf, R5/M5: AC 3 (elven chain mail and Dexterity bonus); MV 12 (lightly encumbered); hp 30; THAC0 16 (15 when employing missiles); #AT 2; Dmg 1d6/1d4 (short sword and dagger) or 1d6/1d6 (short bow and flight arrows); SA ranger abilities, spells, elf abilities; SD 90% resistance to *sleep* and *charm* spells; SZ M (5' 2" tall); ML elite (14); AL LG; XP Nil.

Notes: Can influence natural animals (save vs. rods at a –1 penalty negates), track with a base score 15, and receives a +4 attack bonus and a –4 reaction penalty vs. giants. Can use two-weapon style without penalty.

S 15, D 16, C 15, I 15, W 14, Ch 12.

Personality: Cautious, perceptive, practical.

Spells (4/2/1): 1st—*sleep* (x2), *feather fall, magic missile;* 2nd—*web, invisibility;* 3rd—*haste.*

Ranger Abilities: MS 35%, HS 31% (armor adjustment included).

Event 2: This is Your Lucky Day, Honest

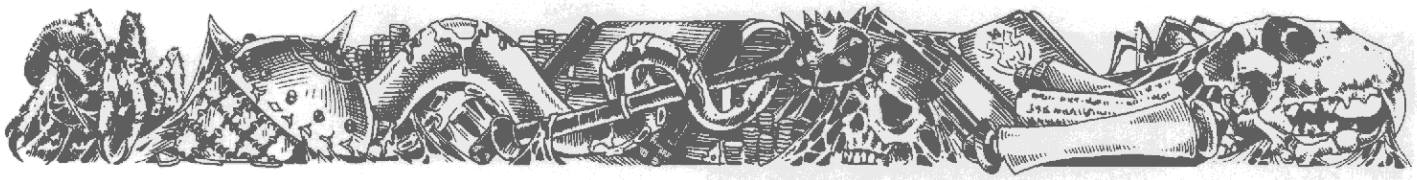
This event can occur anytime after the PCs have settled down to chat or to enjoy some refreshments.

> The hall has filled up a bit since you got here, and a low buzz of conversation fills the room. The aroma of roasting meat wafts from the kitchen. Hearty laughter erupts from a neighboring table and a dandyish looking half-elf pauses to share some joke as he passes by. The fellow walks briskly past your table and gives you a smile.
>
> "Hey, is that your copper piece?" he asks, pointing to a shiny coin on the floor.

If the PCs don't claim the copper piece, the half-elf, a local thief named Tailleur, scoops it up with a flourish and uses the distraction to cut the nearest PC's purse. If a PC takes the copper, Tailleur cuts that character's purse. Roll the attempt normally. For purposes of this event, Tailleur automatically gets the PC's purse, belt pouch, or other similar container with a successful roll. (If the PC in question doesn't have anything resembling a purse, Tailleur chooses another subject.)

If the roll fails, Tailleur still gets the purse, but at least one PC sees him take it. If the PCs are particularly suspicious, there is a 25% penalty to the roll.

If caught, Tailleur remains perfectly calm. He insists that he had no desire to steal anything, but was merely demonstrating a new product:



"Yes, sir (or ma'am), you clearly need one of Tailleur's improved security pouches. And I'm pleased to announce that you qualify for a substantial discount! This feather proves it." The half-elf produces a long white feather, presumably from the purse.

"Yessir, this is your lucky day. You see, not only was your old purse unsecured, it was disorganized! I mean, how could you find anything in here?" With a flick of his wrist the cutpurse dumps the pouch out, scattering its contents over the tabletop. Several onlookers chuckle as the coins and sundries tumble out and roll to a stop. Everybody seems to be looking your way.

Tailleur is an accomplished pickpocket who has the good sense not to prey on the locals. On those rare occasions when he is caught, he does not fight or flee, but tries to bluff his way out. The patrons at the *Golden Cockatrice* find his dishonorable antics amusing.

If the PCs don't chase him away from their table, Tailleur continues his act:

"Allow me to demonstrate our latest model. It has loops reinforced with wire to prevent cutting and four—no, five—internal pockets to keep everything sorted nicely. Our sample here contains a few coins in one compartment, a vial of water, flint..."

Another voice cuts in: "Hey, that's my purse!"

"Tut tut, good man, one customer at a time; this gentleman is ahead of you. And please do something about that broken belt of yours, your breeches are falling down."

The man's breeches are indeed falling down. Tailleur cut his belt to get the pouch he is showing to the PCs. The man gathers up his drooping pants and exits the hall amid gales of laughter.

- "Stealing? Why sir, that's what I'm in business to prevent!"
- "Our normal price is 2 gold pieces, but for you—" (looking at the coins on the table), "17 silver!"
- "Okay, how about a two for one deal? My associates deliver in three weeks; just pay me now."

If the PCs attack or call for the watch, the crowd rallies to Tailleur's aid. Tailleur never picks on anyone who can't afford to lose a few coins, and he is generous with his ill-gotten gains. That and his wit keep the petty pickpocket popular. Tailleur uses his tumbling skill to evade the PCs while several patrons "accidentally" block the PCs. (See Event 7 for details). If the PCs protest, the management buys the party a round of drinks and promises to recover the stolen purse by morning (which they do).

If the PCs voice righteous anger, they can force a fine of 15 gp from Tailleur, which is all he can afford. If the PCs simply demand their purse back, they get it. If they also return the purse stolen from the other patron, award the group an experience bonus.

Tailleur, hem T5: AC 6 (leather armor and Dexterity bonus) or 2 (when tumbling); MV 12; hp 21; THAC0 18 (16 with missiles due to Dexterity adjustment); #AT 1 or 2; Dmg 1d6 (short sword) or 1d4/1d4 (daggers); SA backstab for triple damage, thief abilities; SD 30% resistance to *sleep* and *charm*, tumbling; SZ M (5' 3" tall); ML elite (13); AL N (CG); XP 650.

Notes: Tumbling proficiency (base score 17); if used successfully when not attacking, armor class improves by 4.

S 11, D 17, C 9, I 15, W 10, Ch 15.

Personality: Smooth, troublesome.

Thief Abilities: PP 75, OL 35, F/RT 35, MS 30, HS 30, DN 30, CW 75, RL 30.

Special Equipment: 6 daggers, short sword, thief's tools.

Event 3: Talking Cockatrice

If the PCs scrutinize the cockatrices in the courtyard, a gnome illusionist seated at one of the tables can't resist having a little fun with a *ventriloquism* spell:

A low, stout enclosure made from whitewashed timbers and wrought iron bars stands at the south end of the courtyard, surrounded by a neatly trimmed rectangle of lawn. There are four large fowl inside. They look to be hens, and the cage reeks with the odor of live poultry. The hens' long tails and wicked eyes, however, suggest something sinister. An astonishingly lifelike statue of a drunken man poking his finger through the bars indicates that these particular fowl might best be left alone.



One particularly sleek looking hen stares back at you. "Polly wants a cracker," she says in a falsetto tone. "Actually, Polly wants outta here, but I'll settle for a cracker or anything other than the chicken feed I usually get around here."

The cockatrice is a particularly aggressive specimen that stares at anyone who comes too close. Cicer, the illusionist, chose it to make his prank a little more believable. Anyone examining the cockatrice closely when it is speaking can tell it isn't doing the talking. A quick look around the courtyard reveals several people staring at the party. The gnomes are not staring at the party; they seem to be chatting among themselves. If the PCs strike up a conversation with the cockatrice, the gnome offers the following:

- "Yeah, I'm actually an enchanted princess. All I need is a kiss from a prince, but don't worry, you'll do. You're so tall."

- "Princes get turned into frogs, and princesses get turned into chickens."

- "The statue? It's a fake. How about that kiss?"

If a PC is foolish enough to try and kiss the cockatrice, the creature flies at the bars with a loud squawk and nips the character with its beak. The character suffers the normal damage and petrification chance.

The coop is locked, though the latch can be picked, broken, or opened with a *knock* spell. If the door opens, the cockatrices rush out and furiously attack the nearest creature. Cicer adds to the confusion by casting a *color spray* spell into the melee. After 2d4 rounds, a hall employee appears and shoos the cockatrices back into the coop. The monsters obey if they are not under attack; they have been trained to obey simple commands.

Cicer, gm F3/Ill3: AC 6 (*ring of protection* +2, Dexterity bonus); MV 6; hp 12; THAC0 18 (17 with missiles due to Dexterity adjustment); #AT 1 or 2; Dmg 1d6+1 (short sword + Strength bonus) or 1d4+1/1d4+1 (dagger + Strength bonus); SA spells, racial abilities, illusionist abilities; SD racial abilities; SZ S (3' 5" tall); ML elite (14); AL CG; XP Nil.

Notes: +4 saving throw bonus vs. effects from magical devices and spells.

Gains an additional +1 bonus on saves vs. illu-

sion/phantasm spells, and opponents' saves vs. Cicer's illusion/phantasm spells suffer a –1 penalty. Gains an additional illusion/phantasm spell per spell level.

S 16, D 16, C 14, I 16, W 10, Ch 13.

Personality: Mischievous, boisterous.

Spells (3/2): 1st—*color spray*, grease, ventriloquism*;* 2nd—*blindness*, improved phantasmal force*.*

* illusion/phantasm spell.

Special Equipment: ring of protection +2.

Gnomes, F1/Ill1 (4): AC 10; MV 6; hp 4 each; THAC0 20; #AT 1 or 2; Dmg 1d6 (short sword) or 1d4/1d4 (dagger); SA spells, racial abilities, illusionist abilities; SD racial abilities; SZ S; ML elite (13); Int very (12); AL CG; XP Nil.

Notes: +4 saving throw bonus vs. effects from magical devices and spells.

Gains an additional +1 bonus on saves vs. illusion/phantasm spells, and opponents' saves vs. their illusion/phantasm spells suffer a –1 penalty. Gains an additional illusion/phantasm spell per spell level.

Spells (2): 1st—*phantasmal force*, spook*.*

* illusion/phantasm spell.

Event 4: Gambling

There are several options should the PCs wish to gamble. Characters with the gaming proficiency can simply sit down at a table and make a proficiency check. A character can choose a fellow patron as an opponent (level 0, gaming skill 13), or play against the house.

A character can wager up to 10 gp at a time against another customer. The PC collects double his bet if he wins, but the house takes 10%. If a character wins 100 gp or more, nobody will gamble with him anymore. If a customer catches a PC cheating, the disgruntled NPC gives the character a baleful look, then slips out the back door. No other customer will gamble with the PC, and the house won't either.

If the character wishes to bet against the house, he faces Lowel, a bard who works here to pass the time between adventures. Lowel accepts any cash wager up to 100 gp. If the PC wins, he collects double his wager and does not have to pay anything to the house.

Characters who do not have the gaming proficiency can still gamble; they roll gaming checks using one half their Wisdom or one half their Charisma scores.

Alternatively, the DM can set up an actual Dragonfire game for the players according to the instructions given in **Book III**.

If Lowel catches a PC cheating, he casts a *suggestion* spell and asks the PC to surrender all his ill gotten gains and depart. The suggestion is reasonable, and the character suffers a –4 penalty to his saving throw. If the attempt fails, the staff tries to capture the PCs; see Event 7.

Lowel, hm B7: AC 2 (*bracers of defense AC 5* and Dexterity bonus); MV 12; hp 19; THAC0 17 (15 with missiles due to Dexterity adjustment, 15 with *long sword* +2); #AT 1 or 2; Dmg 1d8+2 (*long sword* +2) or 1d4/1d4 (daggers); SA spells, bard abilities; SZ M (5' 9" tall); ML elite (14); AL NG; XP Nil.

Notes: Can influence nonhostile crowds with a performance; the subjects attempt a saving throw vs. paralyzation at –2. If they fail, their mood shifts one step (see Table 59 in the *DMG*) in the direction the bard desires. If the saving throw succeeds, the crowd's mood shifts in the opposite direction. Music, poetry, and stories can inspire allies within 70 feet if performed for three rounds before a battle begins. Affected allies gain a +1 bonus to attacks and saving throws and a +2 bonus to morale for seven rounds. Gaming proficiency (base score 16).

S 14, D 17, C 10, I 14, W 15, Ch 16.

Personality: Cool, professional.

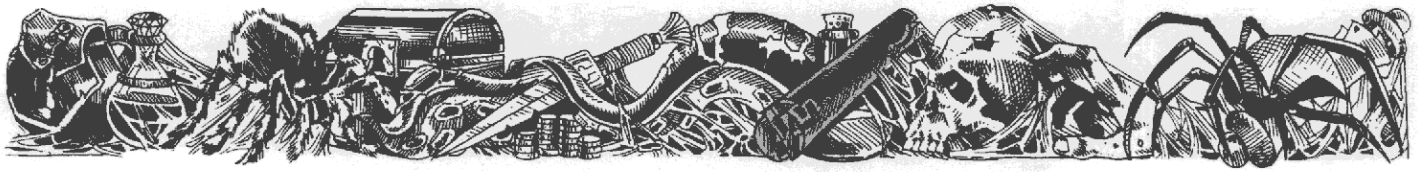
Spells (3/2/1): 1st—*charm person, color spray, sleep;* 2nd—*ESP, web;* 3rd—*suggestion.*

Bard Abilities: PP 55, DN 35, CW 65, RL 20.

Special Equipment: long sword +2 (NG, I 12, detects invisibility in a 10-foot radius).

Event 5: Cheaters

This event is a must if the PCs have been hired to watch for cheating in the gambling pit. When the PCs arrive, they are told to get their instructions from Vaja.



The tall, brawny blond is happy to have the PCs' help for tonight, and gives each a bone crushing handshake, then instructs them as follows:

- "Here is 200 gp. Divide it up among yourselves and pretend to get a game going between you. Keep an eye on the other tables, but be subtle."

- "Watch for spellcasting and attempts to switch dice or tiles. There's a human rogue who hangs around with a couple of toughs. We're pretty sure he's worked out a system of signals for cheating at Dragonfire. Watch for that, too. If you catch anyone doing something wrong, walk up to the offender and say: "It really is a game of skill." That will alert the rest of the staff. If a fight breaks out, hang in there; help will be on the way if you need it."

- "You keep the 200 gp no matter what happens. If you catch anybody cheating, you get their stuff, minus whatever damages there might be."

The PCs can sit anywhere in the gambling pit (area 6). If they take reasonable care, they look just like any other group of adventurers having a friendly game. However, if the PCs are foolish (openly discussing their work, obviously studying their fellow patrons, casting spells, openly redistributing their 200 gp, etc.) they stick out like a sore thumb and they notice nothing because their presence scares away any cheaters.

Otherwise, the PCs watch for about two hours before they notice Cheal, a tall, lanky rogue. Cheal has been winning steadily at Dragonfire, and he has a habit of staring intently at his three fellow players—he's using a *medallion of ESP*. Then the PCs catch him giving one of his companions a hand signal, a clear violation of the rules. If they watch a little longer, they also see him remove a tile from the table and replace it with one from his belt pouch. If the PCs confront Cheal, the fellow pushes over the table and backs away. His three cohorts attack the characters while Cheal hurls poisoned darts. Three of the thugs are at the table, but three more are seated in the crowd, just like the PCs are. This trio hits the PCs from behind if they don't watch their backs. The characters are on their own for a few rounds until the rest of the staff intervenes (see Event 7).

Cheal, hm T8: AC 4 (*leather armor* +2 and Dexterity bonus); MV 12; hp 31; THAC0 17 (16 with missiles due to Dexterity adjustment or with *long sword +1*); #AT 1 or 3; Dmg 1d8+1 (*long sword +1*) or 1d4/1d4/1d4 (darts); SA backstab for triple damage, thief abilities; SZ M (5' 11" tall); ML champion (15); AL CE; XP 2,000.

Notes: Darts have type D poison. Characters struck by a dart must save vs. poison. Victims suffer 30 points of damage if the save fails and 2d6 points of damage otherwise. The onset time is 1d2 rounds.

S 11, D 17, C 7, I 13, W 9, Ch 10.

Personality: Greedy, vicious.

Thief Abilities: PP 80, OL 45, F/RT 45, MS 45, HS 45, DN 30, CW 75, RL 30.

Special Equipment: Double set of Dragonfire tiles, dagger, 6 poisoned darts, thief's tools, *medallion of ESP* (30-foot range), *potion of invisibility, oil of fiery burning, leather armor +2, long sword +1.*

Cheal's thugs, hm F4 (6): AC 5 (chain mail); MV 9 (moderately encumbered); hp 20 each; THAC0 17 (15 with bonuses for Strength and specialization); #AT 3/2; Dmg 1d8+5 (long sword plus bonuses for Strength and specialization); SZ M; ML steady (11); Int average (8); AL NE; XP 270 each.

Event 6: Can You Spare a Copper?

Rance Norve, who currently owns the first segment of the *Rod*, has been losing steadily at the gambling tables all night. If the PCs have been gambling, they might very well have some of Rance's money. Rance is broke and has decided to use the segment to generate some cash. He knows how to use the segment's *cure light wounds* power, so he queries his fellow patrons about buying a cure:

> An overdressed, but impeccably neat fellow approaches you. He is tall, slender, and tanned, with a thin mustache and long hair done up carefully in bouncy curls. He doesn't appear armored. "Good evening ladies and gentlemen," he says with a bow. "The powers that be have seen fit to grant me the talent of curing minor wounds, but not the ability to win at the tables. If you are wounded and have a few coins to spare, perhaps we can reach a mutually beneficial arrangement."

If the PCs wish to buy a cure, Rance asks the standard price of 10 gp per point cured, but he's willing



to settle for 5 gp a point. If the characters speak with him a while, they learn the following:

- "Alas, I once lived by the sword, but that profession seemed so dreadfully messy, not to mention dangerous. Now I spend my days practicing what limited healing arts I have and tempting fate in ways less dangerous than looking for monsters to fight."

- "This wand? No, it isn't magical, but my grandmother got good use from it. It focuses my family's powers. It's an heirloom, but if you people would care to grant me enough money to undertake priest training, say 10,000 pieces of gold, you may have the wand."

Rance will settle for 5,000 gp if the PCs bargain. The tale about the wand being a family heirloom is pure bunk, and Rance knows it. Moreover, Rance is only semi-serious about becoming a priest—his Wisdom score is much too low. Worried about the *Rod's* side effects and none too impressed with its power, he is glad to sell it for a large chunk of cash.

Rance Norve, hm F2: AC 10; MV 12; hp 11; THAC0 19 (18 with specialization bonus); #AT 3/2; Dmg 1d8+2 (long sword and specialization bonus); SZ M (5' 10" tall); ML fanatic 17; AL LG; XP Nil.

S 15, D 14, C 14, I 10, W 9, Ch 12.

Personality: Curious, hopeful.

Special Equipment: First segment of the *Rod of Seven Parts.*

Event 7: Riot

The patrons at the *Golden Cockatrice* tend to look out for themselves and usually scurry for cover if a serious fight erupts. Nevertheless, there are a few rowdies in the crowd who relish a good brawl, and particularly reckless PCs can find themselves facing a mob if they misbehave.

A mob forms whenever the PCs use deadly force against a hall employee (especially popular employees such as Frane, Vaja, and Lowel) or make any unprovoked attack on another patron. As noted in Event 2, Tailleur is a popular figure and the crowd rallies to his aid if he gets into trouble with the PCs.

When the mob reacts, 3d6 patrons simply make it their business to get into the party's way. They stand in places where the characters might want to go, forcing the PCs to detour around them, thereby slowing them down. (Level 0 patrons, AC 10, THAC0 20, hp 4 each.) In addition, 1d4 groups of six patrons form up to make massed overbearing attacks against PCs. The groups have an effective Strength score of 17 and a +1 bonus to hit when making such attacks. (Level 0 patrons, AC 10, THAC0 20, hp 4 each.)

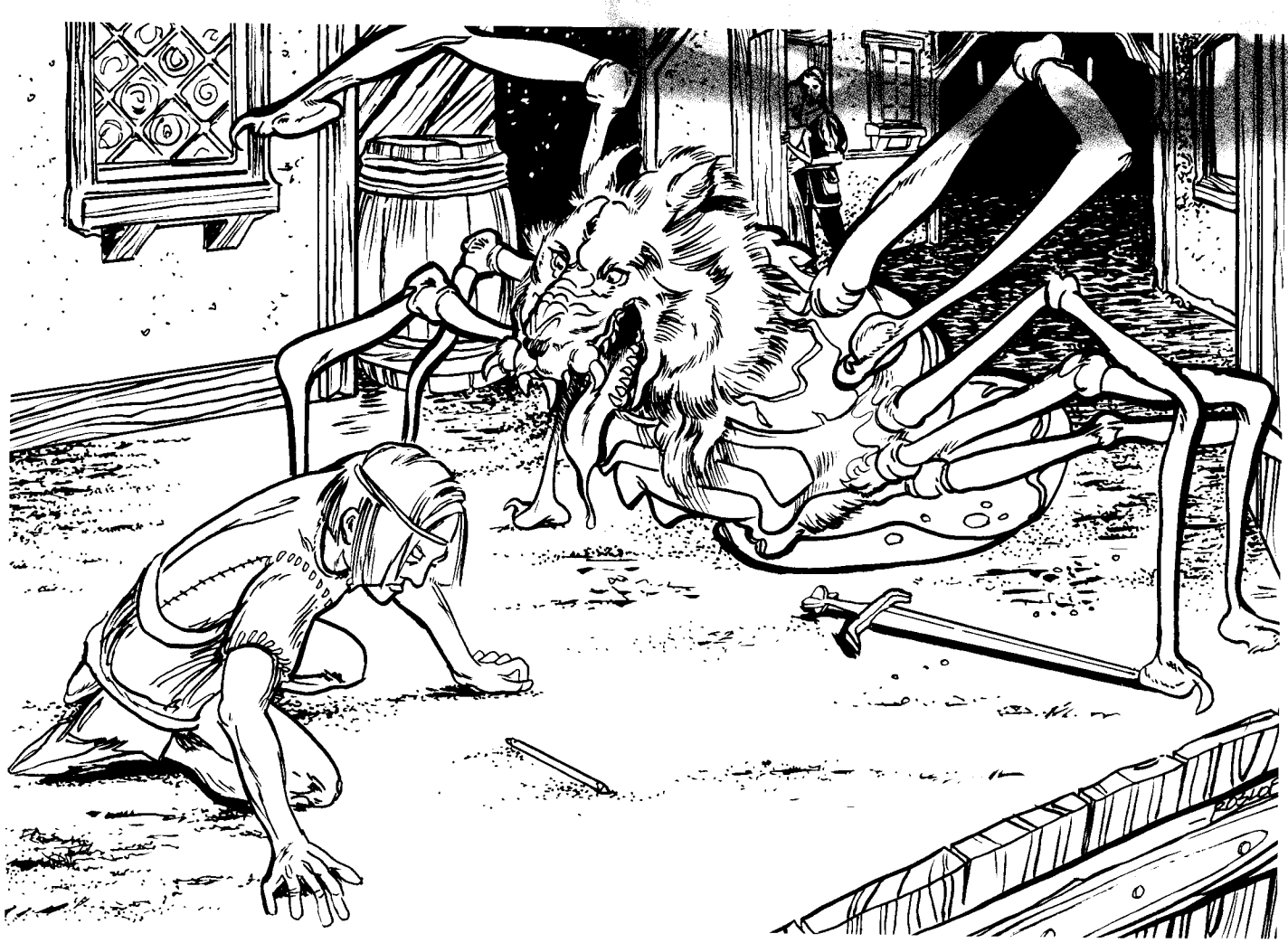
The staff quickly reacts to any major disturbance or fight. The attendants from the main door and the privy (areas 2 and 8) and the nearest bartender (area 4) join any fight that breaks out. The bartender reacts immediately and the attendants join the fight after three rounds. Most of the staff seeks to subdue troublemakers, but Traven (from area 2) uses his *alter self* ability so he can bring his poisonous fangs to bear. He grapples his opponent, then bites while wrestling.

Event 8: Spyder-fiend Attack

The Queen of Chaos has noticed Rance's daily use of the *Rod* to earn money. Sometime while the PCs are at the festhall, Rance steps out the back door toward the privies and is ambushed by kakkuu. This event might best be timed when the PCs are involved in a brawl. The kakkuu attack Rance even if he has sold his *Rod* segment to the PCs because he is the character who drew the queen's attention. Tactical Map D5 shows the area.

> Some unidentified sound finds its way to your ears through the babble in the hall. The hall grows a little quieter; other patrons seem to have heard it as well. It sounds as if a dog is running along one of the alleys flanking the building, barking wildly and loudly.
>
> Somewhere in the distance, you can hear someone shrieking in terror.

The queen has opened a *chaos gate* (see **Book III**, page 14) at one of the locations marked by an X on Map A3. You can choose one or determine it randomly. The hound of law from area 1 detected the gate and is racing toward it. (The shrieking is from a tenement dweller who is dismayed to see a troupe of spyder-fiends outside his door.) If the PCs follow the hound, they encounter five kakkuu who are trying to find Rance. The kakkuu climb over buildings and use their webs to move directly toward their target. They could lead the party on a merry chase as they run along the rooftops and down narrow alleys. The common folk of the district are utterly terrified and



huddle in their homes until the trouble is over. If the PCs lose track of the kakkuu, the hound puts them back on track by barking.

If the PCs don't kill them first, the kakkuu intercept Rance near the privies (area 8) and strike. Rance lets out a cry of his own as the kakkuu bite him. The privy attendant leaps to Rance's aid, shouting for help.

The two attendants in area 2 run toward the back door when they hear their compatriot scream. Traven, although he is a spyder-fiend himself, doesn't know what's going on. He has seen Rance using his wand but has not so far recognized it as a segment of the *Rod*.

If the PCs join the fray, they find Rance lying dead near the privies and the two attendants locked in combat with the kakkuu. Traven quickly realizes that either Rance or the attendant must hold a segment of the *Rod*, so he uses his *darkness* ability to obscure the melee. If the PCs have killed any kakkuu, Traven tries to gate in more. He telepathically orders whatever kakkuu are on hand to attack the party while he rushes to Rance's side. He pretends to bandage the fallen man but is really searching for the *Rod*. He locates it quickly; however, the hound of law arrives and attacks before he can do anything with it. Enraged by the assault, Traven assumes his true form and fights the hound. The hound fights to the death, but the spyder-fiends fight only until they are reduced to 50% or less of their original hit points. At that point, they teleport to a nearby rooftop where they can observe the PCs.

If the PCs pick up the *Rod* segment, Traven casts *darkness* while the kakkuu teleport back to the attack. This time, they fight to the death. While the kakkuu fight, Traven becomes invisible and teleports into the

melee. He fights until the kakkuu are killed, then teleports away. Traven knows it would please his queen if he recovered the first piece of the *Rod*, but he also hopes the PCs will begin a quest and lead him to the remaining pieces.

If the PCs don't join the fray, the spyder-fiends kill Rance and the hound; they also paralyze the two attendants. Traven uses his *telekinesis* ability to transfer the *Rod* segment to one of the paralyzed attendants, then returns with the segment and its human holder to the Steaming Fen (via his *teleport without error* ability), where he triumphantly presents the first portion of the *Rod* to the Queen of Chaos. She promptly transforms him into a raklupis and promises to kill him slowly if he does not recover the remaining segments soon.

Preparing the *Rod* to be transported takes at least a turn, and the PCs hear a chorus of screams as the commoners in the area observe the spyder-fiends at their work. If they investigate at all, they disrupt the proceedings and have a fight on their hands, as described above. Now the PCs don't have the hound of law and the two attendants to help.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (5): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, gating, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the opponent suffers a –2 penalty to Dexterity for 2d4 rounds.

Gate ability works once a day with a 35% chance of success; it summons 1d8 kakkuu.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

Afterward

The spyder-fiends create quite a stir in the neighborhood, and after the dust settles, the area is mobbed with curious onlookers, members of the city guard, and several stray dogs.

If Traven survived the fight but did not get the *Rod* segment, he uses his *alter self* power to try to retrieve it (via *telekinesis*). The stray dogs, however, are hounds of law, and they guard the segment, allowing only lawful characters to retrieve it.

If Traven got the segment, all is not lost. Arquestan is on hand to help put the PCs on the scent of the next segment; see the **Mysterious Stranger** adventure in **Book III**.

If Rance survives the adventure, or if the PCs take it upon themselves to get him raised, he is of no help. He stubbornly claims that the wand was an heirloom, and will reveal the command word only for a price (see Event 6). Rance has no interest in searching for additional segments of the *Rod*.

INCIDENT AT A FOOTBRIDGE

Eudora, a sage who until recently had a taste for adventuring, has recovered the first segment of the *Rod*. Her efforts have attracted the Queen of Chaos, and the party of stalwarts Eudora recruited to search for the *Rod* have been killed. The search for the *Rod* was Eudora's life's work, but she knows that she won't survive it. That sober realization and the constant danger she has endured during the past fortnight has addled Eudora's wits and shattered her already frail health.

This adventure consists of a single encounter and its aftermath. The encounter takes place on an isolated footbridge; however, Eudora is wandering about in a daze and the PCs could meet her in almost any locale. Several things could lead the PCs to the bridge.

• The PCs are going about their normal business, perhaps returning from an adventure, when they find themselves in unfamiliar territory. They seem to have taken a wrong turn somewhere and now they are on a path no one can remember traversing before. A familiar landmark (a mountain peak, city, ocean, or the like) is visible on the horizon, so the group isn't lost, but the characters are miles away from familiar haunts. It will be several hours traveling before they are home.

• The PCs hear rumors of some strange form of spider beasts stalking the neighborhood. The creatures attack viciously, then vanish into thin air. A bounty of 2,000 gp (or some other amount suitable for the campaign) has been offered for each beast slain.

• The PCs are hired by one of Eudora's relatives to search the wilderness for the missing sage.

Environs

Eudora has chosen a footbridge as a refuge from the spyder-fiends that have been hounding her. She believes—incorrectly—that the fiends cannot get her while she is on the bridge. See Tactical Map D6 for details.

The bridge is built of timber and has a low handrail. It is narrow, about 2_ feet wide and intended only for foot traffic. Characters can lead their mounts across the bridge if they dismount and walk. Riding a mount across the bridge requires a riding proficiency check with a –4 penalty. If the roll fails, the mount refuses to set foot on the bridge with a rider on its back. Needless to say, PCs must cross the bridge in single file.

The bridge offers good footing, but the narrow walkway imposes a –3 initiative penalty and negates defensive Dexterity. (Small creatures do not suffer either penalty, nor do spyder-fiends, due to their eight legs and climbing ability.) If a character falls down while fighting on the bridge (because of a successful overbearing attack by an enemy, a *grease* spell, or some other means), the character must roll a successful saving throw vs. breath weapon at a –2 penalty or fall off the bridge.

The stream cannot be forded—it is about 20 feet deep in the middle—but characters can swim across with a successful swimming proficiency check. The current is too strong for nonproficient swimmers. PCs who fail their swimming checks and those who fall off the bridge into the water are swept downstream (to the south). They travel 4d8+5 feet downstream each round and begin to drown. Characters being swept downstream must make successful Constitution checks each round or die; proficient swimmers who are lightly or moderately encumbered do not suffer the –2 cumulative penalty each round; see Chapter 14 of the *PHB* for details. Characters who make three successful Constitution checks are assumed to have been swept into shallow water or onto the banks.

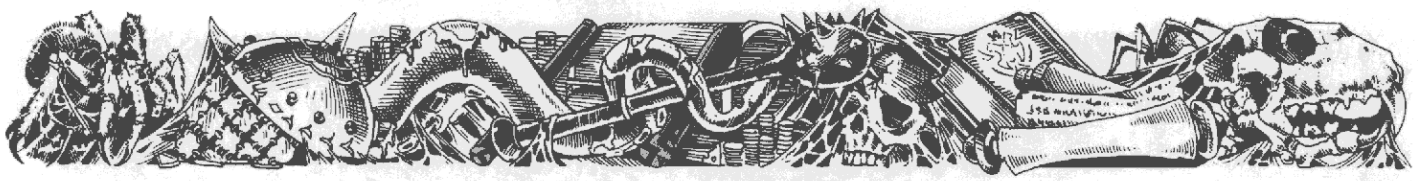
The stream's swampy banks are soft and slippery. Characters moving along the banks are reduced to two-thirds movement and suffer a +2 initiative penalty.

The large trees are oaks with trunks about 3 feet in diameter. The main branches are shown on the map. These branches are about 12 feet off the ground and are wide enough that characters can move along them and fight from them just as though they were walking along the bridge; smaller branches act as handrails. The smaller trees are willows, too slender and springy for characters to climb.

Along Came a Spyder

The narrow trail you are following seems to twist and turn endlessly. Outcrops of naked rock and thickets of trees and shrubs could hide almost anything.

If you haven't done so already, get a marching order for the party. They have to go single file along the trail. Allow the PCs to make any additional precautions they might want.



Incident at a Footbridge

The trail takes a hairpin turn and plunges down a steep incline. At the bottom, you see a small river with masses of reeds and cattails along its banks. Clusters of willow trees cling to firmer ground and stately oaks tower above the willows. The trail leads about a hundred yards to a narrow footbridge that stretches across the river in a single span. A stringy-haired humanoid is seated on the bridge. The figure seems to be staring into the water. The creature is singing a familiar tune in a childlike voice, perhaps singing to the fish.

The figure is Eudora. The PCs can't really tell she is an elderly human until they get closer. Eudora is oblivious to the PCs until they do something to call attention to themselves. However, several kakkuu have arrived on the scene and are hiding in the branches of the oak trees near the bridge (see map). They are aware of the PCs, but don't know what to do about them. For now, they crouch in the trees, where they are hidden from sight.

If the PCs shout or do something else to get Eudora's attention, the woman stands up, waves, and shouts back: "Greetings, worthy sirs and ladies. Agents of the queen are everywhere, so you'd best join me in this sanctuary over running water. Are you wounded? Fear not, my wand will cure you!" When she stands up, the PCs can see she is an old woman. When she says "sanctuary" she means the bridge.

If the PCs dawdle, Eudora motions for them to join her. The two kakkuu at the west end swing globs of web to try and snatch her off the bridge. The kakkuu on the east side of the bridge fire stands of web across the stream. They anchor the strands to the oak trees on the other bank. Eudora doesn't notice the webs, and neither will the PCs unless they are using *detect invisibility.* As long as the PCs don't interfere, the kakkuu are content to remain hidden and try to snare Eudora with their webs. If they succeed, they haul her up into the trees on the west bank and try to paralyze her with their venom. If that works, they spend two rounds wrapping her in silk, then teleport back to the Steaming Fen with Eudora and the *Rod* segment.

If the PCs venture onto the bridge, one kakkuu casts *darkness* and the rest attack with their globs of webbing. If the characters avoid or cut the webs, the kakkuu leave the trees and attack. They can cross the river on their webs and can fight from their webs as well.

If the PCs do something really unexpected, such as attacking Eudora, two kakkuu charge Eudora while the rest attack the PCs.

No matter what happens, Eudora uses her spells against the kakkuu as best she can.

Eudora, hf Div5: AC 10; MV 12; hp 10; THAC0 20; #AT 1 or 2; Dmg 1d4 (dagger) or 1d4/1d4 (thrown daggers); SA spells, diviner abilities; SZ M (5' 1" tall); ML steady (12); AL LG; XP Nil.

Notes: Gains a +1 bonus on saves vs. divination spells, and opponents' saves vs. Eudora's divination spells suffer a –1 penalty. Gains an additional divination spell per spell level. Gains a +2 Wisdom bonus on saves vs. mental attacks.

Sage ability (regional folklore) (16), ancient history (14), local history (14).

S 8, D 9, C 8, I 15, W 16, Ch 14.

Personality: Paranoid, scatterbrained.

Spells (5/3/2): 1st—*cantrip, charm person, detect magic*, magic missile, protection from evil;* 2nd—*ESP*, ray of enfeeblement, stinking cloud;* 3rd—*clairvoyance*, fireball.*

* divination spell.

Special Equipment: First segment of the *Rod of Seven Parts.*

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (4): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, gating, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error;* always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the opponent suffers a –2 penalty to Dexterity for 2d4 rounds.

Gate ability works once a day with a 35% chance of success; it summons 1d8 kakkuu.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physi-



cal attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

Afterward

If Eudora survives the encounter, or if the PCs successfully raise her from the dead, they have a valuable, though insane, ally. Unless cured, Eudora spends most of her time singing to herself, or just hugging herself and sitting quietly. If coaxed into conversation, she talks like a child playing a silly game but makes veiled references to the Queen of Chaos. She never answers a question directly, and often changes the subject:

- "I hate doggies. They have sharp teeth and poison fangs."
- "Do you like spiders? I don't!"
- "Beware the queen. . . she seeks what was lost and was unmade."
- "What are clouds made of?"
- "I had a stick that was unmade, then made again!"

Eudora is just as difficult if questioned with *speak with dead.* If she receives a *heal* spell, she is cured. She has lost her enthusiasm for assembling the *Rod* but she can tell the PCs the *Rod's* full history and description, and its minor powers. She can only speculate about the *Rod's* other powers or its side effects. She does not know that Miska is immune to the *Rod's* lawful influence, or that using the *Rod* alerts the Queen of Chaos. She knows the vaati made the *Rod,* but knows little else about them. She does not know where any other parts of the *Rod* are.

SPELUNKING

The second segment of the *Rod of Seven Parts* lies deep beneath the earth in the lair of the aboleth Tichthys. Unlike Osakay, the dark naga from the previous chapter, Tichthys has spent years studying the segment and knows something about its true nature. Tichthys knows the command word for the segment's *slow* power (*coelum*) and understands that it is part of an artifact of law. Tichthys would like to possess the entire *Rod*; it is unaware of the *Rod's* side effects. But the aboleth is unwilling to undertake the quest itself. Tichthys deems the task too dangerous and impractical in any event. Instead, it hopes to gather the segments indirectly. It knows, for example, that there is at least one segment smaller than the one it owns and is sure that some foolish group of adventurers (such as the PCs) will come along and give it the chance to seize another segment; see area 26 for details.

The entrance to Tichthys's lair lies in a hilly area about 800 miles from King Syril's tomb, where the PCs might have found the first segment. The surrounding area is wilderness; the nearest large city is about 100 miles away. There are only two ways the PCs can become involved in this adventure: they can use the first segment of the *Rod* to lead them to Tichthys's segment, or they can follow Arquestan's directions (see **Book III**).

Searching for the Lair

The entrance to Tichthys's lair lies in the depths of an abandoned goblin warren. Without guidance, the party could search for weeks before finding the single passage that leads down into the aboleth's haunts. If the PCs have the first segment of the *Rod*, they can use its ability to detect the next piece (see **Book III**) to navigate through the caverns. The whole area is riddled with caves, but only one set of caves will allow the PCs to go in the direction the *Rod* indicates.

If the PCs don't have the first segment, they must strike a deal with Arquestan to find this place. (Arquestan suspects there is a segment of the *Rod* here because groups of kakkuu have frequented the area in the past.) Arquestan gives the PCs a map that shows the way through the goblin lair. It is not necessary to play out the trip though the goblin caverns; the adventure begins when the party reaches area 1 on level 1.

If you wish, you can include this optional encounter while the PCs are making their way through the goblin warren:

The sprawling cavern complex you have found seems to go on for miles. The caves are empty and silent save for the occasional "plink" of dripping water. Here and there you find signs of habitation: a firepit filled with ashes long cold, the splintered remains of a crude door, and a few empty casks. The residents seem to be long departed.

You are tramping through a sizable chamber filled with the wreckage of what might once have been a barracks when you realize you are being watched. Two feral eyes stare out at you from a furry head with a pointed snout. The owner of the eyes is a squat creature that resembles a thick rug with stout legs ending in clawed feet and a wide mouth full of wickedly sharp teeth. It fixes you with a baleful stare and hisses like a bucket of snow thrown into a white-hot forge.

"Thisbe! Stop that! Wait until they bite first." The voice is clear and cheerful, and the speaker pops into view with a magical twinkle. He is a short humanoid with a bulbous nose and tangled locks as red as strawberries. "Well," says the newcomer, "I suspect you're just passing through, so there's no need to be unpleasant. Mazzel Quickblade, Thisbe, and company at your service."

Mazzel is a gnome adventurer. He, his pet giant badger Thisbe, and several more gnomes are exploring the complex with an eye toward moving in. (The rest of the gnomes are within earshot and ready to back up Mazzel if he gets into trouble.) Mazzel has no wish to fight; he becomes invisible and flees at the first sign of hostility. His four companions down the hall cover his retreat with a *grease* spell, an illusion of a portcullis slamming down (with sounds provided via an *audible glamer* spell), and a shot from a crossbow. Thisbe flees along with Mazzel but stays between the gnome and the PCs. If the PCs are willing to chat, Mazzel shares what he knows:

- A band of goblins once lived in these caves, but a group of hill giants dug them out and enslaved them. According to the local animals, the giants met their match years ago, and the place has been empty since.

- The complex goes for miles. There are deep caves where even the goblins never went. There seems to be a bunch of very twitchy fish men living down there. They either cannot or will not talk, and they don't like visitors.





Mazzel wants to know what the PCs are doing here:

- "Looking for treasure? There isn't any."

- "Are you looking for monsters? There aren't any up here, except maybe for a lot of gnomes in the next few months. There's the fish men, but they don't seem to have any treasure except mushrooms."

Mazzel knows nothing about the *Rod*, or what the creatures in the deep caves are really doing. He plans to remain here for a while to see what might wander up from the depths.

Mazzel, gm F7/T8: AC 0 (*bracers of defense AC 4*, Dexterity bonus); MV 6; hp 36; THAC0 14 (13 with *short sword +1*, 11 with *darts +1*); #AT 3/2 or 3; Dmg 1d6+1 (*short sword +1*) or 1d3+1/1d3+1/1d3+1 (*darts +1*); SA racial abilities, thief abilities; SD racial abilities; SZ S (3' 7" tall); ML elite (14); AL CG; XP Nil.

Notes: +4 saving throw bonus vs. effects from magical devices and spells.

S 15, D 18, C 14, I 12, W 11, Ch 10.

Personality: Open-minded, careful.

Thief Abilities: PP 80, OL 65, F/RT 55, MS 65, HS 70, DN 55, CW 75, RL 25.

Special Equipment: ring of invisibility, 6 darts +1, short sword +1, bracers of defense AC 4, 3 pinches of dust of sneezing and choking, medallion of thought projection (not worn).

Gnomes, F2/Ill2 (4): AC 8 (Dexterity bonus); MV 6; hp 4 each; THAC0 20 (19 with missiles due to Dexterity adjustment); #AT 1 or 1; Dmg 1d6 (short sword) or 1d4 (light crossbow); SA spells, racial abilities, illusionist abilities; SD racial abilities; SZ S; ML elite (13); Int very (12); AL CG; XP Nil.

Notes: +4 saving throw bonus vs. effects from magical devices and spells.

Gains an additional +1 bonus on saves vs. illusion/phantasm spells, and opponents' saves vs. their illusion/phantasm spells suffer a –1 penalty. Gains an additional illusion/phantasm spell per spell level.

Spells (3): 1st— *audible glamer*, grease, phantasmal force*.*

* illusion/phantasm spell.

Thisbe (Giant Badger): AC 4; MV 6, Br 3; HD 3; hp 15; THAC0 17; #AT 3; Dmg 1d3/1d3/1d6; SZ M (4' long); ML average (8); Int semi (3); AL N; XP 120; MCA2/83.

Inside the Lair

The entire cavern complex is unlit except where noted. Similarly, the passages and chambers are natural unless otherwise indicated. Natural passages are roughly half again as high as they are wide. Chambers are twice as high as they are wide. For example, area 1a is 15 feet wide and 20 feet long. It has a ceiling about 30 feet high.

All the walls are smooth and damp, making them difficult to climb (treat as slightly slippery, imposing a –25% adjustment on attempts to climb). The ceilings in the natural areas are bristling with small stalactites, but the floors are fairly clear of stalagmites (most have been broken off by creatures walking through the tunnels).

Sinkholes, unless otherwise noted, are 40-60 (30 + 1d3x10) feet deep and have no unusual features.

Areas 20-26 are completely underwater. The floors in these areas are liberally covered with stalagmites.

About the Maps

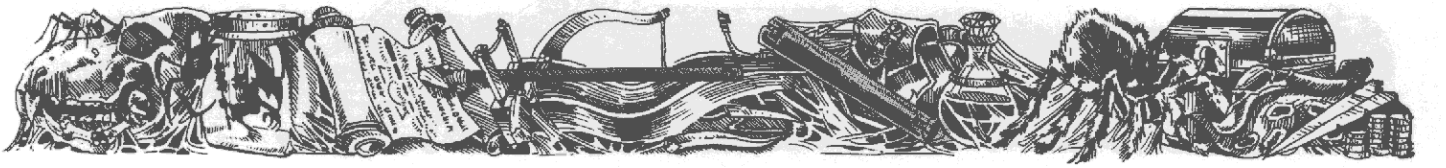
Tichthys's lair consists of four major areas (levels 1-4) connected by long passageways. Map B1 shows the relationships between the areas. Levels A, B, and C are small encounter areas between the main levels.

Tracking the Rod

When the PCs enter the complex, the second segment of the *Rod* is in area 26 (level 4). If the characters have the first segment, they can determine the direction in which the second segment lies. Whenever the party checks the direction, the segment always points toward area 26 on level 4. Unless otherwise noted, the direction the segment indicates depends on the level of the complex through which the party is moving. The introductory text for each level notes this direction.

Tichthys

Tichthys has an active mind, but a slothful body. It prefers to lie in a cocoon of soothing slime and mentally command its servants to do its bidding. Tichthys maintains occasional telepathic contact with all the skum in the complex, and also with the kuo-toa and the other aboleth (see area 19). When the party first triggers an alarm or attacks a resident, Tichthys learns about it with a few minutes. The aboleth is not con-



cerned about the PCs until they reach level 3. At that point, it begins to consider them a serious threat. As soon as the PCs make themselves known on level 3, Tichthys constantly monitors the situation. However, Tichthys leaves defense of the complex to his many servants until the PCs reach level 4.

If given the opportunity, Tichthys attempts to fortify his defenses when the PCs retreat or stop to rest (see **Afterward**, page 70).

Level 1

This level is about 100 feet below the surface. The first segment of the *Rod* indicates east and down.

1. Entry

The twisting passage you have been following downward for the past hour narrows, forcing your group through a tight bottleneck. Cramped quarters lie ahead, and a reek of decay seems to be coming from somewhere nearby.

Unless the PCs are walking blind, without light or infravision, they can easily look north and see part of area 1a.

1a. Crystal Chamber

The walls here are studded with multicolored chunks of quartz. At a glance, the crystals seem to be natural, but Tichthys ordered them placed here years ago. Any light source brought into this room creates brilliant reflections. The play of light is itself harmless.

Alert: Strong light sources, such as *continual light* spells and bullseye lanterns, rouse the shriekers in area 1b whenever they shine into that room.

1b. Shrieker Chamber

An earlier visit by the gnomes prompted Tichthys's servants to maintain a generous pile of pungent offal in this room to keep the five shriekers who live here contented. Tichthys does not want the shriekers wandering away while there are interlopers nosing about. The shriekers provide the complex with an excellent alarm system; their shrieking is clearly audible everywhere on this level.

Alert: Disturbing Tichthys's shriekers has a pronounced effect. The umber hulk who usually watches area 3 scuttles back to area 2, keeping an eye on the two passages leading north. The skum in area 3 respond by hiding out of sight and preparing their own ambush.

Shriekers (Fungi) (5): AC 7; MV 1; HD 3; hp 14 each; THAC0 17; #AT 0; Dmg nil; SA shriek; SD shriek; SZ M (5' tall); ML steady (12); Int non (0); AL N; XP 120 each; MM/121.

Notes: Light within 30 feet or movement within 10 feet causes a piercing shriek that is audible throughout the complex. If any shrieker is attacked, they all shriek.

2. Umber Hulk Chamber

Given the opportunity, the umber hulk attempts to surprise the PCs from its side passage before they enter the chamber.

A scattering of splintered bones on this chamber's floor suggests that some carnivore lairs here. There is no sign of a nest or any bedding, however.

In addition to the natural passage that led you here, this chamber has two other openings, both ragged and slightly larger than the natural one. One leads south and the other north.

A wandering umber hulk has taken up residence here after burrowing its way in from the south. The slaves that worked in area 3 provided it with easy prey. Tichthys decided not to have the monster killed and instead regularly sends unarmed slaves to keep it fed. Skum now do the slaves' work.

The umber hulk has dug itself several new tunnels for hunting (see highlighted areas on map); these tunnels are a little less than five 5 wide and about 8 feet high. Unlike the natural tunnels, they have no stalactites or stalagmites and the walls clearly show claw marks. Wherever one of these tunnels runs alongside another tunnel or chamber, a series of fine cracks develops in the stone. The umber hulk can peer through these and see what's happening on the other side of the wall. If another creature ventures too close, the umber hulk bursts through the wall and attacks.

The monster spends most of its time watching the skum working in area 3, but these creatures know the umber hulk is lurking nearby and stay well away from the west wall.

If it detects the party before being spotted itself, it

runs up one of its tunnels and waits for the group. When the PCs walk by a crack, it bursts out and attacks.

The PCs have the same chance to find the cracks as they have to locate a secret door. They can burst though a crack themselves (treat as a locked or barred door), but this action has a 50% chance to trigger a cave-in (see the notes in the umber hulk's statistics).

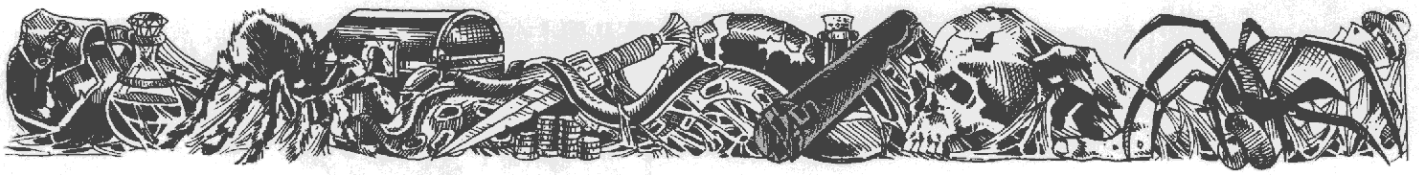
DM Note: The stonework in these areas is perfectly safe if the PCs don't start knocking holes in the walls. Characters who check for unsafe stonework find nothing unless the player whose character is making the check specifically asks what might happen if the PCs break through the wall. If a player asks the right question, roll the check; if it succeeds, tell the players there is a 50% chance of a cave-in if the characters break through the wall.

The tunnel leading to the south empties into a tangled maze of crooked tunnels. No map of the maze is provided. If the PCs venture in here, they are certain to lose their way unless they have a sure way to determine direction (such as the direction sense proficiency, racial ability, or the first segment of the *Rod*, which steadily indicates east), or unless they take some sensible precaution to remember the way out. Marking the path usually works fine, as there aren't any wandering monsters to erase or alter the marks. The skum avoid the umber hulk tunnels. If the party has not killed the umber hulk, however, it follows them into the tunnels, erases the marks, and attacks.

If the PCs don't take precautions and get lost in the maze, they must make an Intelligence check (use the highest score in the party) at one-half chance to find their way out. They can attempt the roll every four hours. If any of the rolls succeed, the party finds its way out of the maze in 1d4 hours.

If the characters spend at least an hour in the maze (even if they are lost), they find a den where the umber hulk keeps its treasure. Inside, the party finds a mangled corpse (an unfinished meal), a pile of shredded garments and broken equipment, 7 base 10 gp gems, 2 base 50 gp gems, 4 base 100 gp gems, 6,000 ep, 2 *potions of water breathing*, a scroll with two *airy water* spells (each cast at 12th level), a *wand of polymorphing* (9 charges), a *necklace of adaptation*, and a pair of *gauntlets of fumbling* (unlike standard *gauntlets of fumbling*, these appear to be *gauntlets of swimming and climbing*). The clothing and equipment is junk. If the PCs examine the electrum coins carefully, however, they discover a single copper disk with the command





word for the *wand of polymorphing* inscribed on it.

Alert: Sounds of combat in the main chamber of area 2 warn the skum in area 3 to the party's presence.

Umber Hulk: AC 2; MV 6, Br 1-6; HD 8+8; hp 56; THAC0 11; #AT 3; Dmg 3d4/3d4/1d10; SA cave in, *confusion*, surprise; SZ L (8' tall, 5' wide; ML elite (13); Int average (8); AL CE; XP 4,000; MM/352.

Notes: Burrowing movement varies with hardness of material. Can burrow at a speed of 6 through soft earth or a speed of 1 through hard stone. Opponents suffer a –5 penalty to surprise rolls if the umber hulk bursts out of stone to attack.

Gaze causes *confusion*.

If reduced to 30 hit points or less, will cause a cave-in in addition to normal attacks. There is a 25% chance each round that a cave-in occurs. A cave-in collapses 20 feet of tunnel or a section of a chamber 20 feet square. A cave-in has no effect on the umber hulk, but characters within the area suffer 4d10 points of damage (save vs. breath weapon for half). A successful save means the character was hit by falling rock, but was not buried. Failure means the character is buried under 2 or 3 feet of loose rocks and must be rescued. Buried characters begin to suffocate after 2d4 rounds (see *PHB*, Chapter 14). Digging a character free requires 4d4 rounds of work (3d4 rounds if a character with the mining or engineering proficiency is present to direct the work).

3. Mushroom Caverns

The air in this cavern reeks like a barnyard on a hot day, though the air is cool and damp. The floor is covered with a spongy carpet of filth. A hodgepodge of mushrooms grow in the muck. There are normal specimens a few inches high and giant varieties as tall as a halfling.

Tichthys's servants work here, harvesting, watering, and fertilizing the mushrooms. A successful hear noise roll made anywhere within 60 feet of the chamber reveals the chopping sounds they make (assuming they are still at work).

Since the umber hulk's arrival, a team of skum armed with implements that resemble pruning hooks do the work. This particular cavern is home to a several varieties of fungus that smell like rotten meat. The crayfish in areas 18, 19, and 22 are especially fond of these.

The pool of water in the southern area is only 4 feet deep, and otherwise empty. The skum use it to keep themselves from drying out. While harvesting, a pair of skum will walk among the skum with a bucket and ladle wetting skins.

When alerted by noise elsewhere, the skum move to the east side of the cavern and hide. They lie low and see what develops. When the PCs enter the cavern, two of the skum attack frontally while the remainder circle around and attack them from the flanks and rear. The skum do not pursue the PCs out of this chamber.

Read or paraphrase the following when the skum finally attack:

Several pairs of squat humanoids with fish-like tails and vacant eyes emerge from the mushroom patch and advance toward you. They have slimy looking, gray skin, and they are armed with some kind of crude polearm.

The party can easily defeat the eight skum working here (two in each chamber). If the characters examine the slain skum's bodies, they find that their skin is very slimy.

If the PCs take any prisoners, they can learn quite a bit. The skum depend on their limited telepathic abilities to communicate and are otherwise mute. The PCs cannot talk to them without a *tongues* or *speak with monsters* spell. The skum know nothing of the *Rod* but will readily tell what they know about the complex if the PCs will wet their dry skins:

- The skum harvest the mushrooms to feed themselves, the masters, and the master's pets.

- The masters are huge fish with long, grasping tentacles. The masters can hurt with only a thought. There is a great master and a little master.

- The little master can be found by going down the long tunnel and then going flat, not farther down, past the other farm, and down another long tunnel past the rope monster and through the chamber of the little guardians. The great master lives a long swim farther beyond the pool where the little master dwells.

The foregoing is a rough description of a trip through level A, then through level 2, then through level B to level 3, and finally to level 4, passing through areas 4, 7, 8, 12, 13, 14, and 18 to area 19.



the lead while the other hangs back to cast spells.

If they have time to prepare, the driders cast *spell immunity* on themselves and become immune to *Evard's black tentacles* spells. When using spells in combat, they begin by casting *heat metal* on characters in metal armor, then *bestow curse,* followed by *faerie fire.* Thereafter, they use their remaining spells to best effect.

Alert: The drider which leaves for area 6 alerts the drider leader there, and both return quickly, one from the east and one from the north in an effort to flank the party (see area 6 for their plan of attack). With them they bring the watch spiders from areas 6 and 7.

Drider Clerics (Elf, Drow) (3): AC 3; MV 12; HD 6+6; hp 42 each; THAC0 13; #AT 1; Dmg 1d8 (long sword) or 1d4 (bite); SA poisonous bite, spell-like abilities; MR 15%; SZ L (9' tall); ML elite 14; Int high (14); AL CE; XP 5,000 each; MM/113.

Notes: Spell-like abilities as 7th level casters—*clairvoyance, dancing lights, darkness, detect lie, detect magic, dispel magic, faerie fire, know alignment, levitate,* and *suggestion.* All are usable once a day.

Bite causes opponent to save vs. poison at a –2 penalty or be paralyzed for 1d2 turns (onset immediate).

Spells (3/3/2/1): 1st—*command* (x2), *cure light wounds;* 2nd—*heat metal, hold person* (x2); 3rd—*bestow curse, meld into stone;* 4th—*spell immunity.*

Special Equipment: Each has a short bow and 20 arrows; collectively they have 19 pp, 2 base 10 gp gems, 30 base 50 gp gems, and 1 base 100 gp gem.

6. The Hunter Awaits

The drider leader mentioned in area 5 is here, waiting for some prey to come along. It has a *detect invisibility* spell running when the PCs arrive. Two watch spiders accompany it, one on the ceiling and one on the floor. The drider hopes to ambush one of Tichthys's servants, but the PCs will do nicely, or so the drider thinks.

If a fight develops in area 5, the leader's tactics depend on whether a drider came from area 5 to give warning. If so, the leader sends the drider around to the north and west to collect the four watch spiders from area 7 and hit the foe from behind. It then immediately moves west around the bend in the corridor and signals the driders in area 5 to see if they have cast their *spell immunity* spells. If they have, and there are no watch spiders attacking the enemy, the leader casts *Evard's black tentacles* into the melee, then begins casting further spells as noted above.

If it was not warned by a drider from area 5, it casts *mirror image* on itself and circles north, gathering the watch spiders and attacking from the rear.

If an opponent moves into the room from the north, the watch spider on the ceiling drops down and attacks from behind. The drider keeps watch over the intersection. If it sees light or creatures in the intersection, or hears combat in area 7, it sends one of the watch spiders (the one on the floor) to area 5. The driders in area 5 take the watch spider's arrival as a signal the game is afoot. Two of the driders there come to area 6 to join the fight, and the third circles north, collecting the spiders in area 7 and striking the foes from behind. Meanwhile, it casts *mirror image* on itself, then opens the fight with *Melf's minute meteors,* followed by *magic missile.* The leader holds its ground until the driders from area 5 arrive.

No matter how it begins the fight, the leader retreats around a corner and casts *fire shield* (cold flames) on itself if the party brings down its *mirror image* spell. Once *fire shield* is running, the leader moves back into view and casts *taunt.* Thereafter it uses its spells as well as it can.

If pressed, the drider leader retreats to area 6a.

Drider Mage (Elf, Drow): AC 3; MV 12; HD 6+6; hp 44; THAC0 13 (11 with *long sword* +2); #AT 1; Dmg 1d8+2 (*long sword* +2) or 1d4 (bite); SA poisonous bite, spell-like abilities; MR 15%; SZ L (9' tall); ML elite 14; Int high (14); AL CE; XP 3,000; MM/112.

Notes: Spell-like abilities as 8th level caster—*dancing lights, darkness, detect magic, faerie fire, know alignment,* and *levitate.* All are usable once a day.

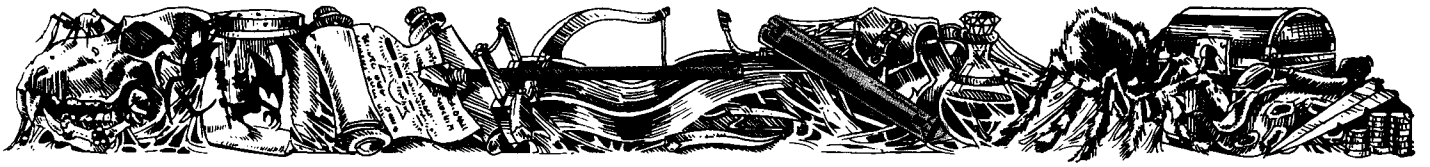
Bite causes opponent to save vs. poison at a –2 penalty or be paralyzed for 1d2 turns (onset immediate).

Sword does not radiate magic. It decays and becomes useless in 2d6 days if exposed to sunlight or 1d20+30 days if protected from sunlight.

Spells (4/3/3/2): 1st—*magic missile* (x3), *taunt;* 2nd—*detect invisibility, invisibility, mirror image;* 3rd—*Melf's minute meteors, slow, water breathing;* 4th—*Evard's black tentacles, fire shield.*

Special Equipment: Drow *long sword* +2, *ring of spell storing* (*alter self, darkness, gaze reflection, read magic, Tenser's floating disc,* all cast at 8th level), 9 pp, 1 base 10 gp gem, 1 base 50 gp gem, 1 base 100 gp gem, 1 base 500 gp gem.

Watch Spiders (Spider, Huge) (2): AC 6; MV 18; HD 2+2; hp 11 each; THAC0 19; #AT 1; Dmg 1d6; SA



vengeance if the party doesn't give them a treat within three rounds, or they will join combat immediately if the PCs attack them.

Phase Spiders (Spider) (7): AC 7; MV 6, Wb 15; HD 5+5; hp 30 each; THAC0 15; #AT 1; Dmg 1d6; SA poison, phasing; SZ H (14' diameter); ML champion (15); Int low (7); AL N; XP 1,400 each; MM/326.

Notes: Phasing shifts the spider from the Ethereal plane to the Prime Material plane and back again in one round. The spider has a –3 bonus to initiative rolls, and if it wins initiative by 4 or more its opponents cannot return the attack. When fighting on the Ethereal Plane, the initiative bonus drops to –1 and opponents can always strike back.

The spider's bite causes opponents to save vs. poison with a –2 penalty or die (immediate onset time).

While the PCs are dealing with the phase spiders, they see what appears to be another such creature lurking in the distance (at the maximum range of their vision). It does not attack; it just seems to be observing. When the party defeats the phase spiders, the watcher disappears. This "phase spider" is actually Naltecatl, a couatl who has been observing the drow in the area. It chooses the form of a phase spider because the drow typically don't attack those creatures. When the PCs attack the real phase spiders, Naltecatl knows they are no friends of the drow. Upon the PCs' victory, the couatl zips off to the Ethereal Plane, assumes the form of a (surface) elf, and returns to speak to the PCs. If the PCs attack Naltecatl, it assumes its true form (regaining 1d12 hit points in the process) and telepathically berates the PCs for being fools.

Naltecatl is curious about what the party is doing down here. If Arquestan sent the PCs on this adventure, Naltecatl knows who they are; the couatl is the friend Arquestan mentioned (see **Book III**). Naltecatl can impart any or all of the following to the PCs:

- A quarter mile beyond this point, the passage splits up into a maze of tunnels infested with driders and renegade drow. Patrols from a drow city nearby frequent the area, too. The drow city is perhaps 15 miles away as the couatl flies and no telling how far away for people on foot.

- The drow are not foolish enough to play around with lawful artifacts such as the *Rod.*

- If the PCs came down here on any other errand except fighting lots of drow, they'd better turn back.

Naltecatl is not willing to accompany the PCs; nor is it willing to let them proceed, as it fears they will cause the drow to become more alert and wary of intruders, which would make spying harder. If the PCs persist, the couatl casts *time stop*, then teleports the lot back to the surface.

Naltecatl (Couatl): AC 5; MV 6, Fl 18 (A); HD 9; hp 51; THAC0 11; #AT 2; Dmg 1d3/2d4 (bite/constriction); SA poison, spells as a 5th level wizard, psionic abilities; SD etherealness; SZ L (12' long); ML elite (14); Int genius (18); AL LG; XP nil; MM/46.

Notes: Bite causes a save vs. poison or die (immediate onset); if a constriction attack hits, the opponent automatically suffers damage each round thereafter until killed or freed.

Spell-like abilities as an 18th level caster: *polymorph self, detect good/evil, detect magic, invisibility,* and *ESP,* all usable at will. Naltecatl can render itself and up to 450 pounds of additional material ethereal whenever it wishes. See the MONSTROUS MANUAL Tome for details on psionic powers. If your campaign does not use psionics, Naltecatl has the following additional spell-like powers instead: telepathy at will as if wearing a *helm of telepathy* (but Naltecatl does not have the helm's suggestion power), *teleport* (at will), and *time stop* (once a day). These powers also function at 18th level.

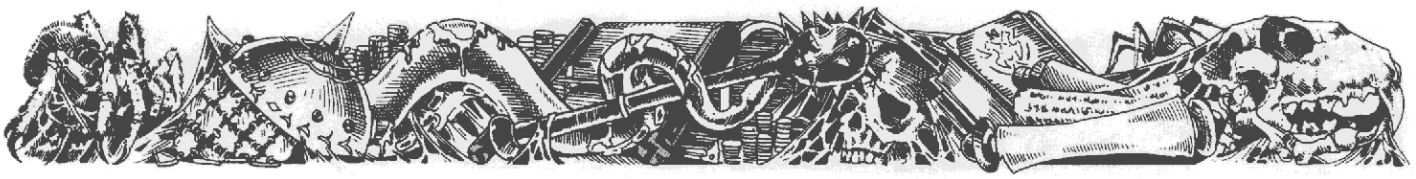
Personality: Inquisitive, judgmental.

Spells (4/2/1): 1st—*color spray, grease, magic missile, shield;* 2nd—*detect invisibility, fog cloud;* 3rd—*lightning bolt.*

5. Raiders

A particularly charismatic and forceful drider has gathered a small raiding force of driders and watch spiders and led them from the underdark through area 4 to this chamber. Three of the driders wait quietly in this chamber, keeping watch on the passage to the northwest. They notice any creatures (except invisible ones) entering the intersection at the end of the passage. If the party brings a light source into area 4, the guardians see that before the party actually enters the intersection.

When they notice anything, one drider races to area 6 and the other two hide as best they can, hoping to ambush the PCs as they enter the chamber. When fighting in a 5-foot passage, one drider takes



The skum have never been past area 19 in their lives and know nothing about what lies beyond. They don't remember ever seeing the great master. They don't know about the spiders and driders lurking near area 7. The "rope monster" is the cave fisher in area 13a; the skum are quite impressed by it. The "little guardians" are the violet fungi in area 14. The skum don't understand why they are dangerous. They only know that they look like the little master hiding inside a mushroom (their crude description of a violet fungi with its four tentacles).

• If the PCs ask for details about the little guardians, the skum say that they never go into their chambers without visiting the wise women first. The wise women live next to the mud hole and rub people with a special mud that protects them from the little guardians (see area 11 for details).

• After about five minutes of conversation, the skum abruptly stop speaking, as Tichthys has noticed and ordered them to stop. The skum tell the PCs no more, even if charmed or intimidated.

Alert: Tichthys notes the PCs' entry into the complex shortly after the skum notice them. The aboleth sends a telepathic message to all its servants warning them to be on the lookout.

Skum (8): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 3 or 1; Dmg 1d6/1d6/2d8 (claw/claw/bite) or 2d4 + Strength bonus; SW –2 attack penalty when fighting on land, –4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int semi (3); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Males have Strength 18 (+1 attacks, +2 damage). Females have Strength 18/50 (+1 attacks, +3 damage). Half the group is male, the other half is female.

Mushroom hooks can be used as polearms to allow melee attacks from the second rank for 2d4 points of damage. The usual skum penalty for attacking with a weapon (–2) does not apply.

Special Equipment: Mushroom hooks (similar to pruning hooks), baskets of harvested mushrooms.

Level A

This area is about 150 feet below the surface. The first segment of the *Rod* indicates southeast and down.

4. Passage to the Underdark

You have traversed perhaps 700 feet of twisting passage, plunging downward into the earth. Finally you reach a spot where the tunnel splits into a downward sloping passage to the south and a fairly level passage to the east.

The south passage leads away from Tichthys's lair and into the underdark. If the PCs take this route, they walk for miles without meeting anything. If they have the first segment of the *Rod*, the characters can tell that they're getting off track by checking the direction to the next piece. Near the intersection, the direction to the next piece is southeast. As the party moves down the passage, the direction gradually changes to east and up (the group is moving to the south and descending). Eventually the passage turns west and descends rapidly, taking the party directly away from the next piece of the *Rod*.

If the PCs fail to notice that they are off track, or if they don't have the first segment of the Rod, run the following encounter:

After almost five hours of marching, you finally emerge from the constricted tunnel into a broad avenue with a lofty ceiling. There is ample room to walk four abreast if you wish. You haven't the faintest idea where you are, other than deep below the surface of the earth.

The passage is 20 feet wide and the ceiling is some 50 feet above.

If the PCs continue down the wide passage for another 30 minutes, they encounter a group of phase spiders. Occasional patrols of drow passing through this area are in the habit of appeasing these creatures with gifts of food, and the phase spiders expect the same from the party. They do not attack immediately, but they do get impatient, snapping their mandibles hungrily, if the PCs don't produce something tasty for them. Spiders prefer their food live, so the party will be hard pressed to come up with something the creatures like. The phase spiders attack with a



poison; SZ M (6′ diameter); ML average (8); Int low (5); AL N; XP 2700 each; MM/326.

Notes: Bite causes opponent to save vs. poison with a +1 bonus or be paralyzed for 2d4 turns (onset time 1d2 rounds).

6a. Sinkhole

Two watch spiders lie hidden in the depths of this hole. If retreating, the drider leader sends the spiders up the walls to harry the party while it casts *invisibility* and prepares to make its last stand. The rough walls in the sinkhole give the drider 50% cover (+4 bonus to AC and saves).

Watch Spiders (Spider, Huge) (2): AC 6; MV 18; HD 2+2; hp 11 each; THAC0 19; #AT 1; Dmg 1d6; SA poison; SZ M (6′ diameter); ML average (8); Int low (5); AL N; XP 2700 each; MM/326.

Notes: Bite causes opponent to save vs. poison with a +1 bonus or be paralyzed for 2d4 turns (onset time 1d2 rounds).

7. Sentries

At these two points along the corridor, two watch spiders wait. One spider sits on the floor and looks one direction while the other spider clings to the ceiling and watches the other way. They are sensitive to vibrations and have a chance to detect invisible creatures who approach (see the description for the *invisibility* spell in the *PHB*).

If one pair of spiders is attacked, the other pair rushes quickly to the scene. The spider on the ceiling always tries to move past the enemy's front rank and attack an unarmored character. The have been trained to recognize spellcasters and attack them in preference to other targets. The watch spiders otherwise remain at their posts until a drider tells them to leave.

Alert: The driders from areas 5 and 6 hear any conflict in this area, unless silenced, arriving within two rounds.

Watch Spiders (Spider, Huge) (4): AC 6; MV 18; HD 2+2; hp 11 each; THAC0 19; #AT 1; Dmg 1d6; SA poison; SZ M (6′ diameter); ML average (8); Int low (5); AL N; XP 2700 each; MM/326.

Notes: Bite causes opponents to save vs. poison with a +1 bonus or be paralyzed for 2d4 turns (onset time 1d2 rounds).

Level 2

This level is about 200 feet below the surface; the passage connecting this level to level A is not flat, but does not appreciably rise or descend until the party reaches the natural staircases near area 8. The first segment of the *Rod* indicates southeast and down.

8. More Shriekers

This chamber contains a pile of offal with a fairly strong odor. If the PCs are alert, they can smell it from 40 feet away; otherwise they don't notice until they enter the chamber and defeat the shriekers. Scouts sent ahead of the main party notice the stench.

> After negotiating a series of natural staircases that turn in almost a complete circle, you round yet another bend and find yourselves gazing into a tiny chamber filled with mushrooms as tall as barstools. The fungi are clustered around a pile of offal that smells like rotten fish. The stench turns your stomachs. The fungi quiver, seeming to flee from you in slow motion as they emit an all-too-familiar series of piercing shrieks.

The shriekers are the alarm system for this level. Their shrieks are audible throughout the level. The skum have just dumped a fresh pile of trash in the chamber to make sure the shriekers don't leave the room.

Alert: As before, the shriekers' cry alarms the local skum. In area 9, the skum hide and prepare an ambush. The skum in area 10 move into the hallways to the north and prepare missiles. In area 10a, two females stand guard while the swimming skum gather near the edge of the pool, ready to throw their darts from their watery concealment. Finally, the two skum in area 11 are now both awake.

Shriekers (Fungi) (5): AC 7; MV 1; HD 3; hp 14 each; THAC0 17; #AT 0; Dmg nil; SA shriek; SD shriek; SZ M (5′ tall); ML steady (12); Int non (0); AL N; XP 120 each; MM/121.

Notes: Light within 30 feet or movement within 10 feet causes a piercing shriek that is audible throughout the complex. If any shrieker is attacked, they all shriek.



9. Lower Mushroom Caverns

These chambers are similar to area 3, with the same types of fungi. The eight skum (four in each chamber) working here are all males. If they hear the shriekers in area 8, the skum hide behind tall mushrooms and await the party's arrival. When the party enters one of the chambers, they charge, and the skum from the other chamber charge in one round later, hoping to hit the PCs in the flank or rear.

If captured and questioned, the skum can give the PCs the same information the skum in area 3 had. Similarly, Tichthys ends the conversation after only a couple minutes.

Alert: If combat persists beyond two rounds, one of the two guards from area 11 joins the melee, after confirming that her partner is awake.

Skum (8): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 3 or 1; Dmg 1d6/1d6/2d8 (claw/claw/bite) or 2d4+2 (hook + Strength bonus); SW –2 attack penalty when fighting on land, –4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int semi (3); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Males have Strength 18 (+1 attacks, +2 damage).

Mushroom hooks can be used as polearms to allow melee attacks from the second rank for 2d4 points of damage. The usual skum penalty for attacking with a weapon does not apply.

Special Equipment: Mushroom hooks (similar to pruning hooks), baskets of harvested mushrooms.

10. Skum Nursery

This chamber has a sandy floor where the skum in the complex incubate their eggs. Currently, there are 38 eggs buried in the sand. It is not obvious where the eggs are, or even that there is anything buried here.

Two skum females are always on guard here, watching over the eggs. If they hear the shriekers in area 8, they take cover in the two openings to the north that lead to area 10a. They hunker down, gaining 25% cover, and hurl their darts at anyone entering the chamber. If they cannot keep foes out of the nursery, they withdraw north, hoping to lure the enemy into the pool in area 10a.

The two females are slightly more intelligent than the other skum in the complex. If questioned, they are clever enough to lie. They give the PCs pretty much the same information the skum in areas 3 and 9 gave, but they also say that the great master lives at the bottom of the sinkhole in area 16. The skum know this is a lie, but they do not know exactly where the great master is. The only time they have seen Tichthys, the aboleth was in area 19. No matter what the PCs do, they will not admit they are lying, nor will they tell the PCs about their eggs.

The PCs can easily uncover a few eggs by rooting around in the sand. If the skum see the PCs uncover any eggs, they go berserk and attack fearlessly (no morale checks). If tied up or grappled, the skum bite their captors and attempt bend bars rolls to break free of their bonds.

Alert: The 8 skum in area 9 automatically notice any combat in this area, and arrive in one round to attack, probably from the rear. If the eggs are threatened, the guards telepathically call the 20 skum from area 10a, who leave their living quarters and attack fearlessly (no morale checks).

Skum (2): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 3; Dmg 1d6/1d6/1d6 (claw/claw/bite) or 1d3+3 (x3) (darts + Strength bonus); SW –2 attack penalty when fighting on land, –4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

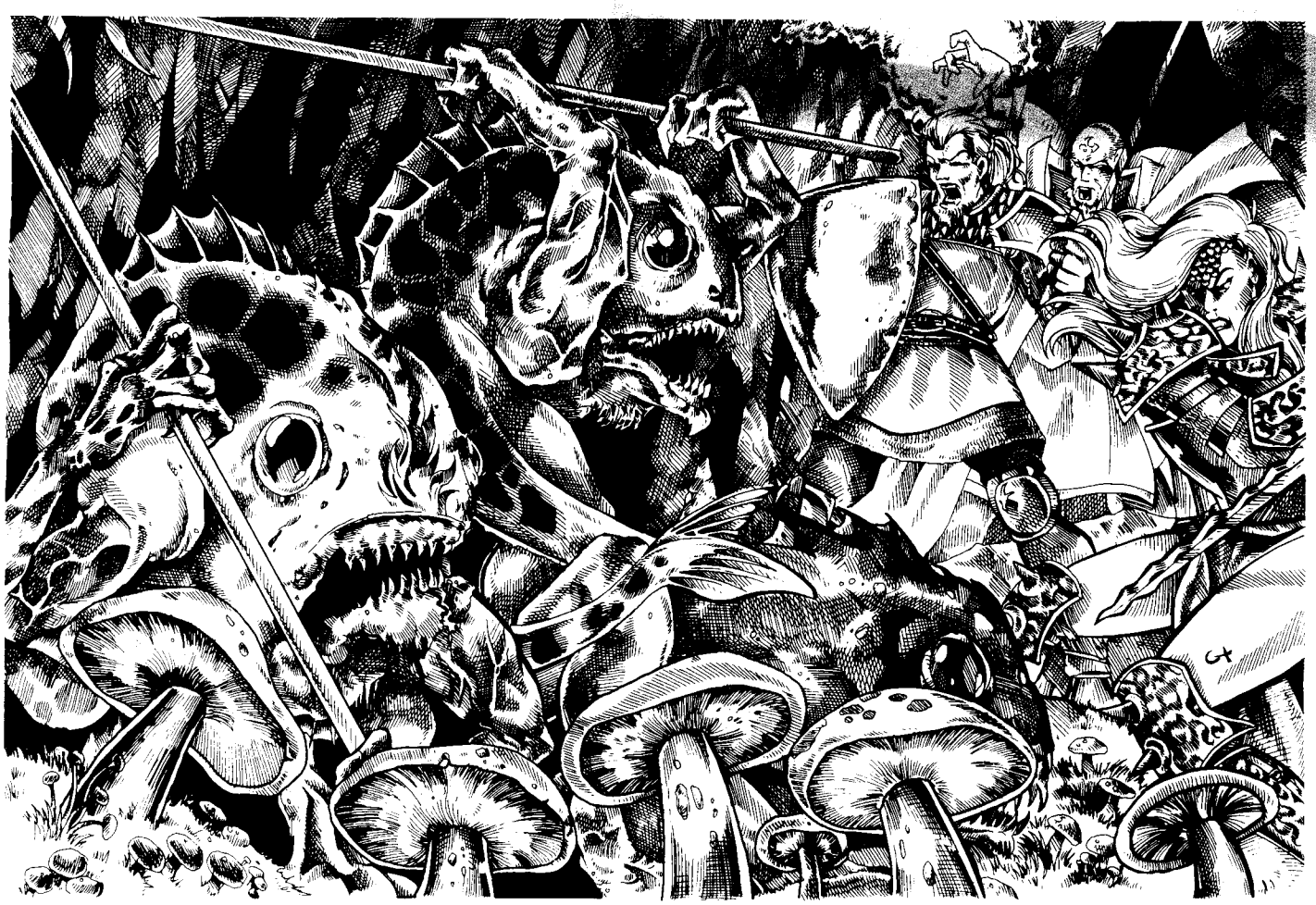
Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Females have Strength 18/50 (+1 attacks, +3 damage).

Special Equipment: Nine darts each.

10a. Skum Barracks

Most of the skum in the complex eat and rest here. At the given time there are 20 adults (6 males and 14 females) here, and 18 immature skum of both genders. One female stands guard at the location marked with an "X," and the remainder are in the pool. If attacked, the guard hurls three darts then dives into the pool.



The pool is more than 70 feet deep, with nearly vertical sides. It has no furnishings. There are 136 darts scattered along the bottom, where the skum can grab them quickly.

If the shriekers gave the alarm, two females are at the location marked "X," and the rest of the adults wait underwater until the PCs arrive. The preferred tactic here is to rise out of the depths and hurl missiles at intruders. The guards hurl three darts a round and the swimmers hurl one dart a round. The immature skum hide in the depths of the pool.

After the initial missile attack, all the skum disappear into the depths of the pool, hoping the PCs will follow. If they don't, the skum pick up darts from the bottom of the pool and rise to the surface to attack again. The skum are satisfied with driving the PCs away from the area; they do not pursue if the party leaves. If the PCs enter the water, the skum attack with fore claws, rear claws, and teeth; if they stay on land but come within reach, the creatures bite and claw. If several skum can reach one opponent, they try to drag him into the pool using their exceptional strength.

If captured and questioned, the adult skum give the same information as the skum in area 3 do. Females with low intelligence lie about the great master's location, just as the females in area 10 did. The immature skum have no useful information for the party; they have never been beyond area 10. If there are no adult skum present, however, the immature ones can tell the party about the incubating eggs in area 10. (Adults telepathically shush the kids if they realize what's going on.)

Skum (20): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 5 or 3 or 3 or 1; Dmg 2d8/1d6 (x2)/1d8 (x2) (bite, fore claws, rear claws, possible only when fighting in water) or 2d8/1d6 (x2) (bite and fore claws, when fighting on land) or 1d3 + Strength bonus (x3) (darts) or 1d3 + Strength bonus (dart, when in water); SW –2 attack penalty when fighting on land, –4 saving throw penalty vs. enchantment/charm spells, only one dart attack if swimming; SZ M (5' tall); ML steady (11); Int semi-low (3-7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Males (6) have Strength 18 (+1 attacks, +2 dam-

age). Females (14) have Strength 18/50 (+1 attacks, +3 damage). Three females have low intelligence (7).

Special Equipment: Guards begin the encounter with six darts each.

11. Storage Chamber

The trash heap in this room is exceedingly smelly, and the PCs can detect the odor from 20 feet away.

This room serves as a storehouse and an observation post for watching area 12. It contains a pile of harvested mushrooms from areas 3 and 9 and an equally large pile of trash collected from throughout the complex. An untidy heap of baskets (for collecting mushrooms), mushroom hooks, and darts rests in one corner. The heap contains 5 *darts +3* gleaned from some adventurers who died trying to explore the complex. The residents have no idea the darts are special.

Two particularly large female skum are here all the time. One snoozes while the other keeps an eye on area 12 through the crack in the west wall while she chops hunks of mushrooms into smaller pieces. The sleeping skum needs one round to wake up.

The skum live here permanently. They have a water trough next to the west entrance where they take turns sleeping. A barrel near the north entrance holds water that the working skum uses to keep her skin wet.

If the skum sees anything except another skum moving through area 12, the one on duty exits north and begins hurling darts while the other grabs a pike and stands at the crack, ready to stab anyone who comes close enough to attack (see area 12).

The skum keep six jars of ointment under the trash pile. Three of the jars are a magical concoction, *ointment of protection from fungi*, that the wizard from area 17 has prepared from the various mushrooms growing in the complex. (This is the "mud" the skum in area 3 mentioned.) The ointment protects creatures wearing it from special attacks of fungoid monsters for a short time; see **Book III** for details. The denizens of the complex use the ointment to protect themselves from the violet fungus in area 14. The skum keep a supply here so they can deliver food to level 3. The other three jars contain nonmagical type N contact poison. (If this is smeared on the skin, the recipient must successfully save vs. poison or die. Even if the saving throw succeeds, the victim suffers 25 points of damage. Onset time is one round.) Tichthys ordered the poison kept here to help frustrate intruders' attempts to use the ointment. All six jars look the same. The skum can tell the contents apart by smell.

If the PCs take the skum prisoner, they eagerly offer the contact poison, after giving each jar a good sniff.

If the characters ask about the ointment or press for details about the "little guardians," the skum tell them that a slave who lives near the "rock mine" makes the ointment to protect the great master's servants from the little guardians. They don't know how the slave makes the ointment, just that it requires the mushrooms they gather. If the party asks which mushrooms, the skum say "all of them."

The "rock mine" is the skum's term for area 15, the quarry.

If questioned about other things, the skum give the same information that the skum in areas 3 and 9 give, along with the false assertion that the great master lives in area 16 (see area 10 for details about the falsehood).

Alert: If a battle goes on for more than two rounds, the skum from area 9 run to this area and attack.

Skum (2): AC 7; MV 6, Sw 15; HD 2+2; hp 18 each; THAC0 17 (16 with Strength bonus); #AT 3 or 3 or 1; Dmg 1d6/1d6/2d8 (claw/claw/bite) or 1d3+3 (x3) (dart + Strength bonus) or 1d6+3 (pike + Strength bonus); SW –2 attack penalty when fighting on land, –4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Pike allows melee attacks from the second rank. The usual –2 penalty for skum attacking with weapons does not apply.

12. Mud Hole

A short, slick natural staircase leads down a few scant feet into a chamber with a high ceiling hung with dozens of stalactites. Some are the size of small trees, but most are smaller, about the size of a man's forearm. Water dripping from the stalactites falls into a murky pool that fills the entire chamber.



The ceiling rises 60 feet up. The stalactites on the ceiling are harmless, though many PCs will be wary of them. The real danger this room presents is in the water, where 16 giant leeches live. Tichthys has specially bred them for toughness. The leeches prefer warm-blooded prey and ignore the skum when they move through the water. The pool is only 2 feet deep.

If PCs wade through the water, however, the leeches attack their legs, unseen beneath the dirty water. The leeches gain a +2 for a rear attack and the character gains no benefits from a shield or Dexterity.

DM Note: The leeches' victims have little chance to notice the attack (see below).

Alert: The skum in area 11 keep watch over this chamber. When the PCs enter, one skum appears at the north entrance and hurls darts at the PCs while the other pokes at them through the crack in the east wall with a pike. The pike can reach the four shaded squares. The skum hurling darts has 25% cover; the one with the pike has 90% cover and can be attacked only with spells or long piercing weapons such as spears. Further, if a battle in this area lasts more than two rounds, the skum from area 9 run to this area and attack.

Giant Leeches (Leech) (16): AC 9; MV 3, Sw 3; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 1d4; SA blood drain, disease; SZ S (2' long); ML unsteady (7); Int non (0); AL N; XP 270 each; MM/219.

Notes: If a leech scores a hit, it attaches itself and drains blood for four points of damage each round. There is only a 1% chance that the victim knows he has been bitten (anesthetic saliva). The leech remains attached for 10 rounds or until removed. The victim automatically notices the leeches if he loses 50% or more of his original hit points.

There is a 50% chance that anyone bitten will develop a disease that is fatal in 1d4+1 weeks unless cured. The victim shows no symptoms until the final week, when he suffers a fever that reduces Strength and Dexterity by two points each. Lost points return when the disease is cured.

Level B

This level is about 250 feet below the surface. The first segment of the *Rod* indicates southeast and down. The underground river flowing through this level has no connection with any of the other levels.

13. Sinkholes

These chambers have ceilings 5 or 6 feet high and no floors to speak of—just gaping holes. The holes have sloping sides, and Tichthys has ordered his servants to cut crude steps in the slopes. Rogues, skum, and characters with the mountaineering proficiency can manage them without trouble. Other characters using the stairs must make a successful Dexterity check or slip and fall to the bottom after moving 1d4x10 feet. A rope or similar precaution eliminates the chance for a fall. The holes are about 100 feet deep and open into an underground river.

The river's current is swift but not unmanageable. Freefloating characters or objects are pushed along at a rate of 90 feet per round.

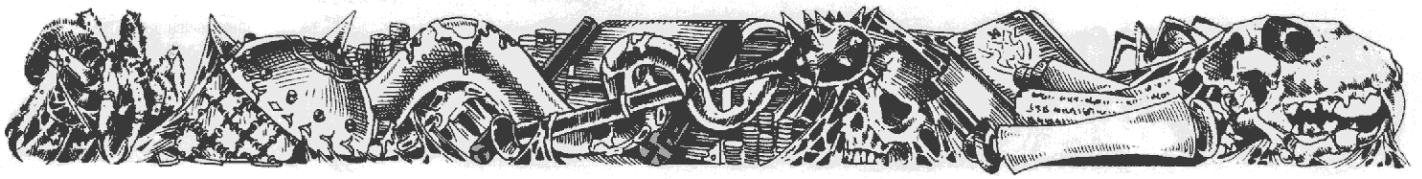
The river is 5 feet wide and about 12 feet deep. Beyond the sinkholes the water fills the channel, leaving no air for breathing. The skum use the river to avoid the cave fisher at area 13a. The PCs can do the same if they can swim. If the PCs enter the river and do not exit at the other sinkhole on this level, they can follow the river west (downstream) for several miles until it emerges from a hillside at the surface (the swimmer drowns without the power to breathe water). If they follow it upstream (east), the river goes about a quarter mile until the channel breaks up into dozens of branches too small for the humanoids to traverse.

13a. Cave Fisher

> The passage ends in a sheer drop. The bottom is beyond the range of your light, but you can hear water gurgling in the depths. The chasm stretches a good dagger toss to your left and right, but the walls are sheer, with no ledges that would allow you to circle it. Only 15 or 20 feet ahead and to your left, you spy a cave opening with another passage leading away to the north. The gap is almost narrow enough to jump.

The front of Card 1 shows what this area looks like to the PCs. Card 6 has a tactical map of the area.

The chasm is about 100 feet deep. The water the characters hear is the river that connects the sinkholes (area 13). The walls are rough, but slightly slippery. A rogue or mountaineer could climb down into the chasm, swim the river (which is only 5 feet wide), and climb back up the other side. Four climb walls rolls are necessary, two for each wall. If the character falls,



he suffers the appropriate damage for the distance fallen and is swept downstream, where he drowns unless he can breathe water or is swiftly rescued.

The gap between the two passages is only about 20 feet wide—a long jump for a character, especially an encumbered one, without magical assistance. Both passages in this area have smooth walls that don't offer any rough spots for a grapple to catch.

To complicate matters, a cave fisher has made its lair in a niche in the cavern wall (marked with an "X" on the map). A spur of rock blocks it from view. Tichthys keeps it content, regularly sending slaves and skum to "feed" the cave fisher.

The creature has laid its trap line from its niche to the north passage. Anyone jumping or flying across the chasm automatically becomes entangled in the line when he lands. If a character reaches the opening by climbing, secretly roll a saving throw vs. paralyzation; if it succeeds, the PC is not trapped (but still does not notice the fisher's line), and the cave fisher reels in the line and shoots it at the character the following round.

The cave fisher is completely hidden from characters standing in the western cave opening and has 25% cover against attacks from characters standing in the north cave opening.

Even if the PCs learned about the cave fisher from the skum in the complex, without magical aid they cannot detect the cave fisher or its trap line before it attacks. When standing in the west cave opening they are too far away from the trap line to see it nonmagically and the monster is hidden behind the rocks.

Cave Fisher: AC 4; MV 1; HD 3; hp 18; THAC0 17 (15 when shooting filament); #AT 2; Dmg 2d4/2d4; SA adhesive filament; SZ M (7' long); ML steady 11); Int semi (3); AL N; XP 175; MM/40.

Notes: Can move freely along vertical surfaces. Adhesive trap line is difficult to detect (20% chance at a distance of 10' or less) without a *detect invisibility* or *detect snares and pits* spell. If a creature becomes attached to the strand the cave fisher reels him in with 18/00 Strength at a rate of 15 feet a round. The strand can be cut only by a +1 or better type S weapon. The adhesive can be dissolved only by alcohol (hard liquor, brandy, or cave fisher blood—wine is insufficient). If no one tangles in the line, the cave fisher can reel it in and shoot the line up to 300' with a THAC0 of 15. When hauling in prey, the creature glues itself in place using its adhesive; it is then impossible for the PCs to dislodge it from its perch.

Level 3

This level is about 300 feet below the surface. The first segment of the *Rod* indicates south and down.

14. Little Guardians

Read the following before the characters enter area 14:

> After a long march through another seemingly endless tunnel, you see a fairly spacious cavern opening up ahead; the area seems faintly lit. Somewhere in the distance you hear the tap-tap-tap of hammers chipping away at stone, and your nostrils catch the stench of rotting trash.

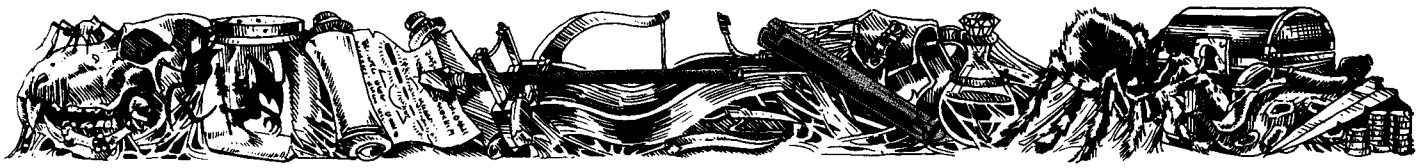
The tapping sound is a product of the slaves working in area 15. The smell originates from the fresh load of offal the skum have dumped in area 14 for the shriekers and violet fungi. The light is from the oil lamps the quarry slaves are using to provide light for their work. The light is too weak to disturb the shriekers in area 14, but strong enough to let the party see a little bit.

The PCs are about 80 feet from area 14 when they see, hear, and smell the things ahead of them. If they douse their lights, they can sneak right into area 14 before being noticed.

The area is thick with trash and normal mushrooms. The shriekers detect any movement in the chamber, even if the characters are invisible and silent. However, they won't notice a character who is flying and invisible.

If the shriekers give the alarm, the violet fungi close in on the intruder and flail away with their tentacles. All the detritus in the chamber allows them to attack invisible characters without penalty. However, if the shriekers don't give the alarm, the violet fungi don't attack. If the PCs charge into the room, they can surprise the shriekers. A *silence* spell will prevent the alarm from spreading, but the party still has to deal with the violet fungi.

Alert: The shrieker's cry sets off events in the surrounding areas. In area 15, the skum drive their slaves into the passages to the east of the chamber and then move to block the south entrance, visible to those in area 14. Meanwhile, in area 17, the drow mage begins a series of actions when hearing the sound of invaders. First, he hides until the kuo-toa



thief from area 18 arrives to check on him. Istovahn kills it, takes its *potion of invisibility*, shuts the door, and then burns his notes containing information on the formula for the fungoid ointment. His actions take a total of five rounds from the shrieker's cry to complete, and thus the PCs could interrupt the process. Back in area 18, the kuo-toa monitor there hides near the south pool and takes a sip from his own *potion of invisibility*. Finally, in area 19, the young aboleth takes a position hiding behind the island.

Shriekers (Fungi) (5): AC 7; MV 1; HD 3; hp 14 each; THAC0 17; #AT 0; Dmg nil; SA shriek; SD shriek; SZ M (5' tall); ML steady (12); Int non (0); AL N; XP 120 each; MM/120.

Notes: Light within 30 feet or movement within 10 feet causes a piercing shriek that is audible throughout the complex. If any shrieker is attacked, they all shriek.

Violet Fungi (Fungi) (4): AC 7; MV 1; HD 3; hp 14 each; THAC0 17; #AT 4; Dmg rot; SA rot; SD shriek; SZ M (5' tall); ML steady (12); Int non (0); AL N; XP 175 each; MM/120.

Notes: Indistinguishable from shriekers until they attack. Attacks with four tentacles; a hit requires a save vs. poison. Failure causes flesh to rot away, destroying the area touched in one round and killing the victim in four rounds. A *cure disease* spell halts the rot, but must be applied before a full round elapses to save the afflicted part. If a PC is hit, roll 1d12 to determine which area of the body is affected: 1=head, 2-3= weapon (or right) arm, 4-5=shield (or left) arm, 6=chest, 7-8=abdomen, 9-10= left leg, 11-12=right leg. If a limb rots, it drops off. Characters who lose an arm lose the use of the arm, but are not otherwise affected. Loss of one or two legs reduces movement to a crawl (movement rate of 1) without a crutch. The character loses six points of Dexterity until the limb is replaced. If the head rots, the character is blinded (–4 penalty to attack rolls and opponents gain a +4 bonus to attack rolls) until he receives a *heal* or *regeneration* spell (*cure blindness or deafness* is ineffective) and must pass a system shock check or die. If the character's chest or abdomen rots, he loses 2 points of Constitution and Strength and must pass a system shock check or die. Ability score losses persist until the character receives a *heal* or *regeneration* spell.

15. Quarry

Two dozen slaves (13 level 0 humans and 11 bugbears of mixed gender) are busy quarrying stone under the direction of four skum females. A work gang of 10 skum males are hauling the quarried stone to area 16. The gang hauls a load of freshly cut blocks out of here about every 30 minutes. The skum all wear an ointment that protects them from the violet fungi (see area 17 for details).

The overseers quickly move to defend the chamber when the shriekers raise the alarm, moving the slaves east and marshalling the troops south.

If attacked, the skum in this area will not retreat or flee. The slaves cower in the east passage during the fight and won't emerge unless the PCs drag them. If the PCs burst into the chamber unexpectedly, the slaves drop their tools and cower where they stand (most of them are working in the west half of the chamber).

If questioned, the skum say nothing; they are too afraid of the aboleth in area 19 and the kuo toa in area 18. The slaves are a bit more talkative, but only if the PCs are calm and gentle. Any sign of anger or the slightest hint of violence sets them quaking in their boots. A little food would go a long way toward calming them (the bugbears will feast on the skum if allowed). The slaves can relate the following:

- Most of the slaves were taken in raids by orcs, drow, or other humanoids. A huge fish man, even meaner and uglier than the overseers and workers, bought them from their captors and brought them to work here.

- They do nothing but cut stone (a lot), sleep (not much), and eat (very little). They sleep right in the quarry here when not working.

- Fish men workers bring a pile of mushrooms about once a week. The overseers dole it out slowly.

- Fish men workers haul the stone off to the south. None of the slaves know where the stone goes.

- From time to time, a big fish with tentacles comes to the quarry. The fish men seem to fear it. It selects a slave, and the fish men lead him away. The slave never returns.

- The slaves have never heard the fish men speak. Nor have they ever felt the urge to run away or fight



the fish men. They would like to rest now, but they don't think running away would be a good idea.

The slaves are all under the influence of Tichthys's enslavement power. They will not agree to escape or fight while the aboleth lives, though the PCs can drag them bodily out of the complex. The "big fish" the slaves mentioned is the immature aboleth from area 19. It comes here to select worn out slaves to appease the umber hulk from area 2 and the cave fisher from area 13a.

Alert: If the shriekers failed to give an alarm, sounds of combat here will have the similar results to the ***Alert*** described in area 14, above.

Skum Overseers (4): AC 7; MV 6, Sw 15; HD 2+2; hp 18 each; THAC0 17 (16 with Strength bonus); #AT 3; Dmg 1d6/1d6/2d8 (claw/claw/bite) or 1d3+3 (x3) (dart plus Strength bonus); SW –2 attack penalty when fighting on land, –4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Special Equipment: Whips, one jar of *ointment of protection from fungi* each.

Skum Workers (10): AC 7; MV 6, Sw 15; HD 2+2; hp 18 each; THAC0 17 (16 with Strength bonus); #AT 3; Dmg 1d6/1d6/2d8 (claw/claw/bite); SW –2 attack penalty when fighting on land, –4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

16. Delivery Chute

Cut stone taken from area 15 is carried here and dumped down the sinkhole, where it falls some 300 feet into a flooded cave that is itself several hundred feet deep. About once a day, an aboleth and 36 female skum come to collect the stone and haul it into the depths of the underdark. There, a group of aboleth are building a city.

In the meantime, an eye of the deep keeps watch over the stone. If the PCs begin exploring the flooded cave, the eye of the deep attacks, creating an illusion of a huge vodyanoi. The PCs who note the umber hulk's swift movement have good reason to disbelieve it.

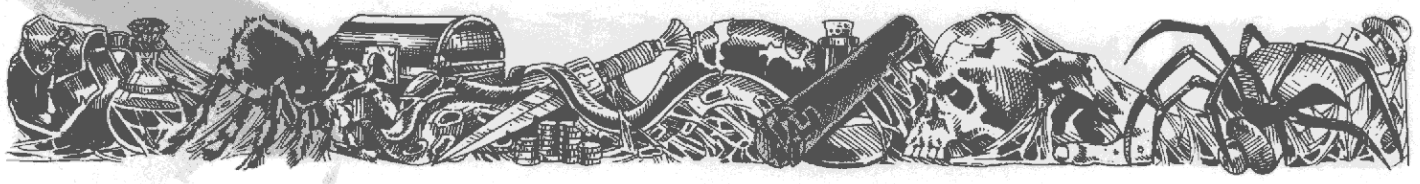
If the PCs notice the eye lurking in the depths and attack, the eye drops the illusion and looses a blinding flash and two *hold* effects from its eyes. It avoids melee. If reduced to 10 hit points or less, it creates the illusion of a cave-in and tries to escape. No sound accompanies the cave-in, but don't mention the inconsistency unless the PCs ask. Disbelief attempts against the cave-in automatically succeed. If not disbelieved, the cave-in causes the characters to roll saving throws vs. breath weapon at –4. If the saving throws succeed, the characters escape the rocks. If the saving throws fails, the characters must roll system shock checks. Failure results in death as the characters are "crushed" beneath the rocks. Success means the characters faint for 1d3 turns. Meanwhile, the eyes scoots in the other direction, escaping into the maze of tunnels leading from the cave.

If the PCs explore the tunnels, they find nothing of interest. If they spend more than a few hours exploring, the aboleth and its servants arrive and attack (use the statistics for Tichthys from area 26 and the female skum from area 10a).

The construction site lies about 20 miles from the sinkhole (and about 40 miles from the drow city mentioned in the description for area 4). The actual path is a maze of submerged passages filled with cross currents and wandering aboleth with their skum attendants. Eventually the PCs get lost in the maze and find that they have circled back to the sinkhole.

Eye of the Deep (Beholder): AC 5; MV Sw 6; HD 12; hp 65; THAC0 9; #AT 3; Dmg 2d4/2d4/1d6; SA illusions, eye rays at will; SZ M (5' in diameter); ML champion (15); Int very (12); AL LE; XP 4,000; MM/25.

Notes: Central eye produces a blinding *light* in a cone 5 feet at its start, 30 feet long, and 20 feet wide at the end. Victims caught in the cone must save vs. poison or be *stunned* for 2d4 rounds. A second save vs. spells must be made; failure results in blindness for two hours. Two eyes produce illusion (treat as a *phantasmal force* cast at 12th level) when used together. If used separately, one eye produces *hold monster* and the other produces *hold person.*



Illusory Vodyanoi (Umber Hulk): AC 2; MV 6, Sw 24 (illusory speed); HD 8+8; hp not applicable (caster decides when illusion "dies"); THAC0 9 (illusory combat effectiveness); #AT 3; Dmg 3d4/3d4/1d10; SW damage inflicted is illusory; SZ L (8' tall, 5' wide; ML elite (13); Int average (8); AL CE; XP Nil; MM/352.

Notes: Illusory damage persists for a maximum 1d3 turns. If a character is reduced to zero hit points or less by illusory damage, he falls unconscious and must pass a system shock roll. If the roll fails, the character dies. Otherwise the character falls unconscious and reawakens after 1d3 turns with all illusory damage healed (see *PHB*, Chapter 7).

17. Laboratory

Istovahn, a drow mage Tichthys captured a few years ago, calls this chamber home. Unlike the aboleth's other servants, Istovahn has not fallen under the sway of Tichthys's *enslavement* power. The aboleth has used more primitive means to secure the mage's cooperation.

Istovahn's main duty is to produce *ointment of protection from fungi* for use in the complex. Istovahn invented the ointment and now grudgingly processes batch after batch for his captor. He uses several varieties of fungi from the complex to produce the ointment. Currently, however, he has no materials stockpiled. If left undisturbed, he could finish his current batch (five doses) in another week, but the PCs' arrival upsets the process.

If the shriekers in area 14 give the alarm, Istovahn can hear them, even through the secret door leading into this room. He has orders to go to area 19 if there is an attack, but he disobeys them. When he does not arrive, one of the kuo-toa from area 18 runs to this room to see what's going on. Istovahn kills the kuo-toa with his *phantasmal killer* spell, helps himself to the fellow's *potion of invisibility*, shuts the door, burns the notes containing the formula for the ointment (he doesn't want anyone else to have it) and awaits further developments. If the PCs never visit this chamber, Istovahn plans to walk calmly back to the drow city from which he came. If the PCs find him, Istovahn plays the role of the helpless victim (not too far from the truth) and tries to escape when he gets the opportunity.

If the PCs enter the level quietly, Istovahn is busy working on his latest batch of ointment. He quickly throws his notes on the nearest fire when they open the secret door, and the PCs will have to act quickly to save them.

In either case, the PCs have the normal chances to find the secret door leading to this room. If they find the door, they do not have to roll to get it open. Read or paraphrase the following if the PCs enter this chamber. Adjust accordingly if the alarm has not been raised.

> The secret door easily swings open to reveal a smoky chamber filled with cluttered workbenches. The air is thick with steam and acrid smoke. Glowing coals give a ruddy cast to the haze. You can hear the soft mummer of pots left to simmer.
>
> A craggy old man wrapped in discolored rags is seated at a bench with his chin propped on the stump where his right hand should be. He has frizzy white hair that probably hasn't been combed in years and midnight blue skin. He stares listlessly at some liquid in a beaker. As he shifts his gaze to you, the liquid boils furiously, and spray of scalding foam shoots out over the bench. The man leaps to his feet, waving his stump and snatching the vessel off the coals with a pair of tongs held in his left hand. That done, the man scratches his nose and sneezes. He looks at you and says, "Shut the door! There seems to be a draft."

If the PCs look around, they will notice that underneath one of the workbenches lies the corpse of the kuo-toa Istovahn killed (if he had time). If the PCs pull out the body and examine it, they can tell it isn't quite the same as the other fish men they have seen in the complex. This one is chubbier and has eyes that bulge. There is also a sword laying on the floor next to the bench. If the PCs ask Istovahn what happened, the drow says that it is best to be careful about what one picks up and drinks in a laboratory.

A careful look at Istovahn reveals that he is not so old as he looked at first, but his time as a prisoner has not left him hale and hearty.

If the PCs attack, Istovahn tries to surrender, begging them to have mercy on a one-handed old man. If the PCs want to talk, he's happy to converse, even if the they have been aggressive. Istovahn has the following to offer in response to the PCs' observations and questions. He plays the role of a broken old man to the hilt. He also tries to conceal his intelligence as best he can, attempting to mimic the listlessness and fatigue that plagues the slaves in area 15.

• "Yeah it's smoky in here, but the fires keep the dampness out. Dampness is really hard on the old joints."



• "I work for the masters like everybody else; I just use my head. The master tells me what to do, and I do it."

• "I don't know what I'm making. I just do what I'm told."

• "I was a wizard before I came here, but everybody knows it takes *two* free hands to cast spells." (He waves his stump.)

• "I was living on the surface when a group of fish men came from a lake nearby and dragged me down here. The fish men cut off my hand so I couldn't cast spells anymore, then eventually brought me here."

• "Yeah, here's a whole batch of what I've been making. I guess you can have it."

• "I don't think running away is an option. I think I'll just stay right here."

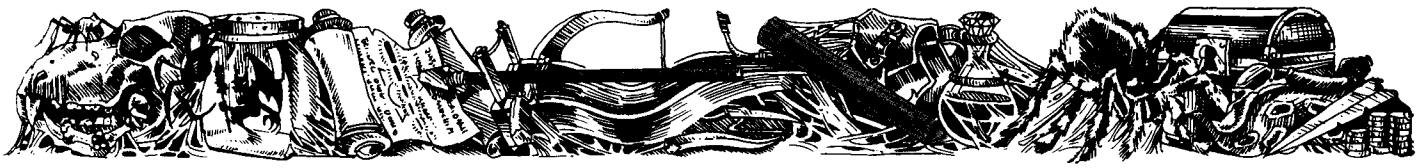
• "If you go out there, watch out for the big fish man. It's smarter and faster than the others."

• "Watch out for the big fish, too. It can make you see what isn't there."

Most of what Istovahn says are deceptions or outright lies. He's lying about not knowing what he's making. He invented the ointment. He's lying about not wanting to escape. He doesn't trust the PCs, however, and would rather that they left him behind while they go and fight his captors.

He's also lying about being kidnapped from the surface. He was leading an expedition to gather mushrooms and Tichthys's servants caught them. The other drow died during their captivity. If the PCs notice that he is sensitive to light (something that drow who have been acclimated to life on the surface do not have to worry about), Istovahn explains that his long captivity underground has caused him to lose his resistance to light.

If the PCs accept Istovahn's offered product, they're in for trouble. Istovahn makes contact poison too, and that's what he's offering the PCs. If they balk, he protests that he just made this batch of ointment, and that the masters seem to think what he makes is really important for avoiding their guardians (a true statement, but highly misleading).



Istovahn is telling a partial truth about not being able to cast any spells, For months after losing his hand, he couldn't do any spellcasting. Now, however, he has learned to compensate. He has lost his spellbooks and has no material components, which makes his *wall of iron* spell useless. He can still cast *blur, magic missile* and *phantasmal killer.* He can also use his spell-like abilities.

He's telling the truth about the "big fish man" (the kuo-toan monitor in area 18) and the "big fish" (the aboleth in area 19), but Istovahn knows more about them than he's letting on at first. He wants the PCs to defeat these creatures, but he also wants to keep up his facade. If the PCs press for more information about these two creatures, Istovahn reveals the following:

• "The big fish man has sharp eyes and can see invisible things. He can become invisible too. He has a magical net that traps people. Both the fish man and his net can burn."

• "The big fish likes to make images of whole lots of fish men, but watch out for the real fish man. If the big fish gets in trouble, it will run away down through a hole in the bottom of the pool. You should capture the fish if you can. It can people the ability to breathe water, which could allow you to swim down into the hole and get the fish's treasure."

• "I don't get my orders from the big fish, but from another bigger fish I've never seen. I bet the unseen fish lives at the bottom of the hole."

Istovahn is twisting the truth again with his last statement. He has seen the other fish (Tichthys), but doesn't want to admit it.

If the PCs leave Istovahn behind, he waits a bit, then makes a break for area 4. If they drag him along, he goes without too much trouble but tries to escape at the first opportunity.

Istovahn has never seen Tichthys with the *Rod* segment and has no reason to assume the aboleth has it. However, if the PCs ask about it, he enthusiastically describes a powerful magical wand that the "big fish" uses from time to time. Istovahn isn't sure what its powers are, but he says the aboleth treats it like a priceless treasure. Istovahn very much wants the party to go attack the aboleths, so he spins whatever tale he can to convince them that those creatures have what the party is after. If the PCs describe any of the *Rod's* powers, Istovahn spins a tale about how Tichthys used it once.

The party has one chance to win Istovahn's trust. If they can regenerate his lost hand on the spot, he is impressed. If they do it out of sheer generosity, without trying to use it as a bargaining chip, he is overwhelmed. Kindness is a new concept to him. He then drops his act and tells the PCs everything he knows about the complex:

• Most of the fish men are creatures called "skum," a servitor race created by the aboleths as warriors and slaves. They are deadly fighters underwater.

• There are also a few kuo-toa in the area. The aboleth who runs the place trades them fungi and stone for slaves.

• One kuo-toa (the "big fish man") serves as caretaker for three pools full of giant leeches, which are located due east of here.

• The aboleth leader lives on a lower level that is completely submerged. An exit somewhere in the south end of the pool in area 19 gives the only access to the chief aboleth's lair. The PCs will have to find a way to breathe water if they wish to attack it. The younger, weaker aboleth on this level can grant anyone the ability to breathe water, so capturing it would be a good idea. The PCs can always kill it later. (Impressed by kindness, Istovahn has yet to learn it himself.)

• The pool where the younger aboleth lives is well-stocked with giant crayfish that attack pretty much anything except aboleths.

If the PCs win him over, Istovahn is willing to accompany them. He asks them if they have a bit of sheet iron (for his *wall of iron* spell). If he gave the PCs contact poison, he takes it back, offering his *ointment of protection from fungi* instead. He keeps the *potion of invisibility* he got from the kuo-toa.

If the PCs don't win him over, they still can see through his act and extract some useful information from him. A *detect lie* spell will reveal Istovahn's many falsehoods (provided he fails his saving throw; his magic resistance does not apply). A *know alignment* spell reveals Istovahn's chaotic evil alignment, which should make the PCs suspicious. Though Istovahn is evil, *detect evil* (either the spell or the paladin



ability) reveals nothing about him unless the PCs use it when he is giving them the contact poison (an evil act). If the PCs make it clear to Istovahn that they are aware of his deceptions, he drops his act and gives the party the five pieces of information listed above, hoping to save his skin. He still plans to escape the party as quickly as he can.

Istovahn, em M12: AC 8 (Dexterity bonus); MV 12; hp 24; THAC0 17; #AT nil; SA spells, spell-like abilities; SD +2 bonus to all saves vs. magical attacks; SW sensitive to light; MR 74%; SZ M (5′ tall); ML steady (12); AL CE; XP Nil.

Notes: Spell-like abilities as 12th level caster—*dancing lights, darkness, detect magic, faerie fire, know alignment,* and *levitate.* All are usable once a day.

Exposure to bright light reduces Dexterity score by 2 points, imposes a –2 penalty on initiative rolls, and gives opponents a +2 saving throw bonus against Istovahn's spells and spell-like abilities. When attacking opponents who are in brightly lit areas Istovahn suffers a –1 attack penalty and the opponent gains a +1 saving throw bonus. The two effects are cumulative.

Gains a +2 bonus on surprise rolls.

S 8, D 16, C 9, I 18, W 15, Ch 15.

Personality: Bitter, distrustful.

Spells (4/4/4/4/4/1) 1st—*magic missile* (x2), 2nd—*blur;* 3rd—none; 4th—*phantasmal killer;* 5th—*wall of iron.*

Special Equipment: 4 jars of type N contact poison, 3 jars of *ointment of protection from fungi.*

18. Leech Breeding Area

Tactical Map F3 shows this area and areas 18a and 19.

Tichthys uses the three pools here to breed giant leeches for area 12. Each pool is about 6 feet deep and filled with dirty water. The leeches begin their lives in the northern pool, which currently contains one-hit-die leeches. As they mature, they are transferred to the center pool, then to the south pool, and finally to area 12. The center pool currently holds two-hit-die leeches and the south pool holds three-hit-die leeches.

Tichthys employs two rogue kuo-toa, a monitor (see the *Monstrous Manual* Tome, page 216) and a thief, as leech keepers and guards. When the PCs enter the level, these two are puttering around in the center pool. If the shriekers give the alarm, the monitor moves to the south end of the area (at the point marked with an X) and takes a sip of his *potion of invisibility.* If still in the area, the thief hides in shadows just west of the central pool, at the spot marked with a circled X.

If the PCs waltz right into this area after dealing with the shriekers, the monitor hits them with a *javelin of lightning.* (He is completely unconcerned about being caught in the backblast.) Then he dodges to the east, disappearing behind the rock wall. If the PCs pursue, the thief steps up and backstabs somebody on the rear rank while the monitor uses his superior movement rate to circle around to the north. He selects a lightly armored character for hand-to-hand combat and strikes to subdue. Three quarters of the damage he inflicts is temporary (see *PHB,* Chapter 9), but his damage dice are doubled.

If the PCs don't come to this area directly, the monitor sends the thief to area 17 to see what Istovahn is up to, and the drow kills the thief (see the description for area 15). When the thief does not return, the monitor retreats to area 19.

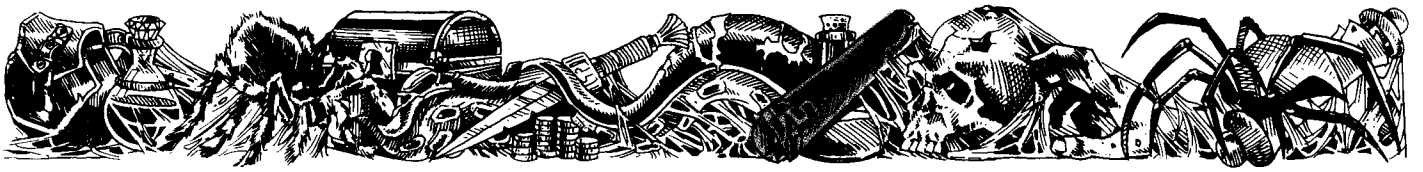
If the PCs enter the level quietly, the kuo-toa won't notice them until they enter area 18, become involved in a combat in area 15, or search for the secret door leading to area 17. If the characters get to this area before the alarm is raised, they have the normal chance to surprise the kuo-toa. Surprised or not, one kuo-toa runs to area 19 to warn the aboleth. If both are alive, the thief goes while the monitor hurls a *javelin of lightning* and then moves into melee. Otherwise, the monitor races to area 19 and dives into the pool.

The leeches remain in their pools no matter what happens. If a character enters a pool, the leeches swarm to the attack. If prevented from running to area 19, the kuo-toa dive into the central pool. The leeches ignore the fish men but attack any PCs who enter the water.

Kuo-Toan Monitor (Kuo-Toa): AC 1; MV 18, Sw 36; HD 7; hp 56; THAC0 14; #AT 4; Dmg 1d4+1/1d4+1/2d4/2d4 (bite/bite/hand/hand); SA subdual; SD invisibility detection, resistances, immunities; SW susceptible to light and fire; SZ M (6′ 4″ tall); ML elite 13; Int high (13); AL NE; XP 975; MM/215.

Notes: Attempts to grapple, tie, grasp, or web succeed only 25% of the time. Half damage from electrical attacks or none if save succeeds; +2 bonus to surprise rolls. Immune to illusions. *Magic missile* causes only 1 point of damage per missile.

Detect invisible, astral, or ethereal creatures within



10 yards if they are moving, 60-foot infravision, 180 degree field of vision.

Bright light or daylight imposes –1 attack roll penalty; –2 saving throw penalty vs. fire attacks.

Can pummel armed opponents without suffering counterattacks, inflicts double damage when striking to subdue. Subdual results in unconsciousness for 3d4 rounds.

Special Equipment: Glue-covered jack (weapons striking the monitor have a 25% chance of becoming stuck until wielder succeeds with an open doors roll; removing a stuck weapon counts as an attack), *net of entrapment, potion of invisibility, 3 javelins of lightning.*

Kuo-Toan Thief (Kuo-Toa): AC 4; MV 9, Sw 2; HD 2; hp 10; THAC0 20; #AT 2 or 1; Dmg 1d4+1/1d6 (bite/spear) or 1d4 (dagger); SA thief abilities; SD invisibility detection, resistances, immunities; SW susceptible to light and fire; SZ M (5′ 9″ tall); ML elite 13; Int high (13); AL NE; XP 175; MM/215.

Notes: Attempts to grapple, tie, grasp, or web succeed only 25% of the time. Half damage from electrical attacks or none if save succeeds; +2 bonus to surprise rolls. Immune to illusions. *Magic missile* causes only 1 point of damage per missile.

Detect invisible, astral, or ethereal creatures within 10 yards if they are moving, 60-foot infravision, 180 degree field of vision.

Bright light or daylight imposes –1 attack roll penalty; –2 saving throw penalty vs. fire attacks.

Backstab for double damage.

Thief Abilities: PP 35, OL 29, F/RT 25, MS 21, HS 15, DN 10, CW 86.

Special Equipment: potion of invisibility.

Giant Leeches (Leech) (60): AC 9; MV 3, Sw 3; HD 20@1, 20@2, 20@3; hp 5/hit die; THAC0 19 (1-2 HD), 17 (3 HD); #AT 1; Dmg 1d4; SA blood drain, disease; SZ S (2′ long); ML unsteady (7); Int non (0); AL N; XP 65 each (1 HD), 120 each (2 HD), 175 each (3 HD); MM/219.

Notes: If a leech scores a hit, it attaches itself and drains blood for four points of damage each round. There is only a 1% chance that the victim knows he has been bitten (anesthetic saliva). Once attached, the leech drains blood for one point of damage per hit die of the leech each round. The leech remains attached for 10 rounds or until removed. The victim automatically notices the leeches if he loses 50% or more of his original hit points.

There is a 50% chance that anyone bitten will develop a disease that is fatal in 1d4+1 weeks unless cured. The victim shows no symptoms until the final week, when he suffers a fever that reduces Strength and Dexterity by two points each. Lost points return when the disease is cured.

18a. Kuo-Toa Barracks

The two kuo-toa from area 18 rest here. The chamber contains two piles of wet seaweed (comfy beds for kuo-toa), two barrels (one filled with fresh bedding, one filled with live crayfish), and a small shrine dedicated to Blibdoolpoolp, the kuo-toan goddess.

The shrine is a large block of soapstone with a coral statuette of the goddess standing atop it. The stone is a cube about a foot square with rounded corners and edges, as though smoothed by running water. The top and bottom are featureless, but each of the four sides is engraved with an outline of an lobster claw spread wide. The statue is about 2 feet high and depicts the goddess (a female human body with a lobster's head and claws) standing with one arm upraised. The block weighs about 160 pounds. The statue weighs about 25 pounds. Together, the block and statue are worth 500 gp. Without the block, the statue is worth 400 gp. Without the statue, the block is worth 25 gp.

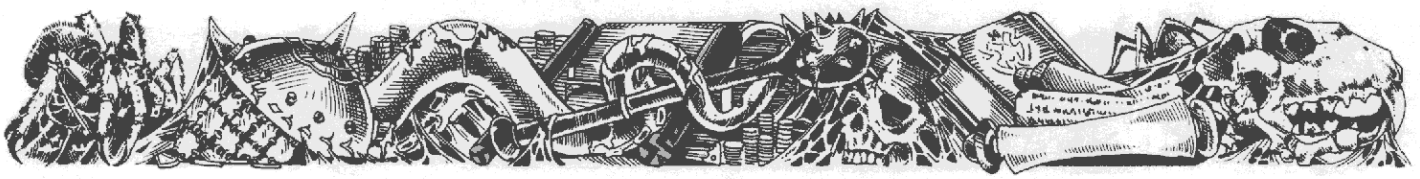
19. The Little Master

A young aboleth, Tichthys's offspring, lairs here, keeping watch over the level and tending to the giant crayfish Tichthys keeps in the pool.

The pool has sheer sides and is about 15 feet deep except for the area around the sinkhole in the south end. Within 10 feet of the sinkhole, the pool is about 20 feet deep, and the sinkhole itself is 30 feet deep. The crayfish tend to stick to the shallow end of the pool, and the aboleth spends most of its time on the bottom near the sinkhole.

When alerted by the shriekers or the vibrations of combat, the aboleth takes cover behind the island (at the point marked with an X) and keeps a careful watch for intruders. Only a small part of the aboleth's head and one of its eyes sticks up over the island. The party will not see the aboleth unless they are using a *detect invisibility* spell or spend a full round studying the island.

When it sees the party, the aboleth creates an illusion of a line kuo-toan priests rising out of the pool to hurl bolts of lightning:



The east end of the chamber you're standing in is filled with a pool of rippling water. A large, flat rock at the pool's north end forms an island about half a foot high. Before you can notice any other details, the pool fairly boils and almost a dozen scaly humanoids with goggle eyes erupt from the water. Your nostrils are filled with the scent of spray and fish. The creatures form a cordon down the pool's length. Most of them stand in mid-pool, ankle deep in water, but two have climbed atop the island. They fix you with fishy stares as they link arms. A nimbus of power crackles to life around the line, and you feel the prickle of electricity tickling your skin.

The location of the illusory kuo-toa is indicated on the map by points marked with circles.

The illusory kuo-toa unleash a bolt of lightning, automatically winning initiative (one clue to the players that all is not what it seems). The bolt is 5 feet wide and 30 feet long (identical to the stroke produced by a *javelin of lightning*); the aboleth aims the bolt to strike as may PCs as possible. If the characters do not disbelieve, they are entitled to saving throws vs. spells. The bolt delivers 10 points of damage to characters who succeed with their saving throws and 20 to those who fail. Illusory damage persists for a maximum of 1d3 turns (see *PHB*, Chapter 7).

If the PCs retaliate with spells or missiles, their attacks appear to have no effect. Missiles seem to bounce harmlessly off the kuo-toa, and visible spell effects appear to stop only inches from the creatures.

The aboleth keeps up the lightning bolt assault for as long as it seems to be effective. It hopes to drive the PCs away or lure them into the pool. If the PCs try to melee the illusory kuo-toa, they're in for a shock, because the pool is much deeper than the illusion makes it appear to be. Characters who rush in fall into the pool and tumble to the bottom. Each giant crayfish lurking in the shallow end gets a free attack on a character who falls into this end. Characters who fall into the deep end don't suffer any attacks, but sink 20 feet the first round to the pool's bottom.

If the kuo-toa from area 18 retreated here, they will attack characters who fall in the water. Otherwise, they make their way to the island. From there, the monitor will hurl *javelins of lightning* at the party (attempting to confuse the issue of which lightning assaults are real and which are illusory).

If characters fall into the water, the aboleth drops the illusion and uses its enslavement power. Its first choice is characters floundering in the deep end of the pool, but not in melee with a kuo-toa; failing that, it uses the power on any character within range and not engaged in melee.

If the PCs spoke to Istovahn in area 17 before coming here, they probably got a warning about the aboleth's illusions. If so, they can automatically disbelieve the illusory fish men and suffer no damage at all. If the PCs don't believe the illusion, the aboleth notices after one round and switches tactics. It creates an illusion of itself, leaping out of the water and wiggling up on shore, using a bed of rancid slime to help it along. The illusory aboleth flails with its tentacles and its rubbery body seems to shed most blows (hence the low armor class).

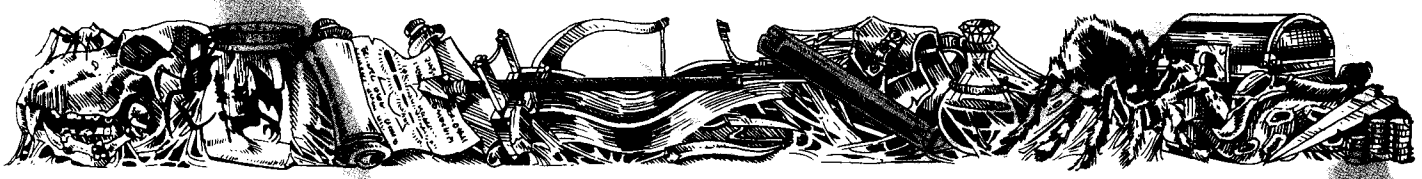
After three rounds of combat, the illusory aboleth slithers back into the pool and disappears as the aboleth drops the illusion. The next round, the aboleth begins using its enslavement power.

Enslaved characters do not turn on their comrades. The aboleth commands them instead to remove all their equipment and hurl it into the deep end of the pool. Once that is done, they are directed to "bathe" in one of the pools full of giant leeches in area 18. The enslaved characters believe the leeches are good for them, and remain in the pool for 2d4 rounds or until they lose 50% of their hit points to the leeches. Thereafter, they simply lounge around until the aboleth is killed or the aboleth gives them further orders (which it will not do unless the party is killed or driven away). If the aboleth escapes (see below), enslaved characters wish to remain where they are. They refuse to take part in the adventure any further. Like the slaves from area 15, they must be dragged along to continue travelling with the party.

If attacked, the aboleth fights back with its tentacles. It sticks to the pool, however, where the water gives it cover against missiles and most melee weapons and the crayfish can join the fray. While submerged, the aboleth and the crayfish have 90% cover against spells and missiles directed at them from the surface and cannot be attacked with slashing or bludgeoning weapons. Certain spells, such as *lightning bolt*, are not blocked by water. (For more information, see "Underwater Combat" in Chapter 9, *DMG*.)

If reduced to 10 hit points or less, the aboleth tries to flee through the sinkhole to level 4. The crayfish fight to the death.

If the characters prevent the aboleth from escaping (by blocking the sinkhole or immobilizing it some-



how), it tries to bargain. It contacts the PCs telepathically, telling them that the "big one" has all the treasure. If the PCs seem agreeable, the aboleth explains that the party must go down the sinkhole. If the PCs cannot breathe water, the aboleth offers to use its mucus cloud to grant them the ability, but it does not tell them how long it lasts or how to get rid of it.

If the party asks how long the effect lasts, the aboleth has a hard time explaining, as its concept of time is very different from the PCs'. It has no concept of days, hours, or minutes. (The aboleth isn't stupid, but it has spent its whole life underground.) If the PCs press for a duration, the aboleth explains that the effect sometimes lasts a very little time—enough for the slaves to cut two loads of stone from the quarry—or a fairly long time—enough for six loads of stone—or an intermediate time—three or four loads. A character skilled in engineering or mining can translate that to the effect's true duration—1d3 hours.

If the PCs ask what they will find down the sinkhole, the aboleth relates the following:

• "You will pass a guardian, but that won't hurt you once you're covered with slime." (It gives the PCs a squirt of mucus when it says this.)

The statement is true, but the slime the aboleth is actually referring to is the slime from its belly, not the mucus. The aboleth is trying to pull a fast one on the PCs. A *detect lie* spell won't expose the deception.

• "Next, you'll have to run a gauntlet of guards. No way to avoid that."

The aboleth is referring to area 21. The aboleth describes the general set-up if the PCs press for more information; see the area description for details.

• "Finally, you'll go down a long corridor and around a sharp bend. The master awaits you beyond it."

The aboleth is referring to area 22, but it is describing the area when it is veiled, not as it really appears. If the PCs press for more details, the aboleth claims it cannot predict what will happen when the party reaches the bend, which is true. The aboleth reveals no more, even on pain of death.

If the party leaves the aboleth behind, it flees to area 16 and exits the complex. It has no desire to face Tichthys after failing to defeat the PCs. If the party forces it to





come along, it takes them as far as area 20, then attacks after it leads the group into the crayfish's lair.

Young Aboleth (Aboleth): AC 4; MV 3, Sw 18; HD 4; hp 23; THAC0 17; #AT 4; Dmg 1d4/1d4/1d4/1d4 (tentacle); SA skin transformation, mucus cloud, illusions, enslavement; SZ L (12' long); ML 13; Int high (14); AL LE; XP 650; MM/6.

Notes: Tentacle hit causes save vs. spell or target's skin becomes a clear membrane in 1d4+1 rounds; the membrane must be kept damp and cool or the victim suffers 1d12 points of damage each turn. *Cure disease* halts the transformation and *cure serious wounds* causes the membrane to revert to normal skin.

When underwater, can create a cloud of mucus one foot thick. Creatures inhaling the mucus save vs. poison or lose the ability to breathe air and gain the ability to breathe water for 1d3 hours. Wine or soap dissolves the mucus.

Can create vivid illusions with sound, smell, taste, and touch. Illusions last as long as the aboleth concentrates, and for four rounds thereafter.

Three times a day, can attempt to enslave a creature within 30 feet. The target must save vs. spell or follow all the aboleth's telepathic commands (range one mile). The slave cannot be forced to fight for the aboleth. Enslavement lasts until dispelled or until the enslaving aboleth is killed.

The aboleth has a limited form of telepathy that allows it to communicate with the PCs, but no other psionic powers. Glands on the creature's underside excrete a slime that gives the creature a distinctive, rancid smell.

Giant Crayfish (Crustacean, Giant) (5): AC 4; MV 6, Sw 12; HD 4+4; hp 24 each; THAC0 15; #AT 2; Dmg 2d6/2d6; SA –2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ L (8' long); ML elite (13); Int non (0); AL N; XP 270 each; MM/50.

Notes: The crayfish are blind. They are immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. The giant crayfish will not enter the radius of an *airy water* spell.

Illusory Aboleth: AC –2; MV 18 (illusory speed), Sw 18; HD 8; hp not applicable; THAC0 17; #AT 4; Dmg 1d8/1d8/1d8/1d8 (tentacle); SA constriction; SD immune to damage; SZ H (20' long); ML 13; Int high (14); AL LE; XP nil; MM/6.

Notes: Tentacles grab when they hit, inflicting 1d8 points of illusory damage each round.

Illusory damage persists for a maximum 1d3 turns. If a character is reduced to zero hit points or less by illusory damage, he falls unconscious and must pass a system shock roll. If the roll fails, the character dies. Otherwise the character falls unconscious and reawakens after 1d3 turns with all illusory damage healed (see *PHB*, Chapter 7).

Level C

This level is about 350 feet below the surface and is entirely filled with murky water. Maximum vision range is 15 feet, but within that range invisibility is useless—an invisible creature makes a visible hole in the murk. In addition, missile weapons are useless, except for specially prepared crossbows (triple the normal cost). Slashing or bludgeoning weapons are ineffective unless the wielder receives a *free action* spell or wears a *ring of free action*. Fire-based spells are ineffective. Note that characters within the radius of an *airy water* spell can move, attack, and use fire freely. The spell generates a great deal of noise, however, and the PCs cannot surprise the creatures on this level or level 4 when they are using it. For a more complete description of underwater combat, see *DMG*, Chapter 9.

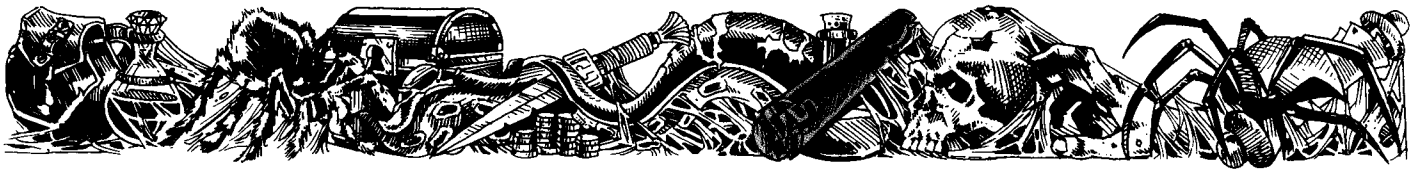
The first segment of the *Rod* indicates south.

20. Guardian

Tichthys's experiments have produced the monster crayfish that lies here, waiting for any unwary creature to blunder into its claws. It has been well trained to leave the aboleths alone, and anyone smeared with the rancid slime from an aboleth's body can pass this chamber unmolested. If the PCs are proceeding without slime, the dark waters will allow the crayfish an attempt to surprise.

The creature is prone to attacking skum when they pass by, but they have learned to appease it with some of the smelly mushrooms from areas 3 and 9. If the PCs offer the crayfish some mushrooms, there is only a 20% chance per round that it will attack.

The portcullis on the east side of the room keeps the crayfish from wandering down to level 4. It is not inclined to climb up the sinkhole to level 3. The portcullis has no mechanism; it must be lifted through sheer strength. If characters with at least 36 points of combined Strength try to lift the portcullis, they can do so in two rounds. No more than three characters can combine to lift it. A single character



also can lift it in two rounds if he succeeds with a bend bars/lift gates roll.

Gargantuan Crayfish (Crustacean, Giant): AC 1; MV 6, Sw 12; HD 8+8; hp 48; THAC0 11; #AT 2; Dmg 3d8/3d8; SA –2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ H (12' long); ML elite (13); Int non (0); AL N; XP 3,000; MM/50.

Notes: The crayfish is blind. It is immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. *Airy water* spells do not prevent the crayfish from attacking.

21. Murder Holes

A series of natural fissures in the walls here inspired Tichthys to create a nasty surprise for intruders who win past the crayfish in area 20. Five male skum are always on duty here, keeping watch on the corridor. They notice any combat in area 20, even if it is silenced. (Vibrations and blood in the water alert them.)

When they spot intruders, they attack through the cracks in the corridor wall with their tridents. The tridents reach the squares in front of the holes and one square to the left and right. The skum have 90% cover when attacking through the holes. There is also a change that anyone hit with a trident will be snagged and dragged against the hole to be bitten (see the notes after the skum's statistics).

If the PCs study the corridor before moving down it, they have the same chance of noticing the cracks as they have for finding secret doors. The cracks become obvious when the skum attack.

If the PCs get past the skum, the survivors swim to area 22 and join the guards in their ambush. Should the PCs break through the wall and pursue, two skum attempt to hold the passage while the rest flee. The wall is sturdy, and only magical means such as a *transmute rock to mud* spell or a *passwall* spell breach the wall quickly.

Skum (5): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 5 or 1; Dmg 2d8/1d6 (x2)/1d8 (x2) (bite/fore claws/rear claws) or 1d8+3 (two-handed trident + Strength bonus); SW –4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Trident hit on an attack roll of 16 or better snags the opponent. The next round, the skum drags the character up to the murderhole and can bite, hitting automatically. The character must win an opposed Strength roll to get free. (To win, the character must roll under his Strength score on 1d20 and the number must be higher than what the skum rolls. If the both the character and the skum roll the same number, it is a tie. If both the character and the skum fail the Strength check, it is a tie.) The skum here have 18 Strength. The skum penalty for attacking with weapons does not apply.

Level 4

This level is about 375 feet below the surface. Like level C, it is filled with murky water, and the same conditions that apply on level C (see page 65) apply here.

The characters get no indication of direction from the first segment of the *Rod* because they are within 70 yards of the next piece (see **Book III**, page 5).

The PCs have reached Tichthys's last line of defense. When they reach area 23, Tichthys personally counterattacks.

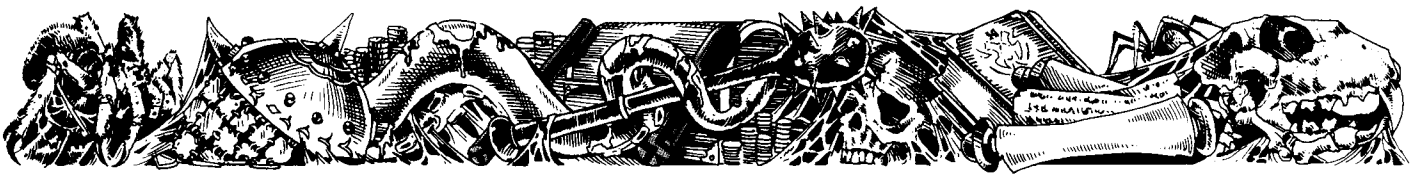
22. Guardpost

Ten male skum live here. Under normal circumstances, half are asleep and the other half keep a sharp lookout for intruders. Unless the PCs got this far without being detected, all the skum are awake and waiting in ambush for the party. Tichthys has made things more interesting by using its *veil* power to make the chamber appear to be an extension of the passage the party has been following.

The shaded area indicates the illusory walls. The skum's positions are marked with X's.

Even if the PCs are on the lookout for illusions, they can't detect this one without a *true seeing* spell, *gem of seeing*, or similar magical aid. The illusory walls look, feel, smell, and even taste like real stone. (Touching the illusion does not dispel it.) If the PCs look carefully, they notice hairline cracks in the walls where the skum are standing. While veiled, the skum look like separate chunks of rock.

The skum attack when the entire party has entered the room or whenever the PCs start getting suspicious. In the former case, the PCs are ambushed. The skum get a free round of attacks, and *then* the party has to roll for surprise. (The skum cannot be surprised.)



Even after the skum attack, the chamber looks like a passage with a five-foot alcove every place where a skum was standing. The skum can move freely about the chamber during the melee. To PCs who believe the illusion, the skum appear to be walking right though the walls. This gives the PCs ample reason to disbelieve the illusion. If they opt to walk though the wall instead, a character inside a "wall" can see nothing, and moves in a random direction (use the grenade scatter diagram from Chapter 9 of the *DMG*) unless he makes a successful Wisdom check. PCs who blunder into area 23 have to face the crayfish.

Skum (10): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 5; Dmg 2d8/1d6 (x2)/1d8 (x2) (bite/fore claws/rear claws); SW –4 saving throw penalty vs. enchantment/charm spells; SZ M (5′ tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

23. The Master's Pet

The biggest, meanest crayfish Tichthys's experiments have produced lives here. Tactical Map F4 shows the area.

The crayfish is vicious and always ravenously hungry. It attacks anything that comes within reach, even the immature aboleth and characters smeared with slime, unless Tichthys is present to warn it away. It lurks unseen in one of the two sinkholes (50% chance for either) and rushes out at its prey, imposing a –2 penalty to the opponent's surprise roll.

The two gates to the south exits look exactly like the portcullis in area 20, but they open by pulling on the bottom. Close examination of the ceiling near the portcullis will reveal small hinges. If the characters try to lift them, they can work all day and gates won't budge. If the characters pull, a successful open doors roll gets them open. Of course, a PC also can bend the bars and squeeze through the gap.

The gate leading east is similar to those above, except that the PCs must push on the bottom to get it open.

Alert: The aboleth joins the fray when the PCs enter this area, even while actually remaining physically in its lair. Tichthys begins the attack by sending an illusory purple worm to assault the party, apparently bursting through the portcullis (see area 26). Should the party rush through this chamber without pause, Tichthys adapts his plan quickly and plans his ambuscade for the party when they enter area 25.

Gargantuan Crayfish (Crustacean, Giant): AC 1; MV 6, Sw 12; HD 8+8; hp 72; THAC0 11; #AT 2; Dmg 3d8/3d8; SA –2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ H (12′ long); ML elite (13); Int animal (1); AL N; XP 4,000; MM/50.

Notes: The crayfish is blind. It is immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. *Airy water* spells do not prevent the crayfish from attacking.

24. Crayfish Breeding Cavern

Tichthys uses this area to breed and raise the crayfish found elsewhere in the complex. A look through the gate reveals dozens of the creatures in sizes ranging from a few inches to more than a foot. The bigger ones are hiding deeper in the cavern. The biggest one lies in the sinkhole.

If the PCs enter the cavern, nothing happens until they come within 10 feet of the sinkhole. When they do, the gargantuan crayfish attacks and the giant crayfish join in one round later.

Gargantuan Crayfish (Crustacean, Giant): AC 1; MV 6, Sw 12; HD 8+8; hp 50; THAC0 11; #AT 2; Dmg 3d8/3d8; SA –2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ H (12′ long); ML elite (13); Int non (0); AL N; XP 3,000; MM/50.

Notes: The crayfish is blind. It is immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. *Airy water* spells do not prevent the crayfish from attacking. The giant crayfish will not attack a creature covered with slime taken from a living aboleth within the past 10 hours.

Giant Crayfish (crustacean, giant) (6): AC 4; MV 6, Sw 12; HD 4+4; hp 24 each; THAC0 15; #AT 2; Dmg 2d6/2d6; SA –2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ L (8′ long); ML elite (13); Int non (0); AL N; XP 270 each; MM/50.

Notes: The crayfish are blind. They are immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. The giant crayfish will not enter the radius of an *airy water* spell. The giant crayfish will not attack a creature covered with slime taken from a living aboleth within the past 10 hours.





25. False Treasure Room

The floor, walls, and ceiling in this room are covered with rancid slime. (Although the slime came from Tichthys, it is too old to be used as crayfish repellent.)

The slime is thick enough to conceal the sinkhole in the southwest corner. Characters wading in that area (not swimming) without probing the floor fall in, suffering 2d6 points of damage from the hard landing. If the characters follow the tunnel at the base of the sinkhole, they arrive in the center of area 26 (see map).

Scraping the slime off any surface releases a cascade of coins and a few gems. If the characters clean and search the whole chamber, they find 15,000 corroded coins (8,000 cp and 7,000 sp), 124 gems (10 gp each), a string of white pearls (200 gp total value; they're very small), and 22 golden bars (actually gold-plated copper; value 2 gp each).

Tichthys left the treasure here to delay greedy invaders.

Alert: If for some reason the aboleth did not gain the opportunity to engage the PCs in area 23, it will attack while they are here, using the plan of attack described below (see area 26).

26. The Master's Chamber

Tichthys, the aboleth who rules this complex, makes its lair here. The chamber's ceiling rises some 40 feet. The whole chamber is coated with a thick layer of slime but has no other furnishings.

The two alcoves in the north wall are about 15 feet off the floor. They are about 10 feet high and packed solid with slime. The easternmost contains an incubating aboleth egg.

As mentioned above, Tichthys does not await the party's arrival in its lair. It counterattacks when they enter area 23. Tichthys remains in area 26, looking down the passage to the northwest.

Tichthys begins by sending an illusory purple worm to attack the party. The worm attempts to bite and swallow one character each round. The party's blows seem to hurt the worm (the characters see wounds and blood), but the creature seems to ignore the damage. Swallowed characters never seem to cut their way out. When the PCs discover the worm's true nature, Tichthys uses *domination* on the party warrior or rogue, guessing that they have the lowest Wisdom score. Tichthys does not attempt to dominate elves or half-elves.

If the *domination* attempt succeeds, Tichthys bids its new minion to pummel the party's spellcasters; this does not grant the victim a new saving throw, however. Tichthys continues making *domination* attacks until it uses the power five times or a PC engages the aboleth in melee, whereupon it uses the *Rod's slow* power on the party.

If Tichthys or one of its servants ever witnesses the party using the first segment of the *Rod*, the aboleth takes a different tack. Its *domination* attacks are then directed at the *Rod* wielder. Tichthys recognizes the segment even if it still is attached to the handle, and correctly surmises that anyone bringing a "wand" that heals wounds into the complex must be after the second piece of the *Rod*. If it cannot *dominate* the *Rod* wielder, Tichthys shows its segment to the group, using the *slow* power as it does so. "So this is what you want?" the aboleth declares. The next round, Tichthys hurls the segment to the floor, where it disappears. "How fast can you swim?" it asks. When the PCs approach the area, they see a gaping crack in the floor with no visible bottom. The crack is an illusion. Tichthys caught the segment with a tentacle and secreted it in the slime on its belly. After pretending to throw away the *Rod*, Tichthys resumes the battle.

In any case, Tichthys withdraws up the sinkhole to area 27 when the party gets close enough to melee. See that area's description for details.

Illusory Purple Worm (Worm): AC 6; MV 9, Br 9, Sw 24 (illusory speed); HD 15; hp not applicable (does not "die"); THAC0 13 (illusory combat effectiveness); #AT 1; Dmg 2d12; SA swallow; SZ G (25' long); ML not applicable (never checks morale); Int non (0); AL N; XP Nil; MM/364.

Notes: Illusory damage persists for a maximum 1d3 turns. If a character is reduced to zero hit points or less by illusory damage, he falls unconscious and must pass a system shock roll. If the roll fails, the character dies. Otherwise the character falls unconscious and reawakens after 1d3 turns with all illusory damage healed (see *PHB*, Chapter 7).

Attack roll that exceeds required score to hit by 4 or more indicates victim has been swallowed. Swallowed characters can escape only by disbelieving. If they fail to escape in six rounds they must pass a system shock roll as described above.

Aboleth: AC 4; MV 3, Sw 18; HD 8; hp 46; THAC0 13; #AT 4; Dmg 1d6/1d6/1d6/1d6 (tentacle); SA skin transformation, mucus cloud, illusions, enslavement,



psionic powers; SZ H (20' long); ML 13; Int high (14); AL LE; XP 2,000; MM/6.

Notes: Tentacle hit causes save vs. spell or target's skin becomes a clear membrane in 1d4+1 rounds; the membrane must be kept damp and cool or the victim suffers 1d12 points of damage each turn. *Cure disease* halts the transformation, and *cure serious wounds* causes the membrane to revert to normal skin.

When underwater, can create a cloud of mucus one foot thick. Creatures inhaling the mucus save vs. poison or lose the ability to breathe air and gain the ability to breathe water for 1d3 hours. Wine or soap dissolves the mucus.

Can create vivid illusions with sound, smell, taste, and touch. Illusions last as long as the aboleth concentrates, and for eight rounds thereafter.

Three times a day, can attempt to enslave creatures within 30 feet. The target must save vs. spell or follow all the aboleth's telepathic commands (range one mile). The slave cannot be forced to fight for the aboleth.

See the MONSTROUS MANUAL Tome for details on psionic powers. If your campaign does not use psionics, the aboleth has the following additional spell-like powers instead: *veil* (once a turn), telepathy at will (can read the thoughts of any creature within 60 feet, one creature per round; also can communicate telepathically at any range, but can only detect thoughts the subject is willing to send if the range is greater than 60 feet), *domination* (five times a day). These powers function at 12th level.

Special Equipment: Second segment of the *Rod of Seven Parts.*

27. Treasury

This chamber's floor is about 20 feet higher that the rest of the level. Every surface is slime covered, just like areas 25 and 26. Tichthys keeps its most valuable treasure here, and it is here that the aboleth makes its last stand against the PCs.

If it gets here ahead of the PCs, it creates an illusion of itself blocking the sinkhole and fighting off the party as they swim or climb up through that opening. The illusory Tichthys has the same statistics as the real one, but its tentacles don't transform skin. If the PCs "kill" the illusory aboleth (which will "die" at the appropriate moment), Tichthys uses its veil power to conceal itself as a huge rock. It is willing to let the party loot its treasury if that means it will survive.

If the PCs are hot on its tail, Tichthys blocks the sinkhole with its own body and fights to the death. It expects no quarter from the party. Likewise, if the party detects Tichthys while it is pretending to be a rock, the aboleth fights to the death.

While defending the sinkhole, only one PC at a time can fight. A character with a long thrusting weapon, such as a spear, can stand behind the lead character and jab, but Tichthys (and its illusory double) has an effective armor class of –4 because the sinkhole's twisting walls get in the way. Tichthys and its double also gain a +1 bonus to attack rolls and initiative for being higher than the enemy. Characters who cannot swim or fly receive a –6 initiative penalty when attacking up the sinkhole.

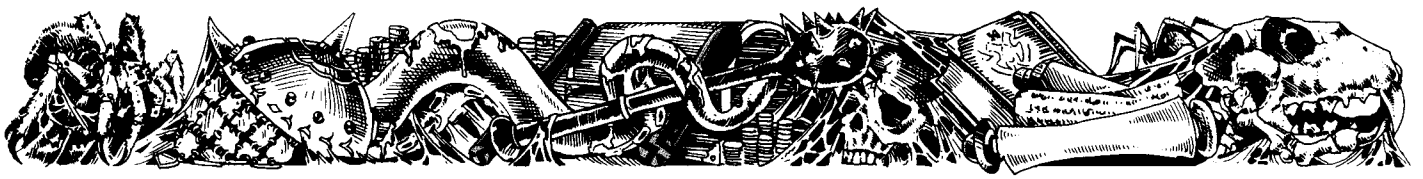
Once the PCs defeat Tichthys, they can explore the chamber. Besides the second segment of the *Rod* (secreted in the slime on its belly), Tichthys has accumulated 7,000 sp, 4,000 gp, 2,000 pp, 4 base 50 gp gems, 2, base 500 gp gems, a platinum statue of the drow goddess Lolth worth 5,000 gp intact (2,000 gp if melted down), a *cloak of the manta ray,* a *philter of love,* and a full set of *Nolzur's marvelous pigments.*

Afterward

The PCs have no trouble leaving the complex after slaying Tichthys and recovering the *Rod.* Those residents with any intelligence (skum and the like, but not the fungi) are quite content to let them go. If the PCs return to the complex after slaying the aboleth, they find a group of drow. The dark elves are using the complex as a fungi farm and an outpost for raiding the surface. If Istovahn survived and escaped, the one-handed wizard is an important member of the hierarchy and has turned whole sections of the complex into breeding grounds for various slimes, oozes, and molds. The drow have killed or driven away Tichthys's former servants. They have sealed off the sinkholes in areas 16 and 19. They have set up a guardpost and a portcullis at area 4.

If the PCs retreat back to the surface before confronting Tichthys and recovering the *Rod,* they can return, but Tichthys uses the intervening time to make his lair a bit more formidable:

• If the PCs turned back before reaching level 2, Tichthys bids its servants to block the entrance to the complex. They block both passages to area 1b with cut stones from the quarry (area 15). The walls they build are 8 feet high, 5 feet wide, and 2 feet thick. Tichthys also places a shrieker and a violet fungus



behind each wall and in the umber hulk tunnel east of the chamber. The party can tear down the stones or break their way into the umber hulk tunnel. Tearing down the walls requires 30 minutes of work by at least two characters with Strength scores of 18 or higher. There is a 25% chance that the characters trigger a cave-in while working; see the description of area 2 for details. The PCs can smash through the wall and make an opening to the umber hulk tunnel as described in the area 2 description. In any case, breaking through a wall disturbs the shrieker and violet fungus on the other side. If the PCs trigger a cave-in, the shrieker and violet fungi are automatically buried (they aren't agile enough to escape), but the shrieker still raises the alarm. A *reduce* spell affects the entire wall, not just a single block, if its volume is sufficient (80 cubic feet).

Elsewhere on level 1, it is business as usual. Tichthys is concerned about the PCs' foray but assumes they just stumbled into the area while treasure hunting. There are skum working in area 3, and the umber hulk is still lurking about if the PCs didn't kill it. If the PCs killed the skum in area 3, eight immature skum from area 10a are pressed into servitude. Now that they have been put to work, they have the same abilities as the adults, but only nine hit points each.

Tichthys removes Istovahn from his laboratory and keeps him tied up in area 25 (after granting him the ability to breathe water). Tichthys has no intention of letting invaders question Istovahn. The drow remains there for five days. After that, Tichthys allows him to resume work in area 17, but hastily drags him back to area 25 if anyone invades the complex again.

• If the PCs reached level 2 before turning back, Tichthys is concerned. The aboleth takes all the steps outlined above, but temporarily abandons level one, sending the skum usually assigned to area 3 into area 9.

Tichthys orders the entrance to area 8 walled off in the same manner as described above, with violet fungus and one shrieker. Three skum armed with darts keep watch over area 8.

The two south entrances to area 11 are walled off, and five additional skum are assigned there to keep watch over area 12.

The three-hit-dice giant leeches from area 18 are added to the mud hole in area 12.

• If the PCs reached level 3 before turning back, Tichthys takes all the precautions noted above and walls off area 14 as well, placing one shrieker and two violet fungi behind the wall. (Even if the PCs killed all the shriekers and violet fungi during their previous visit, Tichthys knows where more are to be had.)

Tichthys and two other aboleths keep watch in area 19; if the immature aboleth survived the party's last visit, it is one of the three; otherwise two other adult aboleth join Tichthys. Use Tichthys's statistics for the other adults.

When the PCs enter area 19, one of the aboleths maintains an illusion while the other two use *domination* and enslavement on the party. If the PCs effectively counterattack, Tichthys slips down to level 4 to make a last stand while the other aboleths hold off the party as best they can.

One of the adults brings 10 female skum with maximum hit points along to bolster the complex's defenses. Five of these are stationed near area 8 and the rest are placed in area 15.

• If the PCs simply decide to stop somewhere to rest and regain spells, Tichthys takes whatever precautions from the list above as seem necessary; for example, if the party holes up on level 2, Tichthys doesn't bother to block off level 1 even if it could, but blocks off level 3 and calls for reinforcements instead.

Tichthys has no intention of letting the PCs rest easy. If the party can be found, two or three skum armed with darts attack the group every two hours. They should cause just enough trouble to keep the PCs from resting well enough to regain spells. If the characters hide in the umber hulk tunnels (near area 2) while resting, they avoid attacks.

Troubleshooting

If the party slays Tichthys but does not find the *Rod* segment stuck to its belly, they can discover their error fairly readily by going back to level C and using the first segment of the *Rod*, which still indicates level 4. If they don't have the first segment of the *Rod*, Arquestan sends a hound of law to sniff out the segment for them, or goes to get it himself. Arquestan does not normally go collecting pieces of the *Rod*, but he's not willing not let one lie unguarded.

If the party simply gives up before getting a chance to recover the *Rod*, it might be best to set this adventure aside for awhile until the PCs are ready. If the party merely needs encouragement, Arquestan can give them a pep talk or even offer some assistance; see the **Mysterious Stranger** adventure in **Book III**.

UNINVITED GUESTS

The *Rod's* third segment is currently the property of a fire giantess named Siiri Dragosdottur. She uses the six-inch fragment as a hairpin. Siiri knows the command word for the segment's *haste* power (*fiat*) and uses it frequently. Recently, the giantess has been using *haste* on her servants to make them work faster. Several groups of kakkuu have already attacked her, but Siiri has not realized that her increased use of the *Rod* has anything to do with their appearance. Siiri has no idea what the *Rod* is. To her, it's just a magical hairpin with a useful power. Meanwhile, it has made her the most lawful and fastidious of fire giants.

When the PCs arrive on the scene, Siiri and a small entourage have traveled to the castle of Yurik and Nalani Kolophon, a pair of neighboring cloud giants. Siiri has arranged a diplomatic marriage between the Kolophons' eldest son, Diomed, and her youngest daughter, Jytte. The two groups of giants have formed an alliance against a pair of silver dragons that have moved into the area. The cloud giants' castle is built at the very top of a mountain peak some 1,100 miles from Tichthys's lair. The castle is isolated and far from civilization. If things have gone well for the PCs, their segment of the *Rod* leads them here. If not, Arquestan, or perhaps Qadeej, can direct them (see **Book III**).

Searching for the Castle

Map B2 shows the mountainous area surrounding the cloud giant castle and the fire giant lair. If the party has the second segment of the Rod, locating the castle is a simple matter of finding a way through the mountains (probably following the river upstream) while homing in on the next segment's location. Yet because Siiri makes several trips between her lair and the cloud giants' castle seeing to the wedding arrangements, the direction to the next segment shifts several times during party's trip. This has no effect on the adventure except to confuse the PCs. By the time when the party enters the area charted on Map B2, Siiri is in the castle and will stay there for several months while the wedding is performed and the couple settles in.

If the PCs don't have the second segment, their first real clue to where they should go is event 1 or event 2 (see page 73).

Tracking the Rod

When the PCs are at the base of the mountain, the second segment indicates "up." If they are flying, the second segment indicates the castle. By the time the PCs reach the castle, the second segment probably gives no direction at all because the PCs are too close.

When the characters arrive, Siiri is splitting her time the between her quarters (area 24), Diomed's personal suite (area 26) and the cloud garden (area 23). When Siiri is in area 23, the PCs' segment will point toward that area because it is so large. If they go to the garden, however, they lose track of the segment as they approach. Note that Siiri spends only a few hours at a time in the garden; see the **Cast of Characters** section for details on her schedule.

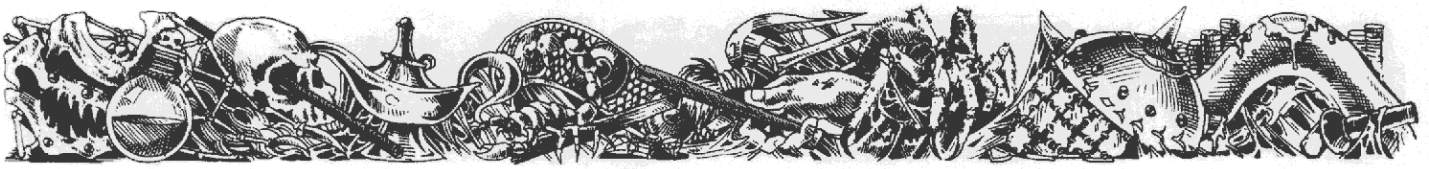
Approaching the Castle

The castle sits atop a 16,000 foot peak. If the party is on foot, the easiest access to the castle is up the main trail the giants have made. The climb takes about two days. The trail leads to the cloud bridge (area 13). More adventurous parties might wish to scale the peak. Rather than make the dozens of climbing rolls that normally would be required to accomplish this feat, use the procedure outlined below:

Scaling the peak takes six days and can be successful only if the characters are sensible and use an experienced climber to lead the way, rope themselves together to prevent falls, and haul the least capable climbers along as baggage. If this is the case, roll only six climbing checks for the party, using one half the best climber's climbing score. If any roll fails, each character in the group must roll a saving throw vs. petrification. Success means the character suffers 1d6 points of damage from a minor scrape. Failure means the character suffers 6d6 points of damage from a major mishap (fall, landslide, etc.); if a character rolls a "1" he falls off the mountain and is killed unless he can employ magical means (*fly* spells, *feather fall*, etc.) to save himself. If foolhardy PCs try to climb the mountain individually, they fail to find a route up the slope. Each character must roll a saving throw vs. death. Failure means the character died in the attempt; success means he got back down in one piece after 1d4 days on the mountain.

In addition, the party suffers 1d3 rockfalls each day they spend climbing. These inflict 2d10 points of damage (a successful saving throw vs. breath weapon reduces the damage by half) and cause each character to make an immediate climbing check.

If the PCs successfully climb the peak, they arrive near area 22, having climbed onto the cloud layer (see below).



About the Maps

The front of Card 2 shows the castle's exterior from the south. Card 5 shows an overhead view.

The castle's interior consists of three major areas: the upper levels (Maps B3-B6), the main level (Map B7), and the lower levels (Maps B8 and B9). The areas shown in brown are small sections of mountainside that are outside the castle. The outer edges of these are about 35 feet lower than the areas inside the castle, and their inner edges are about 15 feet lower.

In several places there are chimneys, which might give the PCs access to the castle. Each chimney is tagged with the area to which it leads and the vertical distance to the area. The small (square) chimneys are wide enough to admit tiny or small creatures; the large (rectangular) chimneys admit man-sized creatures. Creatures using the chimneys must climb, levitate, or be lowered on a rope. Flight is not possible unless the creature has class A maneuverability. Only rogues and skilled mountaineers can attempt to climb down a chimney without assistance. The combination of soot and condensation makes the chimney's interiors slightly slippery for climbing purposes (see *PHB*, Chapter 14). A failed climbing roll either sends the character plummeting into the fireplace below the chimney (50%) or traps him inside the chimney, wedged into place until rescued (50%). If a character falls, he suffers damage from the fall plus an extra 1d6 points of damage from hitting the contents of the fireplace (andirons, pots, etc.).

If there is a fire burning in the fireplace below the chimney (see the various area descriptions), the character descending could be overcome by smoke if not protected against hostile environments (a *necklace of adaptation*, *iridescent spindle ioun stone*, or similar protection). An unprotected character must roll a saving throw vs. breath weapon each round. If the saving throw succeeds, the character can continue; if it fails, he must hold his breath until he exits the chimney (at either the bottom or the top). The characters dies if he cannot exit before his breath runs out (see *PHB*, Chapter 14). Even if the PC survives the descent, he is subject to damage from the fire (1d6 points per round of exposure).

The area shown in light blue on map B7 is a permanent layer of solid cloud. The cloud forms a bridge leading from one shoulder of the mountain to the front gate on the west side of the castle, and stretches off the map to the east; see **The Cloud**, page 77, for more details.

If the PCs are flying, they can try to enter the castle almost anywhere they wish. They cannot see any details such as entrances, however, until they come within 500 yards, which is close enough for the castle's lookouts to spot them (and fire at them with their ballistae), unless they are invisible. Note that characters flying above the cloud layer cannot see the openings at areas 26 and 27; there is also a chance they'll encounter some of the castle's griffons (see areas 5 and 7). Those flying below the cloud layer cannot see the openings at areas 1, 3, 5, 13, and 22.

Events

Before the party actually arrives, a number of events occur while they are in the vicinity of the castle. Exactly when they occur is up to you. Other events listed here include information on what happens if the PCs manage to get inside as guests.

Where There's Smoke There's Fire

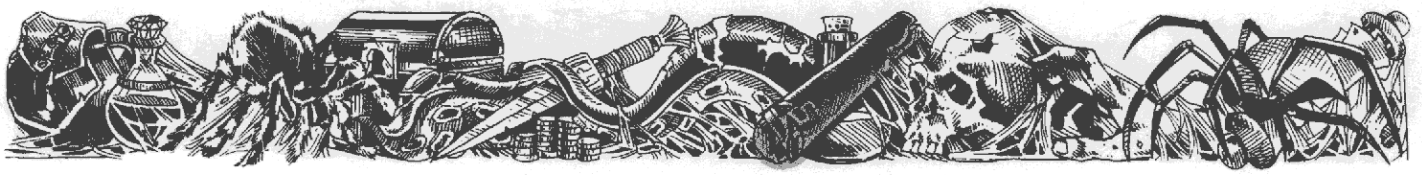
This event cannot occur at night. Early morning is the most appropriate time.

> The fresh mountain breeze brings you a whiff of acrid smoke. It is pretty foul, as though someone is burning trash. You find yourself taking a quick look around, and you spot a tendril of black, oily smoke rising from some stunted trees below you.

If the PCs investigate, they find a mixed group of orcs and humans lolling around a clearing. They have built quite a conflagration out of several large backpacks and bits of giant-sized furniture. Other packs filled with food and drink have been torn open, and their contents are scattered about on the grass. Bits of cloth and giant-sized clothing are strewn everywhere. Two dead fire giants lie at one end of the clearing. A few of the men, and most of the orcs, appear to be elderly. (This is a side effect of all the *haste* effects Siiri used on them.)

The orcs and humans are a group of slaves carrying clothing, furniture, and supplies to the cloud giants' castle. Two fire giants were accompanying them as guards. Several days ago, a pair of silver dragons (see **Cast of Characters**) swooped over the group, scattering the slaves with their *fear* auras. The giants stood their ground and the dragons killed them. The dragons then hunted down a few fleeing slaves and questioned them.

For their part, the slaves hid in the woods for several days, finally working up enough courage to go back to



the clearing. When they found the giants dead, they decided to loot their packs and then escape. Neither the orcs nor the humans want to be slaves again.

The party can easily defeat the group but would be better off speaking with them. Everyone in the clearing is too stuffed with food and drink to want a fight. Even the orcs are feeling mellow. If the PCs attack, the group fights for a round or two, then tries to escape.

The PCs can learn the following here if they ask the right questions:

- "This stuff here? It used to belong to Siiri Dragosdottur, the meanest witch of a fire giantess there ever was. Drove us nearly to death she did. Last week three of our pals just dropped over dead. She could make a man or an orc move like lightning when she had a mind to."

- "Siiri is up at yonder castle. She's getting her daughter hitched to some cloud giant. What a hoot!"

- "Nope, we're not gonna pick up one scrap of this stuff. We're leavin' this place *messy*."

- "The nine of us are off to find our fortunes. We survived Siiri, and we survived a dragon attack, and we can do anything."

The group has little else to say. They are unwilling to lead the party either to the castle, which is barely in view on the horizon, or to the fire giant lair. They've had enough of giants.

The slaves have looted 234 gp, 345 sp, and two 100 gp gems from the giants. The giants had no wedding invitations because they are part of Siiri's retinue.

Orcs (5): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 3 each; THAC0 19; #AT 1; Dmg 1d8 (long sword); SZ M (6' tall); ML average (9); Int average (8); AL LE; XP 15 each; MM/281.

Men (Human) (4): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 3 each; THAC0 20; #AT 1; Dmg 1d8 (long sword); SZ M (6' tall); ML average (9); Int average (8); AL LE; XP 15 each; MM/196.

Who Goes There?

This event can take place anytime, day or night, before the party begins ascending the mountain toward the castle.

You have been diligently working your way toward the castle atop the mountain when a shrill voice makes you jump out of your skins.

"Halt, you varlets! Declare yourselves or you're icicles. Don't move a muscle!" The owner of a voice is a silvery dragon with twin tendrils of frost seeping from his nostrils. The rascal seems to have sneaked up on you from behind a ridge or a cloud. He seems a bit small as dragons go, but he has his snout pointed right at you. He's less than 50 feet away.

The dragon is Kieran, a very young silver dragon; he is the elder brother of Ariele, who is imprisoned in the castle. His parents Yavair and Zena told him to watch the lair while they were away, but the rambunctious Kieran just had to go scout the territory. He has been shadowing the party for about an hour, staying out of sight and working his way closer. If the PCs make any hostile moves, he breathes. He has the drop on the PCs and automatically wins initiative the first round if a fight breaks out. Kieran wants to know who the characters are, what they are up to, and whether they happen to have taken his little sister captive. If the PCs attack, Kieran flees to the air. If the party decides to talk, he can relate the following:

- "Mom and dad left *me* in charge while they're out looking for my sister. They think the giants have her. Do you like giants? I sure don't."

- "There are lots of giants going up to the castle this week. There are mostly tall giants with white hair living there, but there are dark giants with red hair there, too. Dad says some of the tall giants can be good, but I don't see how that can be."

- "There were some others like you here yesterday. They had a rug that flew and they weren't nice at all, so I blasted them, but then they made the air really *stink*, so I flew away. They were kinda short, for humans, and kinda skinny. They seemed nice to look at, but they weren't nice at all."

- "My sister's been gone for days and days and days. That's not really so long, but *I've* never been out that long."

- "My parents think my sister went to the castle to eat the silver in the cloud. It's really good to eat, but the giants get really mad. The giants are pretty clever,



smarter than my stupid sister, so maybe they have her. They got flying cats with eagle heads that can fly *almost* as fast as me. They probably could have caught my sister. Her name is Ariele. At least, that's the name we use around strangers. Do you hate giants?"

Kieran has no other useful information for the PCs. He will not reveal the location of his parents' lair under any circumstances.

Once he has determined that the PCs are no friends to the giants in the castle, he takes his leave. He will not go anywhere near the castle, as his parents told him explicitly to stay away from it.

Kieran (Dragon, Metallic, Silver): AC –1; MV 9, Fl 30 (C), Jp 3; HD 10; hp 44; THAC0 11; #AT 3; Dmg 1d8+2/1D8+2/5d6+2 (claw/claw/bite); SA breath weapon; SD detect invisible objects and creatures within 20 feet, immune to cold; SZ L (18' body); ML fanatic (17); Int exceptional (15); AL LG; XP Nil; MM/79.

Notes: Can *polymorph self* with an unlimited duration (maximum of three changes in form each day), and walk on clouds or fog as if they were solid ground.

Breath weapon once every three rounds—cone of cold 5' wide at the dragon's mouth, 80' long, and 30' wide at the far end (creatures within the cone suffer 4d10+2 points of damage, save vs. breath weapon for half); or cloud of paralyzation gas 50' long, 40' wide, and 20' high (creatures within the cloud must save vs. breath weapon or become paralyzed 1d8+2 rounds).

Meeting the Exterminators

A few days ago, Yavair and Zena attacked and slew a pair of stone giants who were on their way to the castle. The dragons took the giants' clothing and equipment, including their wedding invitations, and presented themselves at the castle as the stone giants.

The dragons pushed the stone giants' bodies over a cliff, but two other wedding guests, a pair of elves named Ciellan and Ruusa, have now found the grisly remains. They have landed their *carpet of flying* to study the corpses. They are trying to piece together what happened when the party comes upon them.

You are traveling around a sheer cliff with a pile of shattered rocks at the base when you notice that somebody has arrived here before you. Two elves, a male and a female, are studying a pair of large bodies that seem to have fallen from the cliff above. The bodies are humanoid but at least three times as tall as a human, and gray skinned. They do not appear to have any clothing or equipment. A small carpet lies on the rocks near the bodies, but you'd guess that belongs to the elves. The elves seem to be studying the bodies and discussing some detail. Evidently they haven't noticed you yet.

The elves are studying the bodies and wondering if the same silver dragon that attacked them could have killed these two giants. They have noticed the signs of frostbite on the giants bodies and are sure that a silver dragon must have been responsible.

When the party makes its presence known, roll to see if the PCs surprise the elves. If they decide to ignore the elves, they can walk right on by and the elves will never notice. If the PCs speak to the pair, the elves assume they are fellow wedding guests. They make the following observations:

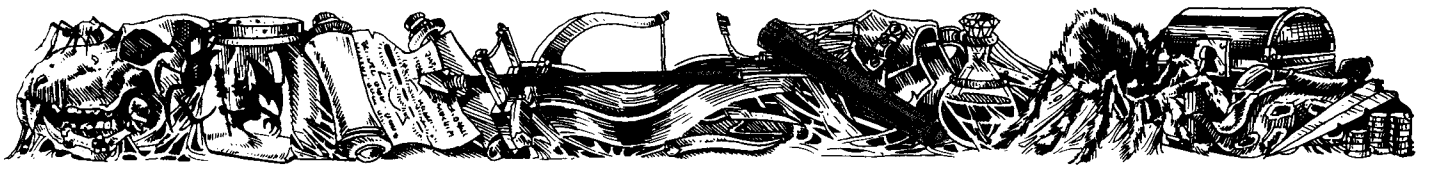
- "It seems that a few of our compatriots have fallen afoul of the local wildlife. We saw one of the little monsters, but it got away from us."
- "Yeah, we're headed up to the castle for the wedding. Odd thing isn't it? A cloud giant marrying a fire giant. Yurik won't be pleased to hear that he has a dragon problem."
- "So, how do you know the family?"

If the PCs can't give a satisfactory answer, or if they ask a question that betrays the fact that they are *not* guests, such as who Yurik is, Ciellan gets an evil smile on his face.

- "So, headed to the castle, but not on the guest list? That's fine. We can vouch for you. How much you gold you got?"
- "Yeah, we're in tight with the giants. Real tight. If we say you're okay, we'll get you in. After something in particular? No, don't answer that. The giants owe us some money. Just let us get it and you can do whatever you want. We won't squeal."

The elves are lying. They've never been to the castle before. They've received a commission to go spider hunting and have been invited to join the festivities as well. They want 250 gp from each PC and an additional 250 gp once they reach the castle.

If the PCs pay, the elves accompany the party right



up to the castle's front door (area 13). All is well until the elves get a look at the stone giants at a meal. See the next event for details.

If the PCs don't pay, the elves attack. If the characters attack, they can defeat the elves, though probably not before Ruusa uses her *wand of vapors* on them at least once. The pair begins with spell and missile attacks on the party, then tries to escape on their *carpet of flying* when they realize they are overmatched.

If the PCs defeat the elves and search them, they find their invitation and can use it to get inside the castle.

Ciellan, em, F10/T11: AC 0 (*leather armor +2, boots of striding and springing*, and Dexterity bonus); MV 12 (lightly encumbered); hp 57; THAC0 11 (9 when employing missiles), (8 with *long sword +3*); #AT 3/2 or 2; Dmg 1d8+4 (*long sword +3* + Strength bonus) or 1d8/1d8 (long bow and sheaf arrows); SA thief abilities; SD 90% resistance to *sleep* and *charm* spells, *stoneskin* spell; SZ M (5' 4" tall); ML elite (14); AL LE; XP 4,000.

Notes: Successful backstab attack quadruples the damage die roll.

S 16, D 18, C 15, I 10, W 11, Ch 11.

Personality: Calculating, unscrupulous, greedy.

Thief Abilities: PP 60, OL 50, F/RT 50, MS 90, HS 90, DN 80, CW 80, RL 50.

Special Equipment: 20 sheaf arrows, *leather armor +2, long sword +3 spider slayer* (LN, no other special abilities), *cloak of arachnida, boots of striding and springing*, commission to hunt spiders, and wedding invitation for two elves, Ciellan and Ruusa.

Ruusa, ef, C9/M10: AC 1 (*bracers of defense AC 2* and Dexterity bonus); MV 12 (lightly encumbered); hp 29; THAC0 16; #AT 1; Dmg 1d6+1 (footman's mace); SA spells; SD 90% resistance to *sleep* and *charm* spells; SZ M (5' 3" tall); ML elite (14); AL LE; XP 5,000.

S 13, D 15, C 15, I 16, W 17, Ch 11.

Personality: Stubborn, vain, cruel.

Spells (6/6/4/3)/(4/4/3/2/2): 1st—*command* (x2), *cure light wounds* (x2), *curse, detect magic*; 2nd—*augury, enthrall, find traps, silence 15' radius* (x2), *spiritual hammer*; 3rd—*dispel magic, feign death, prayer, pyrotechnics* / 1st—*enlarge, magic missile* (x3); 2nd—*invisibility, mirror image, strength, web*; 3rd—*invisibility 10' radius, lightning bolt, slow*; 4th—*improved invisibility, stoneskin**; 5th—*monster summoning III, cone of cold.*

* Precast spell (on Ciellan).

Special Equipment: carpet of flying (4'x6'), *wand of vapors* (41 charges), *bracers of defense AC 2.*

Dinner is Served

Run this event only if the PCs bluffed their way into the castle using Ciellan and Ruusa's invitation or if the characters paid the elves to vouch for them.

When the PCs approach area 13, the guard holds them at the door for a few minutes, as their invitation is unusual. Yurik comes to the door and asks what is going on. He expected only two elves, not a party of armed adventurers. If the elves are present, they explain that they brought extra help because this is a big job. If the elves are not present, the PCs have to come up with an explanation. They can simply explain that Ciellan and Ruusa were indisposed and they had to come in their place; Yurik is satisfied with that. (Note that this would not be a lie.) In either case, Yurik wants to see the famous sword *Spider Slayer.* If the group shows the giant the sword, all is well.

Once the characters have established their credentials, they are led to the great hall (area 16). The group is either bidden to sleep (at night), or given a tour of area 23.

If the PCs are invited to sleep, they won't get much rest with all the giants snoring in the room. The "stone giants" are pretending to sleep on the easternmost bench in the chamber and are out of sight. If the party takes this opportunity to go sneaking through the castle, it is likely that some sort of commotion will break out before the next meal is served.

If the PCs take the tour, they have an escort until it's time to eat.

If the characters make it to mealtime without triggering an alarm, they are seated at the head table near Siiri. The giants have two tall stools that they planned to put in place of the two end chairs; these would allow the human-sized characters to sit at the head table. They weren't expecting a whole party, however, so they put a board across the two stools and place the PCs on the south side of the table, across from Siiri, since they are exterminators invited to please her. Siiri wants very much to speak with the holder of *Spider Slayer,* so Diomed's old high chair is hauled out of storage and placed at the east end of the table for that character. The PC looks silly, but he and Siiri can converse.

If Ciellan and Ruusa are not present, Siiri wants to tell the PC who has the sword what an awful time she's been having with the vermin in this castle:

• "I'm telling you, the spiders in this place are unbelievable. I mean, Yurik said he has spiders, but this is ridiculous. Some of them even have wolf heads!"



• "One foul little beast tried to crawl right into my hair one night. It was awful! You'll kill any more of the beasts won't you?"

• "Actually this whole mountain is crawling with eight-legged monsters! Last month I was driving a group of slaves up here and a grotesque spider with a pair of *arms* attacked us. It must be some side effect from the magical cloud."

At this point the food is served and Siiri falls silent for awhile as she eats a huge slab of meat that is charred on the outside and raw inside. The PCs are served a flavorful stew that is quite delicious. Nalani rescues the PCs from any further harassment from Siiri by explaining how the castle gets its provisions from the cloud gardens they saw earlier.

If, however, Ciellan and Ruusa are with the group, things go quite differently. The elves' eyes bug out when they see the "stone giants" seated at the eastern table. The PCs notice both elves staring at the giants suspiciously all through the meal. Eventually, "Cherta" feigns some discomfort, and both giants retire to the privies (area 21); they have noticed the elves staring at them and decided to make an exit. When the "stone giants" are gone, Ciellan leaps to the table and rushes across the tabletop to Yurik, where he whispers something in the giant's ear. (Ciellan is telling Yurik about the two dead stone giants he saw.) Yurik barks a few orders, and two pairs of giants leap to guard the east and west exits from the hall. (They don't bother to guard the doors to areas 17 and 19.) Yurik calmly announces that there are traitors in the castle and bids Siiri, Jytte, and Nalani to go to downstairs; they immediately proceed to area 27. If the PCs don't panic because they think they're the ones who've been discovered, a few tense minutes of waiting go by, and then two giants go and kick in the door to area 21, which appears to be empty. The dragons have *polymorphed* themselves into pixies and cast their *invisibility* spells. They are hiding in the cesspit. If detected, they escape out the chute.

In any case, the PCs are allowed free access to the castle if they survive this event undetected.

Dragon Attack

If the dragons are forced to escape, they return the next morning and attack the giants in area 23. If the PCs are there, they could be caught in the breath weapons. The dragons make three passes, doing their best to slay as many giants as they can. After that, enough boulder-tossing giants gather to discourage further attacks, but the dragons use the confusion to infiltrate the castle invisibly again.

Escape!

Two days after the **Dinner is Served** event, alarm bells ring. It is morning, and the lion keeper did not arrive for breakfast. An investigation reveals his frozen corpse in his room. Yavair and Zena found Ariele and escaped, killing the lion keeper and every lion in area 28. An immediate search for infiltrators commences, with Siiri checking out all the guests with her *detect magic* spell. Characters magically masquerading as elves could be in trouble here.

Inside the Castle

Most areas in the castle are lit, either with natural light from windows or arrow slits or with *continual light* spells placed on iron batons, which are spaced along the walls just like torches. At night, most *continual light* spells are covered. Except where noted, ceilings inside the castle are 30 feet high in corridors and 40 feet high in chambers. Most walls within the castle are smooth and dry. The mountainside outside the castle is a bare rock face.

Most doors are well maintained and open easily for creatures with a cloud giant's or fire giant's strength and mass. Smaller creatures must make a successful open doors roll. Exceptions are noted in the text.

Windows are made up of many small panes of translucent glass behind a grille of thick iron bars. It takes three successful bend bars/lift gates rolls to destroy the grille. The glass can be smashed easily.

The Cloud

A permanent cloud bridge extends some 300 yards from the front gate west to a lower spur of the mountain; the eastern end forms a disc roughly a half mile across, which supports extensive gardens and mines.

The cloud itself is about 30 feet thick and as strong as solid rock, though a character's feet seem to sink in a little when walking on it. A PC can reach down and pick up a tuft of cloud as easily as he can pick up a handful of sand; however, the vapor soon runs through his fingers to rejoin the main cloud mass, leaving a small puddle of water behind. Characters can use shovels and other implements to dig into the cloud,



but any hole they dig fills itself at the rate of about one cubic foot every five minutes.

Most spells that affect rock affect the cloud. *Dig* and *passwall* work normally. *Earthquake* causes the surface of the cloud to roll and surge like the ocean during a storm; creatures walking on it must roll successful saving throws vs. death or fall through the cloud to the ground for 20d6 points of damage (Dexterity bonuses apply to the saving throw). Spells that affect water, such as *part water* and *transmute water to dust*, have no effect on the cloud.

A silver dragon's cloud walking ability allows it to either walk upon the cloud's surface or fly through it as though it were normal vapor.

The cloud is magical, and a *dispel magic* spell cast directly at it causes an area 30 feet across to become normal vapor for one round. Anyone standing in the area must roll a successful saving throw vs. petrification or fall through. If the saving throw is successful, the character is assumed to reach solid cloud before the area under his feet changes completely.

The Cast of Characters

Several of the castle's denizens move about during their daily routine, and the party might encounter them in several different places. For convenience, information on these creatures is presented here. Descriptions of additional, more sedentary residents are included in the descriptions of the areas they occupy.

Yurik and Nalani Kolophon: The castle's owners and parents of the groom. The couple agreed to marry their son off to Siiri's daughter to help secure an alliance between them and the more numerous fire giants. The couple is not particularly fond of fire giants, but would rather have them as allies than as enemies.

The couple invited two stone giants from a nearby group to witness the ceremony and perhaps join the alliance. Two members of the tribe have replied to the invitation, much to the cloud giants' disappointment. The only other guests are Siiri's guards and a pair of evil elves, Ciellan and Ruusa, that the couple knows by reputation (see the **Events** section). The cloud giants hope the elves can help alleviate a problem Siiri has been reporting; it seems that she has been plagued by spiders during her recent visits to the castle.

Yurik and Nalani wrote the wedding invitations themselves and dispatched them by griffon-mounted courier. They know their own handwriting and personal seals very well and immediately recognize forged invitations (though even crude forgeries fool their servants). However, they have never met the two elves. They know about Ciellan's famous spider slaying sword and ask to see it if the PCs come to the castle pretending to be the elves. Any other ruse the PCs try fails unless the group can charm or control the couple.

During the day, Yurik and Nalani split their time between the gardens (area 23), the great hall (area 16), and their quarters (area 27). They are in the great hall at mealtimes. In the mornings and at night, they typically can be found in their chambers, and they usually spend the afternoon in the gardens.

Yurik and Nalani (Giant, Cloud): AC –3 (Yurik), 0 (Nalani); MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1 or 1; Dmg 6d4+11 (oversized morningstar + Strength bonus) or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000 each; MM/132.

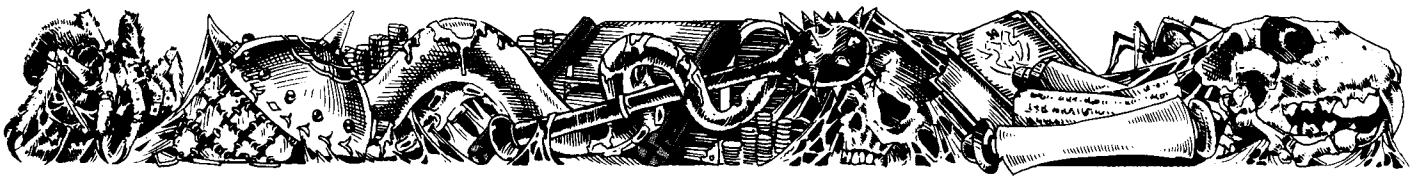
Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

Special Equipment: Yurik wears a platinum headband worth 2,500 gp, two golden armbands worth 500 gp each, a silver and ivory belt buckle worth 750 gp, a platinum ring set with a diamond worth 3,000 gp, and a *ring of protection* +3. Nalani wears a golden circlet set with pearls worth 1,000 gp, a silver and turquoise necklace worth 1,200 gp, platinum earrings set with jade and emeralds worth 2,000 gp, and two golden rings set with onyx and topaz worth 1,000 gp each.

Siiri Dragosdottur: The current owner of the third segment of the *Rod*, mother of the bride, and witch doctor. The extreme lawful tendencies the *Rod* imposes have made her a determined schemer and busybody. She also has a passion for neatness that has made her an infamous fussbudget among her own people. She sees the impending alliance between her tribe and the Kolophons as a great stride forward for law.

Siiri makes it a point to accompany Yurik when he goes to the garden in the afternoon. When he is in his chamber, Siiri spends most of her time in her own chamber, fussing with her hair and with her daughter's hair. During the day there is a 60% chance that Siiri is in her room; otherwise, she is in Diomed's room (area 26) fussing with the decor. Siiri never misses a meal; there is a 100% chance she is in the great hall at mealtimes. At night Siiri is in her own room.

Siiri's frequent use of the *Rod's haste* power has



drawn several kakkuu to the area, and she is convinced that the castle is overrun with vermin.

Siiri Dragosdottur (Giant, Fire): AC –1 (banded mail) or 5 (no armor); MV 12 (moderately encumbered); HD 15+2-5; hp 75; THAC0 5; #AT 1 or 1; Dmg 2d10+10 (oversized two-handed sword + Strength bonus) or 2d10 (hurled boulder); SA spells, hurling boulders; SD fire resistance; SZ H (18′ tall); ML champion (16); Int average (10); AL LE; XP 8,000; MM/137.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 200 yards. Can catch similar large missiles 50% of the time.

Immune to all forms of nonmagical fire and to fiery breath weapons. Magical fire attacks inflict –1 hit point per die of damage (no minimum per die; a roll of 1 inflicts no damage).

Spells (3/3/2/1)/(2/1): 1st—*command* (x2), *detect magic*; 2nd—*augury, enthrall, silence 15′ radius*; 3rd—*dispel magic, prayer*; 4th level—*detect lie* / 1st—*color spray, shield*; 2nd—*detect invisibility.*

Flint and Cherta: Supposedly two representatives from the local tribe of stone giants. In fact, they are Yavair and Zena, two polymorphed silver dragons who have come looking for their daughter. The young dragon has been missing for a week, and the parents fear the worst. They ambushed and killed a pair of stone giants near the castle, then quickly appropriated their clothing and equipment so they could reconnoiter the castle. Thus far, they have managed the masquerade, but it cannot continue much longer.

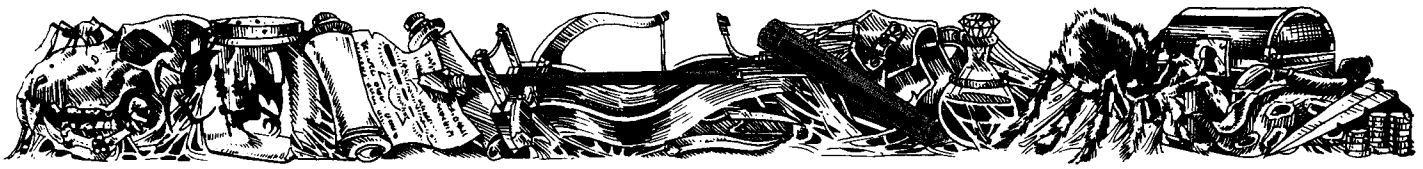


Yavair and Zena follow the same basic schedule that Yurik and Nalani do. They are in the great hall (posing as giants) at mealtimes. When Yurik and Nalani are in area 23, the dragons are there too, still posing as giants. While Yurik and Nalani are in their chamber, the dragons are prowling the castle in ogre form trying to discover where their daughter is. If they are wandering about when the PCs are in the castle, there is a 10% chance each turn that they will stumble into the party.

The dragons have no interest in the *Rod* and little interest in the alliance between giants; their only goal is to find their child and return home. If the party attacks them (and well they might since they look like ogres), the dragons surrender, then ask why the party attacked. They are initially afraid that the PCs discovered their ruse, but as soon as it becomes clear that the characters are after something else, the dragons admit who they are. If the PCs mention the fact that the *Rod* makes its holder lawful, the dragons tell them Siiri must be the one who has it and direct them to area 24. The dragons are unwilling to start a battle with the giants inside the castle; their inability to fly within the castle's confines makes them nervous. They'll agree to a fight only if it could lead directly to getting their daughter back. Otherwise, the dragons wish the PCs luck and promise to give them what help they can, as long as it won't jeopardize their own mission.

Yavair and Zena (Dragon, Metallic, Silver): AC –4 or 0 in giant form; MV 9, Fl 30 (C), Jp 3 or 12 in giant form; HD 16; hp 80 each; THAC0 5; #AT 3 or 1 in human form; Dmg 1d8+5/1d8+5/5d6+5 (claw/claw/bite) or 2d4 in giant form (club); SA spells as an 11th level caster, spell-like abilities, breath weapon, fear; SD detect invisible objects and creatures within 50 feet, immune to cold; MR 25%; SZ H (60′ body), M (in human form); ML fanatic (18); Int exceptional (15); AL LG; XP Nil; MM/79.

Notes: Can *polymorph self* with an unlimited duration (maximum of three changes in form each day), and walk on clouds or fog as if they were solid ground (can be activated or negated at will). Breath weapon once every three rounds—cone of cold 5′ wide at the dragon's mouth, 80′ long, and 30′ wide at the far end;



creatures within the cone suffer 10d10+5 points of damage (save vs. breath weapon for half), or cloud of paralyzation gas 50' long, 40' wide, and 20' high; creatures within the cloud must save vs. breath weapon of become paralyzed 1d8+5 rounds.

Can kick with back feet for 1d8+5 points of damage; any creature struck must pass a Dexterity check or be knocked back 1d6+5 feet. Creatures knocked back must save vs. petrification at –5 or fall down. Can buffet with wings for 1d8+5 points of damage; creatures struck must pass a Dexterity check or fall down. Can slap up to five creatures with tail for 2d8+10 points of damage (roll a separate attack for each). Creatures struck must save vs. petrification at –5 or be stunned for 1d4+1 rounds.

Causes fear in a 15-yard radius; all creatures of 1 hit die or less and all noncarnivores of 15 hit dice or less flee in panic for 4d6 rounds unless part of a formed military unit. Creatures not automatically panicked save vs. petrification with a +3 bonus. If the save fails, the creatures are stricken with fear and fight with a –2 penalty on attack and damage rolls for 4d6 rounds.

Spell like abilities (11th level): *feather fall* (twice a day), *wall of fog* (once a day).

Spells (Yavair) (2/2): 1st—*charm person, spook*; 2nd—*invisibility, shatter.*

Spells (Zena) (2/2): 1st—*alarm, shield*; 2nd—*invisibility, pyrotechnics.*

Upper Levels

These areas are primarily devoted to defense. The rooms and hallways, with their bare stone walls, floors, and ceilings, are almost as chilly and drafty as the mountainside itself.

If the PCs don't alert the sentries in areas 2 and 12, there's a good chance that the giants on the lower levels won't notice anything amiss. The giants are preoccupied with the upcoming wedding and are depending on their guards and servants to alert them to danger.

The trolls on these levels are overworked, unpaid, and underfed. They are too ferocious to surrender but will respond to attempts to parley. They are not particularly loyal to the giants and gladly will tell the PCs everything they know if questioned, provided that the PCs agree not to burn them and that there are no giants in the vicinity. Unfortunately for the PCs, they know very little:

• The place is overrun with giants now that Diomed is getting married.

• Diomed is the boss's oldest son. He's getting married to Firehair.

"Firehair" is the trolls' name for Siiri's daughter, Jytte. The trolls think Siiri and Jytte are ugly because they look like big dwarves with fiery hair. Just thinking about these two fire giants makes the trolls shudder.

• There are at least two "hands" (ten) giants on the level below. Mostly "tall, fair ones" (cloud giants), and some more of "Firehair's tribe" (fire giants), plus the "stonefaces" (stone giants) and "a few guys like you" (humans) are expected. Everybody has come for the wedding.

• The trolls are hoping to get the bones from the feast tomorrow night. The boss and his lady are going to kill the big shiny lizard they caught and then cook it tomorrow. The important guests get to watch the killing.

The trolls are referring to the captive silver dragon; see area 30 for details.

The cloud giants on these levels are less cooperative, trying to escape if they can. They raise the alarm at the first opportunity; they are merely trying to save their own skins.

If the PCs ask about the silver lizard, the giants say only that a small vermin was caught recently and is to be included in the wedding night's meal. They don't know exactly what it looks like. (The giant's know it's a silver dragon, but won't admit it. They literally don't know what it looks like because it can polymorph itself. They have seen it, however.)

1. Lookout Turret

From here, four trolls keep a constant watch for flying intruders. The turret has a peaked roof supported by stout timbers and covered with thick planks sheathed in smooth slates. The roof is sturdy and can bear considerable weight, but the slates readily break loose and cause any creature landing on the roof to slide off.

The turret has no windows, just open spaces (embrasures) about 8 feet high and 6 feet wide between the merlons. Man-sized creatures can easily move through the embrasures, but the trolls will see them coming. Even if the PCs are invisible, the nearest troll gets a chance to detect them (see *DMG*, Chapter 13) as they pass through the openings.

The trolls have 75% cover against attacks launched



from outside the turret when attacking or 90% cover if they hunker down (see *DMG*, Chapter 9).

Besides the trolls, the turret contains three ballistae, three stacks of eight ballista bolts, and an alarm bell. There are two trap doors in the floor. One leads down to area 2; the other leads to area 3. The trolls can use them with an open doors roll, as can any creatures with a Strength score of at least 18/75.

The trolls are fond of taking potshots with their ballistae at anything that comes within range, no matter how small or harmless it looks. If anything dangerous looking gets within 100 yards of the mountain, the trolls ring their alarm bell.

Alert: The sentry in area 2 may join in a fight here if the bell is rung, or if sounds of combat grow loud.

Trolls (4): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

When firing a ballista, the trolls have a THAC0 of 12 and armor is ignored; all targets are AC 10, with adjustments for dexterity and magic. Moving targets get an additional bonus of +3 to armor class. A ballista has a range of 11/22/33, and a hit inflicts 2d6 points of damage. The rate of fire is one every four rounds (increased rate of fire due to the trolls' size and Strength).

Special Equipment: Nine darts each.

2. Sentry

This chamber has a trap door 15 feet square, a ladder leading up to area 1, and an alarm bell. A bored cloud giant is on duty here, keeping an eye on area 3 through the many slits in the walls and listening for trouble in area 1. The giant isn't very alert, but he quickly snaps out of his lethargy if the trolls in area 3 get involved in a fight. The giant has grown accustomed to the trolls' habit of firing their ballistae at anything they can reach, so he ignores anything going on outside unless the trolls call for help or a flashy spell effect strikes the castle.

If trouble arises, the giant is supposed to ring his alarm bell. The giant, however, gets excited and forgets his orders if surprised. Roll normally for surprise if the trolls in area 1 ring their bell. The giant rings his bell as ordered if not surprised; otherwise he rushes through the secret door (see below) and tries to get a look at what's happening.

The section of wall marked with an "S" is a secret door that swings open as indicated to allow the giant access to area 3. The giant can open it with a hard shove, but the PCs must use a *knock* spell or make a successful bend bars/lift gates roll. Likewise, the giant can easily open the trap door, which leads to area 12, but the PCs must makes a successful bend bars/lift gates roll or chop through the door. The door is armor class 6 and has 40 hit points. It suffers only one point of damage from bludgeoning or piercing weapons.

Alert: The alarm bell here is connected by ropes to bells in areas 12 and 15. If the bell is rung, the troll in area 12 notifies the griffon keeper, who marshals the forces throughout his level, grabbing the trolls in areas 9 and 11 and preparing to counterattack. In area 15, one of the ogre guards finds Yurik and Nalani, who organize the castle's defenses in the great hall. See area 16 for more information.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

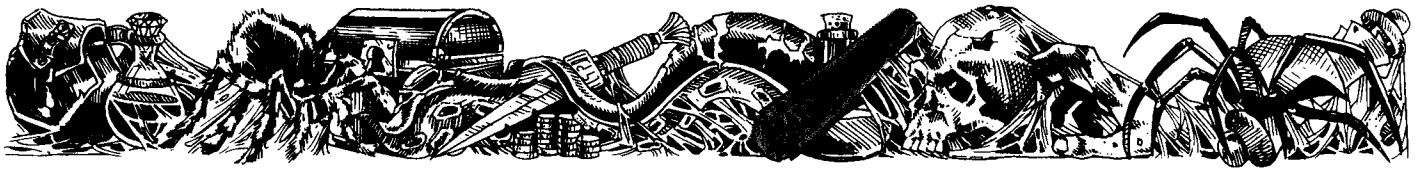
Special Equipment: Shoulder sack containing three throwing boulders and 213 gp.

3. Upper Turrets

Ten trolls keep watch from these five turrets linked by a parapet (two trolls per turret). The battlement surrounding the area gives the trolls 50% cover against attacks launched from outside the castle when they are attacking or 100% cover if they hunker down (see *DMG*, Chapter 9).

Like the trolls in area 1, these creatures tend to take ballista shots at anything with range. They become alarmed only if the target shoots back.

Alert: The sentry in area 2 joins in a melee here from his hiding place. Using a pike, the giant stabs through the slits at the enemy. The pike can reach anywhere in area 3 except the outermost 10 feet of the turrets, and



the giant can use it to reach over a troll and attack a character engaged with the troll at no penalty. When in his room, the giant has 90% cover vs. attacks coming from area 3 (see *DMG*, Chapter 9).

Trolls (10): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

When firing a ballista, the trolls have a THAC0 of 12 and armor is ignored; all targets are AC 10, with adjustments for Dexterity and magic. Moving targets get an additional bonus of +3 to armor class. A ballista has a range of 11/22/33, and a hit inflicts 2d6 points of damage. The rate of fire is one every four rounds (increased rate of fire due to the trolls' size and Strength).

Special Equipment: Nine darts each.

4. Murder Holes

This cramped (by cloud giant standards) cavern is right above area 6, and it provides a nasty surprise for anyone entering the castle uninvited.

The trap door leads to area 9. It is as sturdy and difficult to open as the one in area 2.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

5. Lower Turrets

Two trolls keep a constant watch from each turret in this area. Like their comrades, they tend to take pot shots with their ballistae at anything that comes within range. If attacked, the trolls whoop and shout.

Alert: Noise has a 40% chance each round to alert the guards at areas 9 and 12 and the cloud giants at areas 4 and 8. Moreover, there is a 20% chance that the griffon keeper from area 8 is out on the parapet (just outside area 6) exercising 1d4 of the griffons from area 7. See area 8 for details. If here, he orders his griffons to attack and bellows to the guards in areas 4, 9, and 12, ordering them to raise the alarm and stand to the castle's defense. The trolls in areas 9 and 12 do just that, rousing the trolls in area 11 in the process. The cloud giant in area 4 rushes down from his murder holes and comes to the parapet, picking up two rocks from area 9 on the way. Also, if anyone dashes past the trolls, they use the lever just north of the portcullis to release it and trap the invaders in area 6, where the giants in area 4 and 8 can attack.

Trolls (4): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

When firing a ballista, the trolls have a THAC0 of 12 and armor is ignored; all targets are AC 10, with adjustments for Dexterity and magic. Moving targets get an additional bonus of +3 to armor class. A ballista has a range of 11/22/33, and a hit inflicts 2d6 points of damage. The rate of fire is one every four rounds (increased rate of fire due to the trolls' size and Strength).

Special Equipment: Nine darts each.

6. Upper Entrance

This chamber serves as a landing and takeoff area for the griffons in area 7. Tactical Map F1 shows part of the battlement and the eastern end of the chamber.

The inner (west) portcullis is always kept down, but the outer (east) portcullis usually is up. The portcullises are not fitted with winches. It takes a cloud giant two rounds to lift a portcullis and lock it into place. Smaller creatures must attempt a bend bars/lift gates roll to lift them. The portcullises must be raised at least 24 feet off the floor before they can be locked in the up position. Once locked, they can be dropped again by pulling one of the levers. Each lever affects



only the portcullis closest to it.

Alert: At the first sign of trouble, the cloud giant guard stationed in area 4 attacks with a pike. The two murder holes allow him to reach anywhere in area 6. The giant has 90% cover against counterattacks coming from area 6 (see *DMG*, Chapter 9).

7. Mews

This area is home to the castle's eight griffons. The two small chambers to the west each hold a single griffon, the two to the east each hold two griffons, and the large chamber to the north holds a mated pair of griffons that are incubating three eggs. These two griffons are very aggressive and fight to the death to protect their eggs.

The portcullises here work the same way as the ones in area 6 do. Normally, they are all down.

At a command from the keeper, flying griffons attack anything they can see. The giants keep the griffons as pets and hunting animals, much like humans keep falcons. The griffons occasionally serve as steeds for the giants' ogre servants when they need to run errands or deliver messages outside the castle. The griffons will not willingly allow PCs to ride them, but if charmed they could be used to make a quick escape from the castle.

Alert: If the griffon keeper is not on the parapet with his pets, he may be grooming them here (50% chance, see area 8). In that case, all the portcullises except for the southern one are open. The keeper is largely oblivious to what is going on around him because he is absorbed in his task. If someone raises the alarm, he creeps out, hoping to catch the invaders from behind. If caught here, he fights as well as he can, but retreats north when he is reduced to 50 hit points or less. He hopes the attackers will expose their flanks to the griffons.

Griffons (8): AC 3; MV 12, Fl 30 (C); HD 7; hp 35 each; THAC0 13; #AT 3; Dmg 1d4/1d4/2d8 (claw/claw/bite); SZ L (about 9' long); ML steady (11); Int semi (3); AL N; XP 650 each; MM/178.

Notes: Can carry up to 210 pounds with no loss of speed or maneuverability. Can carry up to 35 pounds and still fly at speed 20 (D).

8. Griffon Keeper's Quarters

The castle's griffon keeper, a battle-hardened veteran with a crooked jaw and a scarred face, lives here. He is nominally in charge of the whole level. He is often out on the parapet near area 5 exercising his griffons (20% chance). Otherwise, he is either in area 7 grooming his charges or in here relaxing on his bed (50% chance of either). He prefers the company of his griffons to that of other giants, so he remains aloof from the festivities below, even though he is an important member of the household.

If the keeper is resting, it takes him 1d3 rounds to wake up once any disturbance begins. If the PCs enter the room, however, he awakens (normal chance for surprise). If attacked in his room, the keeper grabs his weapons and swats the PCs, shouting loudly the whole time.

The keeper's chamber contains a giant-sized bed, two great chests, a fireplace, and a rug made from cave bear skins. A huge *morningstar +3* and a pike lean against the east wall. A 40-foot leather whip hangs from a hook next to the fireplace.

The bed has a lumpy mattress stuffed with peryton and giant eagle feathers. Buried in the mass of feathers is a golden coronet studded with garnets; it is worth 8,000 gp. It takes a full turn of searching to find it once the mattress has been ripped open. The rug is worth 3,000 gp if recovered intact. The workmanship is crude, however, and if turned over to a skilled tailor or rug maker, it can be turned into a truly fine piece worth 5,000 gp after three weeks of work.

One chest holds the giant's possessions and equipment, including 1,450 gp and a gold-lined drinking horn decorated with sunstones worth 2,000 gp. The other chest holds tack and harness for saddling two griffons. The gear is designed for ogres, but humans could make do with it in a pinch.

Alert: Any griffons that are still alive scream fiercely when they hear the keeper's voice. The noise alerts everyone on the upper levels and has a 25% chance to draw attention from the lower level each round it continues. The trolls in areas 9, 11, and 12 raise the alarm in any event and then counterattack.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5 (2 with *morningstar +3*); #AT 1; Dmg 6d4+14 (oversized *morningstar +3* + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.



9. Central Guardpost

One troll always stands guard here. It rings the alarm bell hanging in this chamber at the first sign of trouble, then joins the fray.

Troll: AC 4; MV 12; HD 6+6; hp 36; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

9a-c. Main Staircase

This spiral staircase has steps 10 feet long, 4 feet wide, and 3 feet high. Huge and gargantuan creatures can use it without difficulty. Smaller creatures have difficulty because the steps are so large. No climbing roll is necessary to use the stairs, but movement up or down is slow. Characters on the stairs can move only 5 feet per point of movement. For example, a character with a movement rate of 12 could climb or descend 60 feet of stairs in one round.

10. Cistern

This area contains a deep pool of water (about 20 feet) collected from area 23 and hauled up here in buckets. A series of pipes lead to the kitchen (area 17), where they provide running water. Other than a pile of eight buckets, there is nothing here.

11. Troll Barracks

Thirty trolls live here, but only 10 are here at any given time; the rest are on duty elsewhere at least 16 hours a day. The chamber is filthy and the stench is overpowering. Piles of straw and twigs gathered from area 23 serve as beds, and the trolls here are sleeping on them. Only a direct attack or an alarm rouses them.

Trolls (10): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus);



SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

12. West Guardpost

A single troll is always on guard here (use the statistics from area 11), watching the ladder that leads up to area 2. The troll is lethargic and does not leave its post except when the griffon keeper calls.

If the PCs fight their way into this level, the troll hunkers down behind the ladder, ready to hurl its darts. It has 25% cover vs. attacks directed at it (see *DMG*, Chapter 9). It is supposed to ring the bell when trouble starts, but it spends a round or two fighting before it remembers its orders.

If the PCs enter this chamber unnoticed, this troll is busy raiding the huge barrel standing at the chamber's western end. The barrel contains horseflesh for the griffons, and the party automatically surprises the troll as it feasts.

Alert: The chamber is equipped with an alarm bell that is connected to the bells in areas 2 and 15. If the bell is rung, the giant in area 2 arrives via the trap door in two rounds, after checking on the troll guards up there. Also, one of the ogres in area 15 notifies Yurik and Nalani, who organize the castle's defense in the great hall (see area 16).

Main Level

The castle's residents and guests conduct their most important daily activities here. The apartments and atmosphere are much more comfortable than in the upper levels. The whole level is snug and pleasantly warm, with none of the drafts that plague the upper areas. The staff in the kitchen (area 17) has been working overtime to keep all the guests fed, and the smell of home cooking hangs pleasantly in the air.

Alert: The moment that the residents of this level perceive a threat, the alarm is raised throughout the level. Yurik and Nalani lead the castle's defense personally, organizing their troops from the great hall. See area 16 for more details.

13. Front Gates

As noted earlier, the cloud bridge stretches about 300 yards from here to one of the mountain's lower spires. (Only the portion of the bridge closest to the castle is shown on the map.) Anyone stepping off the bridge falls between 200 and 400 feet to the rocks below. Traversing the bridge is fairly safe because it is more than 40 feet wide.

The gates themselves are two great valves made of wrought iron and hammered bronze. Together, they are 15 feet wide and 30 feet high. Unless the giants are expecting trouble, one valve is always open during daylight. When closed, even a cloud giant has to work a bit to get them open. Lesser creatures must attempt a bend bars/lift gate roll to open a valve. If the roll is successful, it still takes two rounds of effort to push the valve open far enough to admit anyone. It takes four rounds to push the valves all the way open. If the gates are closed and barred (see area 15), no man-sized creature can open them without magical aid or a siege engine. Note that the valves' sheer size (225 square feet each) renders most *knock* spells ineffective.

Alert: If a battle starts outside, the ogres from area 15 rush down the stairs to close and bar the gates. It takes them three rounds to accomplish this feat.

14. Main Guardposts

A cloud giant always stands guard in each of these turrets. The turrets rise 15 feet above the level of the cloud, giving the giants ample room to hurl boulders at any intruders. Each turret has a supply of 10 boulders.

The giants are alert and allow no one to pass without an invitation. Particularly smooth-talking PCs might convince the guards that they have legitimate business inside the castle, but the guards do not admit the party. Instead, one of the pair runs to area 15 and sends one of the ogres to find Yurik or Nalani. The guard then returns to his post to await his employers' appearance. See the **Cast of Characters** section for notes on Yurik and Nalani.

If the PCs have an invitation, or even a crude forgery of one, all they have to do is show it to one of the guards. Neither guard can read, but both of them recognize the general form an invitation takes. After a cursory glance at the invitation, the guards wave the party in.

The PCs could also try to rush the door. If they do, both giants sound their horns and the PCs have a major battle on their hands. One guard jumps down from his post while the other rushes to area 15.



The doors leading to the turrets can be barred from the inside, but are simply closed when the front gates are open (see area 13). If the gates are closed and barred, these doors are barred too.

Cloud Giants (2): AC 0; MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000 each; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

15. Entry Hall

The natural staircase leading up into this area is perfect for cloud giants, but creatures that are not at least size large move at half speed over the huge ledges.

The giants have decorated the walls along the staircase with trophies and objects of art. There is a unicorn head, about a dozen stuffed birds ranging from small falcons to giant eagles, nine small statues, several vases, and an assortment of helmets, shields, and odd bits of armor.

The trophies represent quite a little treasure trove. The unicorn head is worth 2,000 gp intact (1,500 gp for the horn). The vases and statues are worth 5,000 gp in total. Most of the armor is junk, but one shield is actually a *shield +3, –1 vs. missiles*. The weapon rack near the head of the stairs contains more trophies in the form of man-sized weapons, a collection of giant-sized polearms, and several well-polished throwing rocks. The rack is mostly for show, but everything in it is functional.

Two ogre footmen are always on guard here, along with two hell hounds from Siiri's retinue. The influx of guests has caused some disruption in the castle, and the resident ogres have moved from their regular quarters in area 19 to here. During the day, the ogres are busy with their normal duties, and ten bundles of bedding are piled against the east wall. At night, eight ogres are here sleeping while the remaining two remain on guard.

If the PCs talk their way past the guards, the ogres stop them again when they get inside. The ogres merely want to inventory the party's weapons. They are not looking for a fight, but they will defend themselves if attacked.

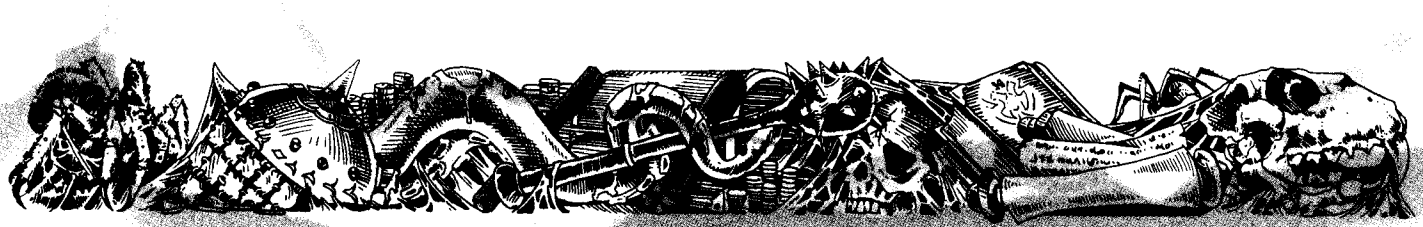
The entry hall has an alarm bell that is clearly audible in areas 13, 14, and 16. It is connected by ropes to bells in areas 2 and 12. If it rings, the ogres alert the guards at area 14 and one of them runs to find Yurik or Nalani.

Alert: The guards at area 14 notice any combat unless it is silenced, and both converge on the attackers. If the bell is rung here, the troll in area 12 notifies the griffon keeper, who musters the trolls and giants from above and descends to investigate. If his force can't get down the spiral staircase, they rappel down the east side of the peak and enter the lower levels through area 20.

Ogres (2 or 10): AC 4 (chain mail); MV 6 (moderate encumbrance); HD 4+1; hp 22 each; THAC0 17 (15 with Strength bonus); #AT 1 or 2; Dmg 2d4+6 (morningstar + Strength bonus) or 1d8+6/1d8+6 (long bow and sheaf arrow + Strength bonus); SZ L (9'+); ML Steady (11); Int Low (7); AL CE; XP 270 each; MM/272.

Special Equipment: 20 sheaf arrows each.

Hell Hounds (2): AC 4; MV 12; HD 7; hp 35 each; THAC0 13; #AT 1; Dmg 1d10 (bite); SA –5 to oppo-



nents' surprise rolls, fiery breath; SD +1 to own surprise rolls, detect invisible creatures 50% of the time, immune to fire; SZ M; ML elite (13); Int low (7); AL LE; XP 1,400 each; MM/187.

Notes: Fiery breath affects one creature within 10 yards and inflicts 7 points of damage (save vs. breath weapon for 4 points). If a bite hits with a roll of 20 the hound breathes on the opponent as well.

16. Great Hall

This chamber is spacious by cloud giant standards, vast by human standards. It is decorated in high style for the wedding. The floor is strewn with fresh, sweet-smelling rushes gathered from area 23. A pair of ogres changes them every day. Flaming oil or a fire-based spell can set the rushes alight; hell-hound breath will not. Only the rushes in the flame's area of effect burn. If set alight, the rushes smolder and flare for 2d4 rounds, creating clouds of smoke that block infravision and normal vision. Creatures within the smoldering area can see a maximum of 15 feet, and they suffer 2d4 points of fire damage each round. Dousing with water puts the fire out immediately.

The three tables are each about 9 feet high. They are draped with fine linen cloths and decorated with bouquets of giant-sized flowers freshly cut from area 23. Four golden candelabras adorn each table. The long benches next to the southern tables are covered with eight hand-sewn cushions each, and the seven chairs around the northern table each have a cushion for the seat and back.

The walls are lined with high-quality tapestries, all newly cleaned, mended, or woven for this occasion. They depict cloud giants hunting or playing in alpine scenes or cloudscapes.

A fire made from apple logs burns merrily in the hearth, adding another pleasant scent to the chamber. The mantel bears two exquisite harps with gold and ivory decorations, a pair of silver cymbals, and three flutes (one ebony, one silver, and one brass).

Most of the items listed above are valuable if undamaged, though the PCs might have some trouble carrying it all away. The cushions are about 4 feet wide and 5 feet long; they are worth 75 gp each. They weigh about 15 pounds each, but their encumbrance value is three times that because of their bulk. The tablecloths are 50 feet long and 15 feet wide. They are worth 400 gp each, and each weighs about 80 pounds. Each candelabra is worth 300 gp and weighs 10 pounds. The harps are worth 2,000 gp each, and they each weigh 30 pounds. The tapestries are 30 feet high and are as long as the sections of wall they cover. Each weighs one pound per square foot and is worth 10 gp per square foot. For example, the tapestry on the west wall is 30 feet high and 60 feet long; it weighs 1,800 pounds and is worth 18,000 gp intact.

The great hall is the scene of many activities. Sometimes nearly empty, it is crowded at other times. Exactly what the characters find here depends on when they arrive:

Daytime

During the day, there always two ogres in here working, either tidying up or preparing to lay out a meal. Two fire giants and their pet hell hounds snooze in the straw. The fire giants are guests sleeping off last night's duty (or celebrations). They think the place is much too cold, and they huddle under several blankets and sleep fitfully.

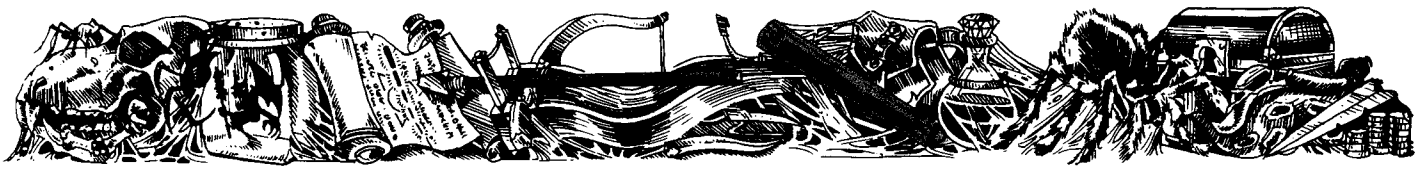
If the PCs got this far without raising the alarm, the crew in here pays them no heed unless they try to steal something or attack somebody. In fact, if the PCs are feeling brassy, they can demand food and drink. The ogres, eager to please the wedding guests, scurry off the kitchen and bring a snack in just a few minutes. The conversation, however, awakens one of the fire giants, who irritably takes a seat at the table.

The fire giant is surly and not given to conversation. If the PCs ask him any questions, he tells them to ask the thralls (referring to the ogres). Otherwise he grunts noncommittally at pretty much anything the characters say. If the characters insult him, he snorts and walks off to area 21.

The ogres are more cooperative. They have the same information the trolls in the upper levels have (see page 80), but they can get all the giants' names right. They gleefully report that the captured dragon is to be tortured, slain, and cooked as part of the wedding feast. The torture will take place right here in front of all the guests. The ogres think the whole gruesome procedure will provide delightful entertainment.

Ogres (2): AC 4 (chain mail); MV 9; HD 4+1; hp 22 each; THAC0 17 (15 with Strength bonus); #AT 1; Dmg 1d4+6 (dagger + Strength bonus); SZ L (9'+); ML steady (11); Int low (7); AL CE; XP 270 each; MM/272.

Hell Hounds (2): AC 4; MV 12; HD 7; hp 35 each; THAC0 13; #AT 1; Dmg 1d10 (bite); SA –5 to opponents' surprise rolls, fiery breath; SD +1 to own surprise rolls, detect invisible creatures 50% of the time,



immune to fire; SZ M; ML elite (13); Int low (7); AL LE; XP 1,400 each; MM/187.

Notes: Fiery breath affects one creature within 10 yards and inflicts 7 points of damage (save vs. breath weapon for 4 points). If a bite hits with a roll of 20 the hound breathes on the opponent as well.

Fire Giants (2): AC –1 (banded mail); MV 12 (moderately encumbered); HD 15+2-5; hp 75 each; THAC0 5; #AT 1 or 1; Dmg 2d10+10 (oversized two-handed sword + Strength bonus) or 2d10 (hurled boulder); SA hurling boulders; SD fire resistance; SZ H (18' tall); ML champion (16); Int average (10); AL LE; XP 8,000 each; MM/137.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 200 yards. Can catch similar large missiles 50% of the time. If the boulders are heated, they inflict an extra 1d6 points of damage.

Immune to all forms of nonmagical fire, and to fiery breath weapons. Magical fire attacks inflict –1 hit point per die of damage (no minimum per die; a roll of 1 inflicts no damage).

Special Equipment: Shoulder sack with 2 throwing boulders, miscellaneous belongings, and 2d10 gp.

Mealtimes

During meals, the two hosts (Yurik and Nalani), all the guests, and every cloud giant not assigned to duty elsewhere is here. Yurik sits in the center chair at the head table with Nalani on his right and Diomed to her right. Jytte sits to Yurik's left with Siiri to her left. The two end chairs usually are empty. The six off-duty cloud giants from area 25, the griffon keeper, and the lion keeper all sit at the west table, with the latter two at the north end, closest to the head table. Four fire giants and the two "stone giants" sit at the east table. Three hell hounds sit under the east table, waiting for handouts.

Five ogres scurry about serving food. One of the cloud giants plays an instrument from the collection on the mantle; the rest of the giants are eating and conversing.

If the PCs burst in here, they face 17 giants and three hell hounds—not a promising sight. Yurik, however, is curious enough about the PCs to give them a chance to talk before attacking. He bids them to enter the room (where more giants can attack them) and explain themselves.

If a combat ensues, the silver dragons could lend a hand and save the party's bacon, or at least make it a sporting fight. They're smart enough to know potential allies when they meet them.

Night

At night, four fire giants and the two "stone giants" sleep here, having been given no private quarters. There are also two hell hounds. The fire is banked up even higher than during the day in an effort to make the fire giants comfortable, but they are still wrapped in blankets. The giants are sleeping soundly, their snores making a frightful racket.

The hell hounds awaken and bark if the PCs try to sneak in here. However, if the characters are masquerading as guests, they can move about without calling attention to themselves.

After an Alarm

This chamber forms the castle's main point of defense if the residents realize they are under attack. The fire giants, Nalani, the hell hounds, and three cloud giants turn the tables on their sides to form a three-sided barrier against the north wall. Jytte has her jewelry box, and Siiri has the *Rod*. In a fight, Siiri uses the *Rod* on as many giants as possible, then hurls boulders or uses her spells to the best of her ability. Her favorite spell tactic is to silence opposing spellcasters. The giants have plenty of throwing boulders on hand from a ready supply they maintain. The castle's ogres and spotted lions lurk in the kitchen, prepared to surprise intruders from behind.

Yurik takes six cloud giants from area 25 and posts two near the stairs (area 9b) as sentries. Then he takes the "stone giants" and the remaining four cloud giants and goes searching for the intruders. The two dragons take the first opportunity to assume more unobtrusive forms (most likely ogres) and go search the castle for their lost offspring.

17. Kitchen

Frantic activity is the norm here, especially with guests in the castle. A young cloud giantess and a staff of ogres are busy from dawn until after dusk keeping the guests fed and preparing for the wedding feast.

The chamber has a fireplace with a roaring fire that remains lit all day, then burns down to embers at night. There is a sturdy table about 12 feet high and a rectangular table about 5 feet high; several tall stools are arranged around the low table and a single stool stands near the high one. There is a huge wooden tub with a spigot connected to area 10, a few cabinets full

of pots and foodstuffs, and a vast assortment of efficient looking cutlery.

The pleasant aroma of baking bread wafts from this huge chamber to greet you; this must be the kitchen. The air is warm here, and occasional voices provide counterpoint for the rhythmic chopping and popping of food preparation. Two ogres wearing stained aprons are dicing huge vegetables at a low table while another stirs something in a large cauldron hanging in the fireplace. A few other ogres scurry to and fro carrying immense bags of flour and baskets of produce. At a huge table near the center of the room stands a young cloud giantess, her hair tied back with a bright green ribbon and her face smudged with flour. A scowl mars her pretty features as she picks up a round of bread dough from a bowl nearby and throws it to the tabletop with unnecessary force.

"Take that, you miserable two-faced rat!" she says, giving the dough a vicious thwack. "No more midnight snacks and batches of your favorite cookies!" The table buckles under as she slaps the bread again. "And that's for that red-haired harlot," she cries, her voice rising in pitch as she delivers another hard smack to the hapless dough.

The cook is in a bad mood. She resents the extra work she has to do right now and is furious that Diomed is marrying a fire giantess. (She once had visions of herself and Diomed on a snug little cloud with lots of little cloud giants playing about their feet.) She assumes the PCs are guests if they make themselves known, but she has no patience with them, telling them they're underfoot (which is literally true), and ordering them out of her kitchen. The cook expects them to scram when she orders them out. If they do not comply immediately, she tries to pick a character up and throw him out. (Treat this as a wrestling attack.) If a fight breaks out, the cook drops a pan of sticky bread dough over one character's head, then flails away with a rolling pin in one hand and a frying pan in the other. The ogres take up knives and cleavers and join the fray.

If the characters tell the cook they are exterminators, she grudgingly allows them to search the kitchen for vermin. If they magically *charm* her or compliment her beauty, they can get her to sit down and tell the whole story of the wedding and just about anything else they want to know, provided they ask the right questions:

- "Siiri is an odd one, even for a fire giant. She's neat and clean where others of her kind are filthy. She makes an effort to get her daughter and her servants to smarten up, but they're still vile. Siiri is really fussy about her hair, but she won't let anyone in the castle cut it. She just keeps fiddling with her hairpins and arranging it all the time. With that hair color of hers—flame orange—she should just give up."

- "I'll say one thing, though, she sure did get everything unpacked and rearranged quickly once she got here. I never saw anyone settle in so fast. I never knew fire giants could *move* with such haste. I guess she just couldn't wait to move into my room with that daughter of hers." (Siiri used *haste* on her escorts to get unpacked and moved in quickly.)

- "Fire giants are just awful. They're sweaty and smelly and the way they eat! Nothing but charred meat and brick-hard biscuits."

- "The silver dragon? Hey, that's supposed to be a surprise! It's down in the oubliette, on the lower level. I plan to cook it with leeks and garlic. I've got to do something to cover the metallic flavor."

- "Diomed can't possibly care for that pudgy little hussy. He just wants to make his father happy; he can't like that grotesque hair of hers. Could he? Do you think I'd look good with red hair?"

If there has been an alarm or a fight in area 16, the cook and her staff attack the PCs when they enter. If Yurik has had time to organize a defense, the spotted lions from downstairs (area 28) will be lurking here as well.

Cook (Cloud Giant): AC 0; MV 15; HD 16+2-7; hp 68; THAC0 5; #AT 2 or 1; Dmg 3d6+11/3d4+14 (oversized rolling pin + Strength bonus/giant frying pan + Strength bonus) or 2d12 (hurled pot); SA hurling pots; SD +2 bonus to surprise rolls; SW attacks with frying pan suffer a –2 penalty for attacking with a second weapon; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled pots have a minimum range of 3 yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

A hit with a pan of dough inflicts 2d8 pints of damage and the victim is blinded, smothered, and unable to act until he can make a successful open doors roll to remove the pan and dough.



Ogres (6): AC 5; MV 9; HD 4+1; hp 22 each; THAC0 17 (15 with Strength bonus); #AT 1; Dmg 1d8+6 (kitchen cleavers + Strength bonus); SZ L (9'+); ML steady (11); Int low (7); AL CE; XP 270 each; MM/272.

18. Storeroom

The giants have stuffed this chamber with food and beverages of all kinds. Dressed carcasses of livestock and game (some normal, some giant-sized) hang in profusion from the ceiling. Barrels of ale, wine, and beer stand in every niche, along with casks of brandy and stronger spirits. Sacks of flour, beans, and sugar lie in scattered heaps. Baskets of fresh fruits, jugs of honey, and lumps of butter fill every flat space that remains.

The party could search for hours and find nothing of any particular value in here. A character skilled at cooking can locate about 20 pounds of rare delicacies and spices (caviar, saffron, pepper, etc.) worth 500 gp.

19. Servants' Quarters

The castle's ogres live here permanently, but the cook has moved in for the time being, having given up her own quarters to Siiri and Jytte. The ogres' effects have been stored in area 28 and the giants have set up a cot, a stool, and a table for the cook. A chest under the cot holds some of the cook's belongings, which include a silver bracelet worth 100 gp and a jasper brooch worth 120 gp.

The cook sleeps in here every night, but it is empty otherwise.

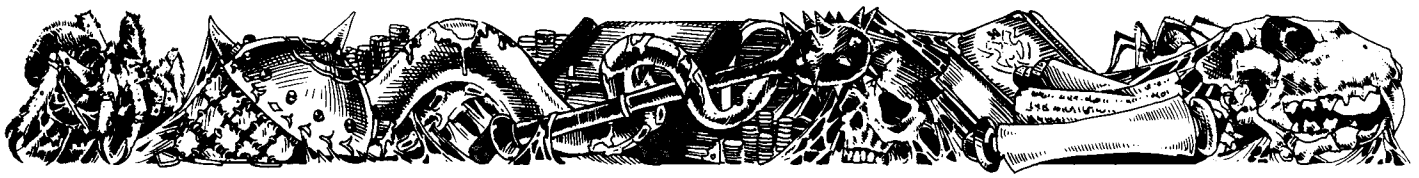
20. Postern

The natural staircase leading down to the back door forces creatures that are not at least size large to move at half speed. A cloud giant and a spotted lion are always on guard at the top of the stairs.

During daylight, the door is always closed but not barred. The guard lets no one pass without direct permission from Yurik or Nalani. If the PCs attack, the giant blows a tin whistle that alerts everyone on the level.

Alert: The guard at area 22 is sure to hear any disturbance and comes to investigate immediately. A battle in this area has a 30% chance each round (noncumulative) to be noticed in the great hall (area 16), unless it is silenced.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar



+ Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

Special Equipment: Shoulder sack with 4 throwing boulders, assorted belongs, and 37 gp. Tin whistle worn on a thong around the neck.

Spotted Lion (Cat, Great): AC 6; MV 12; HD 6+2; hp 32; THAC0 15; #AT 3; Dmg 1d4/1d4/1d12 (claw/claw/bite); SA rake; SD +2 to surprise rolls; SZ L (about 6' long); ML average (9); Int semi (4); AL N; XP 975; MM/36.

Notes: If the lion hits with both forepaws it can rake with its rear claws (Dmg 2d4/2d4).

21. Privy

This chamber contains a 20-foot bench about 8 feet high. Two holes atop the bench lead down 40 feet to a cesspit. A covered chute in area 23 allows access to the cesspit for cleaning. Characters with tough noses and strong stomachs could enter the castle through this area via the chute.

22. Postern Turret

This area is similar area 14, except that there is only one turret. A cloud giant always stands guard here. He is accustomed to seeing guests come and go from area 23 all day. He doesn't give the PCs a second glance unless they arrive at night (when all the guests are inside) or unless they have weapons showing. He has a supply of eight throwing boulders on hand.

The door leading to the turrets can be barred from the inside, but this occurs only if an alarm has been raised.

Alert: If the guard in area 20 hears fighting here, he blows his whistle and charges to the melee.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

23. Cloud Meadow

The giants use this enormous area to grow food and to relax. There are vegetable and flower gardens, fruit trees, and grassy paddocks. Despite the altitude, the temperature is warm and pleasant, like a spring day.

At the far end of the area, almost a quarter mile from the castle, the giants mine silver by digging away at the cloudstuff and straining out the nuggets of metal. The silver is a by-product of the enchantment that maintains the cloud. Lately, two immature silver dragons have been raiding the silver, much to the giants' consternation. A few days ago, the giants caught one of the dragons and imprisoned her in area 30. The giants plan to slay and eat the creature.

During the day, the wedding party and guests spend much of their time out here (see the **Cast of Characters** section for details). The cloud giants entertain their guests with music and boulder-tossing games. The latter poses a problem for the silver dragons; they look just like stone giants, but they lack a true giant's ability to hurl boulders. Thus far they have been able to avoid boulder-tossing by pretending to be distrustful of the cloud. They make a show of walking carefully lest they break through it, and they never make sudden movements.

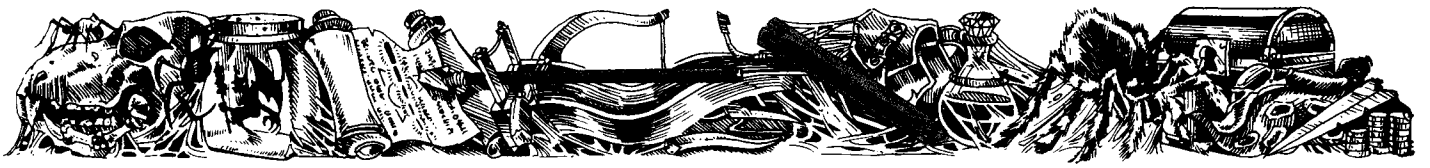
Diomed, the groom, spends most of his days here, except for mealtimes (when he is in the great hall). At night, he sleeps in his room (area 26). Two fire giants, new pals, always accompany him. If an alarm sounds, Diomed and his pals are eager to get into the fight and rush directly to the scene of the trouble. Diomed and his friends are with Yurik and Nalani if they are here; otherwise, they're killing time on their own.

Diomed is ambivalent about his upcoming marriage. He fully intends to ignore his bride and go right on chasing cloud giant wenches, as he has been doing until now. He suspects that the castle cook has eyes for him.

Three of the giants from area 25 are here 50% of the time. If Yurik and Nalani are entertaining, they are with the group. Otherwise, they are just relaxing on their own and trying to stay out of Diomed's sight. They resent Diomed's new friends. If Diomed is attacked, however, they rush to his aid, and vice versa.

Diomed (Cloud Giant): AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5; #AT 1 or 1; Dmg 6d4+11 (oversized morningstar + Strength bonus) or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3



yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

Special Equipment: Shoulder sack containing 3 throwing boulders, a bone flute, 49 pp, a 100 gp gem, and a half-full cask of rum. Diomed wears a silver and ivory armband worth 500 gp, a gold ring set with an emerald worth 1,600 gp, and a gold brooch set with bloodstones worth 750 gp.

Fire Giants (2): AC –1 (banded mail); MV 12 (moderately encumbered); HD 15+2-5; hp 75 each; THAC0 5; #AT 1 or 1; Dmg 2d10+10 (oversized two-handed sword + Strength bonus) or 2d10 (hurled boulder); SA hurling boulders; SD fire resistance; SZ H (18' tall); ML champion (16); Int average (10); AL LE; XP 8,000 each; MM/137.

Notes: Hurled boulders have a minimum range of 3 yards and a maximum range of 200 yards. Can catch similar large missiles 50% of the time. If the boulders are heated, they inflict an extra 1d6 points of damage.

Immune to all forms of nonmagical fire and to fiery breath weapons. Magical fire attacks inflict –1 hit point per die of damage (no minimum per die; a roll of 1 inflicts no damage).

Special Equipment: Shoulder sacks each containing 2 throwing boulders, two pewter cups worth 20 gp each (gifts from Diomed), and 2d12 gp each.

23a. Tool Shed

The giants store all their gardening and mining equipment in here. The one-room building is 30 feet square and about 25 feet tall. It has one door (shown on the map) and no chimney or windows. The door is locked with a giant-sized padlock. (Nalani has the key.) The shed is filled with hoes, rakes, shovels, shears, saws, and similar tools. There is an open-topped wooden box with a few nuggets of silver rattling around in the bottom; these are worth 2 sp total.

Lower Levels

These levels are darker than the upper levels because there are fewer *continual light* batons. Areas that don't have fires burning in them feel somewhat damp and chilly. Unless noted otherwise, the air is stagnant and unpleasantly pungent.

Alert: As there are no doors separating the chambers of these levels, sound travels freely. The din of combat or screams of alarm are sure to bring the attention of all of the level's denizens and shortly the interest of those upstairs.

24. Guest Room

The castle's cook lives here permanently, but Siiri and Jytte are using the chamber now. Tactical Map F2 shows the chamber and part of the hallway outside.

Two fire giants and a hell hound stand guard outside the doorway. The giants are grumpy (complaining of cold), but they allow the PCs to enter if no alarm has been raised. Inside, a brazier full of glowing coals drives away the level's chill.

The floor is covered with a reed mat, and the room boasts two wardrobes and a bureau with a silver mirror. Two stools stand in front of the bureau. There is one large bed with huge goosefeather pillows and fine woolen blankets. Two chests under the bed hold the giantesses' personal belongings.

The silver mirror is 15 feet long and 8 feet high. It weighs about 100 pounds, but most of that is a backing made from hardwood planks. Intact, the mirror is worth 125 gp. A large collection of combs, scissors, and brushes is scattered atop the bureau. Some of these items are gold and silver, and a character who spends at least a turn searching can pick out eight items worth a total of 570 gp. There are also two giant-sized bottles of expensive perfume (worth 200 gp each). The chest holds assorted equipment and clothing, including two suits of fire-giant sized banded mail, both polished to a brilliant shine. One chest holds another bottle of perfume (worth 300 gp because it is full). The other holds a locked jewelry box; this and the jewelry inside it were gifts from Diomed to Jytte, and she has the key. The box contains four pairs of golden earrings worth 200 gp a pair, a giant-sized diamond ring worth 2,500 gp if intact, and a silver chain worth 520 gp. The lock has a poison needle trap. Anyone picking the lock must roll a successful saving throw vs. poison or die immediately. Even if the saving throw succeeds, the character still suffers 45 points of damage. (Though death is immediate, the damage has an onset time of 1d4 rounds; the victim feels ill during that time, but suffers no damage if the poison is treated before the time expires.)

The bureau has three drawers full of neatly folded clothing, all giant sized. The wardrobes contain formal dresses and heavy outdoor cloaks. All told, there are nine dresses and three cloaks; each dress is worth 3d4x10 gp, and each cloak is worth 3d8x10 gp. The giantesses also keep their two-handed swords in the wardrobes.

If Siiri is here and there has been no alarm raised,

she is seated at the bureau, unarmored, fussing with her hair and muttering about how utterly unruly and impossible it is. Jytte sits on the other stool, trying to brush her mother's hair. The *Rod* segment lies on the bureau with the rest of Siiri's hairpins.

> An anguished shriek sets your teeth on edge as you peer into this comfortable, well-appointed chamber. At a vanity table against the far wall sit two red-haired giantesses, both looking into a large mirror with their backs toward you. The older of the two grabs her hair with both hands and yanks it viciously. "Augh! I can't stand this hair another minute! I can't do anything with it when it's like this! You'd think they'd have a decent hairdresser in this place! No wonder Nalani's hair is such a fright." The younger giantess reaches toward the abused locks with a jeweled hairbrush, but her furious companion knocks her hand aside impatiently. "It won't help," she moans, propping her chin in her hand and gazing into the mirror despondently. "Without a proper trim, it's just going to frizz. What am I going to do? I can't go to the wedding looking like this!" She buries her face in her hands as the younger one sighs in exasperation and tries to comfort her. "You look fine, Mother! Really you do!"

If the PCs make any quick moves, Siiri and Jytte will see them in the mirror and try for their weapons, calling for help as they do so. The guards will respond immediately, as will the rest of the castle in short order.

Quick-thinking PCs can use this as an opportunity to get some hair, however, as well as gaining an opportunity to snatch the *Rod*. (Hair from a powerful lawful evil creature, freely given, is required to assemble the *Rod;* see **Book III**.) Any PC can convince Siiri to let him cut her hair with a successful Charisma check. The character can add +2 to his score if the player role-plays the offer well. If the player does not role-play at all, the check is made at half the character's Charisma score. If the check succeeds, the character is allowed to approach the bureau and start cutting. This constitutes a perfect opportunity to grab the *Rod* segment; it is fairly easy to recognize because it is the only hairpin in the pile that has faceted ends. Rogues can pocket the *Rod* with a successful pick pockets roll. Siiri notices any other attempt to get the segment unless the PCs stage some kind of distraction.

If the character has no special skill at hairstyling, he must succeed with a check vs. half his Intelligence score to do a job Siiri will accept. If the character fails, she flies into a rage and attacks. Her shouts bring the guards into the room, and eventually the rest of the castle as well.

If Siiri is not here, Jytte is laying on the bed, staring at the ceiling. She is happy to speak to the PCs if they bring her some kind of gift; otherwise, she dismisses them. Jytte does not know about the silver dragon, but she does know about her mother's magical hairpin. If the PCs ask about it, Jytte laughs and says that everybody notices how fast her mother's servants are, and the hairpin is the secret.

Fire Giants (3): AC –1 (banded mail) or 5 (no armor); MV 12 (moderately encumbered); HD 15+2-5; hp 75, 75 (guards), 71 (Jytte); THAC0 5; #AT 1 or 1; Dmg 2d10+10 (oversized two-handed sword + Strength bonus) or 2d10 (hurled boulder); SA hurling boulders; SD fire resistance; SZ H (18' tall); ML champion (16); Int average (10); AL LE; XP 8,000 each; MM/137.

Notes: Hurled boulders have a minimum range of 3 yards and a maximum range of 200 yards. Can catch similar large missiles 50% of the time. If the boulders are heated, they inflict an extra 1d6 points of damage.

Immune to all forms of nonmagical fire and to fiery breath weapons. Magical fire attacks inflict –1 hit point per die of damage (no minimum per die; a roll of 1 inflicts no damage).

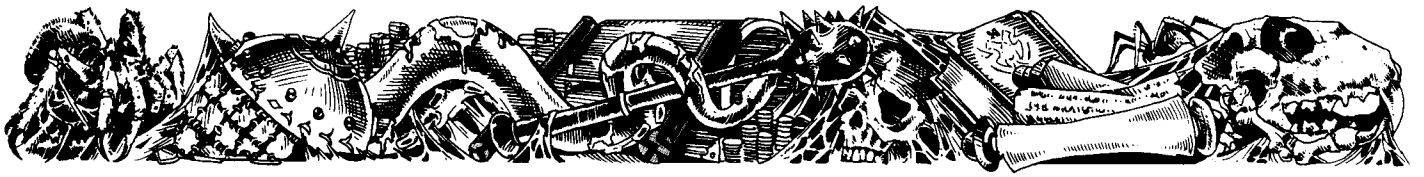
Hell Hound: AC 4; MV 12; HD 7; hp 35; THAC0 13; #AT 1; Dmg 1d10 (bite); SA –5 to opponents' surprise rolls, fiery breath; SD +1 to own surprise rolls, detect invisible creatures 50% of the time, immune to fire; SZ M; ML elite (13); Int low (7); AL LE; XP 1,400; MM/187.

Notes: Fiery breath affects one creature within 10 yards and inflicts 7 points of damage (save vs. breath weapon for 4 points). If a bite hits with a roll of 20, the hound breathes on the opponent as well.

25. Cloud Giant Barracks

Twelve cloud giants live here. The chamber has 12 giant-sized bunk beds arranged in two tiers, 12 trunks (2 under each lower bunk), a battered table, a pail of 15 throwing boulders, and an odd assortment of stools and chairs. The floor is covered with rushes that are not quite as fresh and sweet as the ones in the great hall (area 16). There are at most only six giants here at any given time; the remaining six are on duty elsewhere. Of the six giants that are not working, there is a 50% chance that three of them are enjoying themselves





in area 23. At mealtimes, there are no giants here at all.

If there are only three giants here, they are asleep. They keep their morningstars close at hand, however, and are ready to fight just as soon as they awaken. If there are six giants here, they are passing around a cask of beer and playing knucklebones at the table.

Cloud Giants (3 or 6): AC 0; MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1 or 1; Dmg 6d4+11 (oversized morningstar + Strength bonus) or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000 each; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

26. Diomed's Chamber

Diomed, the groom, lives here. Siiri and Nalani have been busying themselves turning the place into a nuptial suite. The chamber's walls have been freshly whitewashed. The bed is heaped with luxurious furs and two silk pillows stuffed with goosedown.

A displacer beast skin, complete with head, tail, and tentacles, lies in front of the bed, and a small cave bear skin covers the rest of the floor. There is a bronze brazier for extra heat, a bureau, and a wardrobe. The bureau and wardrobe contain normal clothing. Two chests under the bed hold sheets, clothing, and a few of Diomed's personal belongings. There are 13 bars of gold (worth 400 gp each), a sack containing 1,345 gp, and a an emerald-tipped scepter worth 2,500 gp. The displacer beast skin is worth 300 gp (it has no magical or alchemical properties) and the bear skin is worth 400 gp. The furs on the bed are worth a total of 1,700 gp; the pillows are worth 25 gp each.

Nalani has finished with this room, but Siiri still putters around in here (see the **Cast of Characters** section). If Siiri is here, she is fully armed and armored and has the brazier stoked up to a red-hot glow. Siiri investigates any disturbance on this level.

27. Master Suite

Yurik and Nalani normally spend most of their time here. Nalani wove most of the castle's tapestries on the loom, and both giants enjoy sitting in the two armchairs and enjoying the view of the valley below. These days, they are frequently away entertaining their guests.

This chamber probably is the most pleasant room in the castle. It is bright and sunny during the day, and the walls are hung with beautiful tapestries similar to the ones in the great hall (area 16). In cold weather, a fire in the hearth drives away the dampness and chill. The weather is fine when the PCs arrive, however, and the fireplace is cold.

Other than the tapestries, there is very little of value here because Yurik and Nalani wear most of their jewelry. A chest under the bed contains a sack filed with 2,400 gp and 245 pp. A locked box similar to the one in area 24 contains 4 base 500 gp gems and 3 pairs of giant-sized earrings that are worth 250 gp a pair. The box has a poison needle trap identical to the one on the box in area 24.

If Yurik and Nalani are here, Yurik is sitting on one of the chairs, looking out the windows, and Nalani is busy at the loom. The giants investigate any disturbance on this level.

If Yurik and Nalani are not here, two spotted lions from area 28 guard the room.

Spotted Lions (Cat, Great) (2): AC 6; MV 12; HD 6+2; hp 32 each; THAC0 15; #AT 3; Dmg 1d4/1d4/1d12 (claw/claw/bite); SA rake; SD +2 to surprise rolls; SZ L (about 6' long); ML average (9); Int semi (4); AL N; XP 975 each; MM/36.

Notes: If a lion hits with both forepaws it can rake with its rear claws (Dmg 2d4/2d4).

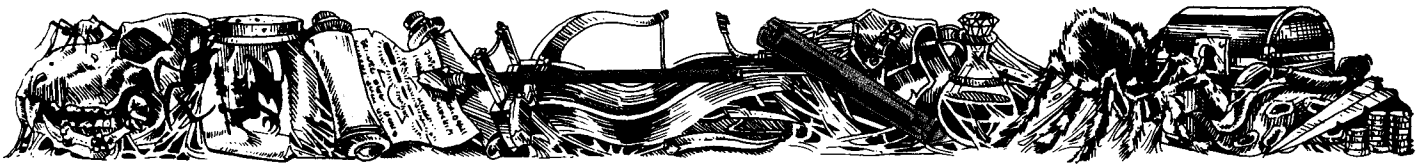
28. Lion Dens

These chambers house the castle's pride of eight spotted lions. There are never more than seven lions here because one always is with the guard in area 20. If there are lions in area 27, there are only five lions here.

Each chamber contains a pile of fairly clean straw and a scattering of dry bones (from the lions' past meals). The chamber farthest to the east has been cleaned out and stuffed with odds and ends, including assorted pieces of furniture, dented pots and pans, empty barrels, and the like. To prepare for their guests, the giants cleaned out every room in the castle and piled the things they didn't want to use in here. There is nothing valuable in the pile, though a thorough search would take at least an hour.

The portcullises in this area are similar to the ones in areas 6 and 7. All of them are up except for the one at the base of the stairs and the one leading to area 29.

Spotted Lions (Cat, Great) (7 or 5): AC 5/6 (front/rear) or 6; MV 12; HD 6+2; hp 32 each; THAC0 15; #AT 3; Dmg 1d4/1d4/1d12 (claw/claw/bite); SA



rake; SD +2 to surprise rolls; SZ L (about 6′ long); ML average (9); Int semi (4); AL N; XP 975 each; MM/36.

Notes: Male lions are AC 5 if attacked from the front, AC 6 if attacked from the flank or rear. Females are AC 6 all over. If a lion hits with both forepaws it can rake with its rear claws (Dmg 2d4/2d4). There are seven females and one male in the pride.

29. Lion Keeper's Quarters

The giant charged with the care, training, and feeding of the castle's lions lives here, where she can be near the pride. The chamber contains a bed, two dire wolf pelts on the floor, and several hooks, where whips, prods, chains, and muzzles hang. The giantess uses these to control the lions. A sack containing three throwing boulders also hangs from a hook.

The equipment and the wolf pelts are not particularly valuable. A locked chest (the lion keeper has the key) contains 456 gp, one gold bar (worth 400 gp), and a pendant made from a sapphire on a silver chain (worth 1,000 gp intact).

The giantess spends almost all her time here. She joins the other giants in the great hall at mealtimes, but otherwise is here keeping an eye on areas 28 and 30. She investigates any disturbance.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1 or 1; Dmg 6d4+11 (oversized morningstar + Strength bonus) or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24′ tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

30. Oubliette

This chamber's only furnishing is a round slab of stone covering a circular pit in the floor. The cover weighs more than a ton and it takes two cloud giants to move it. If the party can apply at least 46 points of Strength to it, they can push it open in 1d4+1 rounds.

The giants use the pit to hold prisoners they never want to see again. It is 10 feet wide and 90 feet deep, and the walls are smooth as glass. The bottom is littered with the bones of creatures that have perished in the pit's lightless depths.

Currently, Ariele, a hatchling silver dragon the giants caught, is imprisoned here. The giants plan to order her to assume human form so they can pull her out with a rope when it's time for her execution. Currently, she has assumed the form of a spotted lion. The giants have ordered her to remain in that lion form until they command her to assume a new one. Being an obedient little dragon, Ariele is doing what she has been told. If the PCs open up the pit and shine a light inside, they see a lonely looking lion staring up at them with wide eyes. It meows like an unhappy housecat and claws at the walls as if trying to climb out of the pit. Ariele cannot talk in cat form, but a *speak with monsters* or *speak with animals* spell will enable conversation if the party can get within range. Ariele can understand the PCs perfectly well, and can answer yes or no questions with nods and shakes of her head. She desperately wants to go home, and will *polymorph* into a bird and fly out of the pit at the least encouragement from the PCs.

Ariele (Dragon, Metallic, Silver): AC 0 (6 in lion form); MV 9, Fl 30 (C), Jp 3 (12 in lion form); HD 9; hp 36; THAC0 11; #AT 3 (3 in lion form); Dmg 1d8+1/1d8+1/5d6+1 (claw/claw/bite) or 1d4/1d4/1d12 (claw/claw/bite) in lion form; SA breath weapon; SD detect invisible objects and creatures within 10 feet, immune to cold; SZ L (10′ body) (size L in lion form); ML fanatic (17); Int exceptional (15); AL LG; XP Nil; MM/79.

Notes: *Can polymorph self* with an unlimited duration (maximum of three changes in form each day), and walk on clouds or fog as if they were solid ground (can be activated of negated at will). Breath weapon once every three rounds—cone of cold 5′ wide at the dragon's mouth, 80′ long, and 30′ wide at the far end (creatures within the cone suffer 2d10+1 points of damage, save vs. breath weapon for half); or cloud of paralyzation gas (50′ long, 40′ wide, and 20′ high, creatures within the cloud must save vs. breath weapon of become paralyzed 1d8+1 rounds).

Troubleshooting

If the party is reluctant to enter the castle and decides to wait a few days before doing anything, the dragons conduct their rescue mission and depart, leaving the giants in an uproar. Yurik dispatches an ogre mounted on a griffon to carry a message to the fire giants, and four more of them arrive in about a week. Meanwhile, groups of spyder-fiends begin harrying both the giants and the party (see the **Chaos Gates** adventure in **Book III**). If the PCs delay more than an additional week, the spyder-fiends successfully wrest the segment from Siiri.



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THE WAR AGAINST CHAOS

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HOSPITALITY

The *Rod's* fourth and fifth segments have been joined. The jackalwere Asaph abdul Anat, the current owner of the segments, never had the opportunity to learn anything about the *Rod* before becoming petrified by a medusa. Asaph makes a good statue, and he now graces a room in the abandoned caravanserai that is home to a band of evil jann and medusae led by a pair of efreet.

The two efreet, Ibbitsaad al Puhr and Naala bint Tekkne, have come to the Prime Material Plane to gather slaves for sale in the City of Brass. They have assembled an impressive array of servants, including the medusae and jann, plus an imp and several mephits. The efreet live in reasonable comfort while the jann fan out over the countryside scouting for victims. When the jann find a target, the efreet join them in an attack, using their powers to create a diversionary illusion.

The band's base is a caravanserai they seized early in their career. The occasional unlucky traveler who stumbles upon the place finds himself under assault by medusae, mephits, and genies. So far, no one has seen their lair and escaped. The occasional survivor of one of their raids reports seeing a band of howling spirits. The tales are so fanciful that few would give them credit if whole caravans did not occasionally disappear.

If the PCs have the third segment of the *Rod*, it guides them into the caravanserai adventure. If they do not have the third segment, there is no simple way to get them involved in this adventure (no one is using the *Rod*). Arquestan has no clues about where it might be. A *legend lore* spell and consultation with a sage will eventually put the PCs on the right track; see the next section for details.

Searching for the Caravanserai

The caravanserai is located in a rocky valley about 900 miles from the cloud giants' castle; there is no map of the surrounding desert. No matter where the PCs are when they start the trip to find the next segment, at least one third of their route passes through sand. The valley lies along one of several trade routes that cross the desert. The nearest city is about 180 miles away.

For part of the year, the valley is lush and green, making it a prime choice for travelers seeking good grazing for their mounts. The rest of the year, it is so hot and dry that caravans usually bypass it. The DM can decide whether the party arrives during the brief wet season or the dry season, or he can roll randomly. If a random determination is necessary, there is a 75% chance the party arrives in the dry season.

A *legend lore* spell gives the following clue to the next segment's whereabouts:

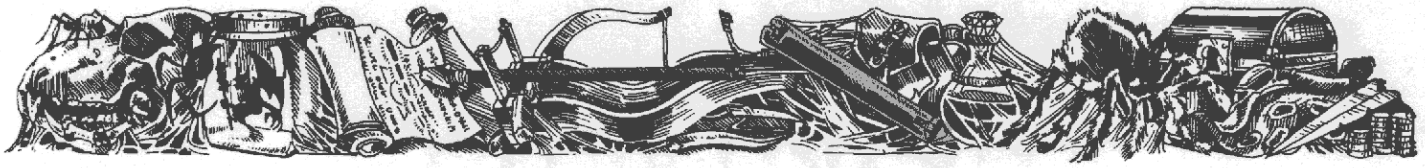
What you seek is not alone,
Two companions sheathed in stone.
To a vale of fear and delusion you must ride
where spirits not of the dead abide.

If the party visits a sage or other knowledgeable NPC from your campaign and asks about the clue, the sage can direct the characters to the Vale of Spirits as the probable locale described in the rhyme. Unless the NPC is well versed in the folklore of the region surrounding the caravanserai, he can tell the party nothing else. A sage who knows the local folklore can essentially tell the party the same tale the goatherds do (see below).

Travel in the desert requires some special preparations to which most parties are not accustomed. First, each PC must consume at least a gallon of water a day; mounts must consume four gallons a day. Creatures that are encumbered or that perform a forced march must consume double the normal requirement. Characters who don't get enough water lose 1d4 points of Constitution each day until they die of dehydration or get enough water. Lost Constitution returns at the rate of one point for each day of rest (and proper water intake). Mounts are assumed to have a Constitution score of 18 for purposes of dehydration. During the wet season, the party can find plenty of water to drink in temporary pools, rivers, and the like. Water is almost impossible to find during the dry season.

Second, armor is very uncomfortable in the desert heat. During the day, heavy armor causes a character to suffer a penalty to his attack rolls, proficiency checks, and ability checks. Subtract the character's basic armor class from 7; the result is the penalty. Basic armor class is defined as armor class before adjustments for a shield, magic, or Dexterity. For example, a character with *chain mail* +2, a *shield* +1, and a Dexterity score of 16 has an armor class of –1. The character's basic armor class, however, is only 5, and the armor penalty is –2. If the character's base armor class is 7 or higher, there is no adjustment; a character wearing no armor does not get a +3 bonus.

DM Note: If you have access to the more detailed rules for dehydration and armor from the AL-QADIM® or DARK SUN® settings, feel free to use them instead.



Tracking the *Rod*

The third segment of the *Rod* points steadily toward the caravanserai while the PCs are moving cross country.

Map C1 shows the caravanserai. Because the compound is so large, the third segment continues to indicate northwest (toward area 20, on the upper floor of the house above area 17) as long as they remain south of area 3. Once the characters move north of area 3, they get no indication because they are too close.

The Goatherds

Sometime after the PCs enter the valley, they encounter some locals tending their goats:

> The canyon you have entered is rugged going, but certainly no worse than the sea of sand you have left behind. Wild as the area might be, it is not deserted. Ahead, a lone sentry looks down on you from his perch atop a bluff. The figure seems to be a human dressed in a turban and a flowing robe. He carries a bow, but does not seem hostile. He regards you calmly, then gives a friendly wave, though you note that he maintains a firm grip on his weapon.
>
> From somewhere in the rocks below, you can hear another man's voice asking the sentry what he sees. The shout brings forth a chorus of bleating from an unseen herd of goats.

The sentry is one of several goat herders who have brought their flocks to one of the valley's few springs. The man is on the lookout for predators and is not too worried about the party. If the PCs are invisible, they see the sentry before he sees them, and the party can bypass this encounter. Flying characters see the goats at the waterhole and the other goat herders when they see the sentry.

If the PCs attack, the sentry scrambles out of sight (assuming he survives). On the following round, the goats stampede away from the spring and toward the party. The PCs have one round to stop the goats. A display of flashy magic turns them back; otherwise, the characters must successfully save vs. breath weapon or be knocked off their feet and trampled for 2d4 points of damage. Mounted characters who are not proficient riders automatically fall off their mounts and are trampled; if they are proficient, a successful riding check allows them to keep their seats and avoid damage. The goat herders use the distraction to escape. They have no desire to fight.

Assuming the PCs don't attack, they find a pleasant little grotto filled with thirsty goats. The goatherds gladly hustle their animals out of the way so the PCs and their mounts can drink. The water tastes a little funny, but it doesn't pay to be too fussy about the drink one finds in the desert.

The goat herders are friendly and offer the party goat cheese and warm goat milk. They can relate the following:

- The goat herders are nomads who visit this place to find water and forage for their goats. There are six herders here today.

- Yes, the valley is haunted, but the spirits are kind to poor and honest men.

- The spirits take the form of a thundering herd of horsemen who gallop through the air raining arrows and fire down upon those who displease them. Once the spirits become angry, they cannot be stopped.

- The spirits are the ghosts of a band of thieves whose lair remained hidden even after they had been captured. They awoke a few years ago when a traveler broke in and stole the tiniest bauble. Now, the ghosts range up and down the valley looking for their lost jewel. Searching for the ghosts' remaining treasure would be most unwise and would bring more than just bad luck.

- The party should avoid camping in the open. There are plenty of caves, and an abandoned caravanserai lies deep in the valley's midst. There, the spirits are benign, if they deign to show themselves. Some very lucky travelers are entertained with music and dance while staying there.

- The herders cannot afford to accompany the characters on their trip. Herding goats in the desert is a full time job.

Most of the herders are exactly what they seem, level 0 humans who are tending their goats. One of them, however, is actually a jann allied with the efreet from the caravanserai. The jann doesn't attack, but unless the PCs can fly directly to the caravanserai at a speed faster than a jann's (30), the efreet know about their presence in the valley.

The herders believe what they have told the PCs. The efreet planted the story years ago. Their tale of horsemen galloping through the air is an accurate account of one of the genies' attacks on a passing caravan. Their warning about not sleeping in the open is a local folktale. The efreet don't attack everyone who enters the valley because that would scare people away; instead, they pick on weak or unwary groups. The efreet do not regard the PCs as such a group.

At the Caravanserai

The caravanserai sits atop a low bluff a few hundred yards from the valley floor and the main caravan trail. On a dark night, it is possible to pass by oblivious to the caravanserai, but it is clearly visible in sunlight or moonlight.

A winding trail about 10 feet wide weaves up the front of the bluff to the main gate, with a narrower trail branching off to snake down to the back gate. The whole place is surrounded by a mud-brick wall 6 feet high. The wall is crumbling and the characters can easily find a place where they can scramble over the top. However, there is not much room on the bluff outside the wall, and groups who try to circle the caravanserai to triangulate the next segment's location are in for a difficult time; the bluff is only about 85 yards wide and 130 yards long. Unless the PCs can fly, it is impossible to accurately pinpoint the *Rod's* location.

Inside the compound an air of neglect and slow decay reigns. Opportunistic desert plants grow in every crevice where dirt and moisture can be found, walls are cracked and faded, and the ground is littered with whatever form of debris is most appropriate for the immediate area—fronds and leaves near the gardens, broken roof tiles near the buildings, and the occasional gnawed bone just about everywhere. (The bones are from the giant rats that the resident mephits occasionally catch and eat.)

The genies living in the compound keep a constant lookout for intruders and are difficult to catch unawares. Two jann lookouts are posted on top of the house (near area 13), and one jann watches each gate (areas 1 and 1a). These four jann see visitors approaching long before they arrive at the compound, unless they are invisible. Even invisible creatures are noticeable when they converse with one another, scale a wall, open a door or gate, or just walk around the littered compound. If the goatherds saw the party, the genies know they are coming, even if they are invisible when they enter the compound.

The genies do not attack immediately when they note the party; instead, they try to maintain the illusion of an abandoned compound occupied by spirits, until they are ready to launch one mass attack.

DM Note: This chapter is divided into two parts: the first part describes the areas of the caravanserai, and the second section explains the how the denizens react to the party's intrusion. As soon as the party approaches areas 10, 11, 12, or 13, the genies respond with the **Come into my Parlor** event (see page 15).

1. Main Gate

The dusty trail leading up the bluff broadens into a path covered in crushed marble that crunches under your feet. The outer wall, which has seen better days, is doubly high where the path passes through, forming a rounded arch over a gate made of horizontal iron bars and heavy, vertical timbers. The gateway is large enough for two or three mounted men to ride through at once.

One of the gate's two halves is slightly ajar, but it slams shut with a creak and a thud as you approach. There doesn't seem to be anyone around. Perhaps a freak gust of wind closed the gate; there does seem to be a pretty good breeze blowing. Or perhaps it was your own footfalls that set the gate to swinging.

An invisible jann posted here pulled the gate closed. The gate is not locked, and the party can easily pull it open again. The jann does nothing except eavesdrop on the party. He is all but silent as he flies about. The party can spot him with a *detect invisibility* or *true seeing* spell, but he is too wary to be detected by nonmagical means.

If the party spots him and reveals their perception (either by talking or pointing), he becomes ethereal and retreats to the house. Characters viewing him with *detect magic* or *true seeing* see a ghostly image walking away to the north, passing through tree trunks in area 2 before disappearing through the stable walls (area 4). Unless the PCs can become ethereal, too, they cannot follow the jann, even if they can see him.

If not detected, the jann follows the party around, noting who does what, and periodically flying to area 20 to tell the efreet what he has learned.

Jann (Genie): AC 5 (1 when invisible); MV 12, Fl 30 (A); HD 6+2; hp 32; THAC0 15 (14 with Strength



bonus); #AT 1 or 2; Dmg 2d8+4 (great scimitar + Strength bonus) or 1d6+4/1d6+4 (short composite bow + Strength bonus); SA spell-like abilities; SZ M (6' tall); ML champion (16); Int very (11); AL N (LE); XP 3,000; MM/126.

Notes: 18/80 Strength.

Spell-like abilities as 12th level caster—*enlarge* or *reduce* twice a day, and *invisibility* three times a day. Can *create food and water* once a day as a 7th level priest, and can become ethereal once a day for up to an hour.

If a jann enlarges itself, it becomes about 12 feet tall (size L) and all its damage rolls are increased by 220% (multiply damage dice by 2.2, round up, and add Strength bonus).

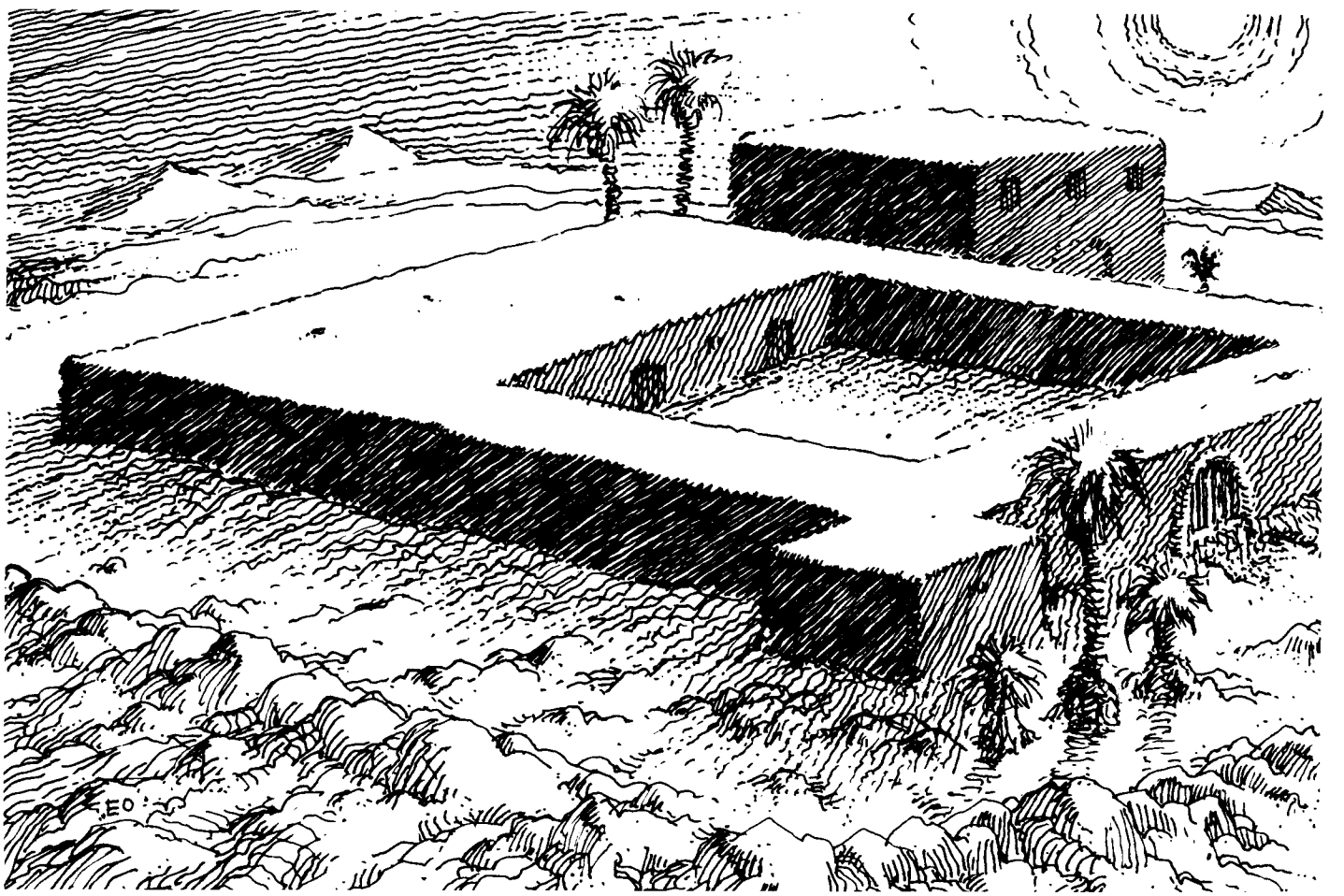
1a. Back Gate

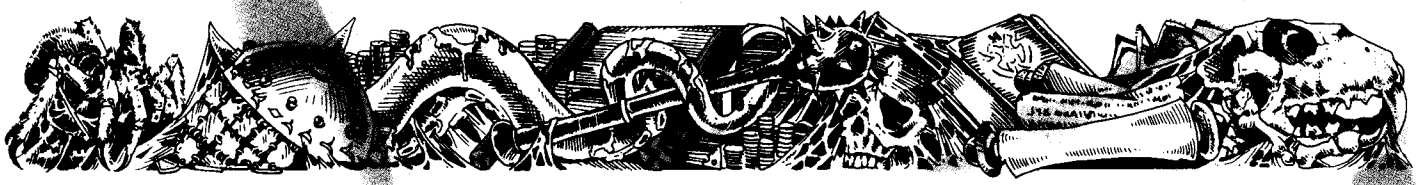
This area is similar to the front gate, except that the gate is narrower and there is no pathway of crushed marble. The gate is closed when the party approaches, and the invisible jann guard here (use the statistics listed above) makes a show of slamming the gate shut behind the characters after they enter.

2. Date Palms

Towering palm trees (about 100 feet tall) form a belt of cool shade between the front wall and the stables. The ground is littered with palm fronds and unharvested dates.

A smoke mephit is lounging in one of the trees, shirking its duties in the kitchen and sipping from a jug of wine it has stolen. If the party leaves the path, mephit flies from tree to tree until it reaches a position directly overhead. Then it drops its wine jug on a random PC and flees to area 7, chortling. The target character is hit unless he rolls a successful saving throw vs. breath weapon. If the saving throw fails, the character suffers 1d4 points of damage from the impact and is drenched in wine that turns his clothes into a sticky, purple mess. Even if the save succeeds, the character is still splashed with some wine.





Smoke Mephit (Imp, Mephit): AC 4; MV 12, Fl 24 (B); HD 3; hp 13; THAC0 17; #AT 2; Dmg 1d2/1d2 (claw/claw); SA breath weapon, spell-like abilities; SZ M (6' tall); ML average (8); Int average (8); AL LE; XP 420; MM/202.

Notes: Breath weapon can be used every other round without limit; it is a ball of smoke that automatically strikes one creature within 20 feet, causing 1d4 points of damage and blinding the victim for 1d2 rounds (no saving throw). A blinded character suffers a –4 penalty to his attack rolls and his opponents attack with a +4 bonus.

Can cast *invisibility* and *dancing lights* once a day as a 3rd level caster.

If killed, a smoke mephit disappears in a flash that inflicts one point of damage to all creatures within 10 feet (no saving throw).

3. Inner Gate

These portals are similar to the main gate. The two northern gates are smaller and have only one valve. The party can easily open them, but they creak loudly. The gates are not guarded, but the lookouts atop the house notice if they open.

4. Stables

These areas are part of a long, low brick building with a leaky tile roof. The outer doors are split into upper halves and lower halves. They are closed when the PCs arrive, but not locked. The inner doors are narrower and are latched shut. They can be broken down (with normal open doors rolls) or unlatched from the hallways running from area 5. Each 10-foot stall has a manger filled with rotting hay, an empty water trough, and rotting straw on the floor.

Near the southwest corner, three stalls (marked with Xs) each contain a pair of neglected mules. The animals are hungry and thirsty. If they hear anyone speaking or moving outside their stalls or opening doors nearby, they bray loudly. The mules have been here about a week; the genies captured them in a raid and plan to sell them as soon as they can spare a jann to take them to a city. The mephits from area 7 are supposed to feed and water them, but they don't do so very often. The mules hate mephits and kick or bite anything that even vaguely resembles them. (Most PCs don't have to worry.) Unfortunately, they associate the smell of wine with mephits, and will kick or bite a character who was splashed in area 2.

The party can quiet the mules by giving them water and feeding them. There is water in the pool in area 6 and grain and fodder in the granaries (area 5). If fed and watered, the mules become friendly (except toward characters who remind them of mephits). A *speak with animals* spell reveals the following:

- "We were walking through the rocks and carrying a lot of heavy stuff when flying things attacked. We couldn't smell anything, but we saw horses running through the air and things falling. There was a lot of noise—hoofbeats, shouting, and thunder."

- "The tall men on the air horses put halters on our humans and led them away."

- "We ran away, but a mean red horse herded us here."

- "Some awful bird men sometimes feed us, but not very often. Once in a while one of the tall men feeds us and talks to us. They told us that they own us now, and we should tell them if the bird men hurt us."

The mules are describing an attack by the jann and efreet. The "tall men" were jann, who can speak with animals naturally. The "mean red horse" was a *polymorphed* efreeti who rounded them up and brought them here. The "awful bird men" are the mephits. The mules call them that because they have big noses, like beaks, and wings. If the PCs ask, the mules tell them the bird men don't have feathers.

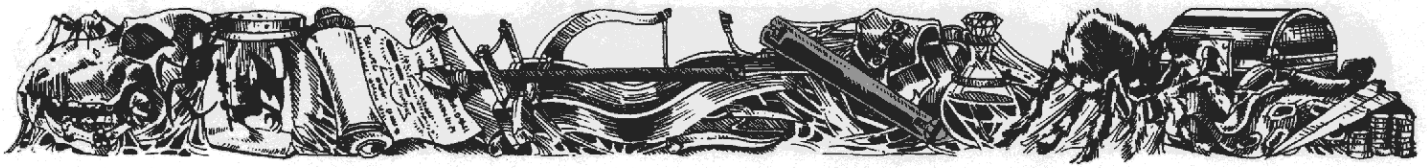
Mule (Horse) (6): AC 7; MV 12; HD 3; hp 13 each; THAC0 17; #AT 1 or 2; Dmg 1d2/1s6 (bite/kick); SZ M (6' tall); ML unsteady (5); Int animal (1); AL N; XP 65 each; MM/194.

Notes: Only attacks mephits, individuals similar in appearance to mephits, or those reeking of wine.

5. Granaries

These areas are half a story higher than the rest of the stables. Lofts about 6 feet high occupy the extra space; these contain old straw. The ground floors harbor untidy collections of hay, more straw, clay pots of grain, odd bits of tack and harness, and assorted agricultural implements. The west granary is less disordered than the east one, but only because the efreet force the mephits to maintain it.

The east granary is home to a colony of giant rats, led by the wererat Finnek. For years the wererat has



lived here with the genies unaware. The wererat views the party's arrival as an opportunity to seize control of the caravanserai. When the PCs enter the granary, they observe that they are being watched by dozens of tiny rat eyes. If they don't attack, Finnek reveals himself and takes human form.

Finnek is a conniving and untrustworthy character, but he does know a good bit about the caravanserai's owners. He can tell the party that the veiled women are medusae, and that the rest are genies of one kind or another (Finnek is unsure). He knows about the prisoners in area 10a. He can give the party the basic layout of the house, including the upstairs.

Finnek wants little in return for his information. He wants the PCs to get rid of the genies for him, something he could never do. He refuses to join in any fight, and disappears into the burrows under the stalls if confronted. For his information, he wants the party's promise to leave the caravanserai, and not to harm him or his pets.

Giant Rats (Rat) (20): AC 7; MV 12, Sw 6; HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1d3 (bite); SA disease; SZ T (2' long); ML unsteady (5); Int semi (2); AL N (E); XP 15 each; MM/300.

Notes: Bites cause a 5% chance (cumulative) of inflicting a debilitating disease unless the opponent saves vs. poison. Check once for each character when the fight is over. If the save fails, the disease takes effect in 1d6 turns. The victim loses 1 points of Strength (or 10% of exceptional Strength) immediately and one additional point each hour until Strength is reduced to 2. At that point, the character is helpless and cannot move, cast spells, or fight. Recovery requires 1d3 weeks of rest. A *cure disease* spell applied before the disease takes effect prevents Strength loss.

Finnek (Lycanthrope, Wererat): AC 6; MV 12; HD 3+1; hp 16; THAC0 17 (15 with *long sword*+2); #AT 1; Dmg 1d8+2 (*long sword* +2); SA lycanthropy; SD harmed only by silver or +1 or better magical weapons; SZ M (4_' tall); ML steady (12); Int very (11); AL LE; XP 270; MM/237.

Notes: Anyone damaged by a wererat has a 1% chance per point of damage of contracting lycanthropy and becoming a wererat. Check once for each character at the end of the encounter. Damage from both weapons and bites can infect an opponent with lycanthropy.

30-foot infravision.

Special Equipment: Long sword +2.

6. Garden

The medusae from area 16 make an effort to keep the flowers, shrubs, and trees here watered and free of weeds. The central pond is only about six inches deep, and the water is tepid and scummy.

There is nothing of value here, but if the PCs enter the compound unnoticed and are not expected (by bypassing the goatherds), one or two medusae are here tending the plants (use the statistics from area 17). The medusae are heavily veiled and act shy. They claim to be slaves and offer to conduct the party to their lord. If the PCs comply, the medusae take the party to area 13.

If the party attacks the medusae, they use their gaze weapons and try to retreat to area 13. In any case, the lookouts at the house note the goings on and quickly inform the efreet.

7. Smithy

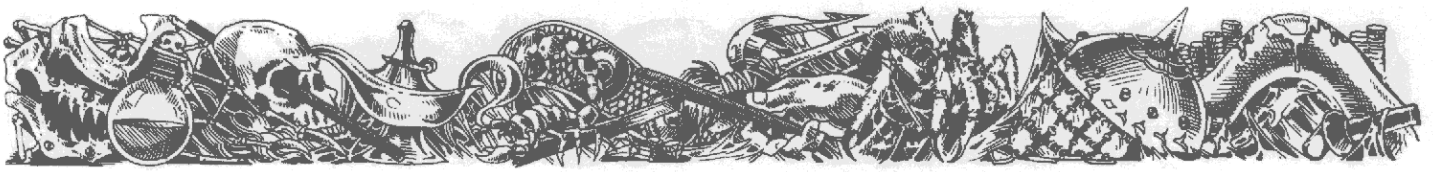
This open area has a packed clay floor, a smoking forge, and a battered anvil. A white-hot lump of matter from the Plane of Elemental Fire keeps the forge burning continuously. The efreet replenish it every few weeks. The smith is a salamander that lives in the forge. The room sees some use, but mainly serves as living quarters for the mephits, who enjoy the heat and smoke.

The mephits spend most of their days sitting on or near the forge swapping tall tales, insulting each other, and trying to think up pranks they can play on the medusae without getting petrified. The mephits don't always get away with their pranks, and there is a statue in area 16 to attest to that fact. The salamander usually stays in the forge unless there is work to do or somebody to fight.

If the efreet know the party is in the compound, the mephits have orders to stay hidden and leave the PCs alone. However, the mephits aren't good at obeying orders, and they can't resist needling the party just a bit if they get the chance.

When the PCs approach the smithy, the mephits stick their heads out the doorways and greet the PCs:

> There seems to be some sort of patio or arcade in the corner of the building you are approaching. You catch a whiff of sulphurous smoke in the air, along with a more resinous scent that stings your nostrils. Upon a brief study of the shadowy inte-



rior, you conclude that it must be a smith's shop. There is an anvil and a forge with a fire roaring inside. Three outrageously dressed humanoids squat on the floor, looking quite out of place. They quickly spring to their feet and swagger to the edge of the arcade. All three creatures wear bright green turbans and loose robes with flowing sleeves—one caftan is orange, one red, and one has red and blue stripes. The robes are sooty and threadbare, and their open collars reveal sunken, hairless chests with mottled gray skin. Slits in the back of each creature's robes accommodate a pair of small, leathery wings. The creatures have enormous, pointed ears and long, hooked noses. One of them bows with a flourish.

"Welcome, travelers, to the province's only haunted caravanserai." The other two nod in agreement. "Say, is that a dagger in your armor or are you just glad to be here?" The joke causes the speaker's two companions to giggle. "Don't worry, the only spirits you have to worry about, other than the ones they serve in the dining hall, are the ones that glow in the dark. Yep, those are mean!"

Just at that moment, two faintly glowing figures rise from the forge. They are vaguely humanoid, but look to be composed of dancing flames. The creatures, who have been nodding, glance behind them and give startled gasps.

The two mephits who aren't talking created the glowing figures with their *dancing lights* abilities. If the PCs don't fall for the ruse, the mephits use their breath weapons and fly away, shouting insults. If the party seems in the least bit concerned, the mephits scream, "Don't look, you'll go blind!" Immediately thereafter, they shout "too late" and breathe on the characters who are looking away; if no one is, they breathe on the characters closest to them and fly away to area 8. If the mephit from area 2 is here, it lurks behind its fellows and creates a third glowing figure.

The salamander stays quiet through all of this and remains hidden in the forge. If the PCs begin messing around with its forge, it attacks.

Salamander (Elemental, Fire-Kin): AC 5/3 (head and torso/snake body); MV 9; HD 7+7; hp 42; THAC0 13; #AT 2; Dmg 2d6/3d6 (spear + heat/tail + heat); SA constriction; SD immune to fire, *sleep*, *charm*, and *hold*, harmed only by +1 or better magical weapons; SW cold-based attacks inflict an extra hit point per die of damage; SZ M (7' long); ML elite (13); Int high (13); AL CE; XP 2,000; MM/103.

Notes: Fire resistance negates heat damage, reducing spear damage to 1d6 points and constriction damage to 2d6 points.

Smoke Mephits (Imp, Mephit) (3): AC 4; MV 12, Fl 24 (B); HD 3; hp 13 each; THAC0 17; #AT 2; Dmg 1d2/1d2 (claw/claw); SA breath weapon, spell-like abilities; SZ M (6' tall); ML average (8); Int average (8); AL LE; XP 420 each; MM/202.

Notes: Breath weapon every other round without limit; it is a ball of smoke that automatically strikes one creature within 20 feet, causing 1d4 points of damage and blinding the victim for 1d2 rounds (no saving throw). Blinded characters suffers a –4 penalty to their attack rolls and their opponents attack with a +4 bonus.

Can cast *invisibility* and *dancing lights* once a day as a 3rd level caster.

If killed, a smoke mephit disappears in a flash that inflicts one point of damage to all creatures within 10 feet (no saving throw).

8. Kitchen

This area has a fireplace, a table, and a washtub full of dirty water and even dirtier dishes. Three mephits are supposed to be at work here, but one is playing hooky in area 2. The mephits do all the cooking and cleaning. They try to avoid doing the dishes for as long as they can, and sometimes get away with just throwing away the dirty ones if a caravan the genies loot happens to be carrying crockery. These mephits have no stomach for fighting and flee out one of the other doors when the PCs burst in. If pursued, they use their breath weapons.

The three rooms to the west hold supplies. The southernmost room holds three cask-sized ceramic jars of dates gathered from area 2. The center room holds beverages, including several pots of sweet wine like the one that the mephit in area 2 has. The north room holds dry goods such as flour.

Smoke Mephits (Imp, Mephit) (2): AC 4; MV 12, Fl 24 (B); HD 3; hp 13 each; THAC0 17; #AT 2; Dmg 1d2/1d2 (claw/claw); SA breath weapon, spell-like abilities; SZ M (6' tall); ML average (8); Int average (8); AL LE; XP 420 each; MM/202.

Notes: Breath weapon every other round without limit; it is a ball of smoke that automatically strikes



one creature within 20 feet, causing 1d4 points of damage and blinding the victim for 1d2 rounds (no saving throw). A blinded character suffers a –4 penalty to his attack rolls and his opponents attack with a +4 bonus.

Can cast *invisibility* and *dancing lights* once a day as a 3rd level caster.

If killed, a smoke mephit disappears in a flash that inflicts one point of damage to all creatures within 10 feet (no saving throw).

9. Dining Hall

This room originally served the caravanserai's poorer (or thriftier) guests. Now, the mephits use it for dining and carousing. They have broken all the chairs and are well on their way to destroying the tables. The mephits' leavings provide good pickings for the compound's bolder giant rats. Of course, the mephits like to eat the rats. Several rats are scavenging in here; they rush the characters as they enter, hoping to drive them off. If the PCs stand their ground, the rats scatter and scurry away.

Giant Rats (Rat) (7): AC 7; MV 12, Sw 6; HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1d3 (bite); SA disease; SZ T (2' long); ML unsteady (5); Int semi (2); AL N (E); XP 15 each; MM/300.

Notes: Bites cause a 5% chance (cumulative) of inflicting a debilitating disease unless the opponent saves vs. poison. Check once for each character when the fight is over. If the save fails, the disease takes effect in 1d6 turns. The victim loses 1 points of Strength (or 10% of exceptional Strength) immediately and one additional point each hour until Strength is reduced to 2. At that point, the character is helpless and cannot move, cast spells, or fight. Recovery requires 1d3 weeks of rest. A *cure disease* spell applied before the disease takes effect prevents Strength loss.

10. Sleeping Rooms

The caravanserai's guests stayed in these chambers. Each room has a table, a rug, and three beds. Once these were snug and comfortable; now they are squalid, smelly, and infested with fleas and other crawling horrors. The furniture is rotten and worthless. The windows have shutters, but no glass. Currently, all the shutters are closed and latched from the inside.

Alert: The jann from area 13 comes out to greet the PCs when they approach this area; see the **Events** section for details.

10a. Prisoners

These two rooms have padlocked doors. Inside are six level 0 humans, chained together. The genies captured them, but have yet to transport them to the City of Brass. The prisoners are weak from two weeks of neglect and abuse and are not capable of fighting. They know very little about the compound, but reveal the following if the PCs ask the right questions.

- "Our silk caravan was attacked by a horde of screeching bowmen who rode mounts that galloped through the air. They rained arrows down upon us and scattered our beasts like chaff on the wind. Our spellcasters and guards found themselves surrounded by flame and cut off. Our archers were beginning to drive off the flying bowmen when a score of assassins appeared among us and killed our leaders. We were forced to surrender."

- "Several of the assassins—about five—threw chains around our necks and led us here. We haven't seen them since they chained us up. The tall, skinny imps bring us food and water when they feel like doing so, which isn't very often."

- "We occasionally hear people talking out in the courtyard, and sometimes women's voices, but no one has ever answered our cries."

11. Well and Garden

The flowers and shrubs here are beautiful and well cultivated; the dirt between the plants has been freshly turned, as if the garden had been weeded recently. Even in the dry season, a visitor can enjoy a variety of subtle fragrances from the blossoms.

The well is a simple hole in the ground with a stone cover. The PCs can open it easily. A large bucket anchored to the ground with a wooden stake and a 40-foot chain allows water to be drawn from the well. Hauling enough water up to keep the two gardens green and the bath filled (area 12) is a backbreaking job, but well within the capabilities of the current residents.

A statue west of the well depicts a veiled woman dancing. The figure is well made, but clearly artificial; it is not lifelike and it has a low pedestal. Years of

desert sun and wind have blurred fine details such as the eyes and the folds of its robe and veil.

Halfway between the well and the statue, the genies have buried a chest containing some of the loot taken from caravans. The chest is not locked, but it is buried under 4 feet of earth. The only way the party can find it is by digging in just the right spot or with a *ring of x-ray vision*. The chest contains 10 base 10 gp gems, 9 base 50 gp gems, 9 base 100 gp gems, 7 base 500 gp gems, and 4 base 1,000 gp gems.

Alert: The jann from area 13 comes out to greet the PCs when they approach this area; see the **Events** section for details.

12. Baths

This building has a domed roof covered in pale white and green tiles that shine brilliantly in the sun. The jann use the building to relax during the day. Sunlight filtering through tiny panes of blue and green glass in the geometric on the dome illuminates the room softly.

Inside, reflections from the large central pool play over the dome in an ever-changing pattern, and every sound creates a faint echo, giving the place an atmosphere similar to an undersea grotto. The pool is about 3 feet deep and the water feels cool on the skin. It is a perfect place to relax after a day in the dust and dirt. If the PCs got this far without being detected, four jann are here, splashing about. (Use the statistics from their quarters in area 17.) To the PCs, the jann look just like tall, olive-skinned humans.

If the PCs barge in on the bathing jann, they happily invite the group to join them in the pool, then fade from sight as they become ethereal and retreat to the house to get clothing and weapons.

Alert: The jann from area 13 comes out to greet the PCs when they approach this area; see the **Events** section for details.

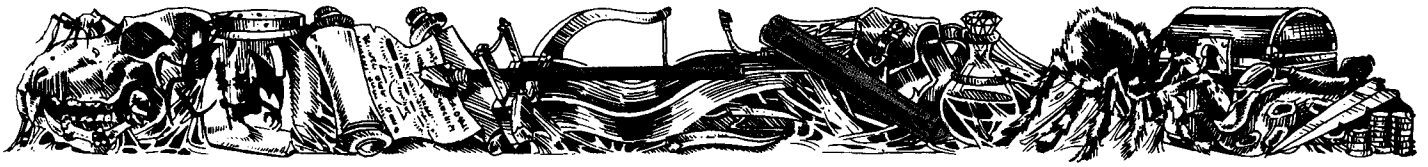
12a Private Baths

These areas are surrounded by wicker screens about 7 feet high. Each contains a stool and a round tub for taking hot baths.

12b. Disrobing Area

This area is also screened. It contains a bench and a rack for clothes. If there are jann using the pool, their clothing, armor, and weapons are here.





The House

This building is made from fired brick. The interior is dim and cool, even during the day. The ceilings are 12 feet high. All the windows are covered with lacquered wood lattices that screen the interior from view unless a character has his nose pressed right up against the lattice. Creatures inside the house can see outside clearly during daylight. The openings in the lattice are too small to admit anything larger than a grasshopper. (Note that the minimum size for a character using a *polymorph self* spell is size of a wren.) The lattices are removable, but this is not readily evident, even to elves. The PCs can pry them loose with successful open doors rolls. The caravanserai residents know how the screens work and don't need to roll.

The house's ground floor is included on Map C1. The upper floor is shown on Map C2.

13. Courtyard

This area is open to the sky, except for the central section, which is covered by a tattered awning with beige and orange stripes. Two tables and eight chairs sit under the awning. A screen similar to the ones covering the windows stands just beyond the door leading in here, and a clever jann guards the door from behind it. The screen is about 10 feet high.

Meanwhile, two lookouts are posted on top of the house. If the lookouts see the party approaching the house, examining area 10, or entering areas 11 or 12, they pass word to the guard, who immediately comes out to greet the characters; see the **Events** section.

If the PCs enter this area without being seen, the jann notices when the door opens. He turns invisible and flies to area 16 via the trap doors in the ceilings. On the way, he alerts the efreet in area 20.

Jann (Genie) (3): AC 1; MV 12, Fl 30 (A); HD 6+2; hp 32 each; THAC0 15 (14 with Strength bonus); #AT 1 or 2; Dmg 2d8+3 (great scimitar + Strength bonus) or 1d6+3/1d6+3 (short composite bow + Strength bonus); SA spell-like abilities; SZ M (6′ tall); ML champion (16); Int very (11) (lookouts), exceptional (16) (guard); AL N (LE); XP 3,000 each; MM/126.

Notes: 18/50 Strength.

Spell-like abilities as 12th level caster—*enlarge* or *reduce* twice a day, and *invisibility* three times a day. Can *create food and water* once a day as a 7th level priest, and can become ethereal once a day for up to an hour.

If a jann enlarges itself, it becomes about 12 feet tall (size L) and all its damage rolls are increased by 220% (multiply damage dice by 2.2, round up, and add Strength bonus).

14. Guard

A jann is always on guard in one of these four chambers (determine randomly). He watches area 13 through the shutters. Trap doors in the ceilings allow him to fly quickly to area 19 without being seen.

If the PCs start a fight before the genies are ready for their big attack, the jann avoids contact with the party. He waits until the PCs are engaged elsewhere, then attacks from behind.

Jann (Genie): AC 1; MV 12, Fl 30 (A); HD 6+2; hp 32; THAC0 15 (13 with Strength bonus); #AT 1 or 2; Dmg 2d8+5 (great scimitar + Strength bonus) or 1d6+5/1d6+5 (short composite bow + Strength bonus); SA spell-like abilities; SZ M (6′ tall); ML champion (16); Int very (11); AL N (LE); XP 3,000; MM/126.

Notes: 18/95 Strength.

Spell-like abilities as 12th level caster—*enlarge* or *reduce* twice a day, and *invisibility* three times a day. Can *create food and water* once a day as a 7th level priest, and can become ethereal once a day for up to an hour.

If a jann enlarges itself, it becomes about 12 feet tall (size L) and all its damage rolls are increased by 220% (multiply damage dice by 2.2, round up, and add Strength bonus).

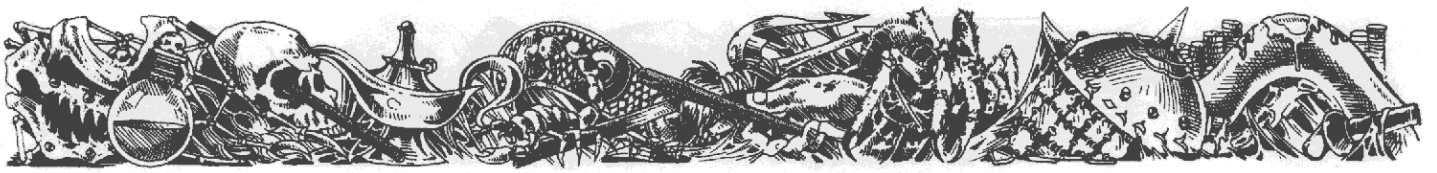
15. Entry Hall

This area is empty except for an exquisite carpet; it weighs about 75 pounds and is worth 550 gp intact. During the day, the hall is lit well enough for the PCs to see the screen, the door leading to area 16, and the curtain leading to area 17. The stairs are always visible unless the area is utterly dark.

16. Harem

The doors leading into this room open easily enough once the PCs locate the secret doors. The screen at the room's west end is similar to those covering the windows, but it is not removable. Still, the PCs can break through it with a successful open doors roll.

Unless the genies are completely unaware of the PCs, which is unlikely given how many guards and lookouts the party has to pass to get here, Naala, the



female efreeti from area 20, stops the characters before they enter this room. She steps through the normal door to the west if the PCs approach from area 15, or opens the secret door to the east and steps into the doorway if they approach from area 14:

> The portal before you opens to reveal a massive humanoid with a maw full of sharp teeth, ivory horns, and a mane of shaggy black hair. Despite its bulk, the voice is decidedly feminine.
>
> "Hold, strangers," it says. "You approach the harem of my master, Ehudi ben Gliim. Surely thou art not so rude as to enter such a place uninvited? If thou art guests and not bandits bent on savagery, I pray you retire to the courtyard, where my master will attend."

If the PCs comply with Naala's request, run the **Come into my Parlor** event. If not, Naala holds the doorway against the PCs while the medusae form up behind her and try to use their gaze weapons on the party's first rank.

Six medusae live here. If the PCs have killed or captured any medusae elsewhere in the compound, there are correspondingly less. The rooms contain divans and cushions upon which the medusae rest when not engaged in something important. There are carpets on the floor, but they aren't valuable.

There is also a statue of a leering mephit. The creature tried too hard to play a prank on the medusae and got petrified for its efforts. It is worth 200 gp if sold.

Medusae (6): AC 5; MV 9; HD 6; hp 30 each; THAC0 15; #AT 1; Dmg 1d4 (dagger); SA petrification, poison; SZ M (5 ' 6" tall); ML elite (13); Int very (12); AL LE; XP 2,000 each; MM/247.

Notes: A medusa's gaze causes a save vs. petrification or the victim is turned to stone; the range is 30 feet. Surprised characters and attackers in the front rank must save each round. If the character attempts to avoid looking into the medusa's gaze, there is only a 20% chance of meeting its gaze. Completely averting the eyes is effective, but incurs the standard penalties for fighting while blinded (–4 to hit, +4 to be hit). See the *DMG*, Chapter 9.

A medusa can strike at victims with its hair/snakes; a hit inflicts no damage, but the target must save vs. poison or die; onset time is immediate.

Special Equipment: 10d10x100 gp worth of silver and copper jewelry each.

16a. Bedchamber

This room once served as the bedchamber for the senior member of the caravanserai's harem. Now, it houses two medusae. They have comfortable beds salvaged from area 10a.

16b. Cubicles

One medusa sleeps in each of these areas. The only furnishings are thick mats woven of reeds, rugs, blankets, and pillows. None of these are valuable.

17. Jann Quarters

Fourteen jann call this chamber home, but no more than four are here at any given time. Four are always out scouting the valley for caravans to raid. Another six remain on duty somewhere else in the compound. When awake and off duty, the jann spend their time in the bath (area 12).

If the PCs are known to be in the complex, any jann not assigned elsewhere are here awaiting orders from the efreet.

The room's main area contains cushions and divans; the floor is bare. The alcove to the east contains a weapon rack filled with extra scimitars, short composite bows, and flight arrows. Any jann who have abandoned their equipment in the baths (see area 12) come here to get replacements.

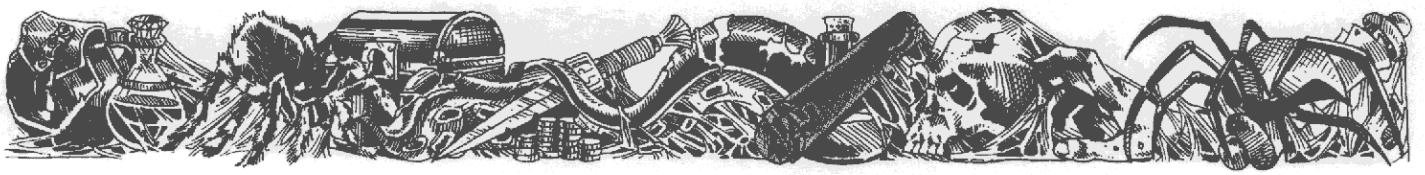
The area behind the pillars and curtains is the sleeping area. It is piled high with rugs, pillows, and blankets. Three of the rugs are valuable, but it takes a turn of searching to dig them out. Each weighs 25 pounds and is worth 50 gp.

Jann (Genie) (4): AC 1; MV 12, Fl 30 (A); HD 6+2; hp 32 each; THAC0 15 (14 with Strength bonus); #AT 1 or 2; Dmg 2d8+3 (great scimitar + Strength bonus) or 1d6+3/1d6+3 (short composite bow + Strength bonus); SA spell-like abilities; SZ M (6' tall); ML champion (16); Int very (11); AL N (LE); XP 3,000 each; MM/126.

Notes: Strength 18/50.

Spell-like abilities as 12th level caster—*enlarge* or *reduce* twice a day, and *invisibility* three times a day. Can *create food and water* once a day as a 7th level priest, and can become ethereal once a day for up to an hour.

If a jann enlarges itself, it becomes about 12 feet tall (size L) and all its damage rolls are increased by 220%



(multiply damage dice by 2.2, round up, and add Strength bonus).

18. Foyer

This area has a bare wooden floor. In daylight, the PCs can see into areas 19 and 20 from here. There is no railing protecting the stairwell, and characters stumbling around in the dark could very well fall down the stairs. (Roll 1d6 for each character; a fall results on a roll of 1 or 2.) Though the drop is 12 feet at most, falling down the stairs results in 2d6 points of damage. A successful saving throw vs. breath weapon reduces the damage by half.

Three statues line the stairwell. All are level 0 human victims of the medusae (two wagon drivers and a porter). There are two clues that the statues are petrified creatures: first, they are extremely lifelike, and second, they have no pedestals.

If the genies are forced to defend the stairwell or the courtyard, they can push these statues down the stairs or out the windows and use their *enlarge* abilities to make them more massive. An *enlarged* statue that is pushed down the stairs breaks into pieces that tumble down, inflicting 3d8 points of damage to every character on the stair. A character struck by the fragments also must roll a successful saving throw vs. petrification or be knocked to the bottom of the stairwell.

It takes one round to position a statue at a window. Any character standing directly under the window must roll a successful saving throw vs. death or be crushed underneath the statue, suffering 10d10 points of damage. Creatures of huge size or larger and all creatures who succeed with their saving throws suffer 5d10 points of damage instead.

If a statue is not *enlarged*, it inflicts 2d4 points of damage if dropped down the stairs and 3d4 points of damage if dropped out a window.

19. Sitting Room

This chamber is dimly lit by sunlight from a window on the east wall and diffuse light coming from some screens on the south wall. Several tables and chairs are strewn about, suggesting that this might have been a family room at one time. Now, however, it is piled high with jars, boxes, canvas bags, rugs, and bolts of cloth.

Standing amid all the clutter is a wooden perch with a big, black crow sitting on it. The bird regards you with a beady eye. "Hello," it says in a non-committal voice, calmly scratching its head with one claw.

The bird is an imp *polymorphed* into raven form. A *detect evil* spell reveals it to be an evil creature, and *true seeing* exposes its true form. If the party doesn't defeat it before searching the room, the imp uses its *suggestion* ability to convince a character that one of the rugs is a *carpet of flying* and that it would be a good idea to test it by jumping out the window. That's just what the character does if he fails his saving throw, assuming that the other PCs don't stop him.

If the party talks to the crow, it answers every question with a few short, cryptic words such as: "feed the mules, ingrate!" "welcome to my miserable home," and "would you like coffee?" It keeps up the domestic pet routine for as long as possible.

The caravanserai's original residents used this area as a parlor. The genies have piled up all manner of loot taken from caravans here. There are bags of coffee, jars of honey and spices, bolts of cloth, and rugs. The coffee and honey have no little value; the party could sell the 40 pounds stored here for 2-10 gp. The spices are lightweight (8 pounds) and worth 400 gp. Most of the cloth is worthless, but there are 40 bolts of silk, each weighing 10 pounds and worth 100 gp. Twenty of the carpets have no real value; they weigh 10 pounds each and are worth 2 gp each. There are 15 more carpets, however, that each weigh 25 pounds and are worth 50 gp.

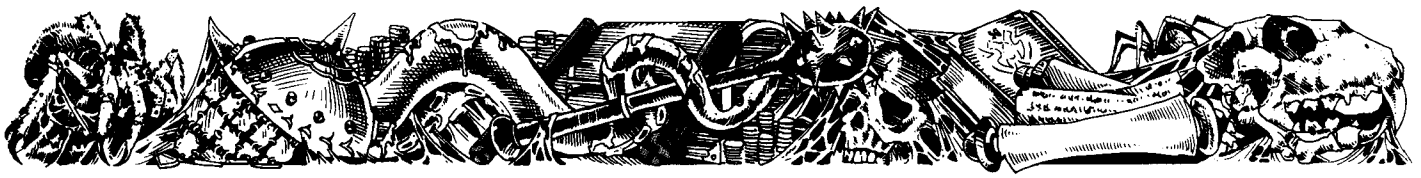
Imp: AC 2; MV 6, Fl 18 (A); HD 2+2; hp 12; THAC0 19; #AT 1; Dmg 1d4 (bite); SA spell-like abilities; SD harmed only by silver or +1 or better magical weapons, immune to fire, cold, and electricity, regeneration; SZ T (2' tall); ML average (8); Int average (10); AL LE; XP 1,400; MM/201.

Notes: Can *polymorph self* in to a raven or goat, can *detect good*, *detect magic*, or become invisible at will, and use *suggestion* once a day. All spell-like abilities function at 7th level, and the imp makes saving throws as a 7 HD monster.

Regenerates 1 hit point per round.

20. Bedchamber

This room is similar to area 17, but the two efreet live here. When not raiding caravans, they lounge on the furniture in the main area and sleep on the cushions behind the curtain.



The alcove behind the curtain also contains the petrified form of Asaph abdul Anat, the jackalwere mentioned in the introduction to this adventure. The genies can drop this statue on opponents below them as described in area 18. When the statue breaks, however, the *Rod* segments become separated from the stone and can be recovered easily. Asaph had the segments under his cloak when he was petrified, and it isn't apparent that he has the *Rod* at all.

Efreet (Genie) (2): AC 2; MV 9, Fl 24 (B); HD 10; hp 50 each; THAC0 11; #AT 1; Dmg 3d8 (fist); SA spell-like abilities; SD resistant to fire; SZ L (12' tall); ML champion (16); Int very (12); AL N (LE); XP 8,000 each; MM/126.

Notes: Spell-like abilities as 20th level caster—grant up to three *wishes, invisibility,* assume gaseous form, *detect magic, enlarge, polymorph self,* and *wall of fire,* all once a day. Also once a day can create an illusion with visual and audial components that will last without concentration until dispelled or touched. Can *produce flame* and use *pyrotechnics* at will.

Immune to all forms of nonmagical fire and to fiery breath weapons. Magical fire attacks inflict –1 hit point per die of damage (no minimum per die, a roll of 1 inflicts no damage). Fire-based attacks also suffer a –1 attack penalty.

If an efreeti enlarges itself, it becomes about 36 feet tall (size G) and all its damage rolls are tripled.

Special Equipment: Ring of telekinesis (25 lb capacity) (Ibbitsaad), *potion of diminution* (Naala). Each efreeti also carries a lock of the other's hair. If the PCs recover these, they can use them to make the glyphs required to join segments of the *Rod. (The hair was freely given, just not to the PCs.)*

Asaph abdul Anat (Jackalwere): AC 4; MV 12; HD 4; hp 19; THAC0 17; #AT 1; Dmg 2d4 (bite) or 1d8 (scimitar); SA sleep gaze; SD harmed only by iron or +1 or better magical weapons; SZ M (6' tall in human or hybrid form) or S (3' long in jackal form); ML steady (11); Int very (12); AL CE; XP 270; MM/210.

Notes: Unsuspecting creatures who meet the jackalwere's gaze must save vs. spells or fall asleep for 2 turns. The jackalwere can kill an undefended, sleeping victim in one round. The gaze works on all living creatures regardless of hit dice. Frightened, suspicious, or hostile creatures are not unsuspecting. Elven and half-elven resistance to sleep effects applies. The gaze's range is 3 to 10 yards, depending on the light available.



Special Equipment: Segments 4 and 5 of the *Rod of Seven Parts.*

Events

It is likely that the PCs will be observed from the moment they enter the compound. Even should they sneak in unnoticed, the guards and lookouts undoubtedly will note their activities (opening doors, tramping around the grounds, talking, fighting giant rats and mephits, startling bathing jann, etc.). When the genies become aware of the party, they stage an elaborate ruse to make the PCs think they're dealing with a group of friendly spirits, not hostile genies. Once the characters are taken in, the genies attack.

Come into my Parlor

As explained previously, when the PCs approach or enter areas 10, 11, 12, or 13, the jann guard at area 13 goes to greet the party. Using his ability to fly and to travel ethereally, the guard walks directly to where the PCs are standing, slowly materializing into view. Though he appears to be walking, he actually is flying, so his footsteps do not leave prints or make noise:



Hospitality

A ghostly figure comes into view, seemingly walking out of the wall to your west. Your visitor is a towering man with a neatly trimmed beard and smiling eyes that drink you in. He is dressed in a turban and desert robes and wears a jeweled dagger in his belt. As he approaches, he seems to become more solid, but you notice that his sandaled feet make neither mark nor noise on the crushed marble pathway.

"Welcome to my miserable home!" says the man cheerfully. I am Ehudi ben Gliim, unworthy keeper of stables, and provider of lodgings and entertainments for travelers such as yourselves." The man bows deeply, and you see the hilt of a dagger protruding from between his shoulder blades. "It was generous of you to come; we get so few visitors now that the vengeful spirits haunt the vale below. Alas, my servants have nothing prepared, but if you would kindly follow me to the courtyard of my lowly house, coffee shall be brought, music shall be played, and my slothful servants shall prepare rooms, draw baths, and tend to any steeds you may have." He bows again, the dagger hilt flashing in the sun.

The dagger between Ehudi's shoulder blades is real enough; it has been driven into a thick pad under his robe. If the PCs speak with Ehudi, he has the following responses:

• "This place is called al Ehudi, the house of Ehudi. It is the only waystation in the valley, and you are honored guests."

• If the party asks or complains about the mephits, Ehudi apologizes. He explains that after the arrival of the spirits, most of his human staff fled. When the "winged fellows" arrived, Ehudi pressed them into service.

If the mephits have offended the party deeply, Ehudi offers to summon them so that the PCs may beat them for their insolence. If the PCs accept, Ehudi whistles and all the mephits in the complex come running and flying. They all look exactly alike to the PCs. Ehudi produces a leather strap and suggests that the party beat them all to teach them manners. He offers to do it himself if the characters don't wish to exert themselves in the heat. The mephits squirm and howl if beaten with the strap, but are unharmed.

• If the party mentions the pathetic state of the mules in area 4, Ehudi flies into a rage, dances about, and shouts curses. He promises to beat his miserable servants until they beg for mercy.

If the party presses the issue, he explains that the mules were left in his care by some roguish-looking merchants who didn't know when they would return for them. If left long enough, they will become Ehudi's property.

• If the party mentions the prisoners in area 10a, Ehudi appears perplexed. He has no prisoners and no guests other than the PCs. If the characters have the prisoners with them, Ehudi says he assumed that they were the party's slaves.

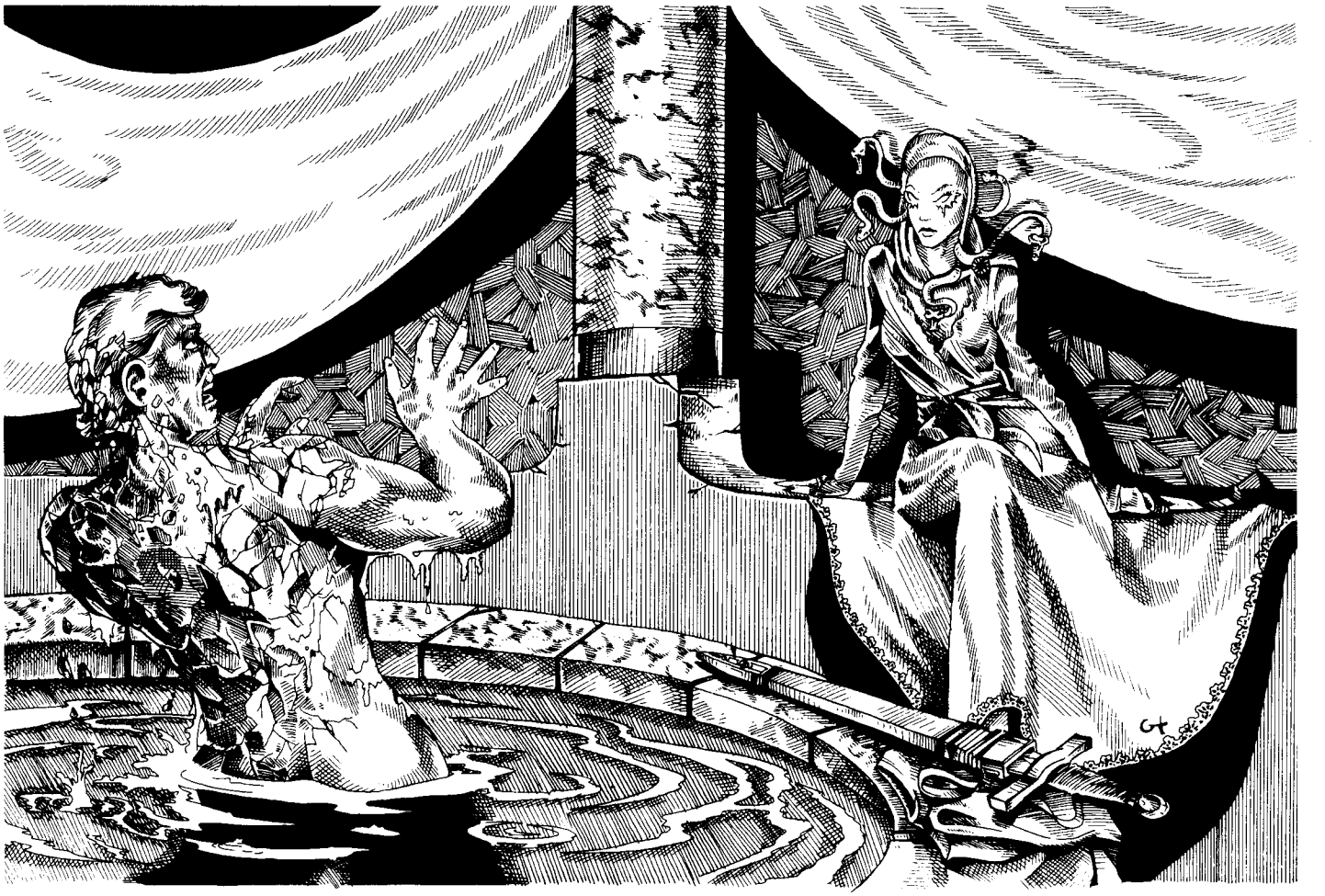
For their part, the slaves don't recognize Ehudi, but they say he looks a lot like one of the spirits who attacked them. When he hears that, Ehudi feigns confusion. He wonders aloud how people imprisoned by spirits could have come here. Then he turns invisible and flies away. The genies attack when he disappears (see below).

• If the PCs ask about the dagger in Ehudi's back, he looks puzzled. He explains that some bandits swept through the compound last week, but he stood them off. He passed out after being wounded in the back, and when he awoke, the bandits were gone and he and his guards were unharmed. The bandits occasionally return, but they always are driven off.

Ehudi is playing the role of an innkeeper who doesn't realize that he is a ghost. If the PCs insist on pulling the dagger out of his back, he allows them to do so. When they yank it out, they have a rusty dagger with an old blood stain on the point. Ehudi is amazed, but then laughs and congratulates the character on an amazing bit of sleight of hand. He doesn't allow the PCs to examine him.

Although he is evil, he is not evil enough to be detected with a *detect evil* spell, even when plotting the party's downfall. A successful *detect lie* spell eventually will catch him.

After a few minutes of conversation, Ehudi once again invites them to the courtyard for coffee. He is insulted if they refuse. He peevishly explains that the party's rooms cannot be made presentable for quite some time. Then he relaxes and asks the characters if they would like to bathe before joining him for coffee. If they again refuse, he signals his compatriots to attack (see below).



If the PCs accept Ehudi's invitation to coffee, proceed to the next event.

Coffee in the Courtyard

If the PCs accept the invitation to coffee, Ehudi leads them to a table in the courtyard, where he bids them to be seated. When he claps his hands, two heavily veiled women walk through the west door bearing a pot of strong, sweet coffee and a cup for each PC and one for Ehudi. The women are medusae. They set the coffee service in front of the PCs and withdraw. Ehudi serves the coffee himself, motioning the PCs to wait until he has sampled the brew. He drains his cup, smacks his lips, and then bids the PCs to drink. The coffee pot rises on its own and refills his cup. (Ibbitsaad accomplishes this from area 18 via his *ring of telekinesis*.)

Ehudi delays the PCs as long as he can. He asks what brings them here and invites them to relate the tale of their journey so far. If the PCs run out of small talk, he claps his hands and three dancing girls (medusae) enter the courtyard. They perform to music provided by a jann hiding in area 15; the jann is a proficient musician who uses a set of *pipes of sounding* to make the music seem to come out of thin air in the courtyard. It sounds as though a whole group is playing.

If the PCs don't start a fight, Ehudi eventually (after about a half hour) announces that the party's rooms are ready and leads them to area 10. He offers the characters the two rooms at the south end. If the characters balk at staying in two rooms, they can stay in one, but Ehudi explains that they will have to sleep two to a bed. If the party members all want separate rooms, Ehudi explains that the lack of business has forced him to close the other rooms and these two are the only ones available. If the PCs are displeased, Ehudi apologizes profusely, beating his breast, tearing his hem, and eventually kneeling and throwing sand in his eyes. He keeps this up until the PCs relent.

When the PCs are settled, Ehudi once again offers them baths.

All Washed Up

If the PCs accept the offer of a bath at any point, Ehudi directs them to area 12. One veiled medusa for each bather awaits with towels, soap, and bathing



garments. (There are only six medusae in the compound, however.) The characters are directed to leave their equipment in area 12b and get into one of the tubs in area 12a. (Two characters will have to share a tub if there are more than six.)

Once the characters are out of sight, two or three mephits snatch the PCs' equipment and drop it down the well. A single mephit can carry one person's equipment and drop it down the well each round. The PCs can hear someone moving around, and if they peek out the doors or over the screens they can see their belongings being taken.

As the mephits are carting away the last of the party's equipment, the medusae walk in on the PCs and unveil, hoping to petrify the characters. That done, the medusae and the rest of the mephits retreat to area 16, where the mephits use their breath weapons and the medusae use their gazes on the unblinded. While all this is going on, the genies attack.

Items dropped down the well fall 40 feet into a water-filled, circular cavern about 20 feet wide and 15 feet deep. There is a thick layer of mud covering the cavern floor, and the mephits weight the equipment to be sure it sinks.

The shaft is only about 2 feet across, and very smooth and slippery. It cannot be climbed and is too small for man-sized or larger creatures to fly or levitate down. The characters can get their things back if they can get down to the cavern, but it takes one character a full turn to locate all the items in the muck at the bottom. If a character is searching for a particular item, there is a 10% (cumulative) chance each round that it is included in whatever the character dredges up. A character using a *detect magic* spell can find all the magical items in the well in five rounds but still must spend another five rounds looking for the non-magical equipment.

Dancing the Night Away

If the PCs don't accept Ehudi's offer of a bath, he wrinkles his nose and excuses himself while he goes to see about preparations for a meal.

Soon after, a parade of servants arrives at the party's rooms carrying an array of platters and covered dishes. The party is being served a multi-course meal that will take hours to finish. If the PCs eat it, it will be dark by the time they finish eating and they will be too sleepy to do much. The food isn't drugged; the characters are just naturally tired after eating so well. The PCs can post sentries if they wish, but they are so stuffed and tired they don't really care to do anything but sleep.

If the PCs refuse the food, the genies attack.

If the PCs eat and fall asleep, have each character roll a check vs. one half his Wisdom score. Characters who succeed awaken in the night and hear music in the courtyard; those who fail remain asleep. Characters who stayed awake for guard duty don't need to roll; they hear the music.

Any PCs who investigate the music see six women in filmy clothes and veils dancing in the garden (area 11). There are no musicians in sight. The dancers are medusae, and they unveil and try to petrify the PCs as soon as they come out to see the show. When the characters react, the genies attack.

The Attack

While Ehudi speaks to the PCs, all the genies and mephits in the compound gather at the house. The medusae remain in area 16 until called, and the genies and mephits gather in area 20. Everyone stays out of sight, and the PCs don't notice a thing unless they have some way of viewing the entire compound.

Two of the jann hurry to area 10 to prepare two rooms for the party. They bring fresh linens and rugs from area 19 and refurbish the two rooms at the south end of the compound. This takes about 20 minutes. Two more jann remain in area 15, eavesdropping on the group and creating food and drink for Ehudi's little party. The efreet are in area 18, also eavesdropping. They can view the party through the holes in the awning.

The mephits and the imp are in area 19, waiting for the signal to attack.

The five remaining jann fly behind the baths (area 12) and hide behind the dome, waiting for the signal to attack. The jann who are preparing the rooms join them when they are finished, as do the jann from area 15 if the party leaves the courtyard (area 13).

The genies attack when Ehudi signals, when the party attacks Ehudi, or when they just plain get tired of waiting. Their first targets are characters who are in area 13; they worry about flushing any PCs out of buildings when they finish with the ones outside.

When the attack begins, the efreet move to area 20, where they can see both area 13 and area 11. One efreet creates the illusion of 20 horse archers galloping through the air and raining arrows down on the



party. They enter from the east, fire arrows, then turn south and come around for another pass. Ehudi, if he is with the party, pretends to be enraged and calls for his bow, which floats out of the house to him (carried by an invisible jann). During the illusory barrage of arrows, the real jann who are flying over area 12, invisibly, launch arrows of their own. The illusory horsemen ignore spell effects, but they respond to missile or melee attacks as long as the efreeti concentrates on the illusion. If a character actually touches one of the horsemen, they all disappear; attacks with weapons don't count as touching the illusion.

Characters who are looking at the flying horsemen won't notice the real arrows or the jann, even when the jann become visible, unless the players specifically state that the characters are looking around. Note that the jann have to move west to attack characters in area 13.

Any character who seems suspicious of the illusion becomes the target of the imp's *suggestion* ability. The imp suggests that the horsemen are a serious threat and *must* be eliminated. The suggestion carries a saving throw penalty of –4. If the character fails his saving throw, he must attack the illusion in the most effective way possible for 1d4+1 rounds. The other efreeti uses its *wall of fire* power to surround the party's spellcasters in a ring-shaped *wall of fire* with the hot side toward the inside.

On the archers' second pass, they feather Ehudi with arrows and he vanishes into thin air; Ehudi has turned invisible and flown up to join the jann archers. After "killing" Ehudi, the archers turn south as before, but disappear behind the bluff.

The next round, they return from the east again and make another firing pass, bringing another 20 horsemen. The second efreeti has created an illusion of more horsemen; the first has dropped the original illusion and is ready to drop a *wall of fire* on the PCs.

After the second *wall of fire* is used, the genies *enlarge* themselves and close in to melee. The illusory horsemen continue circling the compound and firing for the rest of the day, but they no longer react to any attacks. The surviving medusae and mephits circle around to the party's flank or rear and attack. They avoid melee, using their gaze attacks and breath weapons when possible.

The efreet fight to the death; the jann fight until the efreet are killed, then escape to the ethereal plane. The imps fly away when the genies flee, and the medusae do their best to withdraw. If Ehudi survives this long, he cannot escape with the other jann because he already has made a trip to the ethereal today, so he surrenders instead.

Illusory Horsemen (40): AC 2; MV 10, Fl 48 (A) (illusory speed); HD 5; hp 20 each; THAC0 11 (illusory combat effectiveness); #AT 1; Dmg 1d6 (flight arrow); SD ignore spell attacks except *dispel magic*; SZ L (horse and rider); ML n/a; Int n/a; AL N (LE); XP nil.

Notes: When "killed," horse and rider fall out of the air. All damage inflicted is illusory. Illusory damage persists for a maximum of 1d3 turns. If a character is reduced to zero hit points or less by illusory damage, he falls unconscious and must pass a system shock roll. If the roll fails, the character dies; otherwise he falls unconscious and reawakens after 1d3 turns with all illusory damage healed.

Troubleshooting

If the PCs try to retreat from the compound, the genies pursue.

In any case, the genies abandon the compound after a major confrontation. They take the prisoners form area 10a with them but leave everything else behind. Finnek the wererat (area 5) is ecstatic.

Because the *Rod* is part of a statue, some groups might become frustrated when searching for it. If the party has captured Ehudi, the jann suggests that one of the statues might have what they want. Alternately, Arquestan or Qadeej could arrive and help them out. In any case, Ehudi tells the party where the gems in area 11 are buried, just to get into the party's good graces.

Nobody except Qadeej knows for sure what would happen to the *Rod* if Asaph's statue is broken. Arquestan is likely to suggest that the party restore all the statues. One of the wagon drivers has already failed his system shock roll and is dead, but assume the rest have succeeded (including Asaph). Asaph will gladly hand over the *Rod*. He believes it to be valuable, but has no idea what it does. He explains that he got it from a giant he killed. (This is not true, he actually got it from a wizard he killed.) He is very interested in learning more about the *Rod* and offers to join the PCs. If they refuse, he slinks off into the desert, muttering; if they accept, he bides his time, then attacks, using his gaze attack and trying to devour his victim on the spot.

THE FORGOTTEN TEMPLE

The *Rod's* sixth segment rests in a pocket dimension created by the baatezu Ulthut, a pit fiend. The *Rod* segment came to Ulthut's attention many years ago, when a supplicant brought it to a temple dedicated to evil. When the priests at the temple began experimenting with the segment, a horde of spyder-fiends swept over the area. The spyder-fiends would have seized the segment had Ulthut and a score of lesser baatezu not intervened.

The battle destroyed the temple, and Ulthut was left with dealing with the *Rod*. Ultimately, Ulthut and his associates decided it would be best to keep the segment somewhere safe, but not anywhere in Baator (the baatezu's home plane), as this would encourage the Queen of Chaos to invade Baator and contribute to the Blood War. The queen's quest for the *Rod* had long caused her to largely ignore this ancient feud between baatezu and tanar'ri, and Ulthut and his fellow pit fiends have no desire to change that situation.

The baatezu decided to create a pocket dimension for the *Rod* segment that was secure against intrusions from spyder-fiends and other tanar'ri. Ulthut himself and a handful of servants would watch over the segment. Ulthut knows how to use the segment's *hold monster* power, and has employed it over the years to secure an odd collections of denizens for the pocket dimension.

Ulthut and his servants defend the segment from mortals who are too stupid or too weak to prevent it from falling into the queen's hands, but the pit fiend will surrender it to any lawful group who seems capable of evading the queen. If such a group proves powerful enough to confront and slay Miska, one of the most powerful of the tanar'ri, the baatezu will have disposed of a powerful enemy.

Even if an attempt to slay Miska goes astray and the wolf spider is released, the baatezu would still be pleased. Miska would reopen the war between Law and Chaos on the Prime Material Plane, not on the lower planes, where the Blood War rages. The baatezu would welcome such a drain on tanar'ri resources.

Searching for the Pocket Dimension

The fifth segment of the *Rod* points to the gate into the pocket dimension. The gate is located in or near any city, possibly the city in which the *Golden Cockatrice* lies (see **Book I**).

The foundations to the temple still stand, surrounded by a small graveyard. The whole area has been fenced in. The gate in the fence doubles as the portal to the pocket dimension.

If the PCs don't have the fifth piece of the *Rod*, Arquestan can direct them to the site. He does not know for sure if there is a part of the *Rod* here, but he knows the spyder-fiends attacked the place for *some* reason. He suspects that the ruins might house some kind of dimensional gate or portal that will lead the group to the sixth piece.

In either case, the group can easily pick up the story of the temple's demise when they reach the city where it is located. Any local can tell them the following:

- The temple and cemetery were dedicated to an evil deity. The worshippers and priests there were not well-liked, but everyone believed it was best to have someone around who could keep the deity happy.

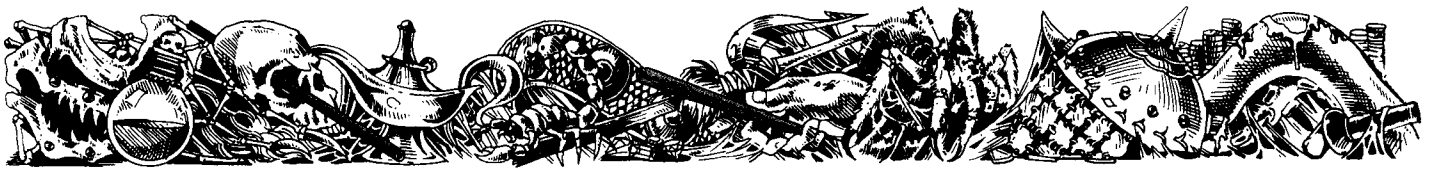
- Fifty years ago, a horde of horrible fiends with spider bodies and wolf heads appeared out of nowhere and swarmed all over the place. They massacred everyone in the temple and tore the place apart, stone by stone. Then they left as quickly as they came.

- The fiends probably served a rival deity.

The first two points are accurate. The last is a local speculation. A particularly knowledgeable person, such as a sage, priest, or bard, would tell the PCs that the fiends were drawn by something the priests at the temple had discovered.

About the Pocket Dimension

The pocket dimension is a tiny universe similar in nature to the Prime Material Plane. Inside, characters find the temple and its grounds in pretty much the same condition they were before the spyder-fiends attacked, except that the area is perpetually cloaked in the dim, blue light of a waxing moon. The entire universe is a block 220 feet wide, 280 feet long, 250 feet high, and 250 feet deep. An iron fence about eight feet high marks the universe's boundary at ground level, but the barrier is invisible everywhere else. Characters trying to break though the fence, jump over it, or tunnel under it meet an invisible and unbreakable barrier. No amount of strength and no force of magic that the characters can summon can penetrate this barrier at a point other than at the gate. Trying to exit the universe at any other point produces a similar result.



Inside the pocket dimension, conditions are similar to an autumn night. The air feels cool and a little humid, but not uncomfortably so. The grass on the grounds is damp to the touch as if from morning dew. The air is clear and maximum visibility is about 100 feet (see *PHB*, table 62). However, these conditions are forever fixed; no sun will ever rise.

DM Note: The pocket dimension is not part of the Prime Material Plane, and the Queen of Chaos's *chaos gate* power (see **Book III**) does not work inside it.

About the Temple and Grounds

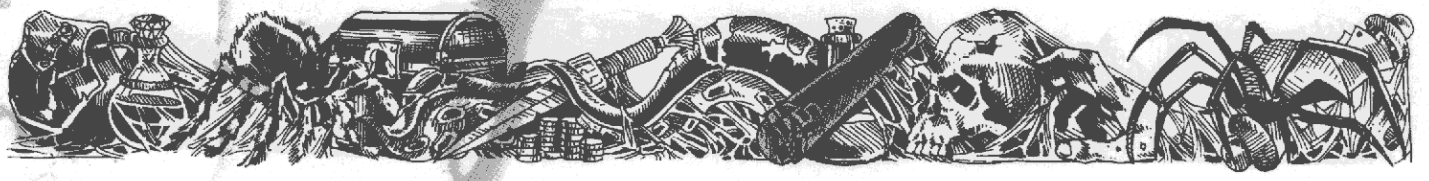
The original temple was dedicated to an evil deity; the DM is free to choose one appropriate to the campaign, but gods of death, war, disease, or blood fit the site best. If it all possible, the deity should be a notorious one, whose evil is well known to the players.

The temple ruins exist normally in the Prime Material Plane; characters standing outside the fence see only the graveyard and ruins. The characters can bypass the gate and examine the ruins if they wish, or they can pick the lock in the gate and just walk into the area. Nothing the characters do on the Prime Material Plane affects the pocket dimension in any way. The reverse is also true; the pocket dimension is an artificially created reality, not a portal through time. Groups who explore the ruins on the Prime Material before proceeding into the pocket dimension might have an advantage, but they expose themselves to some dangers as well.

The DM maps (C3-C6) show the temple as it exists in the pocket dimension; the DM/player map (Card 3) shows the temple as it exists on the Prime Material Plane. The text for the adventure begins with complete information for the major encounter areas in the pocket dimension. Notes for the corresponding area on the Prime Material Plane follow in their own section at the end of the area description (if the area exists on the Prime Material Plane at all and has not been destroyed).

Alert: Two of the temple's residents undertake patrols. Anytime the party spends more than a few rounds in areas 3, 5, 15, or 19, there is a chance that the mummy Deitrich (see area 9) makes an appearance. With every turn that the party remains in one of these areas, there is a cumulative one in six chance he arrives to survey the area. Meanwhile, Ulthut the pit fiend





checks areas 4, 7, 11, 14, and 17 regularly, with the same chance of encountering the party (see area 10).

Tracking the Rod

While the PCs are on the Prime Material Plane, the fifth segment of the *Rod* always points to the gate; once they enter the pocket dimension, the fifth segment indicates direction in which the *Rod* lies, provided the segment isn't within the 70-yard minimum distance. Ulthut carries the sixth piece, and he is likely to be in area 10 or 14 when the PCs arrive, but as noted above, he travels throughout the temple. The characters quickly move into the minimum distance as they proceed inside.

Through the Portal

Anyone carrying part of the *Rod of Seven Parts* (and any baatezu) who walks through the gate steps through the portal into the pocket dimension. A brief flash of energy proclaims the character's disappearance. Anyone who dashes through the opening while it is flashing enters the dimension, too. It does not make a difference which direction the *Rod* bearer is traveling. The *Rod* bearer and his friends can leave anytime just by walking through the gate again. If the *Rod* bearer stumbles through the gate without his party, he can step right back out and get them. Some sound carries though the gate, and shouting on one side can be heard as whisper on the other.

Read or paraphrase the following when the *Rod* bearer steps through the gate into the pocket dimension:

> There is a brief flash and a faint tingle of energy, like a shock of static, as you pass through the gate. On the other side, things are . . . different. It is dark, but a nearly full moon illuminates the scene. Where only moments ago you saw the wrecked foundation of a great building, you now see a lofty edifice with looming towers and banks of stained glass windows. The flagstone path at your feet is spotless, new, and weedless. The dewy grass is neatly trimmed, and where once were headstones, there is now nothing but manicured lawn.

A look back through the gate reveals darkness beyond. If the *Rod* bearer pokes a finger or other appendage back through the gate, he opens the portal and can get a brief glimpse of the Prime Material, but there is a 50% chance that he will be drawn back there. The PCs can repeat this process as many times as they wish. It might take several trips through the gate to get everybody into the pocket dimension, especially if skittish characters jump back from the portal when it flashes. If the party was marching through the gate and the *Rod* bearer was not in the first rank, the first characters in the first rank probably will be left behind unless they immediately turn around and jump through the portal before it closes.

If the characters go back and forth through the portal more than a few times, Jory (the disguised spyder-fiend from the next section) notes their antics.

On The Grounds

The grounds are quiet and bathed in moonlight when the party steps through the portal. The lawn appears well-kept, but nothing other than perfect blades of grass grows in the earth. Nothing lurks out here.

On the Prime: The grounds are a neglected cemetery. Grass and weeds grow profusely with an overfed, unhealthy look. The flagstone paths show through the weeds, but they are slowly succumbing to the encroaching vegetation. Headstones from numerous graves are lost in the tall grass, having fallen over or sunk into the turf.

Examining the grounds reveals very little. The headstones have unfamiliar names and cryptic, derogatory epitaphs such as: "Here lies Bettrand of Alantes, poorly rich and meanly superior." If the party actually goes to the trouble to dig up any of the old graves, they find bodies which are largely decomposed. Upon close examination, it becomes clear that the corpses suffered violent deaths.

At night, a pack of ghouls and ghasts prowl the area and attack almost anything living. (They have learned to avoid the spyder-fiends.) During the day, they retreat to area 19. When the ghouls see the party disturbing any of the graves, they attack the party to defend their food supply.

Ghouls (13): AC 6; MV 9; HD 2; hp 9 each; THAC0 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA paralysis; SD immunities; SW blocked by *protection from evil*, subject to holy water and turning; SZ M (5'-6' tall); ML steady (11); Int low (5); AL CE; XP 175 each; MM/131.



Notes: Touch causes a save vs. paralysis or become paralyzed for 1d6+2 rounds. Elves are immune to the paralysis.

Immune to *sleep, charm, hold,* cold, poison, and paralysis. A hit with a vial of holy water inflicts 1d6+1 points of damage.

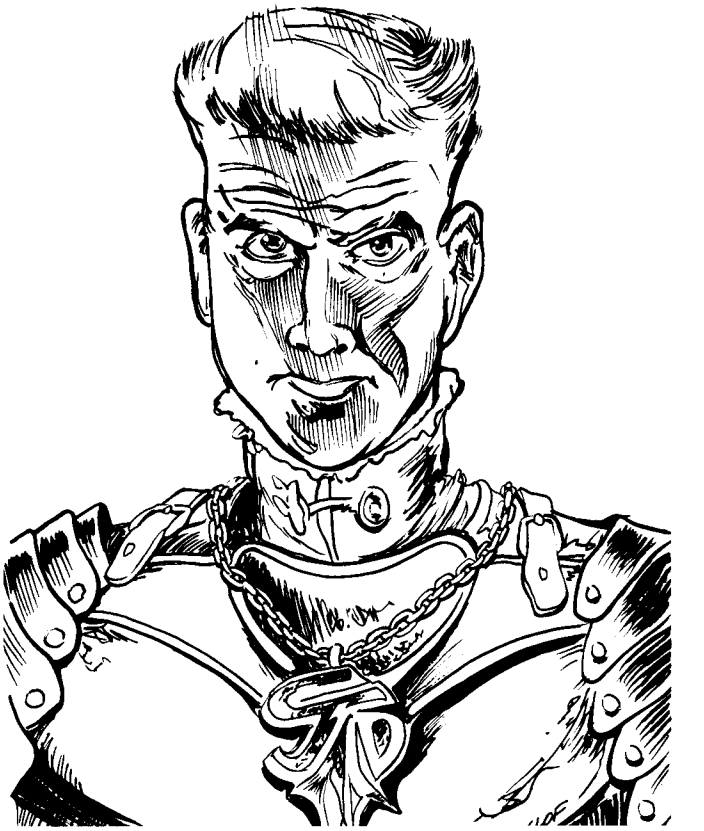
Ghasts (Ghoul) (2): AC 4; MV 15; HD 4; hp 18 each; THAC0 17; #AT 3; Dmg 1d4/1d4/1d8 (claw/claw/bite); SA paralysis, stench; SW cold iron weapons inflict double damage; SD immunities; SW subject to holy water and turning; SZ M (5'-6' tall); ML elite (13); Int very (11); AL CE; XP 650 each; MM/131.

Notes: Touch causes a save vs. paralysis or become paralyzed for 1d6+4 rounds. Elves are *not* immune. Exudes a carrion stench in a 10-foot radius. Living creatures in the radius must save vs. poison of suffer a –2 attack penalty for the duration of the encounter.

Immune to *sleep, charm, hold,* cold, poison, and paralysis. A hit with a vial of holy water inflicts 1d6+1 points of damage.

Meanwhile, a lycosidilith *polymorphed* into human form observes the temple around the clock. It cannot use the portal, but instead it keeps an eye on the grounds. If it sees the party using the *Rod,* it returns to the Steaming Fen and gathers reinforcements, returning 2d4 rounds later via one of the Queen of Chaos's *chaos gates* (see the **Chaos Gate** adventure from **Book III**). If the PCs have passed through the portal in the interim, he waits near the gate for their reappearance.

Each turn the party spends exploring the site, there is a 10% chance that the PCs catch sight of the fiend peeking at them. Unless they attack, he calmly approaches the party and introduce himself as Jory Staable. He claims to be a vampire hunter here to investigate the area. If the PCs ask him about the site, he tells them what any other local would (see page 20). He says he is more interested in the site's rats and occasional reports of undead. He says he is sure there is a vampire hiding in this unhallowed place somewhere. After speaking with the PCs for a short time, he complains that the party is making too much noise for him to continue his investigation and walks away. Thereafter, he turns invisible and shadows the PCs.

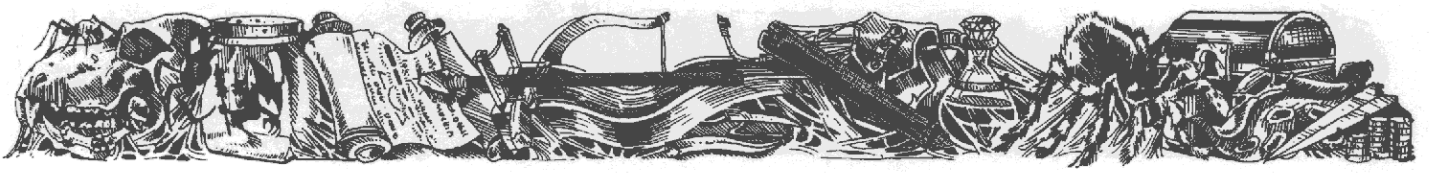


Jory Staable (Tanar'ri, Spyder-Fiend, Lycosidilith): AC 10 (no armor in *polymorphed* form) or –4; MV 12 or 18, Wb 15, Cl 9; HD 10+6; hp 51; THAC0 9 (8 with *short sword +1*); #AT 2 or 3; Dmg 1d6+7/1d6+7 (*short sword +1*) or 2d4/1d6+7/1d6+7 (bite/*short sword +1*); SA spell-like abilities at 10th level, poison, gating, webs; SD webs, harmed only by +2 or better weapons, immunities, invisibility detection; SW suffer full damage from iron weapons and half damage from silver weapons; MR 60%; SZ M (5' 6" tall) or L (8' long); ML champion (15); Int exceptional (16); AL CE; XP 22,000; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error, cause fear* (in a single creature by touch), *invisibility, telekinesis*; three times a day—*forget, mirror image, polymorph self,* always active—*infravision* (90-foot range).

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the opponent develops a festering sore after 2d8 hours, losing one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The opponent suffers a –3 penalty to Dexterity for 2d6 rounds.

Gate ability works three times a day with a 60% chance of success; it summons 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1 lycosidilith.



Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures; *entangle* effect in a 10'x50'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds—*glitterdust* effect (range 40 yards); every three rounds—*web* effect (range 50 yards). All webs have only a 50% chance to burn if attacked with fire. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic (50-foot radius).

Personality: Nosy, reckless, focused.

Special Equipment: *Short sword +1.*

First Floor

This area has vaulted ceilings and lots of stained glass windows. The stonework is mostly marble and granite; the windows are *glassteel* and not terribly pleasant to look at, showing scenes of death, suffering, and carnage. They reminded worshippers what would await them if they offended their deity.

Moonlight filtering through the windows fills the interiors with thick masses of blue and brown shadows. Normal vision extends about 50 feet. Sound carries well on this floor; a normal conversation is audible 70 feet away, and combat can be heard anywhere in the building unless there is a closed door between the fight and the listener.

Teleporters: The colored ovals marked with Ts are teleporters. They look like thin brass plates set into the floors and are activated when a being steps on one, then turns to face west. If the user already is facing west he must turn all the way around (either direction). A teleporter functions once per round, transporting one creature and up to 200 pounds of additional weight, which can be equipment or other creatures. All the teleporters on this level lead to area 19a or 19b (50% chance for either, determined randomly).

On the Prime: There is nothing more than a foot high left on this level. The shifting debris and weakened floors make the place dangerous. Anyone walking within 15 feet of a sinkhole must roll a successful saving throw vs. petrification or start a collapse that dumps him and everyone within 10 feet into the lower level. The fall inflicts 4d6 points of damage. A *feather fall* spell reduces the damage to 1d6 points. A dwarf or other character skilled in locating unsafe stonework has the normal chance to spot the danger.

The rubble makes invisible characters fairly easy to notice; anyone within 50 feet gets a chance to detect the invisible creature when it moves. If Jory is invisibly shadowing the group, he avoids this area.

All the teleporters have been destroyed, though a careful search reveals their outlines (treat as secret doors). They are inoperative even if the outlines are found.

1. Main Entrance

A wide flight of steps leads up about 8 feet to a long stone wall with three doorways. The center entrance is 10 feet wide and 18 feet high; it has a pair of iron doors embossed with grinning skulls. The two side doors are similar in appearance but smaller, about 5 feet wide and 8 feet tall.

A frieze above the doorways depicts all sorts of carnivorous animals and monsters devouring their prey. Above the frieze, stone vultures leer down at the party.

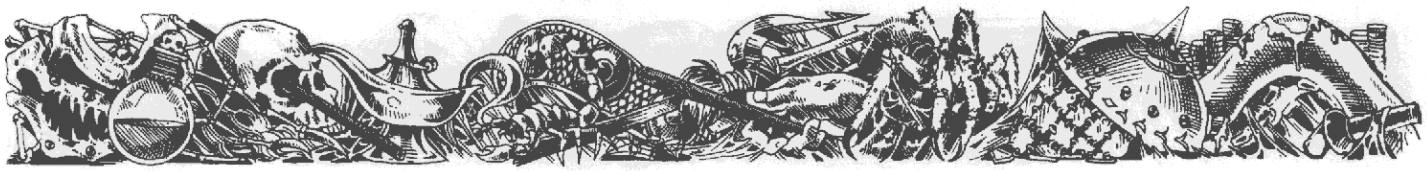
None of the doors are locked. The huge center doors require an open doors roll to operate, but the side doors open easily. All the doors swing inward silently when opened.

On the Prime: All the party finds here is the flight of steps leading up to the platform.

2. Unholy Water Font

The hallway leads to a round chamber several paces across. An octagonal pool with a polished copper liner lies flush with floor and fills most of the room. The water in the pool is about six inches deep; both water and liner gleam in the moonlight. The floor around the pool is paved with smooth, black tiles. They seem to be dry but they have a slippery look to them. Three stained glass windows here show scenes of watery doom: a flood, a tidal wave, and a sinking ship.

Visitors are expected to prostrate themselves in front of the pool and anoint themselves with water taken from it. The water is unholy water, which harms



good creatures from the upper planes and paladins. A character who is susceptible to unholy water suffers 1d6+1 points of damage if he performs the ritual.

If anyone enters the chamber without performing the ritual, or if anyone defaces the area, the water weird imprisoned in the pool attacks. Because it is formed from unholy water, it inflicts 1d6+1 points of damage if it bites a creature vulnerable to that substance. Any such creature dragged into the pool by the water weird suffers 2d4+2 points of damage each round in addition to the standard drowning attack (see below).

The copper lining is worth 20-40 gp and weighs about 160 pounds. The smooth tiles are thin sheets of obsidian. If the characters pry them up carefully, they can get 5d10 tiles worth 10 gp each.

Alert: If the fight here is prolonged and audible, the abishai from area 4 join in.

Water Weird (Elemental, Water Kin): AC 4; MV 12; HD 3+3; hp 18; THAC0 15; #AT 1; Dmg drowning; SA drowning; SD immunities, regeneration; SW intense cold acts as a *slow* spell, *purify water* kills; SZ L (10' long); ML elite (13); Int very (12); AL CE; XP 420; MM/104.

Notes: Invisible when in water form; *detect invisibility* reveals only a vague presence. Can assume serpentine form in two rounds. Melee hit as serpent causes the opponent to save vs. paralyzation or be pulled into the water. Each round spent under water requires another save vs. paralyzation or the opponent drowns. Only killing or disrupting the water weird allows escape.

Suffers no damage from fire-based attacks if the saving throw succeeds, and only half damage if it fails. Suffers only one point of damage per hit from slashing or piercing weapons (regardless of damage bonuses). If reduced to 0 hit points or less, is merely disrupted and reforms in 2 rounds.

On the Prime: The party finds only an empty octagonal hole in the floor. The copper lining and obsidian tiles are gone.

3. Side Chapel

This circular chamber has a hexagonal pedestal about 2 feet high. A small statue of a fearsome-looking deity stands at each edge of the hexagon. All six statues show the same figure in different, unwholesome guises. There is a stern judge, an executioner, a hunter, a warrior, a robed skeleton, and an assassin. Each statue has a small basin below it and a stone bench facing it.

There are five windows in the chamber showing scenes of disasters with a human element: a city falling to invaders, a hanging, a murder, victims of a plague, and a riot.

Visitors to this chamber could sit here and meditate privately or offer prayers for deliverance or protection. The basins below the statues radiate both evil and alteration magic. Supplicants at the temple could place small sacrifices in the bowls to help curry the deity's favor. The basins are still active. Characters who damage or deface the basins, or try to defile them with holy water become cursed, as a *bestow curse* spell, with no saving throw. The curse lasts one day or until the character receives a *remove curse* spell; however, the counterspell is not automatically successful. For every level the caster is below 20th, there is a 5% chance for failure. For example, a 12th level caster has a 40% of failure.

Supplicants who please the deity with the sacrifice of a magical item (including potions and scrolls) or valuables worth at least 300 gp receive the equivalent of a *prayer* spell for one day. Anything placed in the basins disappears, instantly whisked to another plane. The prayer is cast at 20th level. The *prayer* effect immediately becomes a curse (as the *bestow curse* spell) if the character attacks Deitrich, the high priest, or tampers with this area or with areas 5, 6, 8, or 12.

Alert: Each turn the party spends in this room there is a cumulative one in six chance that Deitrich wanders by. See area 9.

On the Prime: The only thing here is the jagged stump of the pedestal.

4. Nave

This cavernous room has a vaulted ceiling 40 feet high at the walls and nearly twice that at the peak. The windows here all depict various mortals who have impressed the deity in the past: rapacious generals, tyrannical kings, scheming wizards, and the like.

Five abishai are on guard here, keeping a lookout for intruders. When anyone enters the nave, four of them dive and attack, and the remaining abishai flies to warn Ulthut. The creatures have no stomach for a prolonged fight, and attempt trickery if the battle



goes against them, using their abilities to *change self, charm,* and create illusions. They run if endangered, using the teleporters at the west end of the nave or the teleporters near areas 2 and 3. Two abishai can use a single teleporter in the same round.

Alert: If alerted by the abishai, Ulthut casts *improved invisibility* and arrives on the scene to study the party. Moreover, each turn the party spends in this room there is a cumulative one in six chance that Ulthut just happens by. See area 10 for details.

Black Abishai (Baatezu, Abashai, Black) (5): AC 5; MV 9, Fl 12 (C); HD 4+1; hp 19 each; THAC0 17; #AT 3; Dmg 1d4/1d4/1d4+1 (claw/claw/tail); SA spell-like abilities, poison; SD harmed only by +1 or better weapons, gating, immunities, regeneration; SW suffers full damage from silver weapons, susceptible to holy water; MR 30%; SZ L (8' tall); ML average (10); Int average (9); AL LE; XP 7,000 each; MM/11.

Notes: Spell-like abilities: at will—*advanced illusion, animate dead, change self, charm person, produce flame, pyrotechnics, scare, suggestion, teleport without error;* always active—*know alignment, infravision* (90-foot range).

A successful tail hit requires the victim to save vs. poison or die (onset time is one round).

Dive attacks are +2 to hit and cause double damage, but no tail attack is possible.

Gating works once a day with either a 60% chance of summoning 2-12 lemures or a 30% chance of summoning 1-3 abishai.

Immune to fire and poison. Half damage from cold and gas. Regenerates 1 hit point a round. A vial of holy water inflicts 2d4 hit points per vial and such damage cannot be regenerated.

On the Prime: All that remains are jagged stumps of pillars and a few shards of broken glass, which has lost its *glassteel* enchantment. The sinkholes drop 20 feet to the floor of area 20. See page 24 for more details on the sinkholes.

5. High Altar

The priests of the temple addressed the congregation from this 15-foot-high dais. There is no access to the top except for the teleporter, which made for impressive entrances and departures. Characters can fly or climb to the dais.

This area is open to the roof of the central tower 200 feet overhead, though area 14 is only 25 feet above the dais.

The statue behind the altar is some 25 feet tall and very imposing, but otherwise unremarkable. If the players go through the extreme effort of removing it, it is worth approximately 10,000 gp. It shows the deity in its usual avatar form.

The altar is a little less than 3 feet high. It is made of alternating bands of black marble and red granite, and it is fitted with three sets of shackles to restrain small, man-sized, and large creatures. Grooves and drains lead down to area 18.

A secret trap door north of the altar opens into a chute that leads to area 18 as well. A stud on the altar's northeast corner opens the chute. The characters can find the secret door by successfully searching either the altar's north face (which reveals the stud), or the section of dais north of the altar (which reveals the door). Only a *knock* spell or pressing the stud opens the door, however. Characters standing north of the altar when the stud is pressed must roll successful saving throws vs. petrification or fall down the chute into a pit of green slime (refer to area 18 immediately).

Alert: The abishai from area 4 attack anyone poking around in this area. Each turn the party spends in this room there is a cumulative one in six chance that Deitrich checks in on his patrol. See area 9.

On the Prime: The altar and statue have been completely obliterated, and the dais has been reduced to a pile of rubble. A hole choked with debris remains where the chute to area 18 was.

5a. Altar Screen

The ceiling in this area is 20 feet high. Two bronze statues depicting the deity arrayed for battle stand to the east, between the high altar (area 5) and a cage of heavy steel bars. The north and south ends of the cage have what looks like locks and hinges for doors (like jail cells), but these are false. This is intended to remind worshippers that the priests of the temple, and only the priests of the temple, are the keepers of the deity's mysteries. It also serves to make uninformed burglars waste time picking the locks. Each "door" has a real lock, but it isn't connected to anything.

As objects of art, the two statues are worth 5,000 gp each. Each weighs 2,000 pounds.

On the Prime: The stubs of the bars still rise out of the floor, but there is nothing else here.



6. Low Altar

This chamber has a ceiling 40 feet high, with a balcony 20 feet above that. The priests conducted services and ceremonies here that did not involve the entire congregation, such as funeral rites and the few helpful spells they could be persuaded to perform.

The windows show scenes from the lower planes. One depicts an army of baatezu on the march, another shows a trio of night hags galloping on nightmares, and a third reveals boatmen plying the river Styx.

The dais where the altar sits is about 2 feet high. This altar is similar to one in area 5, but without the shackles and drains. A large white gold plate rests here, along with seven adamantium candlesticks. These accoutrements are not magical, but the plate is worth 2,000 gp and each candlestick is worth 250 gp. The plate weighs four pounds and each candlestick weighs one pound.

On the Prime: The altar has been shoved out of place and badly cracked. It is the tallest part of the ruin.

7. Cloister Yard

This area is grassy and pleasant. The holes lead down to the rat warrens (area 21). There are three giant rats nosing about, but they vanish down the holes when the PCs arrive unless the party surprises them. If PCs manage to attack them, use the statistics from area 21.

Alert: Any disturbance here brings forth the wights from their cloisters (area 7a). Also, each turn the party spends in this room there is a cumulative one in six chance that Ulthut checks in on his patrol. See area 9.

On the Prime: There are holes and rats here, too, but not the same rats. If the party kills the rats here, they still have to deal with the ones in the pocket dimension and vice versa.

7a. Cloisters

A wight inhabits each chamber. Because of the tremendous evil in this place, the wights count as spectres for turning attempts. Even if a turning attempt succeeds, subtract two from the roll for number of undead turned; if the result is zero, no wights are turned.

The wights return to their rooms if turned. Should the party pursue them, they fight and cannot be driven back with further turning attempts. They can be forced to remain in their rooms.

Once the small rooms served as quarters for junior priests. Each room contains a bed, a chest of drawers filled with priest robes, and a silver unholy symbol. The clothes and furniture are worthless, but the unholy symbols are worth 25 gp each.

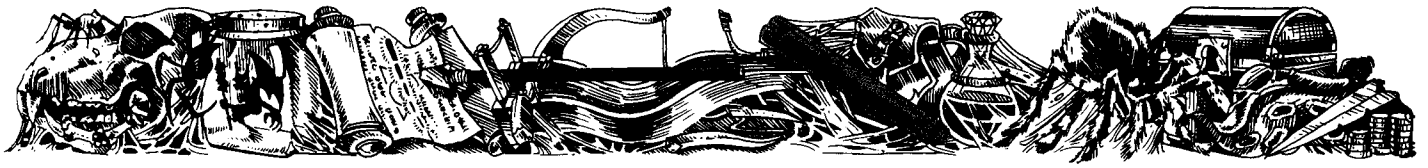
Wights (9): AC 5; MV 12; HD 4+3; hp 23 each; THAC0 15; #AT 1; Dmg 1d4 (touch); SA touch causes energy drain; SD immunities, harmed only by silver or +1 or better magical weapons; SW subject to holy water and turning (as spectres); SZ M (5′ tall); ML elite (14); Int average (9); AL LE; XP 1,400 each; MM/360.

Notes: Touch drains one level of life energy.

Immune to *sleep, charm, hold,* cold, poison, and paralysis. A vial of holy water inflicts 2d4 points of damage.

On the Prime: The rooms are wrecked and contain only splinters of wood.





8. West Chapel

The double doors leading into this area are similar to those in area 1; characters must make successful open doors rolls to open them. The chamber's floor is about 15 feet below the floor in the rest of this level. The daises are about two feet high, with altars similar to the one in area 5 but lacking the shackles and drains.

The windows here depict priests using spells to conquer foes. In one scene a priest is ordering a horde of undead to attack, in another a priest is reducing a foe to dust, in another a priest is sending a wave of insects swarming over a group of orcs, and in the last scene a priest is scribing a symbol in the air in front of a dragon, who is cowering back before the perceived power of the deity's priest.

The priests used this chamber for services that were too big for area 6 but too minor for area 5. They also used it for secret ceremonies such as inducting novices into their service. The large altar in the southwest was used to enchant items.

On the Prime: Rubble entirely fills the sunken section of this chamber.

9. High Priest's Quarters

Deitrich, the high priest of the temple, was killed during the spyder-fiend assault. Nevertheless, he continues to look after the building. After an elaborate funeral, Deitrich returned as a mummy—not a bandaged-wrapped horror, but a cadaverous man with burning eyes and a ghostly voice. His graying brown hair was razor cut at the time of his death, and has gotten a bit shaggy and frizzy since his return. He wears a close-fitting black robe with a hood and a silver death's head emblazoned on the left breast. He carries a mace, which he seldom uses, and a belt with pouches for spell components and other equipment. His feet are bare.

In undeath, Deitrich calls this chamber home. He has a canopied bed, a soft couch, and a teak writing desk. The desk weighs 75 pounds and is worth 150 gp. The windows are normal glass protected with *glassteel* spells. The room has a vaulted ceiling 12 feet high at the outer walls and about 20 feet high at the inner walls. The place is drafty, but as a mummy Deitrich hardly notices.

Deitrich spends most of his time laying in bed or on the couch, brooding about his lost life. But he does not sleep; once an hour, he uses the teleporters to visit areas 5, 3, and 15.

If he learns that invaders are in the temple, he casts *protection from lightning, free action,* and *spell immunity (magic missile)* on himself, then goes to area 12 and casts *magic font* (using the unholy water font there). He uses the font to locate the PCs, then uses the teleporter to get to the PCs' general location. Just before he makes the final teleport, he pauses to cast *detect magic.* If the characters catch him unawares, he activates the nearest teleporter to escape, then casts his spells and returns to confront them. If the PCs try to stop him, he'll gladly drag one of them onto the teleporter with him so he can fight one on one. (Treat the grab as a wrestling attack, except that the opponent does not get a free counterattack.)

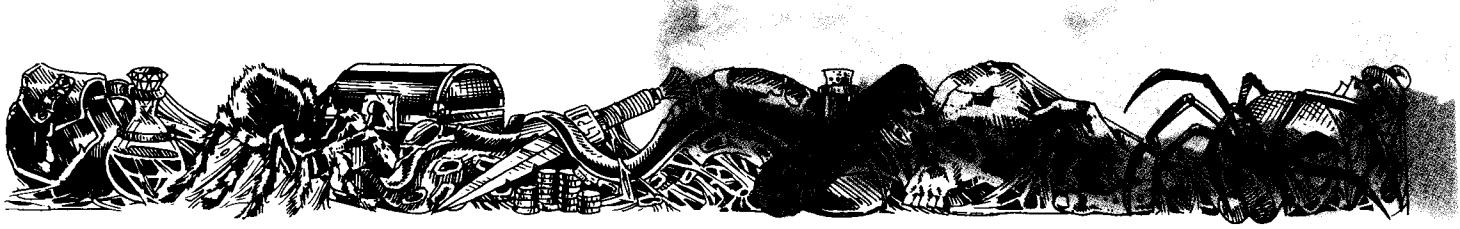
When looking at the party directly (not via his *magic font*) Deitrich instinctively knows which ones have received *prayer* effects from area 3 and which have been cursed. If the party contains no cursed characters and at least one character with a *prayer* effect, Deitrich hails them before attacking, asking the characters what they seek. Deitrich's *ring of truth* quickly reveals any falsehoods the PCs might tell him, and he bluntly asks them if they have come for the *Rod.* If the PCs don't open up an attack and say yes, Deitrich tells them to wait and returns with Ulthut.

When attacking, Deitrich prefers to soften up the opposition with a *flame strike* spell first. He concentrates his attacks on cursed characters, where possible, and won't attack characters who have been favored with *prayer* unless they attack him first (when they become cursed anyway). He lets the PCs close to melee distance so he can fight for a round or two and spread some mummy rot. He exits via the nearest teleporter after fighting awhile, then returns to attack again, starting with another spell. If he encounters *hasted* PCs, he tries to dispel the magic. If the PCs begin pursuing him through the teleporters, he leaves a *wyvern watch* or *blade barrier* spell in his wake (see area 19).

Deitrich (Mummy, Greater): AC –1 (natural defenses and *ring of protection* +3); MV 9; HD 8+3; hp 40; THAC0 11; #AT 1; Dmg 3d6 (touch); SA mummy rot, fear, spells; SD immunities, harmed only by iron or +2 or better magical weapons; half damage from physical attacks, cannot be turned; SW subject to holy water, electricity causes 150% normal damage; SZ M (6' tall); ML fanatic (17); Int genius (17); AL LE; XP 8,000; MM/262.

Notes: Touch causes a rotting disease that is fatal in 1d12 days. While infected, the character cannot benefit





from healing spells, except for *regenerate,* and recovers hit points naturally at 10% of the normal rate. Each week the disease goes untreated, the victim loses 2 points of Charisma permanently. Nonmagical cures are not effective against the disease. The mere sight of Deitrich causes creatures to save vs. spells at a –1 penalty or be paralyzed with fright for 1d6 rounds.

Immune to *sleep, charm, hold,* cold, fire, poison, and paralysis. High Wisdom grants an additional +4 saving throw bonus vs. mental attacks. Holy water inflicts 1d6+1 points of damage from each vial that strikes. All damage from physical attacks is reduced by half.

S 19, D 10, C 15, I 17, W 18, Ch 11.

Personality: Ruthless, cruel, covetous.

Spells (9/9/8/7/4/3/1): 1st—*curse* (x4), *detect magic** (x4), *protection from good*; 2nd—*know alignment* (x2), *silence 15' radius* (x4), *wyvern watch* (x3); 3rd—*stone shape, bestow curse* (x2), *dispel magic* (x3), *prayer* (x2); 4th—*babble, cause serious wounds* (x3); *free action**, *protection from lightning**, *spell immunity**; 5th—*flame strike* (x2), *magic font, slay living;* 6th—*blade barrier* (x2), *word of recall;* 7th—*destruction.*

* Precast spells.

Special Equipment: Ring of protection +3, footman's mace +2, scroll of 1 spell (*true seeing*), *potion of levitation, potion of speed, ring of truth,* keys to the doors in areas 12, 17, and 19.

On the Prime: The only thing left standing is part of the fireplace.

10. Master's Quarters

This chamber is similar to area 9. It was once home to Deitrich's assistant, who was in charge of the temple's novices. Ulthut lives here now.

A big, smoky coal fire constantly burns in the fireplace. When Ulthut wants to rest, he scatters flaming coals on the floor and snoozes until they burn out. The room is covered in a cloud of black soot. The cloud makes the characters gag and covers them with filth. Characters who spend more than two rounds in here must roll successful saving throws vs. poison or be subjected to random coughing fits for the next day. In any stressful situation, the character must again roll a successful saving throw vs. poison or fall into a fit of coughing. A coughing character cannot cast spells and suffers a –2 penalty to attacks, initiative, saving throws, and ability checks.

There is a 25% chance that Ulthut is here, enjoying a flaming nap, when the PCs arrive. Otherwise, he is out wandering the temple. He uses his *teleport without error* ability to visit areas 14 and 7. Then he teleports to area 4 to speak with the abishai, visits area 17a to torment the roper with a *produce flame* spell or three, and spends about an hour in area 11 before repeating the trip again.

When he learns the temple has visitors, he studies the group with *detect invisibility* and *know alignment* before he does anything. If the group contains a majority of chaotic characters or characters whose alignments he cannot read, he attacks to kill. If the majority of the group is neutral or lawful, he'll negotiate with them, but prefers to toy with them a little first.

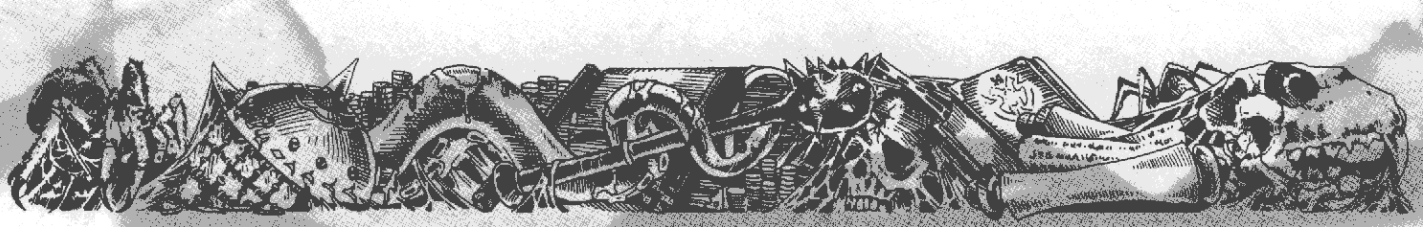
DM Note: Anyone carrying a segment of the *Rod* is lawful.

When attacking, he uses *improved invisibility,* teleports to the PCs' location (he might have to teleport several times before he finds them) and casts *fireball;* this is ample justification for an invisibility detection check on the characters' part. If the PCs are fighting Deitrich, Ulthut can find them easily. He tries to pin the group between himself and the mummy if he can. Once he casts his *fireball,* Ulthut moves in, hoping his *fear* power will scatter the group. Then he makes melee attacks until the party inflicts 20 or more points on him. When he accumulates that much damage, he teleports away and stays away until he regenerates back to full hit points, then renews the attack. If he has suffered damage from holy water, he uses his *polymorph self* ability to heal that. (He regains 1d12 hit points when returning to his natural form.) Ulthut harries the PCs until he wipes them out or until they leave the pocket dimension. If the party hunts him down while he's regenerating, he tries hiding in the secret stairwell (area 19c). Should the PCs discover him here, he teleports to one of the cloisters (area 7a).

If not attacking to kill, Ulthut assumes human form (via *polymorph self*) and becomes visible before returning to the party. He hails the PCs and asks what could possibly have brought them here. (He knows full well they are seeking the *Rod,* because they couldn't have gotten in here without at least one piece.) As he talks, an army of wights shuffles into view behind him. This is an *advanced illusion* Ulthut employs to hold the group's attention and test their nerve. If the party is willing to negotiate, Ulthut is willing to give them the *Rod,* provided they answer two questions:

- Do you know what you're dealing with?

  Ulthut wants to know that the party understands



about the *Rod*. He'll gladly fill in any gaps in their knowledge. He knows the *Rod's* history and all its powers. He directs them to the library (area 11) if they have not yet discovered how to assemble the *Rod*. He is even willing to donate some hair if they need it to make glyphs, though he warns the party not to use the hair for anything else.

• What do you plan to do with the *Rod?*

Ulthut won't surrender the *Rod* unless the PCs plan to travel to Pandemonium and retrieve the next piece. He doesn't care if they go after Miska or not. If the group is entertaining any ideas about gathering up the segments and protecting them from the Queen of Chaos, Ulthut uses his *suggestion* power to compel them to leave the pieces they have here, since the queen can't get in here. This is a very reasonable suggestion, and the character targeted suffers a –4 saving throw penalty. (If the PCs surrender their segments of the *Rod*, they won't be able to leave the pocket dimension via the portal.)

DM Note: The characters can leave the pocket dimension via a *plane shift* spell or similar magic. Also, characters who possess three or more pieces of the *Rod* will never agree to give them up, even if *charmed* or similarly compelled; see **Book III**, page 10 for details.

Ulthut (Baatezu, Pit Fiend): AC –5 (–9 with *improved invisibility*); MV 15, Fl 24 (C); HD 13; hp 65; THAC0 7 (2 with *club+5*); #AT 6; Dmg 1d4/1d4/1d6/1d6+12/2d6/2d4 (wing/wing/claw/*club+5* + Strength bonus/bite/tail); SA spell-like abilities at 15th level, poison, gating, constriction; SD harmed only by +3 or better weapons, immunities, regeneration, cannot be turned; SW suffers half damage from silver weapons, susceptible to holy water; MR 50%; SZ L (12' tall); ML fearless (20); Int genius (18); AL LE; XP 21,000; MM/11.

Notes: Spell-like abilities: at will—*advanced illusion, animate dead, charm person, detect magic, detect invisibility, fireball, hold person, improved invisibility, polymorph self, produce flame, pyrotechnics, suggestion, teleport without error, wall of fire*; once a day—*symbol of pain*; once a year—*wish*; always active—*know alignment, infravision* (90-foot range), fear (20-foot radius, can be suppressed at will).

A hit with the tail holds and constricts the opponent for 2d4 points of damage a round until the character succeeds with a Strength check. Breaking free counts as an action for the round.

Gate ability works once a round with a 100% chance of success; it summons any two lesser or one greater baatezu.

Immune to fire and poison. Half damage from cold and gas. Regenerates 2 hit points a round. A vial of holy water inflicts 1d6+1 hit points per vial, and such damage cannot be regenerated.

Personality: Scheming, skeptical.

Special Equipment: Sixth segment of the *Rod of Seven Parts*, *club+5*.

On the Prime: Only a bare stone floor remains.

11. Library

The priests in the original temple kept a collection of religious texts. Now, the shelves hold what appear to be pondous old tomes. Most are blank and here merely for show. If the PCs search diligently, they can find six volumes describing the *Rod of Seven Parts*. Ulthut penned these while guarding the sixth segment. The only details Ulthut has omitted are the *Rod's* side effects and the Queen of Chaos's ability to detect its use.

The room is otherwise similar to areas 9 and 10.

Alert: If not in his room resting, there is a 25% chance that Ulthut is here perusing the library. If not, each turn the party spends in this room there is a cumulative one in six chance that Ulthut checks in on his patrol. See area 10.

On the Prime: Only a stone floor littered with rubble remains. If the characters poke around in the debris, they can find a few bits of rotting parchment with a legible word or two, but nothing useful.

12. Vestry

The double doors leading in are locked; Deitrich has the key. A successful open doors roll, pick locks roll, or *knock* spell opens them:

> The chamber beyond the double doors is octagonal and about a dozen paces across. A washing basin with two stone tiers occupies most of the center. Water pours from the upper tier to the lower basin through many small orifices. To the right of the large basin, a much smaller silver one sits atop a polished wooden pedestal. To the left is a walk-in cabinet. Its doors are open and you can see shelves



full of folded cloth, candles, and blocks of incense. Robes hang from pegs inside the cabinet and a few more robes are carelessly hung from the open doors. Behind the stone basin are three stained glass windows that depict priests being punished by the hand of their gods. In one, a priest vainly waves a holy symbol, obviously trying to cast a spell, while a dragon closes in for the kill. In another, a horde of undead are ignoring a priest's commands and tearing him to shreds. In the final scene, a proverbial bolt from the blue is blasting a priestess out of existence.

On one of his rare trips outside the pocket dimension, Ulthut captured four cloakers who now guard the room. They are hiding among the robes in the cabinet and waiting for the PCs to enter the room before leaping to the attack. Unless someone keeps a constant eye on the cabinet, they ambush the party and get a free attack—and then the party must roll for surprise. The cloakers fight to the death.

The priests of the original temple prepared for services and rituals here. The windows were intended to remind the priests what fate awaited them if their deity found them wanting.

The large stone basin was intended for ritual washing. Two small enchanted gates (each about four inches across) bring water from and carry it back to the Elemental Plane of Water. (The characters could escape through these gates if they can *polymorph* themselves. The trip only takes about a turn, though getting off the Elemental Plane of Water poses a brand new problem for the PCs.)

The silver basin is an unholy water font; Deitrich still creates unholy water in it from time to time. The silver basin and its teak pedestal weigh 90 pounds and are worth 2,800 gp. (If destroyed, the font yields 1,100 gp worth of materials.)

The large cabinet contains altar cloths, candles, incense, and vestments. All together, the contents of the cabinet weigh 75 pounds and are worth 150 gp.

There is a secret trap door in the floor at the north end of the room. The door is locked (Deitrich has the key), but a *knock* spell or a successful pick locks roll opens it if the party finds the door. The compartment under the door is about 2 feet deep; it holds six chalices and four more altar cloths. The chalices are worth 150 gp, 240 gp, 670 gp, 1,500 gp, 5,000 gp, and 10,000 gp. Each altar cloth is worth 400 gp.

Cloakers (4): AC 6 (1 with shadow shifting); MV 1, Fl 15 (D); HD 6; hp 30 each; THAC0 13; #AT 2+ special; Dmg 1d6/1d6+special; SA moan; SD shadow shifting; SZ L (8' long); ML elite (13); Int high (13); AL CN; XP 1,400 each; MM/44.

Notes: Can leap to the attack (treat as a charge), engulfing a victim and biting for 1d4 points of damage plus the victim's unadjusted, shieldless armor class (damage is automatic after the first round). Attack twice a round with the tail, which is AC 1 and has 16 hp. Half the damage inflicted on a cloaker while it is wrapped around a victim is transferred to the victim.

Can moan once a round at variable intensities. Low intensity moan numbs the mind, causing a –2 penalty to attack and damage rolls for creatures fighting the cloaker. Six consecutive rounds of moaning renders victims unable to attack or defend. Medium intensity moan creates fear in a 30' radius; save vs. spell or flee for 2 rounds. High intensity moan projects a cone of nausea and weakness 30' long and 20' wide; victims within the cone must save vs. poison or be unable to act for 1d4+1 rounds. Ultra-high intensity moan acts as a *hold person* effect, one target only, range 30', duration 5 rounds. (*Neutralize poison* removes the effects of any moan from a victim.)

Once a round—shadow shift. Can either obscure vision; improving cloaker's AC to 1, or create 1d4+2 false cloakers as a *mirror image* spell. A *light* or *continual* light spell cast directly on the cloaker blinds it and prevents shadow shifting.

On the Prime: A portion of the large basin and its pipes remain. The trap door has been removed, revealing the empty compartment beneath.

Upper Floor

This level does not exist on the Prime Material Plane; it has been torn down. In the pocket dimension, the level has nice, solid wooden floors. The party's footsteps don't sound particularly loud to them, but they make quite a racket on the ground floor. The temple's residents have mastered the art of walking on them quietly; most of them fly. Rogues who successfully move silently create no noticeable noise, but other characters do, even demihumans who normally move quietly. The teleporters up here look and work just like the ones on the lower floors. The doors on this level are not locked and open easily.



13. Roof

This area is flat and covered with lead sheeting. The adjacent roofs are steeply pitched and very slippery. Characters who venture onto them slip off and fall 20 feet to the ground. Rogues and mountaineers with climbing equipment can move around on them with successful climbing checks.

14. High Altar Loft

The priests of the original temple came here to view services and ceremonies being performed in area 5.

From here, it is possible to hear activity in areas 2-6, and in areas 8-12 if the doors are not closed. Area 5 is in sight 25 feet below, and the tower's peak can be seen 175 feet above. There is nothing inside.

Alert: Each turn the party spends in this room there is a cumulative one in six chance that Ulthut arrives. See area 10.

15. Low Altar Loft

Similar to area 14, the area is 20 feet above area 6.

Alert: Each turn the party spends here there is a cumulative one in six chance that Deitrich checks in on his patrol. See area 9.

16. Bell Towers

In the original temple, the wind blowing through the open windows here would stir the bells and chimes into a faint, but ominous clamor. Each area is fitted with numerous bell pulls that can be used to ring the bells singly or in groups. However, they are attached to a system of wheels and gears that ensures that the bells toll mournfully no matter how vigorously anyone works the pulls.

Ulthut has collected a colony of stirges who nest among the bells. If any living creature other than Ulthut enters this area, the stirges swarm to the attack. A *wall of fire, produce flame,* or *fire shield* spell (with hot flames) anywhere in the chamber keeps them at bay. (Ulthut used fire to condition them not to attack him.) There are 14 stirges in each tower.

Stirges (28): AC 8; MV 3, Fl 18 (C); HD 1+1; hp 5 each; THAC0 17; #AT 1; Dmg 1d3 (bite); SA blood drain; SZ 2 (2' wingspan); ML average (8); Int animal (1); AL N; XP 175 each; MM/332.

Notes: Once a stirge scores a hit, it attaches itself and automatically drains 1d4 points of damage each round until killed, which is the only way to remove it. If an attack against an attached stirge misses, another attack roll is immediately made against the victim's armor class (adjustments for shield and Dexterity do not apply) to see if the attack hit the victim instead. A stirge flies away when it has drained 12 hit points worth of blood.

Lower Level

The ceilings on this level are about 18 feet high. Unless stated otherwise, it is pitch dark and normal vision is useless. Characters wearing shoes, sandals, or boots make a lot of noise, as their footfalls echo off the stone walls and ceilings. Characters in soft footgear and demihumans who normally move quietly don't make an unusual amount of noise. Any loud noise (such as fighting or a whole party of noisy characters marching) can be heard throughout the level.

The teleporters down here look and work just like the ones on the upper floors. The doors on this level open easily if unlocked.

Alert: The abishai in area 19 notice a disturbance anywhere on the level, and send one of their number to alert Ulthut.

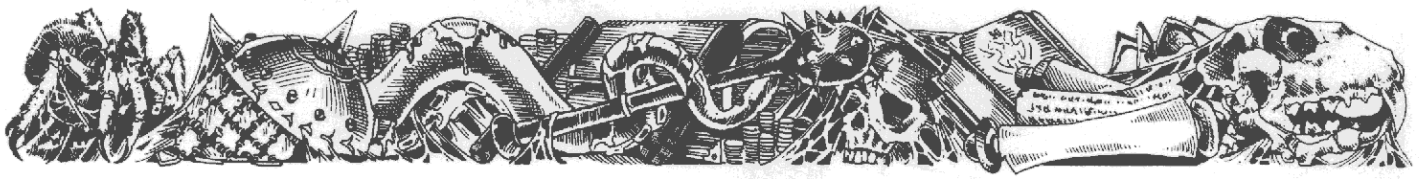
On the Prime: During daylight, this level is fairly well lit from sunlight filtering through the sinkholes in the upper level. After sunset, the level is as black as any dungeon.

The stonework is shaky. Normal activities, including melee, are safe, but flashy spells such as *fireballs* have a 50% chance of collapsing the ceiling within their areas of effect. Creatures caught in a collapse must roll successful saving throws vs. breath weapon or be killed and buried under the debris. If the saving throw succeeds, the victims each suffer 3d10 points of damage.

17. Dungeon

This dingy chamber is mostly empty. The chamber's main door and the doors to the cells are open, but can be locked (Deitrich has the keys). The cells contain piles of rotten straw that are home to swarms of normal but creepy bugs and two sets of manacles for restraining prisoners. When the PCs enter, there is a 50% chance that 2d4 giant rats from area 21 are rooting around in the straw. They vanish in a flash when they see the party.

Alert: Each turn the party spends in this room there is a cumulative one in six chance that Ulthut checks in



for a look around. See area 10.

On the Prime: The area looks exactly the same, except for a few pinpoints of light coming through the ceiling during the day. Bright enough to ruin infravision, they are not bright enough to see by.

17a. Holding Area

This area originally served as a place to imprison groups of creatures or creatures too large to cram into area 17. The door is closed and locked. The current prisoner is a roper. Ulthut regularly visits the creature and torments it with magical fire effects. Usually, the roper's magic resistance protects it, but not always. When Ulthut is absent, the abishai from area 19 like take their turn at tormenting it.

The mistreatment makes the roper seethe, and it wants very badly to hurt something. It lies next to the bars separating the area from area 19 and patiently waits for something, anything, to come within 20 feet. To the PCs, the roper looks like a lump of stone on the floor. A *true seeing* spell reveals that it is a creature, but a *detect invisibility* spell does not. An *ESP* spell reveals angry thoughts.

If a PC comes within reach, the roper shoots a strand. Its maximum range is 50 feet, but the roper would like to make sure its first victim is nice and close. Because it is behind bars, the roper has 25% cover against return attacks. The party can melee the roper without penalty, but only piercing weapons are effective through the bars. The bars also hamper the roper a bit, and its bite inflicts only 3d4 points of damage to characters who have been pulled against the bars. The party can avoid the roper simply by withdrawing from the area.

Roper: AC 0; MV 3; HD 12; hp 57; THAC0 9; #AT 1; Dmg 5d4 (bite); SA Strength drain, paralysis; SD immune to lightning, half damage from cold; SW –4 saving throw penalty vs. fire; MR 80%; SZ L (9' long); ML champion (15); Int exceptional (15); AL CE; XP 12,000; MM/304.

Notes: Maintains the same body temperature as its surroundings and appears as a piece of irregular stonework or a natural stone formation. It imposes a –2 penalty on opponents' surprise rolls.

Can fire up to six strands, one strand a round, at ranges of up to 50 feet. A hit from a strand causes a save vs. poison or the victim loses half his Strength score (round down) after an onset time of 1d3 rounds. The loss persists for 2d4 turns. The strands are AC 0 and can be severed by a slashing weapon that inflicts at least 6 points of damage in a single hit. A successful open doors roll also breaks the strand.

If the victim cannot get free, he is hauled toward the roper's maw at a rate of 10 feet every round. Once the victim reaches the maw, bite damage is automatic.

On the Prime: The bars have been wrenched apart, allowing the characters easy access to the empty area.

18. Charnel Pit

This area originally served to collect the gristly remains from area 5 for later disposal. Ulthut has turned it into a nasty little surprise for intruders.

> Three sets of massive pillars crowd together here to support the stonework above. The space between the pillars is given over to a shallow pool with steps leading down from the east. The bottom seems to be filled with scummy water; there is no telling how deep it is. The water's surface is only about six inches below the pool's edge.
>
> Abruptly, the top step says, "So what's the password, buddy?"

The "steps" are actually two mimics. The mimic that spoke is one of the common variety, and its companion is a killer mimic. It attacks at the slightest provocation, but waits until the common mimic has said its piece. The scummy water is actually a super colony of green slime covered with a thin film of water. The pit is about 3 feet deep.

The common mimic has orders to lure intruders into the pit. It tries to accomplish this feat through reverse psychology:

- "Sorry, no password, no drinkie! And a bath is certainly out of the question."

- "Putrid! That proves how much you know. Hey! don't try that whitewashing the fence stuff on me! No password, no water. Nope! Unless. . . no, never mind."

- "What does it do? Sheesh, what a rube. Just forget it. You don't know what you missed, so don't sweat it."

- "I could let you have just a little sample if you had, say a crust of bread? It's been a long time since I had any bread."



• "No bread huh? What do you have? You got anything crunchy?"

• "You really don't know what this stuff does? No kiddin'? Everybody knows about this stuff. Where'd you come from anyway, another plane? Let's just say this water is all things to all people. It washes away your troubles and makes you pure again."

A *detect lie* spell won't reveal the mimic's carefully couched invitations into the pool.

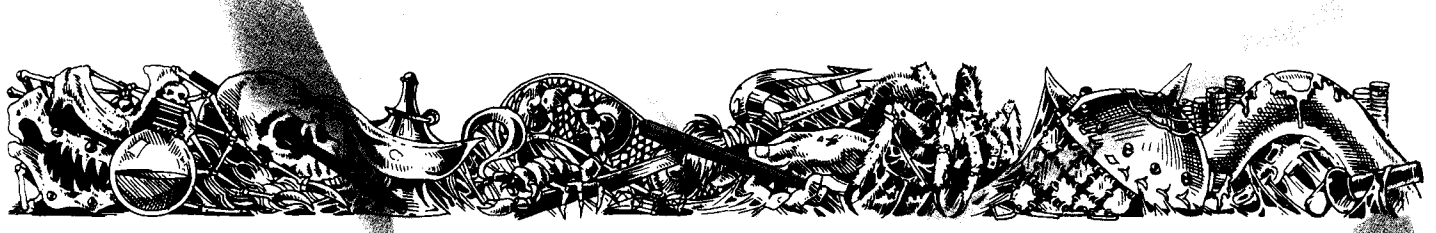
If anyone bends down to take some water, both mimics lash out with their pseudopods. If they hit, they try to pull the victim into the pool. The character must win or tie an opposed Strength check to avoid being dragged into the pool. (To win, the character must roll under his Strength score on 1d20 and the number must be higher than what the mimic rolls. If the both the character and the mimic roll the same number, it is a tie. If both the character and the mimic fail the Strength check, it is a tie.) Both mimics have Strength scores of 18 for purposes of the opposed roll; if both hit the same character, they have an effective Strength score of 20. If other characters try to help the victim resist being pulled in, the group uses the highest Strength score and adds two points for each extra character. The opposed check is made immediately when the mimics hit; however, if the character avoids being pulled in immediately, he can try an open doors roll to break free of the mimic in addition to the opposed roll. (See the notes after the mimics' statistics for details.)

Characters pulled into the pool are covered with green slime, which cannot be removed until the character climbs out or all the slime in the pool is killed. Once a character gets out of the pool, the slime can be removed normally. (See the notes after the green slime's statistics for details.)

If the mimics can't pull anyone into the pool, they start hurling globs of green slime instead. The killer mimic starts the assault after five minutes, no matter what happens. (It's tired of hearing the common mimic talk.) Hurled globs of slime have a maximum range of 30 feet, and all attacks are considered to be at short range.

Characters who fall through the chute from area 5 land in the pool, sending up a spray of water and green slime. The impact inflicts 2d6 points of damage and coats the characters with slime.

Common Mimic (Mimic): AC 7; MV 3; HD 8; hp 48; THAC0 13; #AT 1; Dmg 3d4; SA glue, surprise; SD immune to acid and unaffected by molds, slimes, and



puddings; SZ L (150 cubic feet); ML champion (15); Int average (10); AL N; XP 1,400; MM/250.

Notes: Imposes a –4 penalty on opponents' surprise rolls. Glue causes opponents to stick to the mimic unless they make a successful open doors roll (one try per character) or until alcohol is applied (takes 3 rounds to work) or until the mimic dies (takes 5 rounds to work). Stuck opponents cannot cast spells and must use small weapons or non-lethal combat.

Killer Mimic (Mimic): AC 7; MV 3; HD 10; hp 60; THAC0 11; #AT 1; Dmg 3d4; SA glue, surprise; SD immune to acid and unaffected by molds, slimes, and puddings; SZ L (200 cubic feet); ML elite (13); Int semi (3); AL N; XP 3,000; MM/250.

Notes: Imposes a –4 penalty on opponents' surprise rolls. Glue causes opponents to stick to the mimic unless they make a successful open doors roll (one try per character) or until alcohol is applied (takes 3 rounds to work) or until the mimic dies (takes 5 rounds to work). Stuck opponents cannot cast spells and must use small weapons or non-lethal combat.

Green Slime (Ooze/Slime/Jelly): AC 9; MV 0; HD 2 (individual patch) or 20 (mass); hp 9 (patch) or 90 (mass); THAC0 n/a; #AT 0; Dmg nil; SA turn to slime; SD immune to all attacks except fire and cold; SW killed by *cure disease*; SZ S (2'-4') or H (10'x10'x2'); ML average (10); Int non (0); AL N; XP 65 (patch) 650 (mass); MM/278.

Notes: Contact with green slime dissolves a man-sized creature in 1d4 rounds. Dissolves one inch of wood per hour and dissolves metal more rapidly. Plate mail is dissolved in three rounds. If a glob of green slime was thrown, add one round to the victim's survival time.

Normal fire kills green slime, but inflicts 1d4 points of damage on the afflicted creature. Magical fire or cold also kills green slime, but inflicts damage on the victim. Green slime can be scraped off with a sharp implement, inflicting 1d4 points of damage on the victim and destroying the implement. A *cure disease* spell kills one 2-hit-die patch or reduces the mass's total hit dice by 2 (reducing its hit point total by 9).

On the Prime: The area is filled with rubble. The characters still can see the pit, which has no steps. Light filters through the hole leading up to area 5.

19. Transport Area

This chamber is the heart of the temple's teleporter system. As explained previously, anyone using a teleporter in one of the temple's other rooms arrives in area 19a or 19b; there is a 50% chance for either, determined randomly each time. The room's center has 14 teleporters that take creatures from here to the other teleporters. On the map, each teleporter is labeled with its destination's area number. (The teleporters themselves have no labels.) Areas 4 and 20 have two teleporters each; an additional letter distinguishes one from the other.

The priests at the original temple devised this system to discourage unauthorized use of the teleporters. Guards and priests kept watch over area 19a and 19b, capturing trespassers. Five abishai do the same job now.

Green Abishai (Baatezu, Abashai, Green) (5): AC 3; MV 9, Fl 12 (C); HD 5+2; hp 24 each; THAC0 15; #AT 3; Dmg 1d4/1d4/1d4+1 (claw/claw/tail); SA spell-like abilities, gating, poison; SD harmed only by +1 or better weapons, immunities, regeneration; SW suffers full damage from silver weapons, susceptible to holy water; MR 30%; SZ L (7' tall); ML average (10); Int average (9); AL LE; XP 8,000 each; MM/31.

Notes: Spell-like abilities: at will—*advanced illusion, animate dead, change self, charm person, produce flame, pyrotechnics, scare, suggestion, teleport without error;* always active—*know alignment, infravision* (90-foot range). Regenerates 1 hit point a round.

A hit with the tail requires a successful save vs. poison or the victim dies (onset time is one round).

Dive attacks are +2 to hit and cause double damage, but no tail attack is possible.

Gate ability works once a day with either a 60% chance of summoning 2-12 lemures or a 30% chance of summoning 1-3 abishai.

Immune to fire and poison. Half damage from cold and gas. A vial of holy water inflicts 2d4 hit points per vial, and such damage cannot be regenerated.

On the Prime: The teleporters have been removed. During the day, the ghouls and ghasts that roam the grounds lurk down here.

19a-b. Reception Chambers

These areas have bare floors and three plain, stone walls. The fourth wall is made from thick steel bars and has a locked door. Deitrich has the only key. When a teleporting character arrives in one of the rooms, there is an electric crackle just before his appearance. The crackle alerts the abishai, who ready



themselves. The character arrives with his back to the bars, giving the abishai a free rear attack with their claws and tails. Characters inside the chambers can counterattack only with spells, missiles, and thrusting weapons that have at least as much reach as a spear. The abishai have 50% cover against missile fire. Remember that the area is entirely dark.

Characters can escape with a *knock* spell, by forcing the door open (which requires a successful open doors roll vs. a locked portal), by picking the lock, or by bending the bars. The abishai get a +4 bonus to hit characters trying to pick the lock or bend the bars. Of course, characters can use Deitrich's key if they have it, but the abishai get the +4 attack bonus while the characters fiddle with the lock.

If Deitrich blocks a chamber with a *blade barrier* spell, the effect fills one chamber. A character teleporting into that chamber is allowed a saving throw vs. spells when he arrives. If the saving throw succeeds, the PC suffers no damage initially and escapes unscathed if he exits the chamber immediately. Otherwise, the character suffers 8d8 points of damage each round he remains in the chamber.

DM Note: Only two or three characters can use a teleporter at once, due to its weight limit. Do not reveal the *blade barrier* effect until all the characters have decided whether to teleport or not.

On the Prime: The bars have been wrenched apart. The ghouls use the areas to store the odd bone.

19c. The Hidden Stair

If necessary, the staircase becomes Ulthut's hiding place. The secret door can be located on a standard roll.

On the Prime: The secret door is destroyed, and the characters can see and use the staircase.

20. Burial Crypts

These areas are given over to tombs for those the priests deemed worthy of the honor of burial here. Each square on the map (except for the ones adjacent to the teleporters) bears a black marble slab that shifts and makes a hollow thump if a character walks on it. The PCs can pry up a slab with a successful open doors roll. Underneath, they find a hollow rectangle about 4 feet long, 2 feet wide, and 2 feet deep. Originally bodies were laid inside in a semi-fetal position. All the spaces are empty now.

Alert: Each turn the party spends in this room there is a cumulative one in six chance that Deitrich visits. See area 9.

On the Prime: The ghouls have ripped open and smashed all the slabs. The spaces below them are empty, except for a shard of bone or a scrap of cloth here and there.

21. Rat Warrens

Except where the tunnels pass through the temple's foundations, these areas are dug though earth. The passages are about 2 feet wide and high; the walls are rough and crooked. Man-sized and small creatures can crawl through the tunnels, but they are limited to small weapons or unarmed combat. They also suffer a –2 attack penalty and a –6 initiative penalty. Tiny creatures suffer no penalties, and large, huge, and gargantuan creatures cannot enter the tunnels at all.

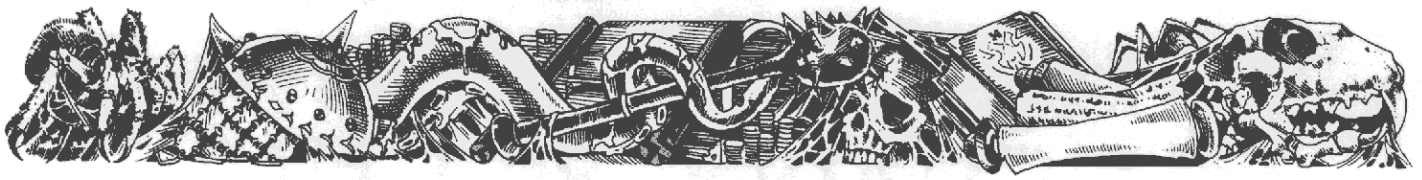
Giant Rats (Rat) (20): AC 7; MV 12, Sw 6); HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1d3 (bite); SA disease; SZ T (2' long); ML unsteady (5); Int semi (2); AL N (E); XP 15 each; MM/300.

Notes: Bite causes a 5% chance (cumulative) of inflicting a debilitating disease unless the opponent successfully saves vs. poison. Check once for each character when the fight is over. If the save fails, the disease takes effect in 1d6 turns. The victim loses 1 point of Strength (or 10% of exceptional Strength) immediately and one additional point each hour until Strength is reduced to 2. At that point, the character is helpless and cannot move, cast spells, or fight. Recover requires 1d3 weeks of rest. A *cure disease* spell applied before the disease takes effect prevents Strength loss.

Afterward

If Jory saw the PCs entering the pocket dimension, he is waiting for them when they return. As noted earlier, he has a group of six spyder-fiends at his back if he saw that the party in possession of a *Rod* segment. Even if he didn't notice the *Rod*, he surmises that whatever the PCs did inside the pocket dimension must have something to do with it, and he attacks on his own when they emerge. He prepares himself for battle by casting a *mirror image* on himself.

The following description assumes the PCs were successful and acquired the sixth segment. If necessary, modify it to fit the events of your party's adventure.



Triumphant and victorious, you are still quite glad to be leaving this home for fiends. As you pass through the gate, you cannot help but wonder what hurdles you will have to leap to gain the seventh and final segment.

A feeling of relief washes over you as you feel your feet tread on an earth without undead or fiends surrounding you. Looking back, you can see the temple is still in ruins, and everything seems just the same as you left it. Perhaps, you think, there will be some time for rest and even a bit recreation.

It is just then the world goes black.

Jory has opened his attack with a *darkness* spell. Roll immediately for surprise. Jory's plan of battle is to first use *entangle*, and to order his spyder-fiends (if any) to attack. Thereafter, he makes melee attacks on anyone not trapped.

If Jory or any of his minions notice which character has the *Rod*, he tries to whisk that character away to the Steaming Fen as described in the **Chaos Gates** adventure (see **Book III**).

Jory's statistics can be found on page 23.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (4): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the opponent suffers a –2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

Spithriku (Tanar'ri, Spyder-Fiend, Spithriku) (2): AC 0; MV 18, Wb 15, Cl 9; HD 7+1; hp 36 each; THAC0 13; #AT 1; Dmg 2d6 (bite); SA spell-like abilities at 7th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (30-foot radius); SW suffer full damage from iron or silver weapons, susceptible to holy water; MR 35%; SZ M (6' long); ML elite (14); Int average (10); AL CE; XP 12,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error, cause fear* (in a single creature by touch); three times a day—*telekinesis;* always active—*infravision* (90-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a –2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures; every three rounds—*entangle* effect in a 10'x30'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

80% undetectable when motionless and in cover.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage.

Troubleshooting

If the party leaves the pocket dimension without getting the *Rod*, Ulthut busies himself gating in reinforcements from Baator. Within an hour, he collects a group of abishai—three of each type (see the *Monstrous Manual*™ Tome for statistics). He uses them to replace any abishai the party has killed. If the party killed Deitrich, the mummy is back again when the party returns (though he won't have his magical items if the party took them). The mummy cannot be destroyed while the pocket dimension exists.

THE CITADEL OF CHAOS

The final segment of the *Rod of Seven Parts* is located in the very citadel where Miska is imprisoned. Agents of the Queen of Chaos located the seventh segment some time ago and carried it to Pandemonium, where Miska's prison has remained for centuries. They passed the segment through the cocoon of law surrounding the citadel to Miska.

Miska can handle the *Rod* freely without fear of side effects because it is infused with his essence. Miska patiently waits for some band of fools, such as the PCs, to come along and bring him the rest of the *Rod.*

When they passed the seventh segment to Miska, the queen's servants created a rent in the cocoon of law that allows creatures to enter, but allows only lawful creatures to leave again. (Any PC can leave if he is in the company or Arquestan or the *Rod* bearer.) Dozens of spyder-fiends and a few other creatures have entered the citadel to help guard the *Rod.* Still, the vast citadel, with its miles of corridors and chambers, is mostly empty—more like a tomb than a prison.

Searching for the Citadel

Initially, the sixth segment of the *Rod* points to a gate that connects the Prime Material Plane with Pandemonium. At least 500 miles separate the gate to the pocket dimension of the previous adventure from the gate that leads to Pandemonium. Fortunately, the PCs don't have to make the trip themselves. Arquestan makes himself known to the PCs (if he hasn't already), and offers to take them to the very walls of the citadel in his *wind chariot*. See the **Mysterious Stranger** (**Book III**, page 26).

If the PCs don't have the sixth piece of the *Rod*, it is very difficult for them to embark on this adventure. They would need to locate the gate to Pandemonium on their own, then travel by themselves through the vast depths of Pandemonium, with its maddening winds, seeking the citadel; the journey itself could take years. All the while, the queen's spyder-fiends would be nipping at the party's heels.

About Pandemonium

Pandemonium is a plane of endless tunnels filled with roaring winds that can drive characters mad. Fortunately for the PCs, they do not have to travel unprotected. Arquestan's *wind chariot* can whisk them along, shielding them from the plane's detrimental effects.

Should the characters venture into Pandemonium without Arquestan's protection, they face the plane's full effects, which are as follows:

• Winds: The plane's howling winds require characters to attempt saving throws vs. paralyzation each turn. Characters who succeed suffer no ill effects; those who fail become irritable and prone to snapping at their companions. They suffer a –1 penalty to their Intelligence and Wisdom scores while exposed to the wind. Both effects disappear when the characters reach shelter, but only for as long as they remain sheltered.

Characters who fail their saving throws multiple times (after prolonged exposure to the winds) suffer an additional –1 penalty to Intelligence and Wisdom and a –1 penalty to initiative for each failed save. Characters reduced to an Intelligence or Wisdom score of 1 or to an initiative penalty of –10 stop, cover their ears, and mutter to themselves, becoming utterly helpless until removed to shelter.

The winds also make spellcasting difficult. Anytime a character tries to cast a spell that requires a material component, he must pass a Dexterity check or the component is torn from his grasp and the spell is ruined. Material components that are not consumed in the casting, such as holy symbols, are not lost.

• Priests: Maintaining a connection with a deity while visiting Pandemonium is difficult, especially for priests that worship lawful gods or goddesses. (Clerics are unaffected.) Priests suffer a temporary loss of spellcasting ability, reducing both the number of spells available and their effect (duration, damage, etc). Once the character leaves Pandemonium, his abilities return to normal.

The exact penalty depends on the alignment (and thus the home plane) of the character's deity, and specifically how much that alignment varies from that of Pandemonium. For the purposes of this adventure, assume Pandemonium is chaotic neutral in alignment. Priests lose one level of spellcasting ability for each grade of alignment (on both the law-chaos and the good-evil spectrum) that separates his deity from Pandemonium. For example, a tenth level worshipper of a lawful good deity is reduced to seventh level for the purposes of spellcasting.

A priest character who worships a lawful deity and is the bearer of at least one segment of the *Rod* is immune to this effect.





• Magic: Even if a spell's material component isn't lost in the wind, magic works differently in Pandemonium, as follows:

Alteration: Spells that create or reshape matter have reduced durations. Treat the caster as one level lower than he actually is when determining how long the spell lasts.

Conjuration/Summoning: The spells *find familiar, limited wish,* and *wish* fail.

Divination: When a character casts the spell, the DM secretly rolls a saving throw vs. paralyzation. If the roll fails, the spell reveals false or misleading information.

Necromancy: Spells that create life force, such as *reincarnate,* fail unless the caster passes an Intelligence check.

Wild Magic: The inherent chaos of Pandemonium enhances wild magic. A wild mage gains one extra spell level, and whenever casting a spell he rolls twice for level variation applies the more extreme of the results. A wild surge occurs if *either* roll indicates one.

In addition, spells that create or manipulate fire are ineffective. Everything from *burning hands* to *meteor swarm* is nullified. Also, spells that depend on sound (*power words, audible glamer, suggestion,* etc.) are likely to fail simply because of the roaring winds. Finally, because Pandemonium is an outer plane, all forms of ethereal travel are nullified.

Magical items: Any item that creates an effect that similar to a spell listed above is affected in the same way. For example, a *wand of fire* is useless on Pandemonium. Enchanted weapons and armor lose two pluses on Pandemonium. A *long sword +3* or a *shield +3* becomes only +1 on Pandemonium. *Bracers of defense AC 2* become AC 4, and a *ring of protection +1* ceases to function at all. Items return to normal when brought back to the Prime Material Plane. The *Rod of Seven Parts* is unaffected.

The PLANESCAPE™ and *Planes of Chaos* boxed sets have more detailed information on Pandemonium. The DM is free to use that material instead of what is presented here.

About the Citadel

The citadel stands atop a tall spire of white rock in a vast tunnel. The spire is 7 miles high and the tunnel is at least twice that wide, about 14 miles. A shallow, filthy stream about 200 yards across meanders along the bottom. This is part of the river Styx, a body of foul water that connects several planes of evil. Anyone who touches or tastes the water must roll a saving throw vs. spell. Failure brings total amnesia, including class, alignment, and spells. The character retains his hit points, THAC0 and saving throws, but forgets all proficiencies, command words, spells, special class abilities, and other basic information such as the names of companions. All attacks suffer the appropriate nonproficiency penalty for the character's class. If the save succeeds, the victim only forgets the events of the past day. A *heal* or *limited wish* spell restores basic memories such as class abilities and the names of close associates; a *wish* fully restores memories.

The citadel itself is a great pile of black, white, blue, and red stone. Outwardly, it resembles a normal castle, but it is built on a gargantuan scale. The edifice is a little more than a half mile wide, with outer walls more than 100 feet thick. Its towers are solid stone riddled with twisting passages and irregular chambers. The walls and most of the towers have battlements, but the main towers have domed tops.

Tracking the Rod

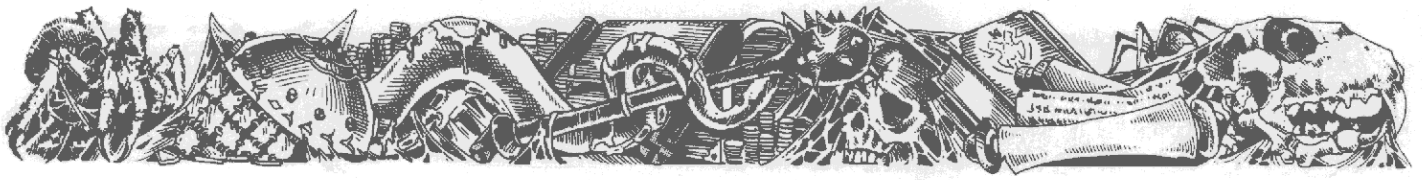
Miska keeps the *Rod* segment in tower E, which is indicated by the green arrow on the player's map. When the PCs are outside tower E, the sixth segment of the *Rod* indicates a point high up in the structure, somewhere within the dome.

The segment continues to indicate that point until the PCs enter the tower and ascend toward Miska's apartments, when they come within minimum range.

Miska has an empathic connection with the *Rod.* He knows the instant the party disturbs the seventh segment. He can also track the segments that the party has, and he always knows the party's approximate location within the citadel. However, Miska bides his time and delays his appearance until the party has all seven segments.

Friendly Advice

Before Arquestan and the PCs fly off to Pandemonium, Qadeej pays them a visit. The boxed text below assumes that the party is already familiar with Arquestan but has not yet met Qadeej. If the situation is different for your group, refer to the **Mysterious Stranger** adventure in **Book III** and modify the text accordingly.



The enigmatic Arquestan pauses. "I have a gift for you that may help you succeed." Without an explanation he stops and begins spreading a black cloth on the ground. It appears that there is something wrapped within the fine fabric.

Without warning, the constellation of soft lights that accompanies Arquestan becomes agitated. They dash to their master, forming a tight ball next to him. The wind duke scans his surroundings, looking puzzled but not alarmed. You don't notice anything amiss.

A fuzzy spot appears in the air before your eyes; it's magic of some kind. The spot turns into a spark, and then into a statuesque figure who bears the unmistakable mark of Arquestan's race. The newcomer seems a bit shorter than Arquestan. His bearing is just as proud, but he has a slight stoop. His black hair is shot with gray and there are worry lines around his bright eyes, but nothing else mars his ebony skin. The newcomer holds a staff in his left hand, and his only clothing is a royal blue sash wrapped in layers around his loins and tied with an elaborate knot.

Arquestan greets the newcomer with a solemn bow. "Thy presence is unexpected, Bledrudeam," he says. "To what do we owe this honor, and whom do I have the pleasure of addressing?"

The newcomer seems annoyed. "Long have I watched thee, Arquestan," he replies. "Just as thou hast watched these mortals, I have watched thee. Know me, then, as Qadeej." Arquestan seems a bit stunned when he hears the name. "I have come to tell thee that thy role in this affair must come to an end, Arquestan. Accompany the mortals into Pandemonium if thou must; only an outcast such as thee could stand the disorder in such a place. But do not set foot in the citadel. You risk all that we have fought for."

The PCs can put a word in at this point, if they wish. Play out the rest of the encounter using the information listed below.

DM Note: Any character wearing a *ring of truth* is completely unable to hear Qadeej's voice, thanks to the wind duke's *ring of mind shielding*. (If the PCs defeated Deitrich, the mummy priest in the previous adventure, they probably recovered the mummy's *ring of truth*.) In any case, Qadeej's ring of *mind shielding* keeps the PCs from magically detecting his many lies and deceptions during this encounter.

• Qadeej says Arquestan must not enter the Citadel of Chaos, where the final piece of the *Rod* lies, because Miska would surely detect him and prevent the party from recovering the segment. When Arquestan objects, Qadeej lays it on thick. *"Think of the consequences of failure, my son. Would thou put these mortals, their world, your entire race, and uncounted number of other realms at risk for one chance at glory? Long have the wendeam searched for the* Rod, *even though the elders have forbidden it. Surely, the defeat of Chaos and the triumph of Law is more important than anything?"*

Miska has no special ability to detect Arquestan or any other vaati. Qadeej wants the party to enter the citadel and fail so that Miska will be released and the war between Law and Chaos will begin anew. Finally, he wants Arquestan by his side so that he can recover the *Rod* more easily after Miska restores himself with it. Qadeej anticipates that he will need elite soldiers like Arquestan once the war has begun anew.

Arquestan reluctantly accepts Qadeej's advice. As it happens, he will probably be of more use to the party outside the citadel than within it (see **Arrival**, below).

• Either Qadeej or Arquestan can explain that most vaati believe the present stalemate between Law and Chaos is preferable to the dangers of reopening the war against Chaos. True, the armies of Law have not won, but neither can Chaos overwhelm the multiverse. The present situation is far better than what might happen if the armies of Law lost a new war.

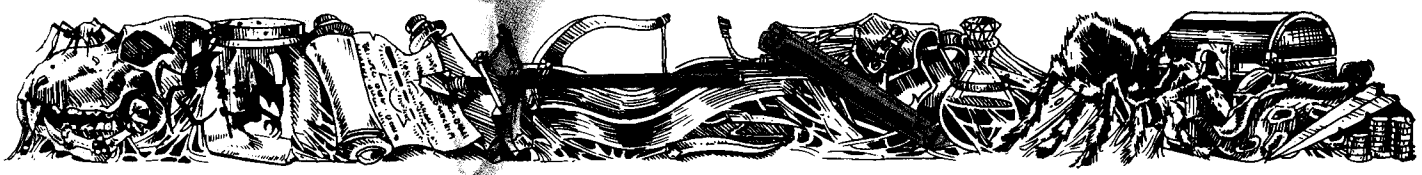
Even the wendeam, the outcasts who travel the planes opposing the Queen of Chaos and her spyder-fiends, have before now never actively sought to assemble the *Rod* and slay Miska.

• Arquestan explains that quite a few vaati believe that any group of mortals who can assemble the *Rod* and destroy Miska should be aided and encouraged.

• Qadeej says that starting a new war might be a bad idea, or it might not, but the best way to prevent Miska from getting free is to kill him, and this feat can be accomplished only after the *Rod* has been made whole.

Qadeej actually thinks restarting the war is a good idea, but he doesn't admit it now.

• Qadeej insists that the party assemble the *Rod* as quickly as possible. If the segments the party has do not already have the correct glyphs (see **Book III**), Qadeej scribes them for the group. He assures them that seventh has already been prepared.



If this raises alarms in the PCs, Qadeej explains that the queen, too, wants to see the *Rod* assembled so that it can be destroyed forever. All the segments must be destroyed at once, and the only way to do that is to assemble the *Rod* first.

Qadeej's answer is a complete fabrication. The queen wants the *Rod* assembled so Miska can be restored to full health and escape the cocoon of law, and Qadeej knows it. Once he has convinced the PCs that assembling the *Rod* is the best thing to do, Qadeej vanishes back to Aaqa.

• Arquestan's gift to the PCs is an ancient bastard sword that was forged in the fires of Aaqa. It saw use in the original war against Chaos and was preserved after the battle of Pesh. Vaati who would like to see the party slay Miska sent it. The sword can smite Chaos even on Pandemonium, where the party's own weapons might be dulled.

In any case, Arquestan selects one PC, probably a lawful warrior (a paladin would be his first choice) to carry the sword. The character can refuse the sword if he wishes and Arquestan will not be offended.

The sword's name is Zephrus; it is +5 on the Prime Material plane, and +4 anywhere else in the multiverse. It is Lawful Neutral, with an Intelligence of 13 and an ego of 24 (for a personality score of 37). It has a special purpose to overthrow Chaos, granting its wielder a +2 bonus on all saving throws vs. attacks from chaotic creatures and reducing damage from such attacks by –2 per die (minimum one point per die). Once a month, it has the special ability to change itself into any lawful creature who has grasped it during the past month.

Characters with personality scores of 37 or higher (see *DMG*, Appendix 3) can control the sword and learn its powers; those with lesser scores learn nothing.

Magical Conditions Within the Citadel

The cocoon of law surrounding the citadel negates all special conditions that normally prevail on Pandemonium, with three exceptions. First, ethereal travel is still impossible. Second, the rent in the cocoon near area 2 allows the winds of Pandemonium to sweep in and affect those nearby. Characters must attempt saving throws against madness (see the **About Pandemonium** section). Finally, priest characters still suffer penalties to spellcasting. Note that the Queen of Chaos's *chaos gate* ability is ineffective both in Pandemonium and within the citadel.

The cocoon of law imposes its own limitations, which apply even in area 2:

Alteration spells that allow special forms of travel, such as *blink, dimension door, fly, phase door* and *teleport* cannot be used to transport anyone or anything out of an enclosed space. They allow movement into spaces, and they can function within a space. In this case "in" is away from the cocoon and toward the citadel's center. For example, the largest "space" in the citadel is the courtyard and the air above it, which is enclosed by walls on the bottom and sides and the cocoon overhead. A spyder-fiend can teleport from the top of one of the towers to the courtyard below or to the top of another tower, but it could not teleport outside the cocoon. It could teleport into one of the towers, but it could not teleport back out to the courtyard or a tower top because that would involve going out.

Conjuration/Summoning: These spells are ineffective inside the cocoon. This includes the tanar'ri *gate* ability.

Wild Magic: These spells are completely nullified inside the cocoon.

Spells that can alter or destroy the citadel's stonework are ineffective; these include *disintegrate, transmute rock to mud, passwall,* and *stone shape*. The spell does function if directed at stone that is not part of the citadel (for example, a character's *wall of stone*).

All other forms of magic work normally, including enchanted weapons and armor. The *Rod of Seven Parts* is unaffected.

About the Maps

The citadel is far too large to show in detail, even on the poster maps included in this product. Exploring the place, which is mostly empty, would be tedious except for the occasional ambush by spyder-fiends, and even those would get boring and frustrating after a while.

Map E1 and the front of Card 4 show an overview of the castle's exterior. Mapsheet E also includes several geomorphs that can represent various locations where encounters occur, and a detailed map of Miska's apartments (Map E2).

Because there are no true directions on the Pandemonium, the maps have no compass rose. The text for this adventure has been written to take the lack of direction into account. To enhance the alien nature of the setting, avoid referring to compass directions while running the adventure.



Getting Around

The DM map shows the major passages and staircases in the citadel. (There are many more than what is shown on the map, particularly in areas A-F.) The passages are coded to show on which level in the structure each passage can be found. For purposes of this adventure, the citadel has only three levels: the courtyard level (solid green), the battlement level, (dashed black), and the bridge level (dotted red). The black circles are spiral staircases that run from the courtyard level all the way to the tops of the towers, unless otherwise noted.

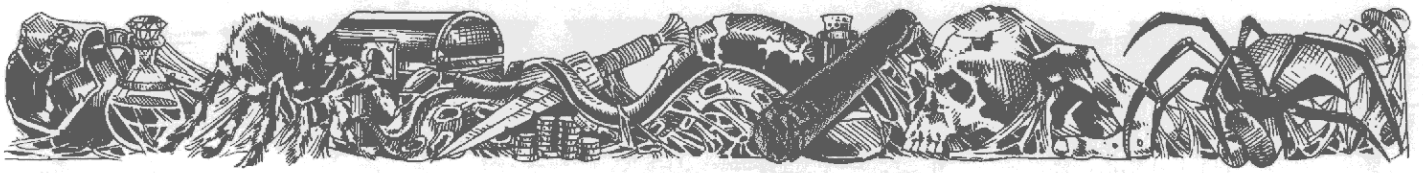
The PCs can freely move around atop the outer walls and their towers, though the spyder-fiends will have something to say about that.

To get to Miska's apartments and recover the *Rod*, the PCs must enter one of the towers marked D, proceed via the staircase to the bridge level, and work their way into tower E. Beyond that, it is not important exactly where they go. Smart parties will fly directly to the center of the citadel (if they can) and avoid taxing their resources the minor encounters in the other areas.

DM Note: Your players are apt to use the *Rod's wind walk* power to zip around the citadel, as they should. The power, however, affects only the *Rod* bearer and two others. Wind-walking characters are neither invisible nor immune to attack. Any creature with 4+1 or more hit dice can harm wind-walking characters. A wind walking character's armor class is not changed, and he is still solid enough to be blocked by any barrier that would block his normal body. A wind-walking character cannot cast spells or use magical items while in vaporous form, but he can make unarmed attacks and use magical weapons. A normal *wind walk* spell is subject to the restrictions for leaving areas within the citadel through magical movement (see **Magical Conditions Within the Citadel**), but the *Rod's wind walk* power is not.

Encounters

Many of the encounters have no fixed locations; the party simply stumbles across things (and vice versa) while exploring the citadel. Each encounter begins with an explanation of its purpose, the general location where it can happen, and which geomorph (if any) to use.



Arrival

This encounter has no fixed location; it gives the PCs their first glimpse of the citadel.

Arquestan's wind chariot certainly is an efficient mode of travel, and it's much more comfortable and safe than some of you thought it would be. Though a great cyclone keeps it aloft, you don't feel any breeze except the one created by the sheer speed of your movement. At the beginning of your journey, the landscape below passed by at an amazing rate. Since then, the terrain has been a little more than strange.

You passed through the silvery void of the Astral Plane, where there was no scenery at all, and then through a pool of shimmering color that you saw for only an instant. Now, you are making your way through an endless series of dark, damp tunnels. Though you are protected by some kind of shield around the chariot, you sense that it is an unpleasant environment outside. Occasionally, a nasty odor drifts in from nowhere, and there are frequent thumps and rattles as monstrous gusts of wind that buffet your craft. It seems to you that the air would have to blow very hard to jar the chariot of a duke of the wind. The thought isn't comforting.

The tunnel you are in right now seems as vast as any river valley on your world; there even seems to be some kind of river meandering along the bottom, far below. But instead of gentle hills rising up form the vale to a blue sky, only circular walls of damp stone close overhead, so that bare rock hangs where clouds should be floating.

Ahead, you see a tremendous promontory soaring from the tunnel's soggy depths and rising halfway to the lofty roof. A fortress like no other you have seen caps the outcropping. You seem to be fairly close already, but as the minutes pass by you realize that the promontory and fortress are still a vast distance away. Their sheer size fooled your senses. The peak must be at least seven miles high, and the fortress that crowns it is a half mile on a side if it's an inch.

"There, guarded by Miska himself, you shall find the seventh segment of the *Rod*," Arquestan announces.

The chariot continues to approach. You begin to notice a haze, a filmy mist in the air, that sheathes the spire and the fortress like a huge blanket, except that it floats several hundred feet above the fortress's highest tower. "That is the cocoon of law," says Arquestan. "It is the barrier that has held Miska in durance for aeons."

Arquestan circles the spire slowly, and you have the chance to peer over the huge structure. "Hold! I like this not!" Your gaze follows his pointing finger to a spot near one of the outer towers. There, you see a part of the cocoon fluttering in the breeze like a sheet of tattered linen in a storm. Arquestan appears troubled. As he completes the circle, he asks, "What does the *Rod* tell you? Where does the final piece lie?"

The tear in the barrier near area 2 runs from the peak all the way down to the tunnel floor. It is about 15 feet wide. As noted earlier, only lawful creatures or creatures touching the *Rod* bearer can exit through the tear, though anything can enter through it. The cocoon is otherwise intact; the PCs cannot pass through it unless they have the *Rod* or are in Arquestan's company. Arquestan has a number of observations to make:

- "No force except Law could have torn the barrier. Perhaps the queen's agents tore it asunder when they passed their segment of the *Rod* through it."

This is all Arquestan knows about the tear.

- "It seems likely that Miska is still within the citadel; otherwise, the armies of Chaos would already be on the march. Perhaps Miska is unable to escape through the tear."

- It would seem to be prudent for Arquestan to wait outside while the party enters the citadel. The wind duke can try to prevent anything from escaping or entering while the group is inside. It remains for the PCs to decide how they should enter. Arquestan planned to take them through the barrier and land them on the battlements, but perhaps it would be better to enter through the tear and avoid damaging the barrier further.

In any case, it is up to the PCs to decide how to proceed. Arquestan's original plan was to land the PCs on the tower marked 1a and then withdraw. He intended to remain inside the barrier and outside the castle, where he might distract Miska and his bodyguards.

Outer Works

These areas include the walls, outer towers, and courtyards. They are largely deserted. While the PCs are exploring these areas, they catch an occasional glimpse of Arquestan riding his *wind chariot*. Unless the plan has changed, he stays mostly near area 2, but occasionally makes a circuit around the entire citadel. All the open areas are faintly lit by a purple glow from the cocoon of law. Inside the passages it is blacker than a coal mine.

1. Outer Towers

These buildings are about 400 feet high; they contain passages that lead out to the battlements atop the walls, plus spiral staircases that lead down to the courtyards and up to their flat tops, but otherwise they are completely solid.

The towers are totally deserted.

1a. Landing Tower

Arquestan would like to land the party here, but he'll agree to stop at any outer tower or any point on the battlements to let the PCs out of his chariot. No matter where the party debarks, the chariot hovers next to a wall, so all the PCs have to do is step off of it and onto the citadel.

2. The Winds of Pandemonium

This tower is just like all the other outer towers except that it lies near the rent in the cocoon of law. As soon as the PCs step onto the tower's top, they must attempt saving throws against the maddening effects of Pandemonium's winds, as described in the **About Pandemonium** section. Characters gain shelter from the wind when they leave the tower top.

3. Courtyards

These open areas are paved with rough cobblestones. Like the rest of the citadel, the stones display the colors black, white, blue, and red. Under the purple glow cast by the cocoon, the courtyards seem dingy and full of brooding shadows. Here and there, the party finds mosaics depicting battles in the war between Law and Chaos. The forces of Chaos are always portrayed as winning handily. Even more rarely, the party finds large husks of creatures



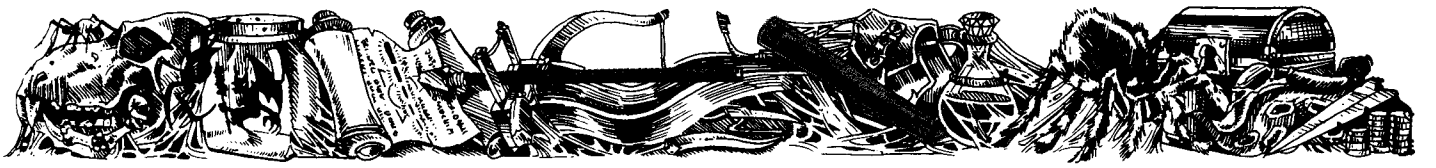
wrapped in silk. These are predators that have wandered into the citadel through the rent in the cocoon only to fall prey to the spyder-fiends. The husks collapse into dust if the party tries to unwrap them.

Three groups of six kakkuu each patrol the courtyards; roll 1d10 for every round the PCs spend here. On a roll of a 1, they meet one of the groups. If the party kills all three groups, do not roll for more encounters here.

The shadows and mosaics provide excellent camouflage for the kakkuu as they lie in wait for the party. The creatures have also laid a network of silken strands over the courtyards so that they can menace parties that are flying at altitudes of 400 feet or less. (Parties flying higher do not roll for encounters in the courtyards.) There is no geomorph for this encounter.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (6): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15'*



radius, teleport without error; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a –2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

4. Battlements

The outer curtain walls are 100 feet thick and 200 feet high; they are not equipped with ladders or handholds for getting down to the courtyards. If the characters wish to descend, they must use the stairs in one of the towers, fly, or climb down. The walls are very smooth and should be considered slightly slippery for climbing purposes (see *PHB*, Chapter 14).

A patrol of five kakkuu led by a phisarazu completes a full circuit of the battlements about every hour. Whenever the party steps onto the battlements, roll 1d10. On a roll of 1 or 2, the patrol sights the party and moves to attack. (If the kakkuu sees Arquestan dropping off the PCs, they wait until he leaves before attacking.) Otherwise, the PCs automatically encounter them when they spend two or more turns on the battlements. Use the battlement geomorph if the patrol attacks.

Phisarazu (Tanar'ri, Spyder-Fiend, Phisarazu): AC –3; MV 18, Wb 15, Cl 9; HD 9+1; hp 46; THAC0 13; #AT 3; Dmg 2d6/1d8/1d8 (bite/sword/sword); SA spell-like abilities at 9th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (40-foot radius); SW suffer full damage from iron or silver weapons, susceptible to holy water; MR 50%; SZ M (7 1/2' long); ML champion (16); Int very (12); AL CE; XP 18,000; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*alter self, darkness 15' radius, invisibility, teleport without error, cause fear* (in a single creature by touch); three times a day—*forget, mirror image, telekinesis;* always active—*infravision* (90-foot range).

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the victim develops a festering sore after 2d8 hours and loses one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The opponent suffers a –3 penalty to Dexterity for 2d6 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs, breath weapon, wrap helpless or unconscious creatures, or fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds—*entangle* effect in a 10'x30'x20' cone (range 0), or a *glitterdust* effect with a range of 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical, cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (5): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the opponent suffers a –2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25



feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

5. Gates

Huge steel grates that look like portcullises block these portals. The grates are 100 feet wide, 200 feet tall, and have bars 3 feet thick; they weigh hundreds of tons. No hinges or winches can be seen. All attempts to lift or open the grates fail; the grates do not open because they're just for show.

The spaces between the bars are slightly less than 2 feet square, and their inner surfaces are covered with gear-like teeth. Tiny creatures can slip right through the openings without difficulty. Small and man-sized creatures can wiggle through but must roll successful saving throws vs. breath weapon to avoid getting caught on the teeth (small creatures get a +2 bonus to the roll). If the saving throw fails, the creature is impaled on the teeth and suffers damage equal to 2 times the character's armor class before modifications for shield or Dexterity; bonuses from magical armor and protective devices count. Characters who suffer damage must roll an additional saving throw vs. poison or become paralyzed for 2d6 turns (onset time 1d3 rounds). Large, huge, and gargantuan creatures cannot pass through the grates.

If the character's unmodified armor class is 0 or less, he gets stuck in the opening instead and must be pulled or pushed loose with a successful open doors roll or removed through magical means such as a *reduce* spell. The stuck character cannot help with an open doors roll. If an open doors roll succeeds, the stuck character's armor or outer clothing must roll a successful saving throw vs. crushing blow or be destroyed.

Wind-walking characters and those in gaseous form can move right through the grates.

There is no geomorph for this encounter.

When characters following the battlements reach a gate, they face a 100-foot gap bridged only by the highest bar of the grate. They can go back to the nearest tower and detour around, fly over the chasm, or walk along the top; a successful Dexterity check is required for the last option. If the character gets involved in a fight, he suffers a –4 initiative penalty and must make a successful Dexterity check each time he takes damage. Use of a melee weapon with a weight over 5 pounds imposes a –4 penalty on the Dexterity check. If the check fails, the character falls off the gate to the courtyard 200 feet below (falling damage is 20d6).

The Keep

The inner towers are mostly solid, but there are rooms inside, connected by passages. Except in the rare case when a visitor might find a window, 20 to 100 feet of solid rock lies between a tower's exterior and any chamber or passage inside. The two domed towers (B and E) are about 700 feet high; the smaller towers attached to them (A, C, D and F) are about 900 feet high. The remaining tower (G) is about 400 feet high and solid, just like the outer ones.

Inside a tower, the passages have arched ceilings three times as high as they are wide and each chamber has a domed ceiling four times as high as the room is wide. The corridors are unlit.

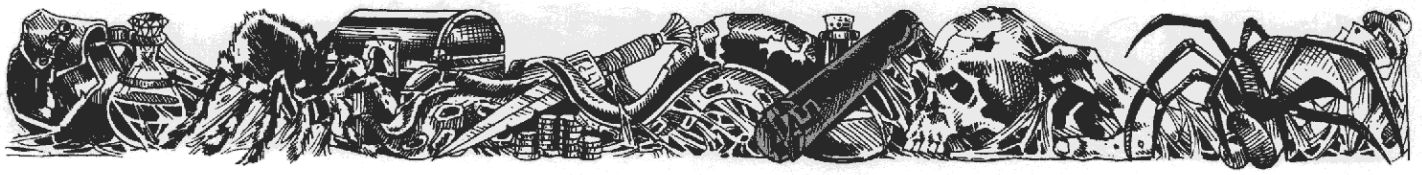
This area is a great place to waste time and run a frustrating game for the players. When the PCs enter the keep, simply ask the players which direction they want to go. Point out their options on the players' map and assume the characters get where they are going without incident unless you decide they have an encounter along the way. For example, if your characters enter tower A from the battlement, tell them they find a stairway going down or they can follow a passage into the big tower (tower B). Keep things moving.

The paragraphs below contain some additional information about the individual areas in the keep and some encounters to liven things up a bit.

Alert: When the PCs seek to cross a bridge, they may be attacked (see **A Bridge to Cross**, page 56). Also, **Lookout Below!** and its companion encounter **A Proposal** should be run when the PCs are traveling up any of the keep's staircases.

A. Entry Tower

Unlike the outer towers, the passage from the bottom of the stairwell here does not open into the courtyard, but to the courtyard level of tower B. The tower has no special function in the citadel.



B. Main Tower

Though they are not shown on the maps, this tower has several dozen windows through which flying characters can enter. The windows are barred but have no shutters or glass. Tiny creatures can wiggle through the bars; larger ones must bend the bars with a successful band bars/lift gates roll. Characters who use the windows wind up on the battlement level.

C1-2. Bridge Towers

These towers have no windows or entrances other than the bridges between the towers and the passages from tower B. The stairwells connect the towers' bridge level to the battlement level of tower B.

D. Guard Towers

The bridges from tower C2 provide the only access to tower E, where the final piece of the *Rod* lies. The only entrances are the gates at the bridges; there are no doors or windows. Use the bridge/gate geomorph for these encounters; there are two gates. Read or paraphrase the following when the PCs examine one of the gates:

> The bridge ends in a portal large enough to admit two ogres walking side by side. A silver grate blocks the portal. The inner edges of the bars are studded with tiny spikes with glittering points that look sharper than any needle.

The grates are simply doors that slide upward. Anyone can lift one with an open doors roll. The spikes, however, are if anything even sharper than they look. Furthermore, if the spikes are examined, they appear to be coated with a thin layer of some noxious substance, which cannot be removed. Characters operating the grates without metal gauntlets suffer 1d4 points of damage and must roll successful saving throws vs. poison or die immediately. Characters with gauntlets suffer one point of damage and don't have to worry about the poison.

A spithriku crouches behind the door, hiding. When the PCs begin working on the door, it automatically touches one character and uses its *fear* power. When the party finally gets the grate open, the spithriku bites and uses its *entangle* web power. If hard pressed, the fiend uses its *telekinesis* power to hurl the lightest looking character off the bridge. The spithriku can move up to 175 pounds with *telekinesis.* A character hurled from the bridge suffers 20d6 points of falling damage upon impact.

Spithriku (Tanar'ri, Spyder-Fiend, Spithriku): AC 0; MV 18, Wb 15, Cl 9; HD 7+1; hp 36; THAC0 13; #AT 1; Dmg 2d6 (bite); SA spell-like abilities at 7th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (30-foot radius); SW suffer full damage from iron or silver weapons; MR 35%; SZ M (6' long); ML elite (14); Int average (10); AL CE; XP 12,000; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error, cause fear* (in a single creature by touch); three times a day—*telekinesis;* always active—*infravision* (90-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a –2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures; every three rounds—*entangle* effect in a 10'x30'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

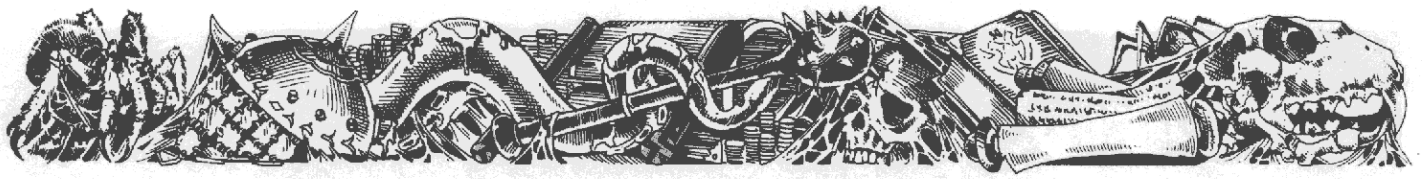
80% undetectable when motionless and in cover.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic.

E. Miska's Tower

This tower has no windows or entrances other than the gates in area D; *there is no access from the battlements.* If the characters spend any significant amount of time near this tower (searching for secret doors, trying to dig through the walls, or the like), spyder-fiends from several areas spot them and teleport to the attack. (Teleporting works fine on the citadel's exterior.) The first group to notice is the group that patrols the battlements, which spots the PCs after a



turn or two. Every 1d4 rounds after the patrol arrives, one group of kakkuu from the courtyard teleports in, followed by the kakkuu from the bridges. If the PCs already have killed the patrol, the kakkuu from the courtyard or bridges are the first to notice.

Once the PCs get inside, it is a simple matter for them to move upstairs to Miska's apartments, though you might decide to throw a few encounters their way (see the **Additional Encounters** section).

Miska's Apartments

These areas are similar to the rest of the tower interiors. The stonework is predominantly black and white, and the ceilings are lower, only 20 feet high.

E1. Phisarazu Chambers

Two invisible phisarazu keep watch over the *Rod* from these chambers. The doors leading to area E2 are fitted with peepholes, and the phisarazu are using them to watch over the *Rod*. If the party enters through the back door of either of these chambers, a surprise roll must be made. The phisarazu has a –2 penalty to its surprise roll. Because it is invisible, however, the party might not notice it. If the PCs go to area E2 from here, the phisarazu follows them in. When the second phisarazu sees the door open, it bursts into area E2, bites, and uses its *entangle* ability while its invisible comrade uses *fear* on any character it can reach.

The chambers are featureless except for the phisarazu.

Phisarazu (Tanar'ri, Spyder-Fiend, Phisarazu) (2): AC –3; MV 18, Wb 15, Cl 9; HD 9+1; hp 46 each; THAC0 13; #AT 3; Dmg 2d6/1d8/1d8 (bite/sword/sword); SA spell-like abilities at 9th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (40-foot radius); SW suffer full damage from iron or silver weapons, susceptible to holy water; MR 50%; SZ M (7 1/2' long); ML champion (16); Int very (12); AL CE; XP 18,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*alter self, darkness 15' radius, invisibility, teleport without error, cause fear* (in a single creature by touch); three times a day—*forget, mirror image, telekinesis;* always active—*infravision* (90-foot range).

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the victim develops a festering sore after 2d8 hours and loses one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The victim also suffers a –3 penalty to Dexterity for 2d6 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, wrap helpless or unconscious creatures, or fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds—*entangle* effect in a 10'x30'x20' cone (range 0), or a *glitterdust* effect with a range of 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic.

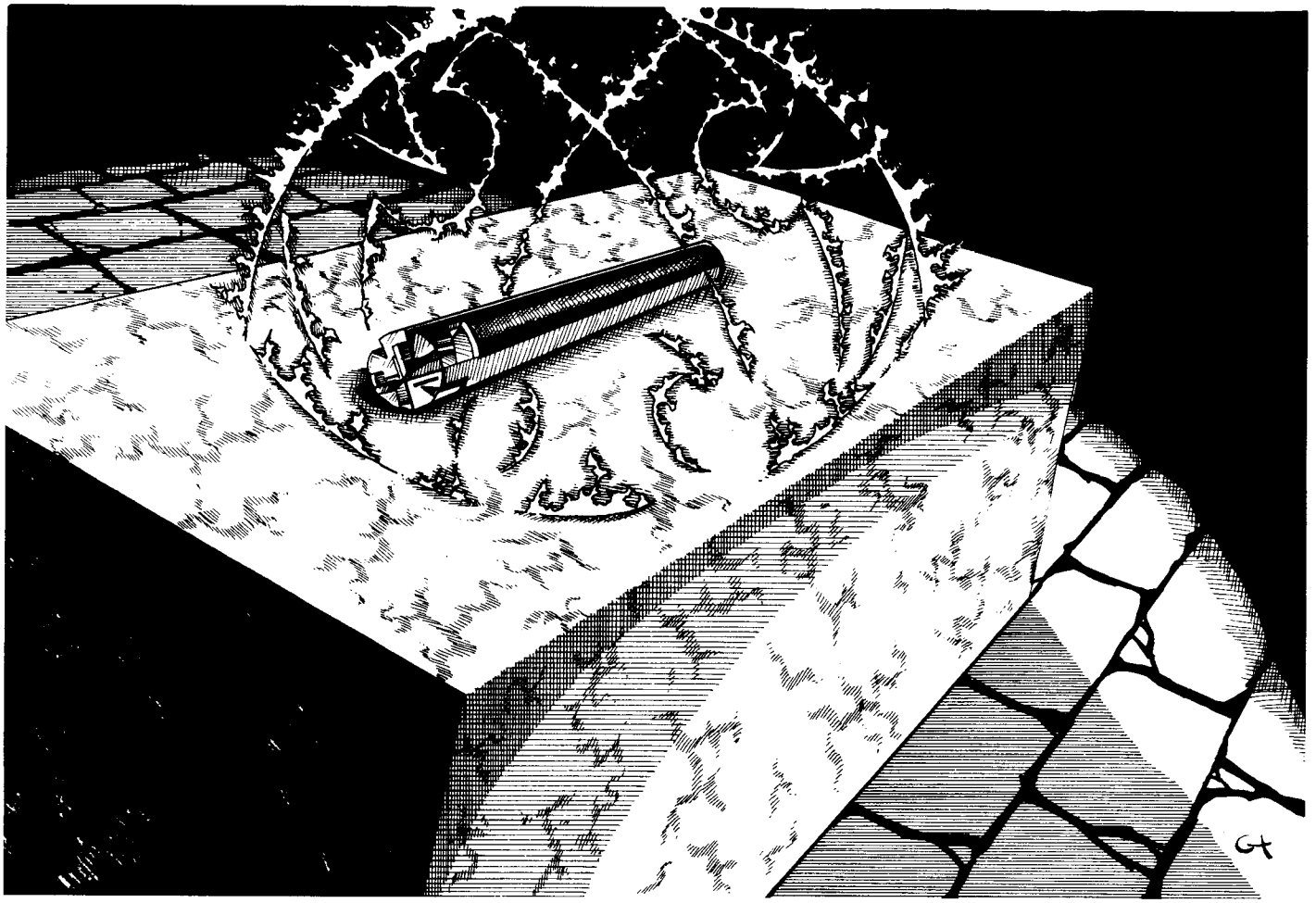
Holy water inflicts 1d6+1 points of damage,

E2. *Rod* Chamber

Tactical Map F5 shows this chamber. Read or paraphrase the following when the party enters this room:

> Opening the door, you stare into an unusual room. It has eight sides and is shaped something like an arrowhead. Looking around, it is a shock to see that the walls of this chamber defy the clashing colors of the citadel that you have seen up until now. Instead, the room is encircled by walls which are plain and lusterless black. It is difficult to discern where the floor ends and the wall begins.
>
> Ultimately, your attention is drawn to a knee-high slab of gleaming stone. The gleaming slab provides the chamber's only illumination, but it is enough to let you see a thick wand of lusterless ebony resting on the slab. The wand has one rounded end and one faceted end. This is the final segment of the *Rod of Seven Parts*.
>
> The segment bears a shimmering glyph, just as Qadeej predicted it would.

The slab and *Rod* segment are not trapped, but the phisarazu from area E1 and Laak-Ral from area E4



keep watch and attack the PCs when they enter. See areas E1 and E3 for details.

As they attack, Laak-Ral shouts to his minions to kill the PCs before they can assemble the *Rod*. Laak-Ral is following instructions that Miska gave him; even if his spyder-fiends are defeated, Miska wants the party to complete the *Rod*.

Miska knows the instant the *Rod* is disturbed, and he teleports into the chamber whenever the group begins fiddling with it. (He uses his empathic connection with the *Rod* to get to a place where he can teleport before the characters even get to the room.) The PCs could be in for a nasty fight if they handle the *Rod* before dealing with Laak-Ral and the other spyder-fiends.

The Final Confrontation: If the PCs already have the first six segments of the *Rod* assembled, they can add the final segment in minutes (see **Book III**). Miska is monitoring them via his empathic connection to the *Rod*. If the PCs begin adding the final segment to the *Rod*, he waits until they are done, then teleports in. If they move to leave or fail to begin assembling within a minute or to, he teleports in, appearing as close to the *Rod* bearer as he can. If the *Rod* sections are being carried by more than one character, Miska appears near the closest one. Before attacking, Miska gives them a chance to surrender the *Rod*. He is happy to converse before closing in for the kill:

• "So, you have brought me the *Rod*; how very kind of you. Give it to me, and witness the power of Chaos."

If the party struck a deal with K'ian'cha, Miska says: "I see you have dealt with my worthless lieutenant, as the succubus predicted you would. Extend the *Rod*, and your agreement is complete."

In any case, if Miska can get a firm grip on the completed *Rod* with two of his four hands, he is restored to full strength (see below). If the party doesn't want to let him do that, he can still grab for it with his hands; if he scores two melee hits against the *Rod* bearer's normal armor class, he grabs the *Rod*. If he scores only one successful hit, he can hold on and try again the next round. The *Rod* bearer can tear the *Rod* lose if he wins an opposed Strength roll against Miska. (To win, the character must roll under his Strength score on 1d20 and the number must be higher than what the Miska rolls. If the both the character and the Miska roll the same number, it is a tie. If both the character and the Miska fail the Strength



check, it is a tie.) Miska's Strength is 19.

If Miska gets two hands on the *Rod* at any time, however briefly, he is immediately restored. The flow of energy creates a shockwave that drives the *Rod* away from Miska with the force of a catapult. The *Rod* bearer and anyone within 10 feet are blasted 30 yards directly away from Miska (or to the nearest solid object). They suffer 3d4 points of damage and must roll a successful saving throw vs. petrification or be knocked prone.

• Once he is restored, Miska does not deliberately touch the *Rod*; it has become his nemesis. The cocoon of law immediately collapses, and the full magical effects of Pandemonium rush in (see the **About Pandemonium** section). The winds of the plane flood in with a howling rage, and Miska howls with delight.

Miska sticks around to slay the PCs, as he is in a fine mood for killing. If the characters protest that they had a deal with the succubus, Miska laughs and says: "You didn't listen to *her* did you?" He has K'ian'cha's head stuck to his body with some webbing, and he throws the gory trophy to the party's feet.

Miska has 100 hit points after being restored. His strength increases to that of a storm giant. (Effectively, he has an additional +3 to hit and causes an additional +5 damage with melee weapons). Also, his Intelligence rises to exceptional (15).

Miska fights until reduced to 40 hit points or less, or until the PCs poke him with the *Rod*. If the characters flee, Miska pursues, attacking whenever he can. If they fight, ask the player whose character has the *Rod* how he is using it in combat. The completed *Rod* can function as a blunt weapon or a piercing weapon (see **Book III**). As a blunt weapon, the *Rod* inflicts only half damage on Miska. As a piercing weapon, any hit can kill him. Note, however, that any hit on Miska with a type P weapon sprays the attacker with a gout of ichor that can destroy both the wielder and the weapon. If the *Rod* fails its saving throw vs. disintegration, it shatters and a rift opens to a random location on the Prime Material Plane. The pieces of the *Rod* are scattered to random locations on the world to which the rift opened, and the characters are sucked in, too. However, Arquestan can rescue them and return them home. Miska is once again imprisoned and the rent in the cocoon of law is repaired. The PCs have duplicated the final moment of the battle of Pesh.

If the *Rod* succeeds with its saving throw, however, Miska is irrevocably slain.

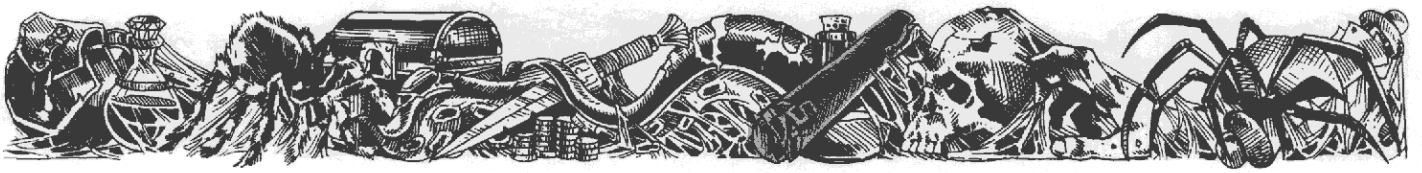
• A less heroic (but perhaps more prudent) tactic for the PCs is to grab the final segment of the *Rod* and run like the dickens. Miska's ability to teleport in pursuit is strictly limited as he cannot use it to leave an enclosed space, so the characters have an excellent chance of getting away, especially if they have not yet used the *Rod's wind walk* power. If the party outdistances Miska, he runs outside and then teleports to their location. (He can freely teleport within an area, or into an area.) In this instance, he will most likely confront the characters just before they board Arquestan's chariot. Arquestan will aid the PCs in any way he can.

If this ending seems undramatic, or if the final battle is too easy after Arquestan has joined it, have Miska gather together some spyder-fiends and attack in force.

• If the party leaves the citadel with all the parts of *Rod* unassembled, Arquestan helps them put then together. The *Rod* wielder can automatically seal the tear in the cocoon of law.

• If the characters reduce Miska to zero or fewer hit points before he is restored to full health, the wolf spider is "killed," but eventually will regenerate back to life and pursue them. Not even a *wish* can stop Miska from regenerating. If the PCs have activated the *Rod's resurrection* power, however, they can use it on Miska when he is "dead" (below zero hit points). Resurrecting Miska shatters the *Rod* and scatters the pieces on some random Prime Material world (but not the PC's). It reseals the cocoon of law and catapults the PCs back to their home world, and it also restores Miska to full health. He is still imprisoned, but much more powerful.

• While the party is confronting Miska, don't forget Zephrus, the bastard sword Arquestan offered the PCs. When the time is right (such as when the *Rod* bearer is killed or Miska is about to escape), Zephrus invokes its own power and transforms itself into Arquestan, complete with all items and weapons. The sword can do this even if Arquestan is present or if he has been slain. Zephrus/Arquestan attacks Miska with abandon. Note that Zephrus will allow the PCs to restore Miska, as this is the only way the Wolf Spider can be killed permanently. The sword will not, however, allow Miska to escape if it can prevent it.



Miska the Wolf Spider: AC –7; MV 18, Wb 15, Cl 9; HD 24; hp 50 (100 if essence is restored); THAC0 –3 (–6 with *scimitar* or *morningstar* +3) (–8 with *scimitar* +5); #AT 7; Dmg 2d10/2d10/1d8+10/1d8+10/1d8+12/2d4+10/2d4+10 (bite/bite/*scimitar of speed* +3 and Strength bonus/*scimitar of speed* +3 and Strength bonus/*scimitar* +5 and Strength bonus/*morningstar* +3 and Strength bonus/*morningstar* +3 and Strength bonus); SA spell-like abilities at 12th level, poison, webs, disintegration; SD webs, harmed only by +3 or better weapons, regeneration, immunities, invisibility detection (90-foot radius), ichor; SW susceptible to holy water; MR 70%; SZ H (15' long); ML fearless (19); Int average (8); AL CE; XP 36,000; See **Book IV**, page 4.

Notes: 19 Strength.

Spell-like abilities: at will—*darkness 15' radius, teleport without error, cause fear* (as wand); three times a day—*chaos, mirror image, shape change,* and *slow,* always active—*infravision* (120-foot range).

Poison has an immediate onset time. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d8 hours to recover, but the venom inflicts an extra points of damage every 30 minutes. Even if the save succeeds, the victim suffers a –3 penalty to Dexterity for 2d10 rounds. The victim also develops a festering sore and immediately loses one hit point and an additional hit point every 30 minutes. The victim cannot benefit from healing spells until the poison is neutralized.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, wrap helpless or unconscious creatures, *entangle* effect in a 10'x50'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards, *glitterdust* effect (range 60 yards), or *web* effect (range 50 yards); three times a day—create a waterproof globe. When filled with liquid, a globe can be thrown 10 yards. When filled with venom, a globe bursts when thrown, filling a an area 15' in diameter with a poisonous mist. Creatures within the mist must save vs. poison or become blinded and mute for 3d4 turns and suffer 3d6 points of damage. If the save succeeds, the victim still suffers 2d6 points of damage and has a –2 penalty on all missile attacks and a 20% chance of spell failure for 1d4 rounds. All webs have only a 25% chance to burn if attacked with fire. Can use a web ability while attacking physically but not while using a spell-like ability.

Regenerates 5 hit points a round.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas. Half damage from blunt (type B) weapons. Any slashing (type S) weapon that inflicts more than 5 points of damage with a single hit releases a stream of ichor that causes the attacker to save. vs. poison or die. Any hit with a piercing (type P) weapon causes the attacker to save vs. death or die and the weapon must save vs. disintegration or be destroyed.

Invisibility detection is always active and is nonmagical, cannot be foiled by *nondetection* spells and effects that block divination magic.

Special Equipment: 2 *morningstars +3, scimitar of speed +3, scimitar +5* (lawful opponents must save vs. spells or be disintegrated when struck).

E3. Laak-Ral's Chamber

This chamber is similar to area E2, stark and bare. Laak-Ral, a raklupis, regularly peeks into area E2, keeping watch over the *Rod.* He is invisible. The party cannot surprise him if they enter the chamber through area E2; otherwise, they have a normal chance for surprise.

If the PCs struck a deal with K'ian'cha and followed her directions, they'll come through the door from the corridor (from the bottom of the map). Miska has already slain the succubus, however, and warned Laak-Ral about her plans. The raklupis uses his *shape change* ability to look like a succubus:

> This should be the door, if the succubus' directions were correct. But as you open the door, it is an empty room you peer into.
>
> A second later, your old friend the succubus joins you. The raven-haired, bat-winged beauty appears out of thin air. "So sorry, we seem to have missed Laak-Ral," she says. "Inconsiderate beast, why can't he wait here and be slaughtered like a good spider? Follow me." She walks to an alcove across the room and presses a stud, which opens a secret door. "The clod has to be around here somewhere," says the succubus as she walks through the door.

Alert characters might remember that K'ian'cha was a blonde when they last met her. If they ask about the hair, the "succubus" shrugs and says a girl

has to change from time to time. The secret door leads to area E2. If the party follows Laak-Ral there, he uses his *mass charm* ability while the phisarazu from area E1 rush out and attack, imposing a –2 penalty to the party's surprise roll.

In any case, Laak-Ral's first action is to use *mass charm*. If the kakkuu from area E5 are still alive, they rush to the scene after 1d4 rounds. The phisarazu from area E1 remain in their chambers, however, unless the fight is taking place in area E2. Laak-Ral has three globes filled with venom that he hurls at the party's spellcasters should any of them breech his magic resistance.

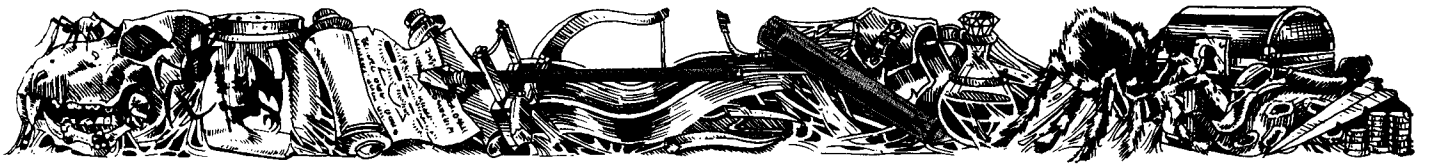
Laak-Ral (Tanar'ri, Spyder-Fiend, Raklupis): AC –6; MV 12 or 18, Wb 15, Cl 9; HD 12+8; hp 68; THAC0 7 (5 with *long sword* +2); #AT 3; Dmg 2d10/1d8+10/1d8+10 (bite/*long sword* +2/*long sword* +2 and Strength bonus/*long sword* +2 and Strength bonus); SA spell-like abilities at 12th level, poison, webs; SD webs, affected only by +2 or better weapons, immunities, invisibility detection (60-foot radius); SW suffer full damage from iron weapons and half damage from silver weapons; MR 70%; SZ L (10' long); ML fanatic (18); Int genius (18); AL CE; XP 25,000; see **Book IV**, page 7.

Notes: Spell-like abilities: at will—*alter self, darkness 15' radius, teleport without error, cause fear* (in a single creature by touch) *invisibility, telekinesis*; three times a day—*forget, mass charm* (24 hit dice within 30 feet) *mirror image, shape change*, always active—*infravision* (120-foot range).

Poison has an immediate onset time. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d6 hours to recover, but the venom inflicts an extra point of damage every hour. Even if the save succeeds, the opponent suffers a –3 penalty to Dexterity for 2d8 rounds. The victim also develops a festering sore and immediately loses one hit point and an additional hit point each hour. The victim cannot benefit from healing spells until the poison is neutralized.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs, breath weapon, wrap helpless or unconscious creatures, *entangle* effect in a 10'x50'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards, *glitterdust* effect





(range 60 yards), or *web* effect (range 50 yards); three times a day—create a waterproof globe. When filled with liquid, a globe can be thrown 10 yards; when filled with venom, a globe bursts when thrown, filling an area 15′ in diameter with a poisonous mist. Creatures within the mist must save vs. poison or become blinded and mute for 3d4 turns and suffer 3d6 points of damage. If the save succeeds, the victim still suffers 2d6 points of damage and has a –2 penalty on all missile attacks and a 20% chance of spell failure for 1d4 rounds. All webs have only a 25% chance to burn if attacked with fire. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic.

E4. Miska's Chamber

Miska took up residence in this chamber shortly after being imprisoned here. He tore out the jagged opening leading to the corridor an inch at a time as he smashed at the walls. The rest of the chamber shows similar damage. The room is bare except for six vaguely man-shaped bundles of silk hanging from the ceiling. Three of these contain dried-out husks of victims Miska has consumed since K'ian'cha arrived. The remaining three are people who succumbed to Miska's venom before he could consume them; these have become bodaks. If the PCs tear open their wrappings, the creatures fall to the floor and sit there stupidly for a round, then use their gaze attacks on the PCs.

Bodaks (3): AC 5; MV 6; HD 9+9; hp 54 each; THAC0 11; #AT 1; Dmg 1d8 (long sword); SA death gaze; SD immunities, harmed only by cold iron or +1 or better weapons; SW sunlight inflicts one point of damage per round, susceptible to holy water, can be turned as ghosts; SZ M (5′-6′ tall); ML steady (11); Int low (7); AL CE; XP 5,000 each; PMCA/36.

Notes: Gaze causes a single creature to save vs. death or die (range 10 yards).

Immune to charm, electricity, hold, nonmagical fire, sleep, slow, and poison. Half damage from cold, magical fire, and gas.

Holy water inflicts 1d6+1 points of damage.

E5. Kakkuu Barracks

These chambers are bare. Two kakkuu wait in each one, waiting to pounce on intruders or scurry to Laak-Ral's aid.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (4): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5′ long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15′ radius, teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a –2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

F1-3 Lookout Towers

These towers are mostly solid. They have stairways connecting their tops to the battlement levels and passages leading from them to towers B and E, but no other features. Tower F3 is connected to C1 by a bridge and has a stairway that runs all the way down to the battlement and the courtyard, but it is otherwise similar to the other two towers.

G. Flanking Tower

This tower is identical to the outer towers.



Additional Encounters

These encounters have no fixed locations. Some can happen anywhere, and some can happen several times, as noted in the text for each encounter.

A Bridge to Cross

Three bridges made from blood-red stone connect the upper levels of the keep. These spans are 20 feet wide and about 18 feet thick. They have no railings—it's a 400-foot drop from a bridge's naked edge to the courtyard below. The stonework is pocked and cracked here and there. Some cracks are 5 feet deep, but the stonework is solid overall.

A group of kakkuu has been assigned the task of guarding the bridges. Two of them lurk in one of the larger cracks, ready to rush anything that comes too close. The other four keep watch from atop tower B and teleport in behind the party when their cohorts attack.

Run this encounter the first time the party sets foot on the bridge. If the party drives the kakkuu away, the survivors join one of the groups guarding the courtyard. Use the bridge span geomorph.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (6): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison, he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a –2 penalty to Dexterity for 2d4 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

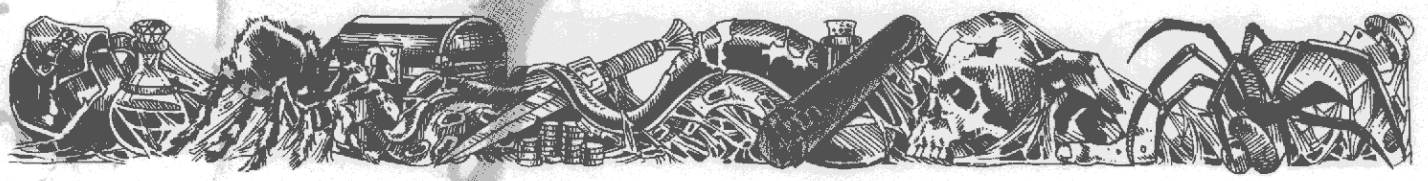
Holy water inflicts 1d6+1 points of damage.

Lookout Below!

One recent arrival to the citadel is the succubus K'ian'cha, who recently returned to the Abyss glowing with success after luring a mortal wizard to his doom. K'ian'cha's tanar'ri overlords have offered her a greater challenge–to enter the citadel and convince Miska not to rejoin the Queen of Chaos, but to join the Blood War (the aeons-old struggle between tanar'ri and baatezu) instead. K'ian'cha accepted the challenge and came to the citadel astride a goristro, a huge tanar'ri with massive strength and puny intellect. The succubus brought with her creatures for Miska to hunt and eat. K'ian'cha presented both the creatures and the goristro to Miska as gifts. The wolf spider immediately gorged on the hapless creatures, then ordered his new servant, the goristro, to clean up all the chunks of masonry that had been knocked loosed during the centuries of his captivity. Smashing stone to bits was one of the few amusements Miska had. After all the centuries, even Miska has begun to fall under the influence of the *Rod* segment and has a faint yearning for neatness. The Wolf Spider is in no danger of becoming lawful, but the power of the *Rod* can never be completely resisted, even by the likes of Miska.

The goristro is following its orders to the best of its ability. It is gathering up armloads of rock and throwing them down a stairwell. Not being the smartest or most dexterous creature, it leaves plenty of debris behind as it lumbers about.

The PCs can encounter the goristro whenever they ascend a staircase in tower B or E (but not the staircase leading to Miska's apartments). Use the stairwell geomorph for the encounter. The goristro arrives at the level above the PCs and begins dropping rocks down the stairwell when the PCs have climbed about halfway up (100 feet). Most of the rocks fall harmlessly down the center of the stairwell, but several fragments begin bouncing around on the stairs, and each PC must roll a successful saving throw vs. petrification or suffer 3d4 points of damage. At first, the party might think the building is collapsing, but after a minute or so the goristro begins tossing down chunks of rock it dropped, and the characters can hear it panting and grunting. They can get a look at it by leaning over the stairwell and peering upward, but anyone who does so must roll another saving throw.



If left unmolested, the goristro throws rocks down the stairwell for 2d6+2 rounds, then lumbers off to pick up more rocks.

The PCs can avoid serious damage simply by huddling against the walls and waiting for the monster to leave. If they decide to attack, they first must ascend the 100 feet of stairs above them, which takes about six rounds unless the PCs are flying or have some other form of special movement available. The goristro cheerfully hurls rocks at them while they ascend.

Use the stair head geomorph when the party reaches the top of the stairs and immediately run the **A Proposal** encounter.

Goristro (Tanar'ri, Greater, Goristro): AC –2; MV 15; HD 20; hp 141; THAC0 1; #AT 2; Dmg 6d4+6/6d4+6 (fist/fist); SA spell-like abilities at 10th level, stomp, hurl boulders; SD harmed only by +1 or better weapons, immunities, regeneration; SW suffer full damage from iron weapons and half damage from silver weapons, susceptible to holy water; MR 60%; SZ H (21' tall); ML champion (15); Int low (5); AL CE; XP 23,000; See PLANESCAPE Planes of Chaos Monstrous Supplement, page 26.

Notes: Spell-like abilities: at will—*darkness 15' radius, detect invisibility, detect magic, fear (as wand), levitation, spider climb,* and *teleport without error.*

Immune to cold, fire, poison and poison gas, regenerate one hit point a round, 360-foot infravision.

Can hurl boulders 3 to 240 yards for 2d12 points of damage. Stomping affects all creatures within 10 feet for 5d8 points of damage unless they are more than 6 feet tall.

Holy water inflicts 1d6+1 points of damage.

A Proposal

The succubus K'ian'cha is wandering the corridors in towers B and E, hoping to exchange a few words with Miska and keeping an eye on the goristro as it performs its custodial duties. The PCs could meet her in any stairwell, stair head, or hall; pick a geomorph that suits your fancy. However, if the PCs choose to fight the goristro, she intervenes.

K'ian'cha makes no attempt to hide who or what she is. She has a business proposal for the party, and she expects the characters to act in their own best interests (as she perceives them). Read the following if K'ian'cha intervenes with the goristro:

> You finally reach the top of the stairs, where you can deal with your gigantic opponent. On second thought, maybe that's not a good idea. The beast is fully as tall as the cloud giants you fought not long ago, and it has clawed hands, bull horns, and a mouth full of canine teeth. There seems to be only a faint glimmer of intelligence behind its eyes, which glow like two coals in a roaring fire. The beast has another rock in its hands and a grimace on its vaguely bovine snout that might be a silly grin. Throwing chunks of rock at adventurers might be some kind of game to it.
>
> "Put that down!" commands a sensuous female voice from behind the beast. "Gently!" the voice adds. The beast gives you a distrustful stare.

The goristro uses its stomp attack if the PCs attack it. If they hold their actions, it turns its back on the party and lumbers off, still clutching the rock.

If the party looks past the goristro, they see K'ian'cha in her natural form, and she smiles at the characters innocently. "He's really just a big child you know," she says with a toss of her head.

If the party attacks the goristro, K'ian'cha flies into the air to avoid the stomp attacks and makes one last attempt to stop the fight. "This is unnecessary!" she says. She gives a curt command to the goristro, who obediently backs away from the party. "Let him go unless you want to fight both of us!" she warns.

If the party is willing to talk, K'ian'cha shoos the goristro away and begins to negotiate.

If K'ian'cha can't establish a dialog, she calls the goristro back into the fray and uses *charm person* on a spellcaster. If the charm works, she urges the character to get his companions to stop fighting, then tries to charm another PC.

If the PCs meet K'ian'cha elsewhere, read this:

> Somewhere ahead of you, a woman is singing a lovely tune. The words are alien, but the melody is wonderfully soothing. A few more paces bring you face to face with the singer. She is a statuesque beauty, nearly 6 feet tall, with wheat colored hair, alabaster skin, and great bat wings. She is as naked as a newborn babe. "Hello," she says. "So you are the people whose world Miska plans to attack—just as soon as he's reunited with his lover, the Queen of Chaos. You know, I can prevent that, if you help me just a little."

K'ian'cha flees if the party attacks. If the PCs wish to talk, she offers the following:

• "Listen, I have come here to convince Miska not to attack your world! You see, the powers I represent want Miska to come back to his own and stop messing around with primes like yourselves. We're not interested in your little world at all. We've got bigger fish to fry.

"Have you ever heard of the Blood War? The baatezu are the real evil of the multiverse, and we're at war with them. Have been for a long time, really. We want Miska to come back and attack another world, one full of baatezu. It's down in the lower planes. Now, you're not friends of the baatezu, are you? Wouldn't millions of dead baatezu be better than the death of your whole world?"

• "Think of it this way: if Miska escapes this citadel, historians will report that it was *you* who let him out. They'll say that until the end of time, because it'll be true."

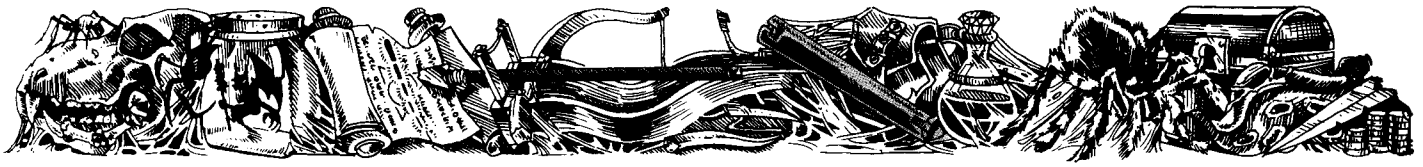
• "Here's the deal. I just need a little time to speak with dear Miska without his disgusting toady, Laak-Ral, around. That raklupis could charm a dwarf out of his gold! I'll distract Miska, and you deal with Laak-Ral. Once I convince Miska to see things my way, you'll use the *Rod of Seven Parts* to break down the barrier that surrounds this place. Just about everyone knows about the rap about that loathsome stick. Anyway, once Miska escapes, you can keep the *Rod*. It's an artifact of Law, so no tanar'ri wants anything to do with it. All you have to do is touch Miska with the *Rod* and your troubles will be someone else's troubles."

• "If you agree, Miska will be free, but your world will be safe. You have my word that we won't visit your world for six or seven thousand years at least. And you'll have the *Rod*!"

• "If you refuse, you'll probably have to fight Laak-Ral and Miska at the same time. Not very fun, very unhealthy. Well, what do you say?"

Most of what K'ian'cha says is true. She really does want Miska to leave the Queen of Chaos. What she is deliberately withholding is the fact that Miska is wounded. If the PCs seem to like the bargain, but think K'ian'cha won't keep her word, she points out





that even if she doesn't keep her word the party still will be spared fighting both Miska and Laak-Ral at once. She also points out that she has nothing to gain by betraying the PCs. Once Miska uses the *Rod* to free himself, she'll have her hands full getting him safely away from the Queen of Chaos. She'll have no time to steal the *Rod* or attack the party. As for attacking the PCs' world, K'ian'cha reminds them that the tanar'ri aren't interested in conquering the Prime Material. It's the lower planes that count, and that's what the Blood War is all about.

If the PCs accept K'ian'cha's offer, the succubus tells them how to reach Laak-Ral's chamber: "Cross one of the bridges leading to the small domed tower, deal with the guard at the gate—sorry, you'll have to take care of that yourself—and ascend the small spiral stair. Turn left at the top of the stairs, then left again. Take the second left, then go left and left again. The first door you see opens into Laak-Ral's chamber." If the party wants to be teleported there, K'ian'cha reminds them that teleportation doesn't work very well in the citadel. Should the PCs ask, K'ian'cha gives them a quick rundown on the raklupis's powers.

K'ian'cha's dishonorable deal will net the party nothing in the end. The Queen of Chaos knows about her plan and has been advising Miska about it via his ability to commune with her, a power K'ian'cha knows nothing about. Laak-Ral is alone in his chamber when the PCs arrive no matter what they do, and Miska will not appear until the party enters the *Rod* chamber (area E2). If the party expects Miska to leave quietly after they have released him, they're going to be in for quite a shock.

If the party tries to string K'ian'cha along in an attempt to get information about Laak-ral or Miska without agreeing to the deal, she is not fooled (courtesy of her *ESP* ability). But she allows the PCs to believe she's buying their doubletalk long enough to seize the nearest PC for a kiss, then teleport to the far end of the hall and flee (teleportation is possible within an area).

If the party does leave the area quickly, the succubus returns with the goristro in tow, and the PCs have a fight on their hands. Otherwise, they do not encounter her again.

DM Note: A character under Zephrus's control will never agree to the succubus's offer, and will attack if not restrained.

K'ian'cha (Tanar'ri, Lesser, Succubus): AC 0; MV 12 or 18, Fl 18 (C); HD 6; hp 31; THAC0 15; #AT 2; Dmg 1d3/1d3 (fist/fist); SA spell-like abilities at 18th level, energy drain, SD harmed only by +2 or better weapons, immunities, never surprised; SW suffer full damage from iron weapons and silver weapons, susceptible to holy water; MR 30%; SZ M (6' tall); ML elite (14); Int exceptional (16); AL CE; XP 11,000; PCMA/109.

Notes: Spell-like abilities: at will—*charm person, clairaudience, ESP, darkness 15' radius, etherealness* (as *potion of etherealness*), *plane shift, shape change* (to humanoid form of about own height and weight), *suggestion, teleport without error.*

Immune to electricity, fire, and poison. Half damage from cold and gas.

Holy water inflicts 1d6+1 points of damage.

Troubleshooting

If the PCs decide to retreat and enter the citadel again, Arquestan advises against it, but he uses his chariot to take the party to a safe place where they can rest and regain spells. If they don't use the *Rod* while recovering, the queen won't find them. The party can leave Pandemonium, as Arquestan suggests, and hope to keep the *Rod* out of the queen's hands. Or they can enter the citadel again. K'ian'cha and the goristro are gone when they return, but reinforcements have arrived and there are two spyderfiends in the citadel for every one there was before. Arquestan will risk accompanying the characters on their second try because he knows they have no chance of surprising Miska on the second attack.

AFTERWARD

Arquestan takes the survivors out of Pandemonium after they escape from the citadel. After that, Arquestan's actions hinge on exactly how successful the PCs were:

Miska has been slain

First, Arquestan checks to make sure that all of the heroes made it out of the citadel; he scans the nearby area of Pandemonium to see if anyone missed the rendevous. Finally, he goes back inside and retrieves anyone left behind, dead or alive. Once everyone is secure, Arquestan transports the characters to the Vale of Aaqa.

Arquestan's usually stoic countenance is showing an unmistakeable grin as he orders his wind chariot onward. Within a short while, your stay in the land of howling winds is done, and once more you must traverse a gray featureless void before returning to a land of sun and earth.

The trek is soon done, though, and shortly you find yourselves warming up by the light of a sun which can recognize as not your own. Staring down, you see forest below.

"I hope you don't mind," Arquestan says, "but I want you to meet a few of my friends before I take you to your home." The many globes of light that Arquestan seems to wear like clothing begin to buzz about, tense and exhilarated. As Arquestan commands the chariot to rise, you gaze over a mountain into a sheltered valley, and with sudden confidence you realize that you are still not on your own world, and you begin to wonder if you are staring into some retreat of the gods.

The land can only be described as perfection: a mild sun and cool breeze foster a verdant city below. Dispersed within the city you see buildings, trees, and gardens, and immensely tall towers. There are markets, farms, stables, and domesticated animals all about. People are milling about the pathways below, many of them pointing up at your passage. All bear the recognizeable stamp of Arquestan's and Qadeej's race. Despite the many structures and diverse flauna, there is an unquestionable order to the place. No leaf nor pebble of the road is out of place. This is a home of Order and Law.

The chariot descends, and Arquestan tells you to hold aloft the Rod and show it to everyone. "Miska the Wolf-Spider is dead!" he shouts. "The war is over."

The wind dukes cheer, their melodic voices rising to the sky above.

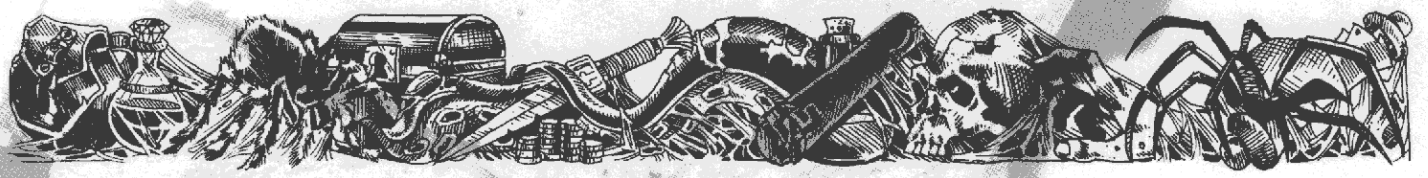
The immortals welcome the heroes into the Vale of Aaqa and invite them to stay as long as they wish. They are honored as the saviors that indeed they are; only with the threat of war gone can perhaps the vaati race flourish once again. The celebrations should last for days before the vaati decide exactly what rewards are appropriate to such champions.

First, the characters are forever remembered as friends and allies of the wind dukes. Despite their withdraw from affairs of the world, the memory of vaati's greatness is not entirely forgotten. In the future, no creature of the air nor any being of the Elemental Plane of Air will attack the heroes without being attacked, and all such creatures will demonstrate respect for the PCs, and will assist them if able. Finally, the vaati offer each character one of the following:

- A wish.
- The ability to fly as a vaati (speed 12, maneuverability A) for up to seven hours a week.
- The ability to use *reveal truth* as a haikjadeam (see the vaati description in **Book IV**).
- The ability to summon whirlwinds once a day as a trygrideam (see the vaati description in **Book IV**).
- A young hound of law, bonded to the hero as friend and companion.
- A wind chariot.
- The sword Zephrus.

The DM can assign a reward from the vaati or allow players to choose.

A few elements of business remain. The Queen of Chaos is sure to remember the party's role in this portion of the *Rod*'s saga. Though her ability to punish the PCs for interfering with her plans is limited (ruling a layer of the Abyss provides many distractions), she is not the sort to let the matter lie. She is likely to assign a raklupis or a lycosidilith (or more)



to harass the party for the rest of their lives. Seeking out this and destroying this creature is likely to occupy time and resources. If the party keeps the *Rod* after the adventure is over, the queen's spyder-fiends continue to harass them until they destroy it (see the *Book of Artifacts* for details), send it to another world (see the notes on the *Rod* in **Book III**), or give it to the vaati.

The vaati in the Vale of Aaqa recommend to the characters that they give the *Rod* over. Here it will be safe for all time, and ready to be wielded should worthy champions of Law ever need it again. They plan to build a monument to the heroes; their images, graven in stone, will stand watch over the *Rod*. They warn the characters that the Queen is likely to continue to harass the party for all time if they keep it, and that the waves of Chaos that so distorted their world will remain as long as the *Rod* holds the Queen's interest.

DM Note: Here in the Vale of Aaqa, the *Rod* bearer will be able to resist the side effects described in **Book III** and give up the *Rod* to the vaati.

Qadeej is another one not likely to forget the PCs. His thirst of for a new war with Chaos has been festering for millenia, and the PCs have foiled his plans. Qadeej is not completely mad, however, and instead of acting against the party will begin to plot some other way to reopen the war. A party who sets out to expose Qadeej as a traitor has quite a task on its hands.

Eventually, it comes time for their good friend Arquestan to give his farewells:

> "I'm home," Arquestan says wistfully. "For centuries I've tracked the Rod and kept it out of the hands of the Queen of Chaos and her minions. I think I could use a vacation, and maybe so could you. Call upon me should you ever need."

Arquestan has finally come home; his years of self-imposed exile have ended since the threat of renewed war seems finally to be over.

Miska remains Imprisoned

Arquestan transports the survivors of the conflict with Miska back to their own world, and offers to help them with getting healed and mended. While he is saddened that the party was ultimately unsuccessful, no true harm has been done since Miska remains locked away in Pandemonium.

The Queen, on the other hand, has a score to settle. As noted above, she will send spyder-fiends in number to assault the PCs and their world. The waves of Chaos will, if anything, intensify. As long as the PCs have the *Rod*, there is still the possibility for her to free Miska once again, and that goal has not changed.

If the PCs have a properly assembled *Rod*, they can scatter the pieces on a random world by using the *Rod's resurrection* power. Or they can surrender the *Rod* to Arquestan and the wind dukes. Either of these will end any Chaos effects on the PCs' world, and the queen will begin searching elsewhere for the *Rod*. She remembers the PCs should their paths cross again.

Arquestan, and perhaps some of the other friendly NPCs, might continue to assist the party with news of any plots brewing against them, but otherwise they are too busy continuing to track the *Rod* after the party finally gets rid of it.

Meanwhile, Qadeej will offer to take the *Rod* off the hands of the PCs. He will use whatever means of persuasive he can to get possession of it; his promises and bribes could be quite lucrative. Of course, immediately after he has the *Rod*, Qadeej travels to Pandemonium and frees Miska. The war begins.

The Wolf-Spider Escapes

If Miska escaped, Arquestan picks up any surviving PCs and takes them home, then rushes off to prepare for the soon-to-be resumed war between Law and Chaos.

This failure is likely to have grave consequences for the campaign: the PCs' world is the first to be invaded. The Chaos effects the world has suffered (see the **Chaos Waves** adventure in **Book III**) get worse. The PCs' world is doomed unless they can reassemble the *Rod* and slay or imprison Miska.

The most likely direction the campain is likely to take is to move toward a replay of the battle of Pesh. If the PCs still have the *Rod*, the vaati encourage the PCs to mount a attack and drive directly at Miska. This noble if desperate act could correct the failure at Pesh a millenia ago. If the universe is to be saved, Miska must be destroyed with the *Rod*. The wind dukes assist as best they can.





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THE ROD OF SEVEN PARTS

MIGHT AND MENACE



Book Three

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THE ROD of SEVEN PARTS

Book III

MIGHT AND MENACE

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ABOUT THE ROD

During this adventure, the *Rod of Seven Parts* functions as described here. The information presented in this section supersedes all previous material about the *Rod*.

History

Aeons ago, in the Age of Legends, a great war arose between Law and Chaos. The roots of the conflict are obscure, shrouded in the mists of antiquity. Perhaps Chaos arose to spread decay and promote autonomy. Or maybe Law embarked on a crusade to stamp out discord and promote unity. Or perchance a monumental conflict between the two opposing forces was simply inevitable. Theories from sages and historians tend to reveal more about their authors' preferences than they do about the truth of the matter.

It is known that at first the two sides struggled without regard to good or evil, in a conflict for dominance untainted (and undignified) by any other consideration. Warfare raged on several worlds (dozens by some accounts). The opposing armies were mighty. The guardians of Law were the Wind Dukes of Aaqa, scions of an empire already ancient at the war's beginning. The champion of Chaos was an enigmatic being known only as the Queen of Chaos. The clash between the two was epic, but painfully indecisive. No matter how resolute and brave the legions of Aaqa, they could not force the armies of Chaos to yield. No matter how cunning and unpredictable the Queen, her troops could not dislodge the Wind Dukes from a single world. Battles were lost and won, but the war ground on.

The stalemate began to break when the queen appointed a powerful and ruthless tanar'ri as her new general. Miska the Wolf-Spider brought fresh troops into the war, and his evil hordes cut a swath through the legions of Aaqa, crushing them and seizing control of world after world. A chaos army with Miska in the vanguard was unstoppable.

The Wind Dukes were quick to sense defeat looming over them, and they began gathering good creatures to combat Miska's evil. But many chaotic yet good creatures who had deserted the Queen when Miska appeared would not join them. After a hurried council, the most powerful champions in the Wind Dukes' armies withdrew from the war, leaving their best troops, the Captains of Law, to resist Miska as well as they could. The seven champions combined their powers to create a weapon that could slay Miska and strike fear into the hearts of the minions of Chaos.

The weapon the heroes forged was a tapered rod of black metal, not quite as tall as a man. It could be used to batter or pierce foes.

When the *Rod* was completed, the seven champions rejoined the conflict at the battle of Pesh, on the world of Oerth. After weeks of maneuvering, the two armies clashed on a vast, volcanic plain. In the swirling melee that developed, the Captains of Law drove a wedge into the ranks of Chaos and separated Miska from the bulk of his troops. After a furious engagement, Miska stood alone, facing the bearer of the *Rod* and a single comrade. While the bearer's companion sacrificed himself in a selfless attack, the *Rod* bearer drove the weapon into Miska's body.

Stricken, Miska wailed in anguish, and his screams were so terrible that every soldier on the battlefield was briefly transfixed. As Miska writhed in agony, his foul blood covered and penetrated the *Rod*. As the absolute Law imbued in the *Rod* mingled with the Chaos in Miska's blood, the fabric of the multiverse was ripped asunder. The *Rod* shattered into seven pieces and Miska was cast through a planar rift. The hordes of Chaos surged to the scene, but the *Rod* bearer gathered up the fragments and dove through the rift, sealing it.

The sundering of the *Rod* spared Miska from death, but a portion of his being remained in the *Rod*, leaving the general crippled. When Miska retreated to a citadel of Chaos, the Wind Dukes intervened, imprisoning him in a cocoon of pure law and casting him into the depths of Pandemonium, whose damp caves and howling winds have hidden all manner of exiles.

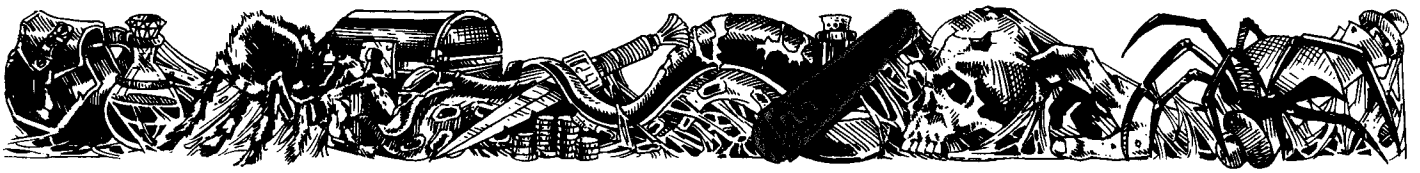
The Wind Duke who followed Miska through the rift has disappeared from the chronicles. Most sages assume he is dead. The seven fragments of the *Rod*, however, have been found and lost again on many worlds. The sundered *Rod* is a powerful tool of Law, but each time it is assembled the minions of the Queen come calling, hoping to extract Miska's essence from it so he can escape his prison and lead the armies of Chaos again. Many scholars regard the *Rod* as a harbinger of doom because of the clash between Law and Chaos that inevitably follows it.

Appearance

If all its component pieces are rejoined, the *Rod of Seven Parts* is 5 feet long. The butt is rounded and about 2 inches across. The opposite end is about as thick as a man's little finger.

Being an artifact of Law, the *Rod's* segments do not look broken. Each "break" is a set of very intricate





geometric facets with both protrusions and depressions. Any two pieces can be fitted together with patient twisting and pressing, like a three-dimensional puzzle. The individual segments are 4, 5, 6, 8, 10, 12, and 15 inches long.

Miska's blood has converted the *Rod's* metal into a lusterless black substance of indeterminate weight; a character holding a segment in his hand feels something substantial, but the segment feels neither light nor heavy. The fully assembled *Rod* weighs about seven pounds, but feels as light as a feather.

Some of the *Rod's* segments have been incorporated into larger items and are not readily identifiable. See the **Powers of Individual Segments** section for details.

Researching the *Rod*

Once the PCs get their hands on the first segment of the *Rod*, they will undoubtedly seek to learn more about it. Attempts to analyze the *Rod* with spells such as *detect magic* and *identify* come to naught, as the *Rod* is impervious to them.

If the party takes part of the *Rod* to an NPC wizard, sage, or bard, he or she will be puzzled, and suggest that the party cast or commission a *legend lore* spell.

DM Note: Bards can use their ability to identify items to recognize the first segment of the *Rod*, with its ebony handle, as King Siryl's wand of healing. If a bard successfully identifies the wand, the character can immediately make a second check; if the second check succeeds, the bard knows that the wizard Mitcou claimed it was fashioned from part of an artifact of the vaati.

A bard also can try to identify other segments of the *Rod*, but the character's chance of success is reduced by half and a successful roll reveals only that the segment must be part of a larger item.

A *legend lore* spell gives a clue to the *Rod's* true nature:

That which was sundered on Pesh's plain,
Holds back chaos's reign.
Yet the vaati's deed shall remain undone,
Until the seven again become one.

Any sage can tell the party that the vaati are a lost race of immortals more commonly known as the Wind Dukes of Aaqa. A sage versed in folklore, history, or law (see *DMG*, Chapter 12) can tell the party the whole story of the battle of Pesh and the events leading up to it.

An NPC can also suggest that the party try a *legend lore* spell to reveal the *Rod's* powers and command words. If they do so, you may show them the back of Card 5. (The *legend lore* caster sees an image of the coat of arms shown on the card.) The back of Card 1 and Card 6 contain additional information.

Eudora, the diviner from the **Incident at a Footbridge** adventure in **Book I**, knows all about the *Rod*. If the PCs rescue her, they have access to all the information they need, except where the segments are. If the party did not meet Eudora at the beginning of the quest, the DM can use her as an advisor to the party.

Once the party understands what they have, they will probably wish to assemble the pieces. The PCs can do their own magical research to discover what needs to be done, or they can consult an NPC, as the DM wishes.

Properties

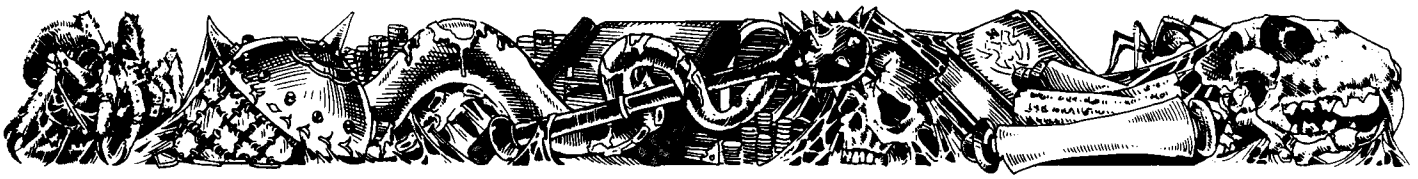
Except where noted otherwise, the fully assembled *Rod of Seven Parts* and all of its segments have the following properties:

- The *Rod* radiates a faint dweomer if examined with a *detect magic* spell. The spell does not reveal what type of magic is present.

- The spells *detect evil, detect good, identify, know alignment,* and *locate object* divulge nothing about the *Rod*. Magical effects, spell-like powers, and psionic powers that duplicate the effects of these spells are also useless.

- The *Rod* is immune to most forms of harm. It is impervious to the destructive effects of magic, breath weapons, and psionics. If placed in a situation where it would be utterly destroyed, such as crushed under a slab of stone or broken by a gargantuan creature, the *Rod* is either unaffected or teleports to a random location as described in the **Assembly** section. In general, only extraordinary effects will cause the *Rod* to teleport. A blast from a *fireball*, for example, merely leaves the *Rod* unscathed. The *Rod* teleports away if it contacts a *sphere of annihilation* or is successfully attacked by a *rod of cancellation* (the *Rod of Seven Parts* is completely unaffected on a roll of 3 or more on 1d20).

- The *Rod* can be concealed by magic. If the character holding the *Rod* becomes invisible, the *Rod* becomes invisible. If the *Rod* bearer is polymorphed, the *Rod* becomes incorporated into the bearer's new form,



although if the new form is destroyed the *Rod* is automatically separated from the character's body.

• If a character holds any portion of the *Rod* and thinks of it as part of larger item, he receives a vague impression of where the next largest piece lies. The character has no indication of how far away the next piece is, just a direction (north, south, east, west, up, down, or any combination of directions). The effect is similar to a *locate object* spell in that the character holding the *Rod* can slowly turn and know when he is facing the direction in which the next segment lies. The character need not actually see the segment he is holding; the effect is purely mental. If the character comes within 70 yards of the next piece, the impression of direction fades, leaving the bearer to his own devices. If the bearer subsequently moves more than 70 yards from the next piece, the impression of direction returns, but fades again as the bearer gets closer. Intelligent characters can use this property to triangulate the next piece's position.

Powers of Individual Segments

Each segment of the *Rod* has its own minor spell-like power, which requires the user to concentrate upon a command word. Invoking a minor power has an initiative modifier of 2; it counts as an action for the character, but does not require speech and cannot be disrupted as a spell can. Minor powers function at 20th level and are useable by any character. The segments' names are derived from the words to the vaati's motto during the war against Chaos (See Card 5). The DM is free to substitute names and command words that are more appropriate for the campaign.

1. The 4-inch tip can *cure light wounds* five times a day. A long-forgotten wizard fitted the tip with an ebony handle to make it easier to use. The resulting device appears to be a normal wand about 14 inches long. A *true seeing* or *legend lore* spell reveals it to be composed of two parts.

The tip's *cure light wounds* power operates normally, as does the *Rod's* curse (see the **Side Effects** section). The wand resists all forms of detection; a *detect magic* spell reveals nothing about the wand, and other magical divinations are also ineffective, as explained in the previous section.

The ebony handle does not have any special resistance to attacks, and saves as thick wood. If the handle is destroyed in an attack, the tip is unaffected. Anyone who discovers the wand's true nature can pry the tip out of the handle. If the tip is separated from the handle, it radiates faint magic as every segment of the *Rod* does.

The tip's name and the command word for the *cure light wounds* power is *Ruat.*

2. The 5-inch segment can create a *slow* effect once a day with a duration of 23 rounds. The name and command word is *Coelum.*

3. The 6-inch segment can produce *haste* once a day with a duration of 23 rounds. The character wielding the segment doesn't age, but everyone else who is affected does. The name and command word is *Fiat.*

4. The 8-inch segment can create a *gust of wind* five times a day. The gust is 10 feet wide and 200 yards long. The name and command word is *Justitia.*

5. The 10-inch segment provides *true seeing* once a day for 20 rounds. The name and command word is *Ecce.*

6. The 12-inch segment produces *hold monster* once a day (the effect lasts 20 rounds). The name and command word is *Lex.*

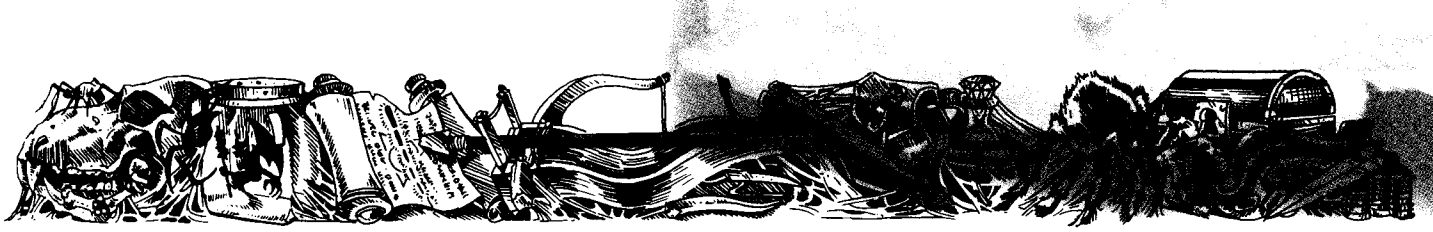
7. The 15-inch segment can *heal* once a day. The name and command word is *Rex.*

Assembling the *Rod*

Assembling the *Rod* is a complex and often frustrating process that requires considerable research. The chaos that Miska's blood infused into the *Rod* causes segments to scatter if they come too close together. If any two segments come within one foot of each other, the newest, largest piece teleports 1d100 miles in a random direction (see table below).

Special magical glyphs, one for each segment, are required to prevent the pieces from teleporting when brought together. The process of inscribing the glyphs is similar to writing a magical scroll. Any priest, wizard, or bard of at least 7th level can attempt it if the character has the proper materials and knows the correct procedures.

The required materials include a brush made from the hair of two rare and powerful lawful creatures, one good and one evil. The creature must give its hair freely, and must have six or more hit dice (not levels).



About the Rod

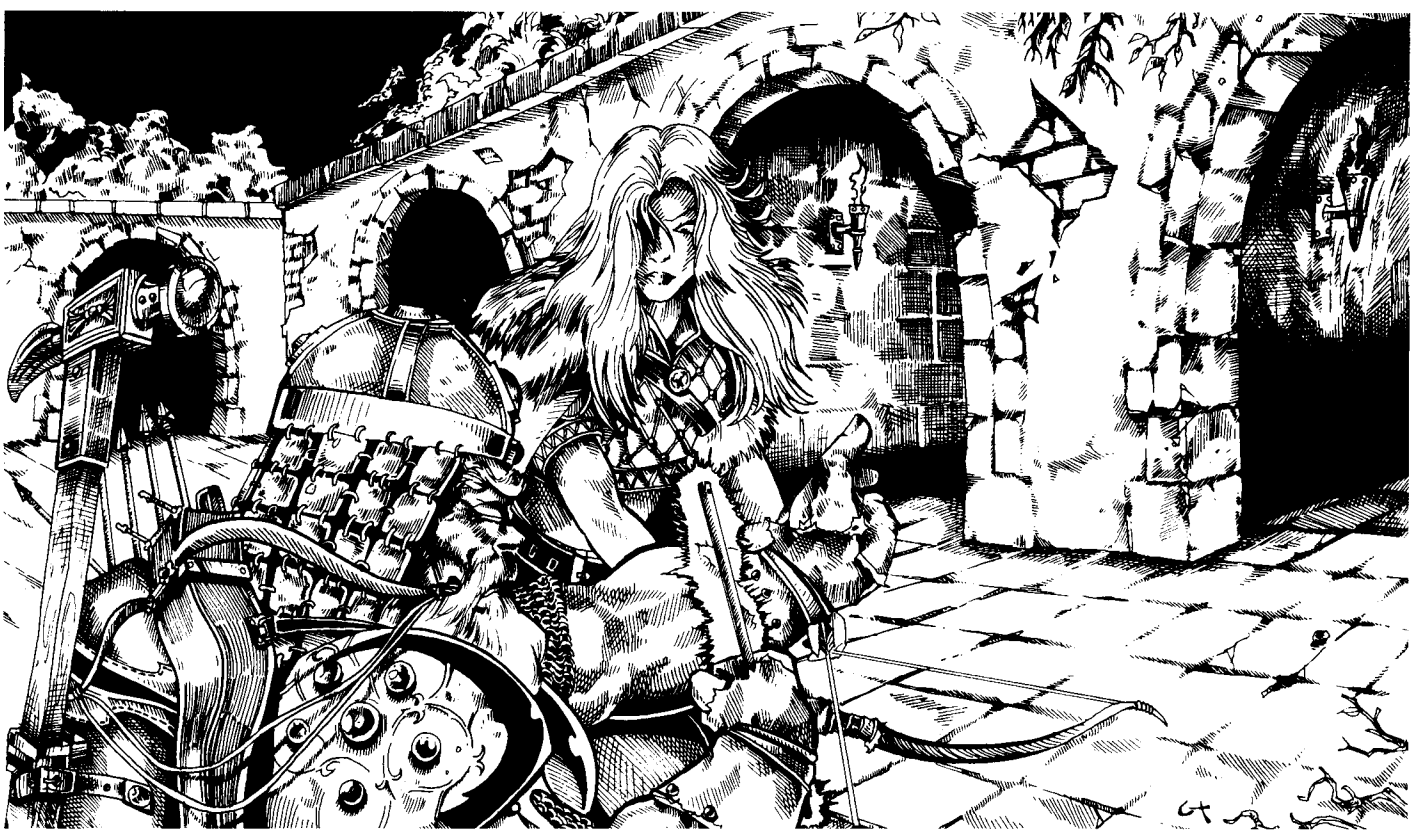
A pigment made from diamond, iron, lead, and several other ingredients also is required. Pigment materials for a single glyph cost about 300 gp.

The best way to discover the correct procedures for making the glyphs is to locate a written description; however, a character can discover it himself through research if a proper library and laboratory are available. Use the spell research rules from Chapter 7 of the *DUNGEON MASTER® Guide*. The glyphs are as expensive and difficult to research as a 6th level spell, except that any priest, wizard, or bard of at least 7th level can attempt it.

Scribing a glyph onto a segment requires seven hours of uninterrupted work. The base chance for success is 70% +1% per character level. If the character made the brush himself, there is a 5% bonus to the success chance. Characters proficient in painting or calligraphy get an additional +5% bonus. The character can rush the job if he wishes. For every hour or fraction of an hour the character saves, reduce the chance of success by 10%. The task takes at least 10 minutes. Any roll of 96-100 is a failure regardless of the actual success chance. The DM should make the success roll in secret. The only way the PCs can judge success is to bring two parts of the *Rod* together. Note that when a glyph fails, it is always the largest piece that teleports away when two pieces are brought together, even when the smaller piece has the defective glyph. When a piece teleports, it loses its glyph. Defective glyphs can be removed with a *dispel magic* or *erase* spell.

No spell, not even a *wish*, can prevent pieces of the *Rod* from teleporting if they are brought together without the proper glyphs.

Once the glyphs are in place, any being with at least average intelligence (9 or higher) can fit pieces of the *Rod* together. Generally, joining two pieces requires 20 minutes of fiddling. If it becomes necessary to determine exactly how long a character has to work to join two parts, roll 1d20. If the result is less than or equal to the character's Intelligence score, subtract the roll from 20 to see how many minutes the task requires. If the roll is higher than the character's intelligence score, the task takes 2d4+18 minutes. Even with the proper glyphs, pieces of the *Rod* must be joined in the proper order. Each piece can be joined only with the next largest or the next smallest piece (see diagram of the back of Card 6). For example, the 4-inch tip can be joined only with the 5-inch



piece, which itself can be joined only to the tip and to the 6-inch piece. If anyone tries to join pieces in an improper order, the two pieces that are being forced together both teleport away in random directions, and both pieces lose their glyphs.

Joining two or more compatible parts creates a major power, as described in the next section. If the segments are combined in strictly numerical order, the parts create even more potent resonant powers (see the **Resonant Powers** section).

d10 Roll	Teleport Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest
9	Straight Up*
10	Straight Down*

* The distance is only 1d10 miles

Major Powers

As the *Rod's* segments are joined together, more potent abilities become available to the user. Invoking a major power has an initiative modifier of 3, but the procedure is otherwise the same as using a minor power. Major powers function at 20th level. Any group of segments that fit together (see the Assembly section) can be joined to create a unit with a major power. If three or more segments are joined, the resulting unit has only one major power—the one produced by the greatest number of segments. The unit has all the minor powers from the individual segments in it. The commands words for a major power are the names of the segments that create it, and the name of the smallest piece comes first. For example, if the party joins the 6- and 8 inch segments together, the command words would be *Fiat Ecce.*

• Two segments bestow flight as the 3rd level wizard spell *fly* at will.

• Three segments add 20% to the wielder's magic resistance. The unit can be used as a blunt weapon and functions as a *horseman's mace +1.* These powers are continuous and don't require command words.

• Four segments allow the user to *control winds* twice a day. The unit functions as a *horseman's mace +2.*

• Five segments grant the power to *shape change* as the 9th level wizard spell once a day. The unit functions as a *quarterstaff +3.*

• Six segments allow the user to *wind walk* once a day. The unit functions as a *quarterstaff +4.*

• Seven segments can create a *restoration* effect, as the 7th priest spell, once a day. The unit functions as a *quarterstaff +5.* The unit can also be employed as a piercing weapon with the same characteristics (weapon speed, damage, etc.) as a quarterstaff.

Resonant Powers

The *Rod of Seven Parts* is most powerful if its segments are joined in the proper order. To create resonant powers, the *Rod's* segments must be joined one at a time starting with the tip. Resonating units retain all their major and minor powers. The major power usually is enhanced. In some cases, resonant units also have additional powers.

The *Rod* does not resonate if assembled in reverse order or if assembled from two or more units that have been put together to create duplicate major powers. For example, if a party starts with the tip and then adds segments 2, 3, and 4 one at a time, the resulting unit resonates. However, if the party takes the same four segments, but joins parts 1 and 2 to create one unit and joins parts 3 and 4 to create another unit, both units have the major power of flight. If the party then joins those two units together the resulting unit does not resonate and has considerably fewer powers that it would have if properly assembled.

If a nonresonant unit is joined to a resonant unit, the resulting unit is nonresonant. For example, a party has joined segments 1, 2, and 3 to create a resonant unit. If the party also has a unit made from segments 4 and 5 and joins the two units together the resulting unit would be nonresonant. The command words for resonant powers are the names of the segments that make up the units that create them, plus the word *Maxima.*

• Segments 1 and 2: Instead of flight as the wizard spell *fly*, user can, at will, fly at a speed of 24, with class A maneuverability.



• Segments 1, 2 and 3: The wielder gains the ability to influence creatures from the Elemental Plane of Air. No creature native to the plane can approach within 5 feet of the user unless the user attacks first. Even then, the user gains a +2 bonus to armor class and to all saving throws. Any damage the user suffers is reduced by –2 hit points per die (minimum 1 point per die). This power does not require command words.

• Segments 1, 2, 3 and 4: The wielder gains the ability to charm creatures from the Elemental Plane of Air. A charm attempt counts as an attack on the creature. The wielder cannot attempt to charm the same creature more than once a day.

• Segments 1, 2, 3, 4 and 5. The rod bearer can cast *weather summoning* once a day.

• Segments 1, 2, 3, 4, 5, and 6. The wielder can create a whirlwind once a day and maintain it for up to seven hours; it takes seven rounds to form. The wielder and up to six man-sized companions can ride the whirlwind, or the wielder can direct it at any distance as long as he keeps it in sight.

The whirlwind (and any passengers) moves at a minimum speed of 9, but its top speed is 18; the wielder chooses the exact rate. It is 10 feet wide at the base and 40 feet wide at the top. The height can be from 30 to 70 feet as the wielder chooses. The base must always touch land or water.

The whirlwind buffets anyone caught within it for 2d6 points of damage each round, but a successful saving throw vs. breath weapon negates the damage. Non-aerial creatures with two hit dice or less are killed if the saving throw fails. The wielder and passengers are not affected.

Controlling the whirlwind requires minimal concentration. Damage to the wielder does not end the whirlwind, but the wielder can take no action other than movement while controlling it. If the wielder loses consciousness or is killed the whirlwind dissipates.

• Segments 1, 2, 3, 4, 5, 6, and 7. The wielder can cast *resurrection* as the 7th level priest spell, except that no resurrection survival check is required. Using this power always causes the *Rod* to scatter. See the **Breakage** section for details.



Disassembling the *Rod*

Resonating sections of the *Rod of Seven Parts* cannot be deliberately taken apart once they have been joined (though they can break apart by accident, see the **Breakage** section). Nonresonant sections can be broken apart.

Disassembling the *Rod* requires at least one unattached segment. A reversed form of the glyphs required to assemble the *Rod* must be inscribed onto the unattached segment. Once the glyph is in place, the loose segment is used to strike the partially assembled *Rod*. When struck the *Rod* falls apart, and the largest piece teleports away. If the reversed glyph is incorrectly inscribed (see page 6), the section that bears the faulty glyph teleports away when brought within one foot of any other part of the *Rod*.

Once disassembled, the *Rod* can be reassembled by scribing new glyphs on the individual segments.

Breakage

The taint of chaos the *Rod* carries makes it unstable even when properly assembled. Any use of a major or resonant power has a 5% chance that the entire *Rod* will break apart and scatter. If the *Rod* breaks, all the segments lose their glyphs and teleport away as described on page 7, but they go twice as far. Only the smallest piece of the *Rod* remains.

The resonant power of *resurrection* always makes the *Rod* scatter. The *Rod* breaks and the pieces vanish through a planar rift and appear at random locations on some world in the Prime Material plane. There is no way to tell which world, but the *Rod* never appears on the same world twice in a row.

Whenever the *Rod* arrives on a new world, its powers change subtly, and the Queen of Chaos must begin her search for the *Rod* all over again. Player characters who send the *Rod* off to a new world gain a powerful enemy. Fortunately, the queen eventually picks up the *Rod's* scent again and forgets about the PCs—unless they have done something to make her remember them.

Side Effects

Carrying and using the *Rod of Seven Parts* can be hazardous, especially for characters who have alignment restrictions. Using the *Rod* can also alert the Queen of Chaos to its location.

Lawful Influence

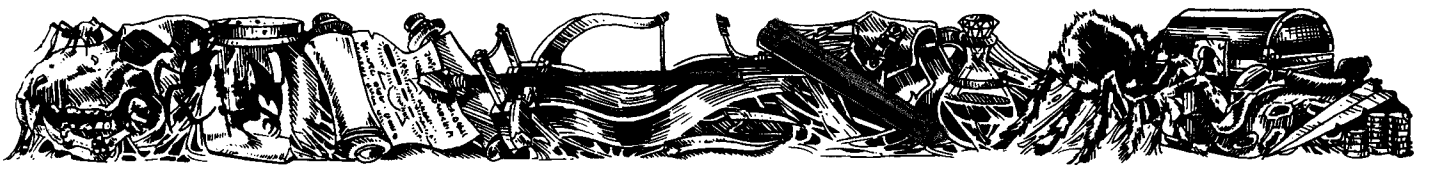
Any character holding or carrying even one piece of *Rod of Seven Parts* immediately falls under its lawful influence. As the *Rod* is assembled, its influence over the bearer becomes stronger. Eventually, the *Rod's* bearer becomes Lawful Neutral, and the desire to promote law dominates his life.

A character holding a single piece of the *Rod* automatically suffers the first effect from the list below. Each time a piece is added to the *Rod*, the bearer automatically suffers the next effect from the list. Side effects are cumulative.

• **Single piece:** The bearer cannot abide disorder. The character keeps himself scrupulously neat and clean, and strives to keep his equipment and belongings in some kind of logical order. If given a chance, the character seeks to arrange any disorderly collection of objects he encounters. The character straightens pictures, sweeps up debris, and generally shows a preoccupation with neatness. If the character's player does not role-play this new aspect of the character's personality, the DM should present the character with some unusually disorderly situation at least once each adventure. If the player ignores the situation, the character becomes distracted and suffers a –1 penalty to all saving throws, ability checks, and surprise rolls for the rest of the day or until the character arranges things neatly. The character need not ignore more pressing concerns in favor of neatness, but must deal with the situation as soon as it becomes reasonable to do so. Nor does the character have to undertake anything that requires more than 5 or 10 minutes of effort. For example, a character visiting a squalid inn need not scrub the entire common room, but does feel inclined to sweep up all the dust at the table where he is sitting and arranges the plates and flatware in a regular pattern.

The character's personal fastidiousness improves his Charisma by one point.

The character becomes Lawful, though the good-evil component of the character's alignment is unchanged. Thieves and bards who become lawful suffer a –10 penalty to Pick Pockets, Open Locks, Hide in Shadows and Hear Noise, but gain +15 to Find/Remove Traps and Read Languages (their more ethical and logical minds are less adept and subterfuge and trial and error, but better at analysis). If the optional thief skills from the PLAYER'S OPTION™ books are in play, the character also suffers a –10



penalty to Bribe and Escape Bonds and a +15 to Detect Illusion.

If the character is a priest required to follow a nonlawful alignment, the character immediately loses the ability to memorize the highest level of spells normally available and any granted power has a 10% chance to fail when used. The penalties remain until the character discards the segment.

If the character is a wild mage, he loses the ability to cast wild magic, but must abide by all other restrictions of his specialty unless he chooses to abandon it. If the wild mage discards the segment, his ability to cast wild magic returns.

• **Two pieces:** The character never agrees to random determinations for anything that could be accomplished by more lawful means. For example, the character will not accept dice rolls for distributing treasure. The character insists on some more logical and nonrandom means of distributing the spoils.

If the character is a priest required to follow a nonlawful alignment, the character immediately loses the ability to memorize all but 1st and 2nd level spells and any granted power has a 50% chance to fail when used. The penalties remain until the character atones.

• **Three pieces:** The bearer refuses to knowingly break any law, no matter how absurd the law or how minor the infraction, unless the character can find a legalistic loophole that allows him to avoid prosecution and punishment. Obviously, this side effect restricts rogue characters a great deal; rogue abilities remain unchanged (beyond the modifiers listed above), though rogues who fall this far under the *Rod's* influence are unwilling to use some of them.

The character refuses to part with the segments of the Rod *that he holds.* The character gains a +2 bonus to all saving throws vs. charms, suggestions, and similar effects that subordinate his will to that of another, including *magic jar.*

If the character is a priest required to follow a nonlawful alignment, the character's deity is deeply offended by the character's failure to divest himself of the *Rod.* The character suffers 2d10 points of damage and loses 50,000 experience points. (If the character had less than 50,000 experience points to begin with, the character is reduced to 0 experience instead.) However, a lawful neutral deity of the DM's choice immediately steps in and offers to accept the character as a priest. (The deity might actually appear in avatar form or the character might have a dream or vision.) If the character accepts, he immediately becomes a priest of the same level as before (but after the experience loss). If the character's experience total is insufficient to make him a priest of that level, the character's experience total immediately increases to the minimum required to attain that level.

If the character refuses the offer, the penalties remain until the character atones as noted under **Removing Side Effects**.

• **Four pieces:** The character never deliberately tells a lie. The character can evade the truth through equivocal or obscure statements, so long as what the character says is the literal truth.

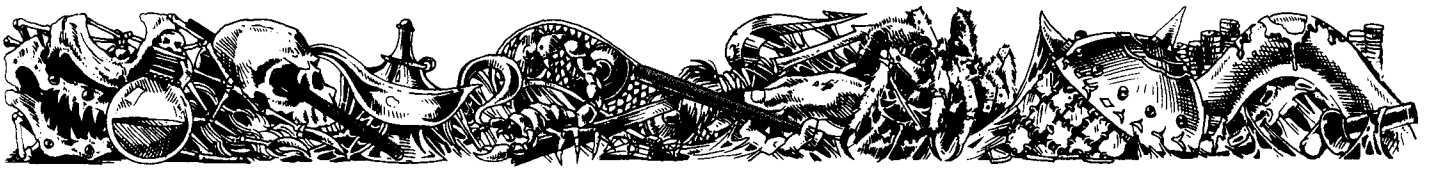
Every lawful creature the character meets instinctively knows the character is being truthful whenever the character actually speaks the clear and frank truth with no attempt at evasion.

At this point, law is becoming more important to the character than good or evil. Paladin and ranger characters lose their spellcasting abilities. Priests who are required to follow a good or evil alignment cannot memorize their highest level of spells, and their granted powers have a 10% to fail each time they are used.

• **Five pieces:** The bearer cannot tolerate extremes of emotion. If the character ever becomes angry, fearful, envious, or reaches any other strongly emotional state, the character becomes confused and unable to take any meaningful actions for 1d4 rounds. The character cannot move, attack, cast spells, or use any abilities; however, the character is not helpless. Saving throws and armor class are unaffected.

Strong emotional states cannot be imposed upon the character from the outside. The character is immune to all forms of fear, and to spells such as *taunt* and *emotion.* Spells that play on the victim's fears, such as *phantasmal killer,* are also ineffective.

The character's alignment becomes lawful neutral. A paladin or ranger loses his special abilities (except for ranger tracking) until the character atones. A priest who must follow a good or evil alignment suffers his deity's displeasure, and suffers 2d10 points of damage and loses 50,000 experience points. An evil priest must also save vs. death or be irrevocably slain. In any case, the character cannot memorize spells higher than 2nd level and all granted powers have a 50% chance to fail. No deity steps forward to adopt the character; the character must atone or abandon the priest class.



• **Six pieces:** The character takes everything he hears or reads literally, making no attempt to understand deeper meaning or irony. The character does not automatically believe everything he sees or hears, but he does assume that every speaker and writer means *exactly* what he says—nothing more, nothing less. The character might well assume that a speaker or writer who uses metaphors, similes, or other forms of colorful language is an outright liar.

If magically charmed or commanded, the character follows all his instructions to the letter.

• **Seven pieces:** The bearer seeks to maintain the primacy of law over chaos in every situation, whether for good or for ill. The character perceives anyone not adhering to his views as an enemy, even close friends and other party members.

The fully assembled *Rod* radiates an aura of fearsome, icy Law with a 20-foot radius. All the bearer's enemies (as defined above) must attempt saving throws vs. spell or flee in panic for one turn.

Avoiding the *Rod*'s Influence

No barrier or protective device can prevent the *Rod* from influencing the bearer, including *anti-magic shells* and extradimensional spaces. A character who carries a *Rod* segment in a portable hole is still under its influence. Manipulating the *Rod* indirectly (with an *unseen servant* or a *telekinesis* spell, for example) does not provoke any side effects. Note, however, that a character must touch the *Rod*—and therefore fall under its influence—to use any of its powers. Any portion of the *Rod* can be in only one creature's possession at a time. When is doubt, the creature actually touching the *Rod* is the bearer. For example, if a character tucks the *Rod* in his backpack he becomes the *Rod* bearer. If the character then climbs aboard a mount, the mount does not fall under the *Rod's* influence. The spyder-fiends in this adventure try to take advantage of this fact when they have to handle the *Rod*. As chaotic evil creatures, they cannot safely possess it. (Miska is an exception, sometimes; see **Book IV**). They can, however, charm or manhandle some other creature who is carrying the *Rod*.

Alerting the Queen

Over the centuries, the Queen of Chaos has developed the ability to sense use of the *Rod*. Each day a party has the *Rod*, there is a chance the queen will take notice, depending on which power has been used. When the queen senses the *Rod* in use, she dispatches a group of spyder-fiends to attack the group. Details for encounters with these teams of fiends are included in the **Chaos Gates** adventure in this book. If it becomes necessary to randomly determine if the queen detects a use of the *Rod*, refer to the table below.

Action	Sense Chance
Used no powers	0%
Change in ownership	5%
Used minor power	5%
Used major power	10%
Use resonant power	15%
Added a segment	20%
Removed a segment	5%
Scattered segments	10%
Per consecutive day when checks were required*	10%

* For example, if the party uses the *cure light wounds* power the chance for detection is 5% the first time the power is used. If the party uses the cure light wounds power every day for five days the chance for detection on day five is 55%.

At the end of each day (sunset or midnight, at the DM's option), note what the PCs have done with the *Rod* in the previous 24 hours and roll percentile dice to determine if the queen has sensed their activity. Total all the numbers that apply. For example, if the party has used the *cure light wounds* power, then added a segment and made use of the *fly* major power, the queen's chance to notice is 35% (5+20+10), and possibly higher if the party used the *Rod* yesterday, too. If the queen notices, she spends 1d12 hours determining the PCs' location, then sends a group of spyder-fiends to attack the party via her *chaos gate* power.

Removing Side Effects

All the *Rod's* side effects, good and bad, go away when the bearer discards the *Rod*. Alignment changes imposed by the *Rod* are involuntary and usually entail no penalties to the character. Paladins, rangers, and specialty priests, however, are special cases, as are all other characters who have class-based alignment restrictions. As noted above, characters can lose experience points and access to spells when their



alignments shift to lawful and then to lawful neutral. Such characters' alignments return to normal when the *Rod* is discarded. Characters such as paladins, rangers, and druids, however, can face lasting consequences from their trips into ultimate Law. As soon as such characters become free of the *Rod,* they must seek a priest of like alignment and receive an *atonement* spell. The atonement always includes a quest designed to further the ethos the character has violated. Upon successful completion of the quest, the character's lost spells and class abilities return, but lost experience does not.

An Example of the *Rod* in Play

Torin, a paladin, and his friends have found the wand containing the *Rod's* tip. The group is puzzled when their *detect magic* spells reveal nothing about the wand, but Torin's *detect evil* ability reveals nothing, either. Torin keeps the wand. Being a paladin, he does not suffer—or even notice—the involuntary shift to lawful alignment, but everyone notices the paladin's newfound preoccupation with neatness. Torin's already exceptional Charisma score climbs slightly higher.

After consulting a sage, the group learns how to use the wand's *cure light wounds* power, and gets a hint that the wand might be more than it seems. After further research, the party separates the *Rod's* tip from the wand, and gets an idea of where the next piece lies.

When they recover the second piece, the party gives it to Devorah, a neutral good specialty priest. Devorah's sudden urge to be as neat as possible is expected, and amusing, but her loss of spells is neither. Devorah resolves to have nothing further to do with the *Rod,* and she returns to normal when she gives up her segment. Kayn, the group's mage/thief, also declines to handle the segment, so Torin takes charge of both. Neither piece has a glyph, however, and the second piece teleports away.

After an effort, the party recovers the second segment. After storing both segments in a safe place, the party settles down while Kayn looks into a method for joining the segments. Learning how to make the glyphs required to assemble the *Rod* is as difficult as researching a 6th level spell, so after 12 weeks of work and an expenditure of 3,600 gp, Kayn is ready to see if the effort succeeded (the DM got the time and cost figures from Chapter 7 of the *DMG*). Kayn's Intelligence is 18, giving him an 85% chance to succeed. The roll is successful, and Kayn learns not only how to write the glyphs, but also how to write the reversed glyph needed to disassemble the *Rod* and how to make the necessary pigment and brushes.

Getting hair for the brushes requires another series of improbable adventures, but the party gets the hair. After hiring an alchemist to prepare the pigment, and an artist to make several brushes, Kayn gets ready to inscribe glyphs on the two segments. He is in no hurry, and spends seven hours on each glyph. Kayn is 10th level, and has no artistic skills, so his chance to complete each glyph is 80%. The DM rolls each chance secretly, and both succeed.

When Torin wields the joined segments, he gains the minor power from each segment (*cure light wounds* and *slow*), and the major power of *fly*. Because the two segments are resonant, Torin gets the improved flight power. Torin's distaste for disorder grows, however, and the next time the party divides treasure he cannot agree to roll dice to see who gets first choice. Instead he insists the spoils be divided according to a group vote.

Later, the party locates parts 3 and 4, already joined. When Kayn attaches the two segments to the portion the PCs already have, the flight power disappears. The major power of *control winds* replaces it (because the added section was nonresonant). The resulting unit, however, also has four minor powers (*cure light wounds, slow, haste,* and *gust of wind*). Torin still finds himself compulsively neat and opposed random decision making. He is also unable to break a law and unable to tell a lie. Torin becomes less susceptible to charms and similar mental attacks, but his newfound preoccupation with law strips him of his special paladin abilities. Still, he refuses to part with the *Rod.*

NEW MAGICAL ITEMS

Ointment of Protection from Fungi: This ointment is an original creation of the drow alchemist Istovahn (see **Book I**, page 58). Usually kept in sealed jars, this liquid is to be applied externally. The application makes its user invulnerable to most fungi, including the special attacks of violet fungi and phycomids. A creature coated in the ointment is also protected from the rhizomes of gas spores.

XP Value: 1,000 GP Value: 5,000

Vaati Blade: During the war against chaos, the vaati equipped their greatest heroes with enchanted blades that functioned as +4 weapons on the Prime Material Plane and +3 weapons anywhere else in the multiverse.

Since the war, most of the blades have been lost or destroyed, but a few remain. All vaati blades are Lawful Neutral. A vaati blade with an Intelligence score has a special purpose to defeat chaos and grants its wielder a +2 bonus to all saving throws against attacks launched by chaotic creatures and reduces the damage from such attacks by –2 hit points per die (minimum one point per die).

XP Value: 2,000 GP Value: 10,000
Special: 3,000 15,000

Wand of Vapors: These devices are typically fashioned from materials such as ivory, alabaster, or smoky quartz. Only wizards can use the wand. The wand can create the following wizard spell effects:

- *Wall of fog:* The effect fills eight 10-foot cubes. The range is 30 yards and the duration is 2d4+6 rounds. The effect drains one charge and works just like the 1st-level spell.
- *Stinking cloud:* The effect fills a 20-foot cube up to 30 yards away. It lasts 6 rounds. The effect drains two charges and works just like the 2nd-level spell.
- *Cloudkill:* The effect creates a cloud of deadly vapor 40 feet long, 20 feet high, and 20 feet wide up to 10 yards away. It lasts 6 rounds, drains 3 charges, and works just like the 5th level spell.

XP Value: 4,500 GP Value: 25,000

Wind Chariot: The vaati created these powerful conveyances for rapid transport; they are virtually unknown outside the Vale of Aaqa. When deactivated, a *wind chariot* looks like a flat silver disc one foot across and 2 inches thick. When a character steps on the disc and speaks the proper command word, the disc transforms into a white cloud about 8 feet across. When a second command word is spoken, the cloud spins, forming a whirlwind 40 feet high. The user and up to 10 man-sized companions can ride the whirlwind.

The whirlwind moves at a minimum speed of 9, but its top speed is 36 (maneuverability B); the user chooses the exact movement rate. The whirlwind causes no damage, but it negates all wind and gas effects, magical or natural, within 30 feet of the user. The character and his passengers can pass through gale force winds, *cloudkill* spells, or the winds of Pandemonium without ill effects. Creatures from the Elemental Plane of Air can enter the radius only with the user's permission, and cannot attack the user or his companions unless they attack first.

The user can take no other actions while controlling the chariot, but a successful attack on him does not affect the chariot.

A third command word allows the user to instruct the chariot to travel alone to any destination named, or to wait at a specified location within 300 yards of the caster and come when called for. The chariot assumes its cloud form when waiting. The chariot is immune to all attacks while in cloud or whirlwind form. In disc form, it makes item saving throws as metal, with a +4 bonus.

Five percent of all *wind chariots* can create an *Ottiluke's resilient sphere* effect around the user and his passengers. The sphere's diameter can be from 5 to 15 feet at the user's option.

XP Value: — GP Value: 100,000+

SIDE TREKS

Six short adventures are presented here to help fill the gaps between the major episodes in the quest for the *Rod* and help keep the story moving. They also provide details for handling a few things that will inevitably will arise during play, such as spyder-fiends arriving through a *chaos gate* and the *Rod* breaking and scattering.

Chaos Gates

If the Queen of Chaos detects the *Rod* being used (see page 11), she uses her *chaos gate* power to dispatch a group of spyder-fiends to the scene. The gate opens a maximum of 10d4 yards from the character who was using the *Rod* when the queen noticed. For each segment the party has recovered beyond the first, subtract 1d4 from the number of dice rolled. For example, if the party has recovered three segments of the *Rod*, the gate opens 8d4 yards from the character. If the gate is close enough for the party to see, read or paraphrase the following:

> The mournful howl of a wolf makes your hackles rise. What could be disturbing the creature? It seems to be close by. A look around reveals no wolf, but you at once notice a strange shimmer in the air. The area glows brightly, and the surface behind it melts away to show a surreal landscape of alabaster spires and trees as white as new sheets. A sky the color of a bloated fish's white belly hangs overhead. Charging at you from the trees is a troupe of wolf-headed creatures with spider bodies. You realize with a start that the monsters are after you.

The howling wolf is one of Arquestan's hounds of law, shadowing the party. If a wolf is not appropriate for the terrain the party is in, substitute any other normal animal and adjust the creature's statistics accordingly. If the hound of law description in **Book IV** does not contain statistics for the animal you choose, pick something similar from the list.

If there are lawful good characters in the party, the hound helps them fight off the queen's agents. When the encounter is over, the hound rushes to tell Arquestan about the attack.

The creatures in the gateway are spyder-fiends rushing to attack. Statistics for the spyder-fiends and the hound of law are found below. Refer to the table below to determine the number and kind of the ambushers.

If the party doesn't see the gate opening, the spyder-fiends fan out and locate the *Rod* bearer. When the find their target they surround the party, using any cover available in their area and their invisibility powers (if any) to remain out of sight until ready to attack.

Die Roll*	Spyder-fiends
2-4	1d4+1 kakkuu
5-7	1 spithriku and 1d4+2 kakkuu
8-10	1 phisarazu and 1d4+3 kakkuu
11	1 lycosidilith, 2 phisarazu, and 1d4+2 kakkuu
12	1d6+3 spithriku
13	1 lycosidilith and 1d6+1 spithriku
14	2 lycosidiliths and 1d4 phisarazu
15	1 raklupis, 2 phisarazu, and 1d8+2 kakkuu
16	1d6+3 phisarazu
17	1 raklupis and 1d6+2 phisarazu

* roll 1d10 and add the number of *Rod* segments the *Rod* bearer and his party has. Anytime the gate opens within 10 yards of the party, the queen reaches through the gate herself with one of her tentacles (see below for details).

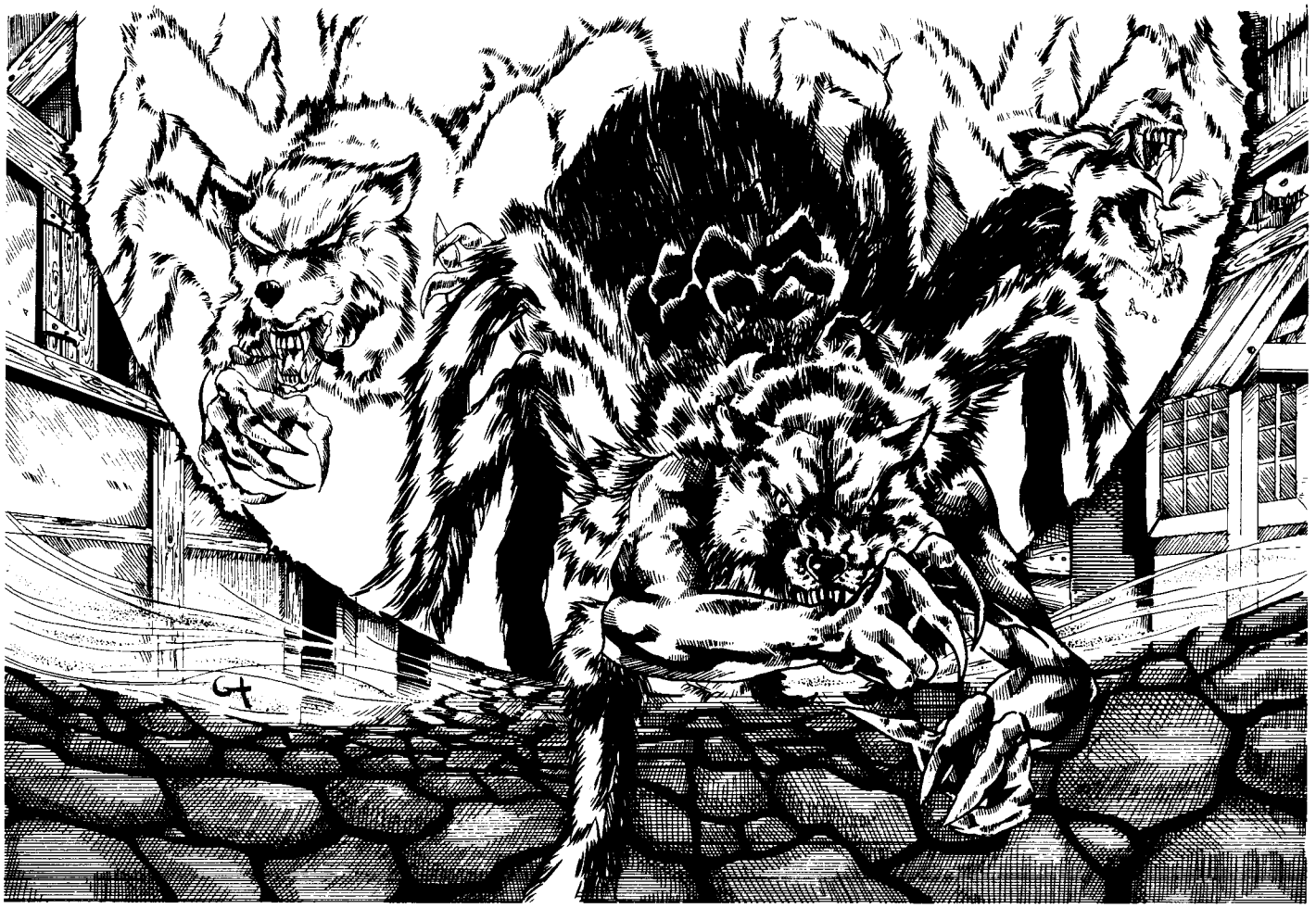
The Queen of Chaos's *chaos gate* power creates a shimmering gateway anywhere within 25 feet of her person; the gateway can be from 5 to 15 feet in diameter and can rest against a surface or hang in the air in any orientation the queen desires. The gateway remains for one round.

The gateway marks one end of a passage made from warped reality. The other end can be anywhere on the Steaming Fen or the Prime Material Plane and appears as an identical gateway. A creature stepping into one gateway instantly steps out the other. Travel is possible in both directions, and two or more creatures can travel in both directions simultaneously. Anyone but the queen, a tanar'ri, or a creature native to the plane of Limbo stepping through the passage has a 25% chance to age 1d10 years.

Objects and magical effects cannot travel through the passage unless carried by creatures.

The gateway is all but invisible in anything except bright light (*sunlight, continual light,* or a *light* spell). Under normal circumstances, a creature looking into the gateway sees nothing but a disturbance in the air.

The gateway's location depends on the current location of the character who was using the *Rod* when the queen detected it, not that of whoever happens to have the *Rod* at the time the gateway opens. The fiends coming through the gateway instinctively



know who the target is and can recognize him by sight. If they lose sight of their quarry, they know what direction to go, but not the distance. They retain the ability to track the target for one hour. Items that block divinations, such as *amulets of proof against detection and location*, negate the tracking ability, but not the ability to recognize the quarry.

Characters who step through a gateway find themselves standing within five feet of the Queen of Chaos. See the **Chaos Reigns** adventure for the queen's reaction when PCs step through a gate.

When a *chaos gate* opens within 300 yards of any portion of the *Rod of Seven Parts*, there is minor clash between Law and Chaos. This conflict makes the gate clearly visible. When viewed from the side, the gate looks like a disc of black fire. Viewers looking into a gate from the front or back see a dimly lit tunnel (which is quite a sight if the gate appears in thin air). An alternate landscape of any description the DM wishes is visible inside the tunnel, and the viewer can see any creatures who are using the gate moving rapidly through it. In the blink of an eye, the travelers emerge from the tunnel. A viewer who steps into the tunnel to meet the travelers is instantly transported to the other end. Travelers pass each other unseen within the tunnel.

Spyder-fiend Tactics

The spyder-fiends are trying to seize the *Rod*, and they'll do their utmost to get it. They concentrate their attacks on the *Rod* bearer.

As much as they want the *Rod*, however, the fiends cannot bear its touch. Fiends with the *telekinesis* power can manipulate it mentally, but they must leave it behind when they teleport. If they can charm the *Rod* bearer, they "invite" the character to come away with them, then seize him and teleport to the Steaming Fen.

If they fail to charm the bearer, fiends with arms will try to grab the character with a wrestling attack and teleport back to the Steaming Fen with the character. Because spyder-fiends have claws, the attempt to grab the character does not grant the character a free attack. However, the attack must hit the character's normal armor class (a grab causes normal claw damage). If the fiend can get both claws on the character (two melee hits) it can teleport away the next round. Because a spyder-fiend's *teleport without error* ability is an innate power, it cannot be disrupted like a spell, but the party can beat the fiend to the punch. If the party wins initiative, they can pry the fiend's



claws loose (which requires an opposed Strength check) or grab the fiend or the *Rod* bearer so that their combined weight exceeds what the fiend can teleport. The fiends' effective Strength scores and teleport capacities are listed below:

Fiend	Strength	Teleport**
kakkuu*	—	250 lbs.
spithriku*	—	250 lbs.
phisarazu	18/01	250 lbs.
lycosidilith	18/00	250 lbs.
raklupis	20	550 lbs.

* The fiend has no grasping appendages and cannot teleport away with a character in its grasp.
** In addition to the fiend's own weight.

If a fiend teleports away with a character, they go directly to the Queen of Chaos's throne room (see the **Chaos Reigns** adventure in this book). Roll to see if the teleport fails (even *teleport without error* has a chance to malfunction if the caster uses it to move between planes), but assume the fiends have "studied carefully" the throne room. If the fiend and its prisoner teleport low, both are killed, and the queen simply digs out the segment and keeps it. The character can be recovered only by a *wish* or if his comrades arrange to recover the corpse. If the fiend successfully teleports, go to the **Chaos Reigns** adventure. If the fiend teleports high, roll falling damage before going to the **Chaos Reigns** adventure.

The Queen's Tactics

If the queen reaches through the gate herself, the gate remains open several rounds instead of the normal one round. The queen extends one tentacle through the gate and reaches for the *Rod* bearer (use the statistics from the **Chaos Reigns** adventure). If the queen grabs the *Rod* bearer, she pulls the character through the gate on the next round, and the gate closes the round after that. No feat of strength can save the character, but the tentacle can be severed. If the queen cannot grab the *Rod* bearer within 1d4+1 rounds, she withdraws the tentacle, and the gate closes one round later.

Hound of Law: AC –6 or (0 in dog form); MV Fl 18 (A) (15 in dog form); HD 8+2; hp 41; THAC0 13; #AT 0 (1 in dog form); Dmg nil (2d4+2 in dog form); SA –5 to opponents' surprise rolls, become astral, ethereal, or invisible at will, tracking, +1 attack roll bonus vs. chaotic creatures; SD +1 to own surprise rolls, detect invisible creatures 50% of the time, chaotic creatures suffer –1 attack penalty and a –1 penalty to each die of damage, spell immunity; MR 30%; SZ T (1' tall) (size M in dog form); ML fearless (19); Int average (10); AL LN; XP 3,000; See **Book IV**, page 3.

Notes: Base tracking score is 16; ignores vision-based penalties. Can follow a creature that has teleported if it succeeds with a tracking roll at a –2 penalty (the only other penalties that apply are one from the trail's age).

Immune to all spells except *protection from evil, magic missile,* and *maze.*

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 8.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the opponent suffers a –2 penalty to Dexterity for 2d4 rounds.

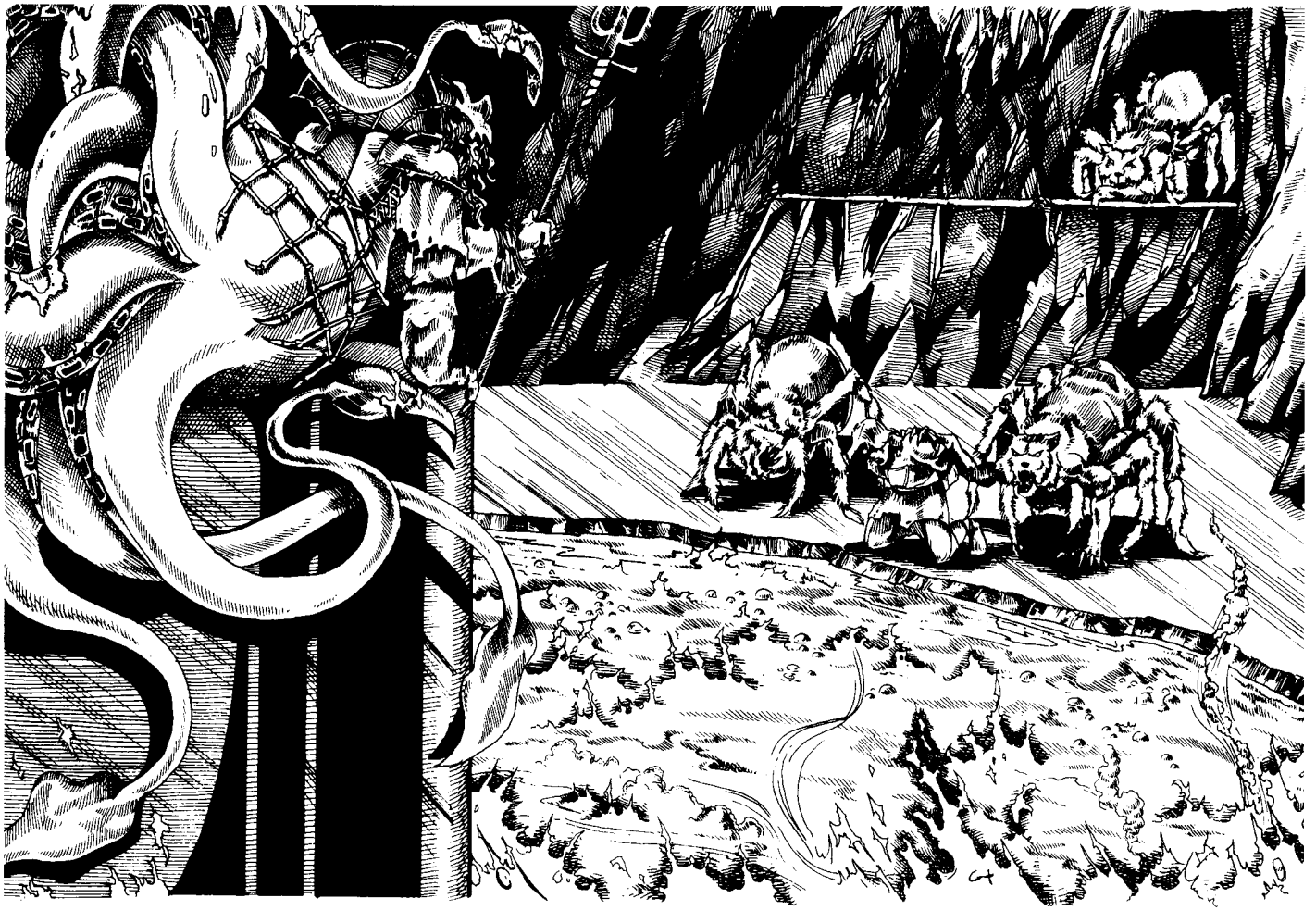
Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

Lycosidilith (Tanar'ri, Spyder-Fiend, Lycosidilith): AC –4; MV 12 or 18, Wb 15, Cl 9; HD 10+6; hp 51; THAC0 9; #AT 3; Dmg: 2d4/1d6+6/1d6+6 (bite/short sword + Strength bonus/short sword + Strength bonus); SA spell-like abilities at 10th level, poison, gating, webs; SD webs, harmed only by +2 or better weapons, immunities, invisibility detection (50-foot radius); SW suffer full damage from iron weapons and half damage from silver weapons; MR 60%; SZ M



(5′ 6″ tall) or L (8′ long); ML champion (15); Int exceptional (16); AL CE; XP 22,000; See **Book IV**, page 10.

Notes: Spell like abilities: at will—*alter self, darkness 15′ radius, teleport without error, cause fear* (in a single creature by touch) *invisibility, telekinesis*; three times a day—*forget, mirror image, polymorph self*, always active—*infravision* (90-foot range).

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the opponent develops a festering sore after 2d8 hours and loses one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The opponent also suffers a –3 penalty to Dexterity for 2d6 rounds.

Gate ability works three times a day with a 60% chance of success, it summons 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1 lycosidilith.

Web abilities: at will—shoot web up to 30 yards to provide a strand to move along or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and stick to the first creature that fails a save vs, breath weapon, wrap helpless or unconscious creatures; *entangle* effect in a 10′x50′x20′ cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds—*glitterdust* effect (range 40 yards); every three rounds—*web* effect (range 50 yards). All webs have only a 50% chance to burn if attacked with fire. Can use a web ability while attacking physically but not while using a spell-like ability.

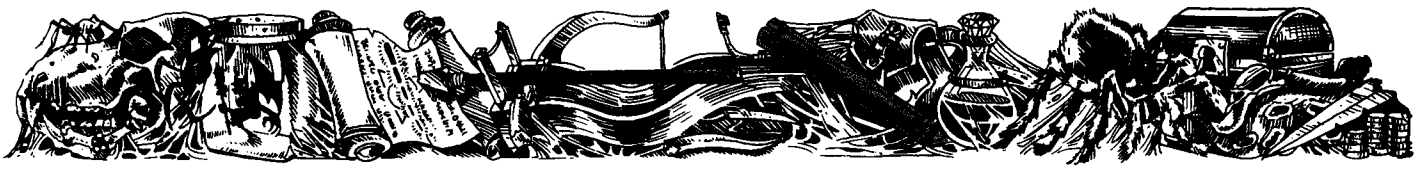
Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical, cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage.

Phisarazu (Tanar'ri, Spyder-Fiend, Phisarazu): AC –3; MV 18, Wb 15, Cl 9; HD 9+1; hp 46; THAC0 13; #AT 3; Dmg 2d6/1d8/1d8 (bite/sword/sword); SA spell-like abilities at 9th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (40-foot radius); SW suffer full damage from iron or silver weapons, susceptible to holy water; MR 50%; SZ M (7 1/2′ long); ML champion (16); Int very (12); AL CE; XP 18,000; See **Book IV**, page 10.

Notes: Spell-like abilities: at will—*alter self, darkness 15′ radius, invisibility, teleport without error, cause fear*



(in a single creature by touch); three times a day—*forget, mirror image, telekinesis;* always active—*infravision* (90-foot range).

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the victim develops a festering sore after 2d8 hours and loses one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The opponent suffers a –3 penalty to Dexterity for 2d6 rounds.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs, breath weapon, wrap helpless or unconscious creatures, fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds, *entangle* effect in a 10'x30'x20' cone (range 0), or a *glitterdust* effect with a range of 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical, cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage.

Raklupis (Tanar'ri, Spyder-Fiend, Raklupis): AC –6; MV 12 or 18, Wb 15, Cl 9; HD 12+8; hp 68; THAC0 7; #AT 3; Dmg 2d10/1d8+8/1d8+8 (bite/long sword and Strength bonus/long sword and Strength bonus); SA spell-like abilities at 12th level, poison, webs; SD webs, affected only by +2 or better weapons, immunities, invisibility detection (60-foot radius); SW suffer full damage from iron weapons and half damage from silver weapons; MR 70%; SZ L (10' long); ML fanatic (18); Int genius (18); AL CE; XP 25,000; See **Book IV**, page 12.

Notes: Spell-like abilities: at will—*alter self, darkness 15' radius, teleport without error, cause fear* (in a single creature by touch) *invisibility, telekinesis;* three times a day—*forget, mass charm* (24 hit dice within 30 feet) *mirror image, shape change,* always active—*infravision* (120-foot range).

Poison has an immediate onset time. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d6 hours to recover, but the venom inflicts an extra point of damage every hour. Even if the save succeeds, the opponent suffers a –3 penalty to Dexterity for 2d8 rounds. The victim also develops a festering sore and immediately loses one hit point and an additional hit point each hour. The victim cannot benefit from healing spells until the poison is neutralized.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs, breath weapon, wrap helpless or unconscious creatures; *entangle* effect in a 10'x50'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards, *glitterdust* effect (range 60 yards), *web* effect (range 50 yards); three times a day create a waterproof globe. (When filled with liquid, a globe can be thrown 10 yards; when filled with venom, a globe bursts when thrown, filling an area 15' in diameter with a poisonous mist. Creatures within the mist must save vs. poison or become blinded and mute for 3d4 turns and suffer 3d6 points of damage. If the save succeeds, the victim still suffers 2d6 points of damage and has a –2 penalty on all missile attacks and a 20% chance of spell failure for 1d4 rounds.) All webs have only a 25% chance to burn if attacked with fire. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 damage.

Spithriku (Tanar'ri, Spyder-Fiend, Spithriku) (2): AC 0; MV 18, Wb 15, Cl 9; HD 7+1; hp 36 each; THAC0 13; #AT 1; Dmg 2d6 (bite); SA spell-like abilities at 7th level, poison, webs, hiding; SD webs, harmed only by +1 or better weapons, immunities, invisibility detection (30-foot radius); SW suffer full damage from iron or silver weapons; MR 35%; SZ M (6' long); ML elite (14); Int average (10); AL CE; XP 12,000 each; See **Book IV**, page 8.

Notes: Spell-like abilities: at will—*darkness 15' radius, teleport without error, cause fear* (in a single creature by touch); three times a day—*telekinesis;* always active—*infravision* (90-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The victim can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the victim suffers a –2 penalty to Dexterity for 2d4 rounds.



Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, wrap helpless or unconscious creatures; every three rounds, *entangle* effect in a 10'x30'x20' cone (range 0), fire a lightweight ball that extends the range of the *fear* ability to 30 yards. Can use a web ability while attacking physically but not while using a spell-like ability.

80% undetectable when motionless and in cover.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active and is nonmagical; cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage.

Chaos Reigns

Characters who enter a *chaos gate* or get dragged off by a spyder-fiend wind up in the queen's throne room. The throne room is a vast cavern nearly 200 feet wide and somewhat longer. Its ceiling is 500 feet high in some places. Map E3 shows the area.

From her throne, which is a rock rising from a lake of fire, the queen monitors the Steaming Fen and conducts her never-ending search for the *Rod of Seven Parts*. When she is not actively using her *chaos gates* to send her spyder-fiends to the Prime Material Plane, a continuous stream of tanar'ri, yugoloths, and other planar creatures shuffles and slithers through the chamber while the queen manages her affairs. As the ruler of one of the infinite layers of the Abyss, the queen cannot give all her time and energy to the search for the *Rod*.

As huge as it is, the throne room is only one small part of a gigantic castle carved from a mountain that would dwarf any peak on the Prime Material plane. The castle has rooms and passages that reach down into the briny, foul waters of the Steaming Fen's ocean and high into the air. A character lost in its passages could wander for a lifetime and not find his way out. Fortunately, this adventure concerns itself only with the throne room.

The features of the throne room are as follows:

1. Lake of Flame

This pool of brackish salt water is forever covered with a flaming sheet of oil that rises up from its depths. The oxygen-starved flames produce a pall of choking smoke that reduce Dexterity and Constitution scores by –2 each unless the victim is immune to poison or does not need to breathe. Creatures swimming in the lake suffer no damage from the flames during the first round of contact, but the flames inflict 1d6 points of damage each round thereafter unless the creature is immune to nonmagical fire. Any dip into the lake leaves the swimmer coated with a disgusting mix of oil, tar, and lumpy ash.

The water is nearly 1,000 feet deep, with side vents that connect it to stygian depths of the ocean outside.

2. Throne

The "throne" is an irregular pillar of obsidian polished to a mirror shine by hundreds of slaves. The flat top rises 20 feet above the flames and is paved in 3 inches of pure silver.

The two smaller areas on the pillar's side are ledges that are only 5 feet above the lake of flame. The purple bars show where the queen prefers to create her *chaos gates*. The spyder-fiends she plans to send gather beneath the throne and the queen creates a gate that is 5, 10, or 15 feet wide, at the positions shown on the map. The gate's size depends on how many fiends the queen wishes to send.

If a character steps through a gate at the place where it opens of the Prime Material Plane, he instantly winds up here, but only if there is space for him. Non-fiends find travel through the gates disorienting, and are momentarily stunned when they step though. The character can neither attack the queen nor get out of the way so another character can step through the gate. Consequently, only one character can step through a 5-foot gate, two through a 10-foot gate, and three through a 15-foot gate. Additional characters remain at the other end. Note that a gate remains open only one round, so no additional characters can follow the hapless travelers through the gate.

A visitor stepping through a gate finds himself with his back to the lake of flame and facing a wall of smooth, uncracked obsidian 15 feet high. The queen looms above. She is delighted to have visitors who have a part in the quest for the *Rod*, and her first action is to seize them in her tentacles. She can sense the *Rod*, and knows immediately upon touching a character if he carries part of the *Rod* or not. If an opponent doesn't have the *Rod*, the queen uses her *suggestion* power to induce the character to retrieve it for her by whatever means the character can manage. If the *suggestion* works (and the queen instinctively



knows whether it does), the queen sends the character back to his comrades. If it fails, she tries again until the *suggestion* works. If a visitor proves too troublesome, the queen grabs the offender with a tentacle and stuffs him under her body, where she can tear at him with her beak. If the queen feels at all endangered, she uses her destructive spells and her trident. If that doesn't cow the enemy, she summons two raklupises, who appear the next round. One fiend attacks the queen's opponents while the other gates in reinforcements. The attacking raklupis uses its *entangle* and *mass charm* abilities to help subdue the troublemakers.

If the queen finds that a visitor has part of the *Rod,* she uses *domination* to force the character to give it up. If the character has at least three segments joined together, he cannot be compelled to give them up, and the queen attacks to kill instead.

In most cases, however, the queen does not seek to slay the PCs. Instead, she sends them back to their comrades, where they can rejoin the hunt for the *Rod,* and perhaps find more pieces for her. The queen will even send back characters she hasn't enspelled if one of her spyder-fiends can successfully use *forget* on the others. If the queen captures parts of the *Rod,* she sends the largest piece back with the charmed character so he can use it to locate the next bit of the *Rod.* (As a goddess of chaos, she can separate parts of the *Rod* so long as it has not been fully assembled.) Parts that the queen separates lose their glyphs (see page 9).

Characters the queen sends back to the Prime Material Plane arrive via a *chaos gate.* If the character is under the influence of one of the queen's *suggestion* spells, he radiates both a faint trace of evil and a strong aura of enchantment/charm magic. The character will do all he can to secure a piece of the *Rod* and present to the queen during the next month. (The DM must be prepared to make sure the character acts appropriately if the player is unwilling to accept the role.) If the character fails to accomplish the feat, the suggestion fades and the character is unharmed. Meanwhile, the character is secretly convinced that getting the *Rod* for the queen is the best possible thing to do. He won't reveal his compulsion to anyone, however, as he suspects that each of his comrades is secretly a rival for the queen's favor. It might be best to explain this to the player in private once the character fails the saving throw.

No character who returns from the throne room has any clear recollection of exactly what happened. The amnesia is either a side effect of the *suggestion,* or a result of a *forget* spell.

3. Audience Area

Official visitors, whether supplicant, messenger, diplomat, or prisoner, are brought here to stand before the queen. The floor is covered with a smooth sheet of seamless silver, just as the throne is. In times of war many of the queen's subjects gather here to view their queen and receive her orders.

4. Wall of Gold

A huge slab of gold, sixty feet square, is attached to this wall. The queen can command Miska's image to appear in its polished surface. Otherwise, the slab functions as a normal *crystal ball.* When Miska communes with the queen (see **Book IV**), the queen usually invokes his image.

5. Ramps

These sloping passages lead to distant parts of the castle. Characters who flee the throne room via one of the ramps quickly lose their way in the tangled passages that lie beyond them. No passage in the castle leads directly to an exit or any other place of importance; they all meander randomly. Large groups of spyder-fiends usually make their entrances along one of the ramps, but that's just for show. They teleport to the area first. The queen's non-tanar'ri minions and guests usually require spyder-fiend guides to show them the route to the throne room.

Characters lost in the castle's passages meet random groups of spyder-fiends every hour. Use the table from the **Chaos Gates** adventure, and roll 1d10+3.

6. Balcony

This large area is just one of a dozen similar areas that provide additional space for visitors. This one is 100 feet above area 3. Others, all smaller than this one, dot the walls all round the chamber, though the other balconies are higher. If Miska ever wins his freedom, he appears at the highest balcony, and shows himself to his troops.

7. Treasure Room

The queen keeps just a small portion of the treasures she has looted during her wars and raids here. The floor is heaped with masses of unsorted coins, gems, jewels, and magical items. There more than a



million coins heaped in drifts up to 8 feet high. A party working for a turn just grabbing as much treasure as they could might gather the following: 3,000 cp, 2,500 sp, 2,250 gp, 750 pp, 6 base 50 gp gems and a miscellaneous magical item of the DM's choice. A more careful party might gather twice the listed amount of any single type of coin in the same time (for example, 1,500 pp) or two magical items. A single character working for one round might gather about five percent of what a party could in a turn.

The pool of water is about a 1,000 feet deep and connects to the lake of flame and to the ocean. Characters trying to search might find a sea monster, but they won't find any treasure.

The Queen of Chaos: AC –5; MV 6, Sw 9, Jet 24; HD 31; hp 140; THAC0 5; #AT 3; Dmg 2d6/2d6/2d6+16 (tentacle/tentacle/*trident +5* and Strength bonus); SA spell-like abilities at 20th level, beak, constriction, breath weapon; SD harmed only by +3 or better weapons, immunities, regeneration; MR 70%; SZ G (about 25' tall); ML fearless (19); Int supra-genius (20); AL CE; XP 38,000. See **Book IV**, page 6.

Notes: Can throw trident as a missile weapon (range 10/20/30). When she throws the trident, she can recover it immediately by pulling the rope attached to it. The rope is armor class –5, and it can sustain 50 points of damage before being severed. It saves as hard metal, and can only be harmed by magical attacks and slashing weapons of +1 or better enchantment. The rope is 75% resistant to magical fire.

Tentacles can conduct melee with opponents up to 60 feet away, and can grab opponents of up to size large. When the queen is grabbing, the opponent's effective armor class is 10, with adjustments for magic and Dexterity. The queen, however, suffers a –4 attack penalty and inflicts no damage if she hits. If the queen grabs a foe, she lifts the opponent off his feet and can stuff him under her body on the following round, freeing the grasping tentacle for further attacks.

Opponents trapped under the queen's body are wrapped in one of the queen's other tentacles and constricted for 3d6 points of damage each round. Each of the queen's shorter tentacles can hold one opponent of size large or smaller; only one tentacle can constrict a single opponent. Beak can bite one creature trapped in the tentacles for 7d4 points of damage.

Tentacles cannot be broken with a feat of Strength. The only way to escape is to sever the tentacle with an attack from a slashing weapon of +3 or better enchantment or with tightly directed magical attacks such as *magic missile* or the ray version of *Ottiluke's freezing sphere*. The tentacles are armor class –7 and each requires 30 points of damage to sever. The tentacles are resilient; damage from any physical attack is reduced by –5 per attack, to a minimum of 0. Creatures in a tentacle's grasp or trapped under the queen's body suffer a –3 penalty to attack and initiative rolls.

Damage to the tentacles does not harm the queen. Severing a tentacle allows a creature in the tentacle's grasp to wiggle free of the queen's body, but the tentacle does not let go. It continues to constrict for 2d6 points of damage each round until removed with a successful open doors roll. A severed tentacle becomes a little shorter, but is not otherwise harmed and can continue attacking.

Spell-like abilities as a 20th level caster—*shape change* into human or merman form, *mirror image, slow, chaos, magic missile, tongues, clairvoyance, telekinesis,* and *ventriloquism* (at will); *suggestion* with a maximum duration of one month, *polymorph other, death fog, shocking grasp, eyebite,* and *taunt* (six times a day); *chain lightning, domination, mass charm,* and *polymorph any object* (three times a day); and *symbols* of *discord, fear, hopelessness,* and *pain* (each once a day). Can telepathically communicate with any chaotic creature that is at least semi-intelligent.

Once per hour, can expel a cloud of noxious smoke (or ink when underwater). The cloud has one of the following effects as the queen chooses: *darkness 15' radius, stinking cloud,* or *solid fog*. Cloud effects function at 30th level. The *darkness* effect cannot be countered with light, but can be dispersed by a strong breeze or water current. The queen is immune to her own cloud effects.

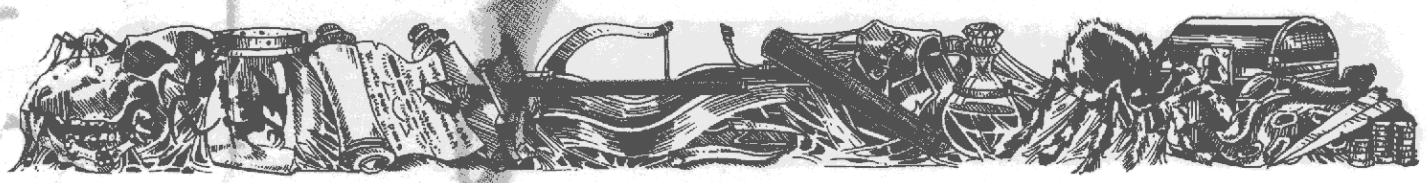
Three times an hour, can create a *chaos gate.*

Immune to all forms of acid, electricity, and poison. Regenerates one hit point a turn. and regrow severed tentacles in 4d12 hours. Immune to 1st- and 2nd-level illusion/phantasm spells.

Special Equipment: giant *trident+5.*

Good Samaritan

Run this encounter shortly after the party has its first encounter with spyder-fiends that arrive through a *chaos gate.* They get a visit from Chodei-rin Ake, a ki-rin who happens to keep watch over the area where the party is traveling. Ake (pronounced Ah-KAY) is concerned about the characters and their new plaything (the *Rod*). Note that Chodei-rin (Coh-DAY-ee-rin) is his family name; his first name is Ake. He wants to be certain the characters know what they are



dealing with and that they use the *Rod* responsibly.

The player text that follows assumes the PCs are traveling overland and have either stopped to camp for the night. If the party's situation is different, adjust accordingly.

> The day's exertions have left you feeling worn out as you slap the trail dust from your clothes and begin thinking about a little food and sleep.
>
> Your search for a sheltered spot stops abruptly when you spot an exquisite pavilion of brilliant silks flapping in the breeze. You're sure the huge tent was not there before. There doesn't seem to be anyone in sight.

Ake used his ability to create soft goods to make the tent. He is inside, using *invisibility* and *nondetection*. If the PCs don't attack or flee, he uses his ability to create food and beverages for the party and a little something for their mounts. If the PCs approach the tent, they can smell the meal, which is splendid, from several paces away. A peek inside reveals:

> The ground under the tent is covered with a pristine, straw mat. A low, lacquered table with one place setting and floor pillow for each member of your party stands on the mat. An extra place setting with a cushion almost 6 feet square lies at the head of the table. Steaming pots that fill the air with mouth-watering smells sit huddled on a charcoal fire. You still can't see anyone, but the table speaks.
>
> "My master, Chodei-rin Ake, welcomes you, brave adventurers, to his humble tent. Please remove your shoes and enter. Be easy, my master protects you."

The talking table is the result of a *magic mouth* spell Ake has cast. If the party members seat themselves at the table, Ake becomes visible and kneels down at the head of the table. If they hesitate, he moves behind the party (via the Astral Plane), and appears, with stamping hooves. He compliments the party on their caution and assures them he is no spyder-fiend. If the party still balks he launches directly into his lecture.

As Ake prefers to eat first and talk business later, he has no desire to discuss serious matters over a meal. He uses his *unseen servant* to serve the food, and happily talks about art, philosophy, and cuisine. When Ake is ready to discuss business he mentions the following:

- A horde of spyder-fiends attacked the last town the party passed through. They tore the place apart, board by board, and killed a lot of people.

- Could it be possible that the characters do not know they are carrying what is one of the greatest artifacts of Law ever created? And that the legions of Chaos will do just about anything to wrest it from them?

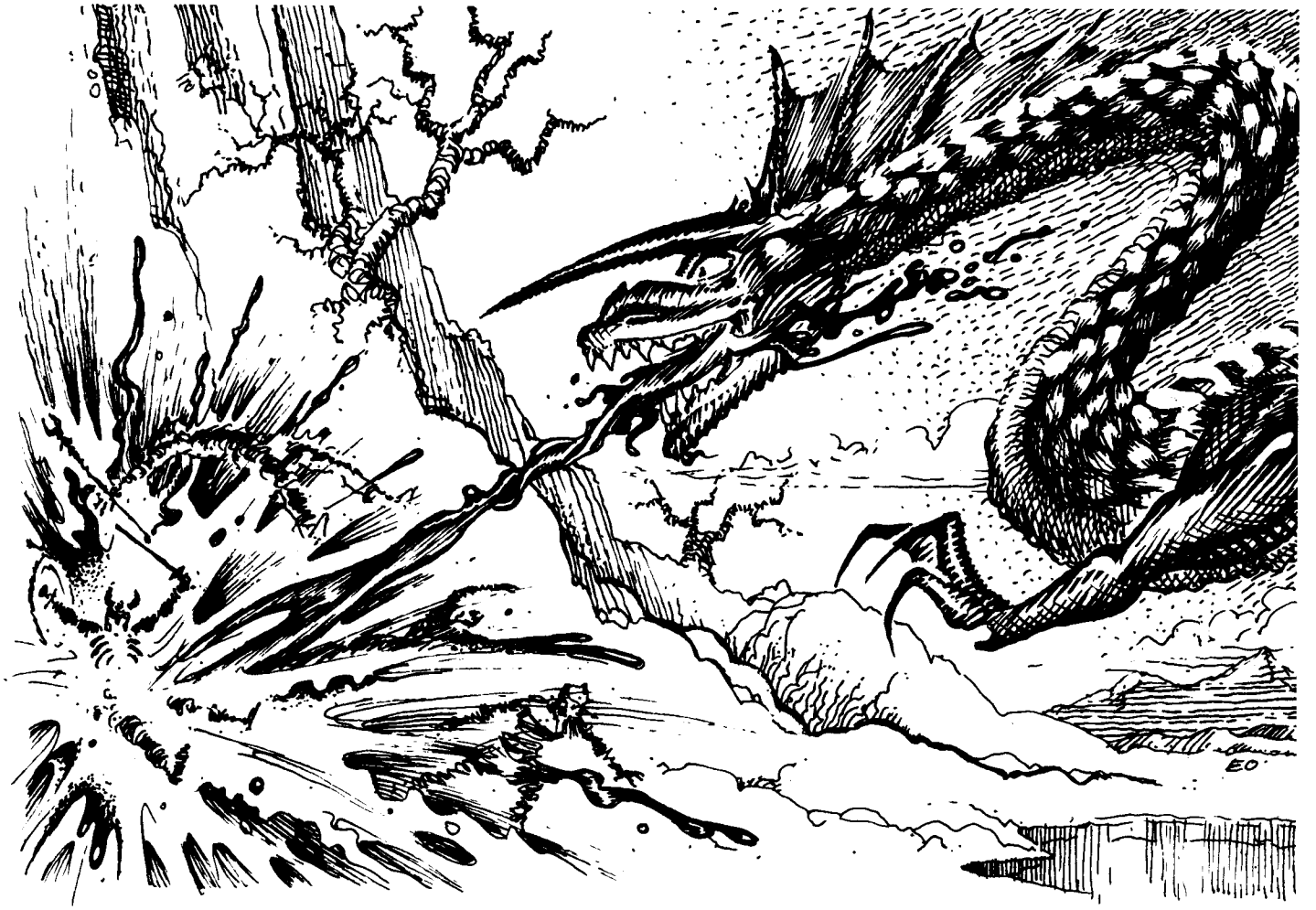
Ake can give the party the *Rod*'s basic history, and any other information the DM wishes to divulge about it. Ake knows Arquestan by reputation, and is familiar with several other vaati.

- Ake wants to know what the party intends to do with the *Rod*. No matter what their plans, he warns them that their actions can cause great harm to others.

If the party even hints that they might turn over the *Rod* to the Queen of Chaos, Ake exits to the Astral Plane and casts *improved invisibility* on himself (his *nondetection* spell is still running). He returns to cast a double-strength *chain lightning* spell on the PCs. He gives them one chance to surrender, then hits them with a double-strength *ice storm*. If the battle last more than three rounds, a hound of law that has been shadowing the PCs joins the fray on Ake's side. The ki-rin has no intention of letting the *Rod* fall into the queen's tentacles and he has no reservations about killing the PCs to get whatever segments they have, even if good characters are in the group. In Ake's view, the deaths of a few fools are insignificant when compared to the safety of worlds.

If the PCs intend to keep the *Rod*, Ake wants them to promise they will use it carefully and sparingly. If they so promise, he offers them a handful of hairs from his mane. If the PCs don't understand the significance of this gesture, Ake explains that they will need the hair, along with the hair of a lawful evil creature, to make the magical glyphs necessary to assemble the *Rod*. He warns that the hair must be freely given.

If the majority of the characters have good alignments, Ake puts no conditions on his gift of hair, except that they must promise to use it to help assemble the *Rod*. If the party does not contain a majority of good characters, Ake gives them his hair only if they swear an oath never to use the hair for anything other than assembling the *Rod*. He makes them wish that their hands will shrivel and fall off if they break their oath. He uses his *wish* spell to make sure the curse takes effect if the party breaks the oath. Because the PCs are taking the oath freely, the *wish* is reasonable. The entire party must swear the oath and make the wish before Ake gives them the hair. Should any character break the



oath, the offending character loses his hands.

DM Note: If the party manages to steal Ake's hair in some fashion, they cannot make the glyphs because the hair wasn't freely given. If the party manages to charm Ake, however, the hair is useful. Even when charmed, Ake demands that the party takes the oath as described above. The charm makes Ake willing to give the party some hair, but it doesn't remove his sense of caution.

If the party flees the encounter before looking into the tent, or never approaches the tent, Ake trots along behind them the next day, using *invisibility* and *nondetection.* Eventually, Ake appears and speaks to the party.

If the characters and Ake part on friendly terms, he gives them the tent and its furnishings, which are worth 5,000 gp intact.

Chodei-rin Ake (Ki-rin): AC –5; MV 24, Fl 48 (B); HD 12; hp 54; THAC0 9 (6 with horn); #AT 3; Dmg 2d4/2d4/3d6 (hoof/hoof/horn); SA spells and spell-like abilities at 18th level; MR 90%; SZ H (13' long); ML fanatic (18); Int supra-genius (20); AL LG; XP nil; MM/212.

Notes: Telepathy makes surprise nearly impossible. Spell-like abilities—create nutritious food and beverages for 2 to 12 people; create 32 cubic feet of soft goods or 18 cubic feet of wooden items (creations are permanent) or 200 pounds of metal items (duration is 1 hour to 1d4+1 days, depending on hardness); create illusion with audial, visual, and olfactory components that lasts until disbelieved or magically dispelled; assume gaseous form, *wind walk, summon weather,* and *call lightning*. When performing magic related to the sky or air the results are double strength (including hit points and damage inflicted). Immune to 1st- and 2nd-level illusion/phantasm spells. Can enter the astral or ethereal plane at will.

Spells: (9/8/7/6/5/4/3/2/1): 1st—*cantrip, detect magic, gaze reflection, grease, magic missile* (x2), *shield, sleep, wall of fog*;* 2nd—*continual light* (x2), *detect evil, detect invisibility, invisibility**, know alignment, magic mouth, stinking cloud*;* 3rd—*dispel magic* (x2), *fireball, lightning bolt*, nondetection**, slow, wind wall*;* 4th—*charm monster, confusion, ice storm*, improved invisibility, polymorph other, stoneskin**;* 5th—*cloudkill*, conjure air elemental*, feeblemind, wall of force;* 6th—*chain lightning*, death spell, invisible stalker*, true seeing;* 7th—*forcecage, prismatic spray, reverse gravity;* 8th—*maze, Otto's irresistible dance;* 9th—*wish.*

* Air or sky spell.

** Precast spell.



Waves of Chaos

Each time the queen opens a *chaos gate*, there is a cumulative 20% chance that a wave of chaos sweeps over party's world. A wave of chaos always occurs after the fifth *chaos gate* is opened, and when the queen gets a segment of the *Rod.*

When a wave hits, the terrain around the PCs warps and changes. It can become an entirely different kind of terrain (mountains shifting to desert, or an ocean shifting to plains) or it can simply be odd (the grass is now blue or the sun turns green). The extent of the change is up to the DM; however, the change should not make it impossible for the PCs to continue the adventure (don't strand the party in the middle of an ocean unless you decide that their mounts turn into hippocampi), and the change overall is never for the better. Altered landscapes are more barren, less hospitable, and less productive. The weather, though not necessarily inclement, is never pleasant, but always murky, hazy, or dusty. Famine is inevitable unless the PCs can reverse the changes. The party notices the changes at the next dawn. Moreover, no one else notices the change. Every NPC the party meets firmly believes the world always has been exactly the way it is now. For them, it always has. The fabric of reality has changed. Only the *Rod*'s influence allows the PCs to recall "true" reality.

The PCs are aliens on their own world. They find it a little harder to survive in the new landscape. Each day, they must save vs. petrification or suffer 1d6 points of damage (they eat something that doesn't agree with them, find the air slightly toxic, the weather too hot, or the like).

The *Rod of Seven Parts* can temporarily suppress the chaos. The *Rod* bearer can shift the terrain back to its normal state on a roll of 5 or less on 1d20. Add the character's magical defense adjustment from Wisdom to the base score. For example, a character with a Wisdom of 18 must roll an 9 or less. For each segment that has been added to the *Rod,* the character adds one to the score. If the character in the above example had all segments joined together, his score would be 15. The *Rod* affects a radius equal to five yards per segment currently joined. If the roll succeeds, the terrain within the radius shifts back to its normal form. The party sees the land changing forms as they move along with the *Rod,* but other creatures do not. Characters who spend the whole day within the radius need not attempt a saving throw to avoid damage that day. The *Rod* bearer must make a new check each day, and can make only one check each day. Trying to stabilize the landscape does not affect attempts to restore beasts of chaos to their normal forms or vice versa.

All the *Rod* bearer must do to shift the terrain is concentrate on setting things right. No command word is required. It is entirely possible that the *Rod* bearer could discover this power accidentally. Whenever the *Rod* bearer expresses concern over a terrain shift or complains about the daily saving throw, the DM should ask for a 1d20 roll. If the roll is successful, the bearer feels a surge of power as the terrain returns back to normal.

When a party arrives outdoors in altered terrain, roll 1d10. On the roll of a 1, a pack of chaos beasts attacks. (If the PCs were traveling cross country when a wave strikes, the pack of beasts could be their own mounts.) The beasts attack to kill. Check for a chaos beast attack once each day in addition to normal checks for random encounters.

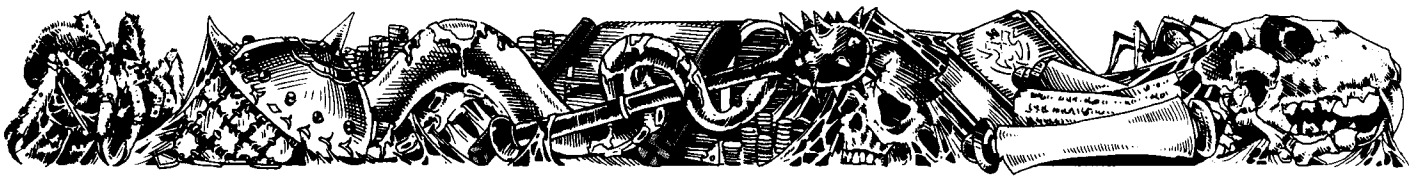
Beasts of Chaos (5): AC 0; MV 18; HD 9; hp 40 each; THAC0 11; #AT 5; Dmg 1d4/1d4/2d8/1d6/1d6 (claw/claw/bite/tentacle/tentacle); SA rage; SW *Rod* can cause beast to revert to natural form; SZ M (4' long); ML average (10); Int animal (1); AL CN; XP 4,000 each. See **Book IV**, page 2.

Notes: Bright light causes rage—+2 bonus to attacks and initiative for as long as the beast is within a continuous light effect or for 1d4+2 rounds after exposure to a bright flash.

The *Rod of Seven Parts* can force a beast of chaos back to its normal form if the *Rod* can roll a 5 or less on 1d20. Add the character's magical defense adjustment from Wisdom to the base score. Add one more to the base score for each segment that has been added to the *Rod.* The range is 5 yards per segment of the *Rod.* If a beast is shifted back to its normal form, it pauses in confusion for one round. The next round in flees at its maximum rate until the *Rod* bearer is out of sight.

Into the Vastest Bog

If a segment of the *Rod* teleports away from the party, the characters could have their work cut out for them when trying to get it back. Though the exact distance and direction to the segment's new location is determined randomly (see page 7), it is in the nature of the *Rod* to insinuate itself wherever it can promote law the most strongly. As a result, the *Rod* never teleports to a deserted locale; there always will some lawful creature nearby that can use and guard the *Rod* or a chaotic creature that the *Rod* can subvert. A random



teleportation never places a segment in the hand of the queen or her agents. (How can a "random" event have so many restrictions? Such is the nature of artifacts.)

In play, whenever the party loses a segment they will face a fight or a negotiation before they can get the segment back. A sample guardian for a lost segment is presented here. If the party loses pieces of the *Rod* more than once, the DM will have to devise additional adventures. One of the unused adventures from **Book I** will do in a pinch.

The Vastest Bog is the local name for a dismal swamp choked with blighted cypress trees and brambles with thorns sharper than stilettos. The local tales say that, except for the swarms of biting flies, nothing lives there but a dragon older than the hills and blacker than a moonless night. The tales are true. An island in the swamp's heart is the lair of Acydikeen, a great wyrm black dragon who spends most of his time snoozing, but occasionally flies or swims to hunt in the neighboring lands.

DM Note: Obviously, the Vastest Bog will not always fit where a random roll says it has to go. Go ahead and put it wherever it fits and assume the lost segment teleports there, even if that means it has to travel more than 100 miles.

Background

No one has invaded Acydikeen's lair in a long time. Acydikeen chose the nondescript island near the center of the swamp for his lair because it is difficult to reach. When the segment arrived in the dragon's lair, Acydikeen was initially suspicious. The odd, black stick had a wonderful color, to be sure, and was obviously magical. Still, the dragon's senses told him there was something *wrong*. When Acydikeen found himself absentmindedly tidying up his lair and stacking his horde into neat piles, he decided the segment had to go; however, the stick resisted blast after blast from his breath weapon, and the dragon grew alarmed.

Searching his prodigious memory (even a creature with Acydikeen's intelligence accumulates quite a store of knowledge after living more than 1,200 years), he recalled the story of the *Rod of Seven Parts* and what its value to the Queen of Chaos. Acydikeen has no desire to live on a world the queen has ravaged, and he has resolved to defend the *Rod* from any fiends that come calling for it. He'll let the PCs take the *Rod* away unmolested, if they don't try to steal anything from his lair.

He keeps a close watch on the surrounding sky and swamp, and notes the party's approach. He is ready for the PCs when they arrive, but isn't looking for a fight.

Tracking the *Rod*

The bog is 20 miles wide and roughly circular. A party on foot would have to march for four days to reach the Acydikeen's island; traveling through the swamp's mud, sluggish streams, quicksand, and tangled vegetation is slow going. The party could make the same trip in two days by boat, or in a few hours by air.

If the PCs have the next smallest piece of the *Rod*, the segment leads the characters right onto the island before the indication of direction fades. There is nothing to show that this particular island is any different from any one of a dozen other small islands in the swamp, and a group who does not have a *Rod* segment to guide them would probably overlook it.

If the party does not have the next smallest piece of the *Rod*, Qadeej makes himself known to the PCs and suggest they search the Vastest Bog.

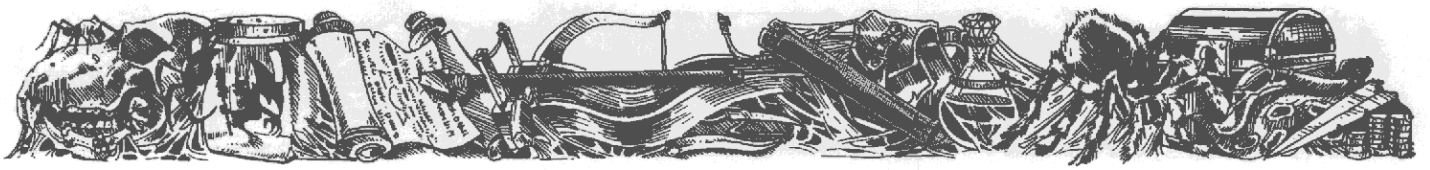
As the party begins exploring the island, Acydikeen makes a brief appearance, diving upon the party from high altitude and swooping low overhead. His intention is merely to scare the PCs, and impress them with his size and power. If the PCs attack, he performs a wingover (see the general information on dragons in the MONSTROUS MANUAL™ tome) and makes a snatch attack against one character. If the attack succeeds, Acydikeen carries the character high into the air and demands to know what the party is doing here. If the character refuses to answer Acydikeen's question, or tries to get free, Acydikeen squeezes him for claw damage (1d6+12 points).

If the PC admits that they came for the *Rod*, the dragon tells him the party is welcome to it. He drops the PC at his comrades' feet from about 30 feet up, then climbs into his lair through the land entrance.

After his initial encounter with the PCs, Acydikeen dives into the water west of the island and swims to his lair via a submerged tunnel. There Acydikeen awaits the party's arrival.

The Island

Acydikeen's island is a sandy hummock covered with the brambles and cypress trees for which the Vastest Bog is famous. The highest point on the island is about 160 feet above water level. See Map E4 for details. To find the entrance to the lair, the party must either search the entire island, or search the marsh bottom were the



dragon dove into the water. In the first case, they can find the opening to the lair after about three hours of searching. The brambles on the island cut their clothing to shreds, and all the PCs' outer garb—except armor—is rendered useless unless it makes a successful saving throw vs. acid (the brambles aren't actually acidic, that's just the most appropriate column on the item saving throw table). Druids of level 3 or higher are unaffected.

If the party decides to go swimming instead, they can find the underwater passage leading to the lair only if they can breathe water. If the character can breathe water, they still must roll a 1 or 2 on 1d6 to find the entrance. (Elves and half elves find the entrance on a roll of 1-4.)

Inside the Lair

Acydikeen's cavern is dank and smelly; the air reeks of dragon and the carcasses the dragon has stored in area 5. Except where noted otherwise, the lair is unlit and has rough limestone walls dripping with seepage from the surrounding swamp. Ceilings throughout the lair about 50 feet high, too cramped to allow Acydikeen to do much flying (see the individual area descriptions for details). Map E3 depicts the lair.

1. Land Entrance

A sinkhole about 30 feet wide leads down to the cavern. The hole is funnel shaped and narrows to about 15 feet some 20 feet below the surface. The sides of the hole are bearded with tree roots. The roots are very weak, however, and cannot support characters who weigh more than 200 pounds. It is 60 feet from the surface to the cavern floor below.

Acydikeen can enter the corridor leading away from here, but he can't unfurl his wings or fly. But neither can the PCs attack his flanks unless the use they alcoves, and the dragon is not likely to advance that far.

2. Pedestal

A natural table of rock holds the *Rod* segment; it is in easy reach, if the party can ignore what lies in the chamber beyond:

> A short walk from the entrance brings you to a chamber as big as the common room in a first-class inn. You notice the stone here is badly pitted and the air has an acrid smell.
>
> A plain, flat boulder holds the object of your present mission, a familiar-looking black stick. But you cannot ignore what lies in the rest of the chamber. You see neat stacks of coins, some green with corrosion, other still shiny yellow, a pile of gems, a stack of arms and equipment. . . .
>
> "Take the accursed stick and go, before the queen discovers you are here. Do not try my patience mortals, or I shall feast on your flesh!" The hissing voice sounds like a thousand serpents. It seems your host is eager to have you leave.

Acydikeen is not keen on having the PCs study his hoard. If the characters ask about the queen, Acydikeen relates the basic history of the *Rod*, and then commands them to leave once again.

Any character can grab the segment, but pools of acid from Acydikeen's attempts to destroy the segment still cover the area. Unless the player specifically states that his character is watching his step, the character suffers 2d8 points of acid damage and his footgear is destroyed.

3. The Main Chamber

Acydikeen lies here, guarding his treasure. If the party makes a move to take so much as a copper, he blasts away with his breath weapon. He can make short flights in here, but cannot turn around in flight. He might, however, use his *spider climb* spell to walk on the walls or ceiling.

The hoard includes 24,000 cp, 4,800 sp, 9,000 gp, 3,000 pp, 25 base 50 gp gems, and any two magical items the DM deems appropriate.

4. Water Entrance.

This pool connects with the swamp via a passageway.

5. Pickling Pool.

Acydikeen uses this shallow pool of slightly acidic water to prepare carcasses for dining. The mass of putrefying flesh in there now creates a gut churning stench.

Acydikeen (Dragon, Chromatic, Black): AC –7; MV 12, Fl 30 (C), Sw 12; HD 20; hp 90; THAC0 3; #AT 3; Dmg 1d6+12/1d6+12/3d6+12 (claw/claw/bite);



SA spells as an 17th level caster, spell-like abilities, breath weapon, fear; SD detect invisible objects and creatures within 120 feet, immune to acid; MR 45%; SZ G (100' body); ML fanatic (16); Int average (10); AL CE; XP 20,000; MM/65.

Notes: Breath weapon once every three rounds—line of acid 5' wide and 80' long; creatures within the line suffer 12d4+12 points of damage (save vs. breath weapon for half).

Can kick with back feet for 1d6+12 points of damage; any creature struck must pass a Dexterity check or be knocked back 1d6+12 feet. Creatures knocked back must save vs. petrification at –12 or fall down. Can buffet with wings 1d6+12 points of damage; creatures struck must pass a Dexterity check or fall down. Can slap up to 12 creatures with tail for 2d6+24 points of damage (roll a separate attack for each). Creatures struck must save vs. petrification at –12 or be stunned for 1d4+1 rounds. Can snatch an opponent of size L or less with a successful claw hit when flying. Can carry up to three snatched opponents at once.

When dropping from a height of 30 feet or more can plummet and crush up to 12 opponents (roll a separate attack for each). The plummet inflicts 3d6+12 points of damage and creatures struck must save vs. petrification or be pinned under the dragon. If the dragon does not move off a pinned opponent, the creature must save vs. petrification again or continue to suffer damage. Causes fear in a 50-yard radius; all creatures of 1 hit die or less and all noncarnivores of 20 hit dice or less flee in panic for 4d6 rounds unless part of a formed military unit. Creatures not automatically panicked save vs. petrification at a –4 penalty. If the save fails, the creatures are stricken with fear and fight with a –2 penalty on attack and damage rolls for 4d6 rounds.

Spell-like abilities (17th level): *darkness* in a 120' radius three times a day, corrupt 120 cubic feet of water once a day (this power destroys potions unless they roll a 15 or better on 1d20), *plant growth* once a day, *summon insects* once a day, *charm reptiles* three times a day (similar to *charm mammals* but works on reptiles instead).

Spells (9): 1st—*alarm, color spray, charm person, erase, feather fall, hypnotism, jump, spider climb, spook.*

Mysterious Stranger

This section introduces Arquestan and Qadeej, two vaati who are for various reasons interested in the group's progress. These two NPCs serve as the DM's handymen; they can step in whenever it becomes necessary to set the party back on track or to impart information to the PCs.

Arquestan is a member of the wendeam, the caste of lawful good vaati outcasts dedicated to monitoring the activities of the Queen of Chaos and the current status of the *Rod of Seven Parts.* At the age of 1,234 years, he is a youngster by vaati standards, but he is among the most gifted members of his caste.

Arquestan is a thoughtful man with impeccable manners and fastidious habits. He his genuinely concerned for the party's welfare. He is not necessarily eager to see the *Rod* recovered, but would like to see Miska finally destroyed if the party can succeed. To Arquestan, the PCs are a group of heroes who deserve respect. It is Arquestan who sent the hounds of law the party may meet during their various adventures. Arquestan knows Naltecatl, the couatl from the **Spelunking** adventure, personally. Arquestan plays a vital role at the end of the adventure, when he carries the PCs off to Pandemonium in his *wind chariot.*

Qadeej is a member of Bledrudeam, a caste of vaati wizards. He is among the oldest vaati, and even he has lost track of exactly how old he is. Qadeej is one of the seven vaati who originally forged the *Rod of Seven Parts.* During the centuries since the war ended, Qadeej has become disgusted with the vaati's decline and impatient with the seemingly endless stalemate that has prevailed since Miska's imprisonment. He has become convinced that the vaati can be great again only if they restart the war. Never mind that there is only a mere fraction of the race left. Just as the wendeam have become lawful good as a result of their long dedication to opposing the queen, Qadeej has become lawful evil after scheming for so long to light the fires of war.

As one of the *Rod's* creators, Qadeej has a power that is very useful to the party; he is sensitive to the Law in the *Rod,* he knows where the segments of the *Rod* are, and he can sense the *Rod* being used just as the queen can. Vaati politics have prevented him from gathering the pieces himself, and he sees the PCs as the perfect tools to complete his work. Unlike Arquestan, Qadeej cares nothing for the party, and he ultimately hopes they will attempt to destroy Miska and fail.

The Two Wind Dukes in Play

Arquestan hovers in the background throughout the entire adventure. He is ready to lend the PCs a hand, indirectly, whenever they need it. He uses his superior tracking ability to locate the party. Qadeej



remains in the Vale of Aaqa, tracking the party's progress through his connection with the *Rod*. Both Arquestan and Qadeej make an appearance at the beginning of the **Citadel of Chaos** adventure. If things have gone well for the party, this might be the first time the PCs meet either of them.

Arquestan: often poses as Arquesta, a singer and actress with a troupe of performing white rats (actually hounds of law). Arquestan uses his *hat of disguise* to pull off the charade. The PCs are likely to see "Arquesta" pretty much anytime they return to civilization after going after a segment of the *Rod:*

> You have come upon a knot of children and townsfolk gathered around an unusually tall, but handsome woman in a turban and a loose robe. A white rat perched on her shoulder stands up on its hind legs and bows to the crowd. "Applause, please," the woman's asks in a pleasant voice. The audience claps politely and the rat responds my diving off the woman's shoulder, and landing headfirst in a bucket of water at her feet, turning somersaults all the way. As the woman bends to help the rat out of the bucket, six more white rates begin performing on a rickety contraption made from string and sticks. You see rats walking a tightrope using just their front feet, like acrobats doing handstands, rats on trapezes, and rats performing tumbling tricks on a seesaw. Overall, they are the most remarkable set of rodents you have ever seen.

A *true seeing* spell reveals the rats and the woman in their actual forms. A druid can tell the rats aren't normal creatures, but can't tell what they really are.

After the performance, the woman collects a few coins from the crowd. If the PCs keep an eye on her, they see her pack up her rats and her equipment and give her entire take to a couple of scrawny urchins.

If the party ignores the trained rat show and moves on, they witness a similar scene in just about every town they visit.

Arquestan is not a good liar, and if the party asks "Arquesta" what she is up to she tells them she's watching them because they have enemies they don't even suspect. Once polite contact is established, Arquestan reveals the following to the PCs:

• He is a Wind Duke, a member of the race that created the *Rod of Seven Parts*.



• If the PCs are bent upon assembling the *Rod*, he can assist in small ways.

If the PCs begin asking questions, Arquestan has some answers for them:

• The wolf-headed spiders are a rare type of tanar'ri called spyder-fiends. They serve the Queen of Chaos, who seeks to take the *Rod* from the PCs.

• The *Rod* is an artifact of law, but it carries the taint of Miska the Wolf Spider, the leader of the spyder-fiends and the general and lover of the queen. The queen can sense the ebb and flow of chaos when the part uses the *Rod*. Whenever the *Rod* operates, a little of Miska's essence rubs off on the wielder, and the spyder-fiends can locate the character, like a hound tracks a scent, for a short time.

• The *Rod* makes the wielder into a Champion of Law. The more parts are added to the *Rod*, the more lawful the wielder becomes.

• Anyone who can cast wizard spells can create special glyphs that keep the *Rod* from flying apart when two segments are brought together. Arquestan isn't a wizard, so he doesn't know what they are. He understands, however, that the glyphs are not particularly difficult to discover.

• The alterations in the world (*chaos waves*) are a consequence of the queen's growing influence. The changes will remain until the PCs break the queen's grip on the world. If they slay Miska, the queen's power will be broken. They can also break the queen's grip by sending the *Rod* to a new world. The best way to do that is to assemble the *Rod* completely and invoke is greatest power—restoring life. The *Rod* will shatter and move to a new world, forcing the queen to search for it all over again.

• Arquestan is busy keeping track of both the party and various spyder-fiends right now, though he tries to check up on the party every few days. There is no reliable way to contact him should the party wish to do so. However, if the party leaves some sign behind when they leave an area, perhaps a note bearing the letter "A" or the letter "A" scratched into the ground at a campsite, Arquestan will know the party wants to talk.

Several of the major adventures begin with a visit from Arquestan if the party does not have the segment of the *Rod* that normally would get them started. In these cases, Arquestan approaches the party himself. If the party is in the wilderness, he arrives on his *wind chariot*, with his hounds of law in their will o' wisp forms. If the party is in a town or city, Arquestan uses his *hat of disguise* to pose as a messenger. He invites the PCs to meet him at some isolated locale, then arrives on his chariot:

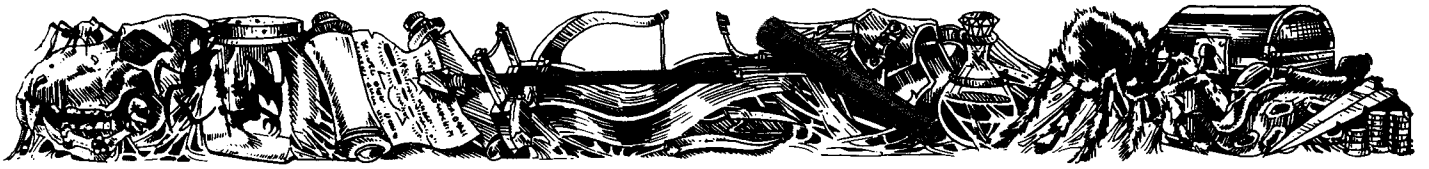
> A whirlwind is approaching. A tall, silvery funnel of wind zips over the treetops with blinding speed. It is an unusual whirlwind, not only because of its silvery color. The funnel should be tearing the trees up by the roots, but hardly a leaf stirs.
>
> The savage-yet-gentle-whirlwind settles nearby, kicking up no more dust than a wagon coming to a halt. The wind fades, revealing a tall man standing upon a silvery disc.
>
> As the man steps off the disc, you notice that his skin is black as ebony and that he is naked except for a belt from a few weapons hang. His physique is excellent, but his state of undress also reveals that the term "man" is not quite appropriate. The figure is utterly sexless.

After introducing himself, Arquestan goes on to explain that he has a solution to the party's difficulty. See the individual adventures for more details.

Qadeej: spends as little time as possible dealing with the party. If the PCs are unable to proceed because they don't have the segment of the *Rod* that will lead them to the next piece, Qadeej dispatches a noble djinn to deliver them a message:

> A giant of a man with a bald head and gold earrings approaches and greets you with a bow. "My master, Qadeej of Aaqa, sends his regards, and suggests that a meeting anon would be most beneficial to you. Get you to a place secure from prying eyes, and my master will come." With that he vanishes, leaving you and several onlookers gaping.

The next time the party is alone, Qadeej pops in, courtesy of his *staff of the magi*. He is both gruff and terse. He tells them he is Qadeej of Aaqa, and that he has information they need. Then he tells them how to go about finding the next segment. He does not tell them exactly where it is or what guards it, because he doesn't know. All he knows is how far the next segment



is and the direction in which it lies. If the party asks questions, he irritably responds with the following:

• "I have studied the artifact thou calls the *Rod of Seven Parts* since before your most ancient ancestor was born, mortal, for I am a Wind Duke of Aaqa. Follow my directions and locate the next piece, if thous desire, or do not. No Champion of Law would leave the job undone."

• "How do I know where it is? Through magic I could not help thee understand in a thousand of thy lifetimes."

Be careful not to overuse Arquestan and Qadeej. They are intended to help you, the DM, move things along when the party comes to an impasse. Neither Wind Duke will accompany the party on an adventure or recover a segment of the *Rod* for the party unless the text for an adventure specifically says so.

Arquestan, v, R12: AC –2 (natural armor and Dexterity bonus); MV 12, Fl 12 (A); hp 72; THAC0 9 (8 when employing missiles), (7 with Strength bonus), (3 with Strength bonus and weapon +4); #AT 3/2+1; Dmg 1d6+9 (*short sword +4* and Strength bonus)/1d4+8 (*dagger +4* and Strength bonus); SA ranger abilities, spells as a 5th level caster; SD immunities; SZ M (7′ 1″ tall); ML fearless (19); AL LG; XP Nil; See **Book IV**, page 15.

Notes: Can influence natural animals (save vs. rods at a –4 penalty negates), track with a base score of 17, and can track creatures that are flying or have teleported; receives a +4 attack bonus and a –4 reaction penalty vs. spyder-fiends. Immune to aging, +2 saving throws, armor class, and ability check bonus vs. all forms of air-based attacks, –2 points per die of damage from air-based attacks, air elemental creatures will not attack or approach within 5 feet unless attacked first; +2 to saving throws and –1 to each die of damage vs. all chaotic attacks (vaati blade).

Spell-like abilities at 12th level—*control temperature 10′ radius, dust devil, gust of wind,* and *feather fall,* all at will. Can use *gust of wind* to double flying speed for one round.

S 18/97, D 15, C 16, I 15, W 14, Ch 15.

Personality: Dedicated, trustworthy, friendly.

Spells (2/2/1): 1st—*entangle, pass without trace;* 2nd—*charm person or mammal, goodberry;* 3rd—*summon insects.*

Ranger Abilities: MS 77%, HS 94%.

Special Equipment: Short sword +4 vaati blade, dagger +4 vaati blade, long bow and 20 *sheaf arrows +2, portable hole, ring of shooting stars, oil of slipperiness, potion of fire giant strength, iron bands of Bilarro, hat of disguise, wind chariot.*

Hound of Law: AC –6 or (0 in dog form); MV Fl 18 (A) (15 in dog form); HD 8+2; hp 41; THAC0 13; #AT 0 (1 in dog form); Dmg nil (2d4+2 in dog form); SA –5 to opponents' surprise rolls, become astral, ethereal, or invisible at will, tracking, +1 attack roll bonus vs. chaotic creatures; SD +1 to own surprise rolls, detect invisible creatures 50% of the time, chaotic creatures suffer –1 attack penalty and a –1 penalty to each die of damage, spell immunity; MR 30%; SZ T (1′ tall) (size M in dog form); ML fearless (19); Int average (10); AL LN; XP 3,000; See **Book IV**, page 3.

Notes: Base tracking score is 16; ignores vision-based penalties. Can follow a creature that has teleported if it succeeds with a tracking roll at a –2 penalty (the only other penalties that apply are one from the trail's age).

Immune to all spells except *protection from evil, magic missile,* and *maze.*

Qadeej, v, Abj13: AC 0 (natural armor, Dexterity bonus, and *cloak of displacement*); MV 12, Fl 12 (A); hp 28; THAC0 16; #AT 1; Dmg 1d6 (staff); SA spells; SD immunities; SZ M (6′ 9″ tall); ML fearless (19); AL LE; XP 20,000; See **Book IV**, page 15.

Notes: Immune to aging, +2 saving throws, armor class, and ability check bonus vs. all forms of air-based attacks, –2 points per die of damage from air-based attacks, air elemental creatures will not attack or approach within 5 feet unless attacked first.

Spell-like abilities at 13th level—*control temperature 10′ radius, dust devil, gust of wind,* and *feather fall,* all at will. Can use *gust of wind* to double flying speed for one round. Spell turning once a day, *reveal truth* (similar to *dispel magic,* but works only on illusions and deceptions), and calm air (quiets all forms of wind and negates all sound-based attacks within a 30-foot radius for 36 rounds) three times a day. Gains a +1 saving throw vs. abjuration magic and opponents suffer a –1 saving throw penalty vs. his abjuration magic. Immune to 1st-level illusion/phantasm spells.

S 15, D 16, C 13, I 19, W 18, Ch 16.

Personality: Driven, conceited, crafty.

Spells (6/6/6/5/5/3): 1st—*protection from evil, sleep, magic missile* (x3), *unseen servant;* 2nd—*detect invisibility, ESP, forget, protection from cantrips, ray of enfeeblement, summon swarm;* 3rd—*clairaudience, dispel magic (x2), flame arrow, lightning bolt, suggestion;* 4th—*detect scrying, emotion, fire shield, ice storm, minor globe of invulnerability;* 5th—*Bigby's interposing hand, cloudkill, dismissal, domination, hold monster;* 6th—*anti-magic shell, globe of invulnerability, repulsion.*

Special Equipment: Staff of the magi (13 charges), *ring of mind shielding, cloak of displacement.*

DRAGONFIRE

Dragonfire is played with 25 tiles or cards. There are six sets of four tiles, plus one unique tile. The unique tile is the Dragonfire tile, and the sets of four are most commonly swords, crowns, rings, ships, stallions, and shields. The Dragonfire tile is red, and each set of four tiles has two yellow tiles and two green tiles.

Three or more people can play; a dealer/banker is also required. The game is a favorite at the *Golden Cockatrice* (see **Book I**).

Starting the Game

Each player begins by placing a standing wager. The house may require a minimum or maximum amount, or both. A player's standing wager cannot be changed except at certain times during the game. A player can withdraw his standing wager anytime, but must leave the game if he does so.

Once each player has made a standing wager, the dealer shuffles the tiles and all the players draw to see who goes first. The person who draws the highest tile plays first. The ranks, from highest to lowest are: Dragonfire, swords, crowns, rings, ships, stallions, and shields. Between tiles of the same rank, yellow tiles outrank green tiles. In case of a tie, players draw again from the remaining tiles.

Once the first player is selected, play proceeds clockwise (to the dealer's left) around the table.

The dealer starts the game by shuffling the tiles and arranging them, face down, in a 5 x 5 formation.

Playing the Game

The first player places a bet, which cannot exceed the value of the player's standing wager. The standing wager itself is not used in normal play. After the player bets, he indicates two tiles for the dealer to turn over.

- If the two tiles are the same suit, the player wins the amount he bet.
- If the two tiles are the same suit and color, the player wins twice the amount he bet.
- If the tiles do not match at all, the player loses his bet.
- If the player won, the dealer picks up the 10 tiles in the horizontal rows containing the winning tiles, shuffles them, and returns them to the formation. If the tiles are in the same row, the dealer shuffles the vertical columns containing the tiles instead. No tiles are left face up.
- If the player lost, the first tile is turned over and the second tile is left face up.

The next player now bets, subject to the same rules as the first player was, and indicates one tile for the dealer to turn over.

- If the tile is the same suit as a tile that already is face up, the player wins the amount he bet. If the tile is the same suit and color as a tile that already is face up, the player wins twice the amount he bet.
- If the tile does not match a tile that already is face up, the player *must* indicate a second tile for the dealer to turn over.
- If the second tile is the same suit as the first tile the player turned over, the player wins the amount he bet. If the tile is the same suit and color as the first tile the player turned over he wins twice his bet.
- If the second tile the player turned over matches a tile that was face up at the beginning of the turn, the player loses his bet. As in the case of any match, the dealer then picks up all the tiles in every row that contains a matching tile, shuffles them, and returns them to the formation. If there are matching tiles in the same row, the vertical columns containing those tiles are reshuffled as well.
- If the second tile matches none of the face up tiles, the player loses his bet, and the first tile the player selected is turned over again.

Anytime a player wins by matching two tiles, he can opt to continue playing by indicating another tile for the dealer to turn over. If the player does not wish to continue, his turn ends and all the tiles in the rows containing the winning tiles are reshuffled and returned to the formation. If there are winning tiles in the same row, the columns containing those tiles are reshuffled along with the rows.

If the player wishes to continue, he must bet all of his winnings from his current turn, plus his standing wager. He then selects another tile.

- If the selected tile matches the winning pair, the player collects five times the amount he risked.
- If the selected tile does not match the winning pair, the player loses the entire amount he risked. No tiles are turned over (unless there are eight or more tiles face up; see below).
- If the selected tile matches a tile that was face up at the beginning of the turn (other than one of the two



winning tiles), the player loses the entire amount he risked and the turn ends. The rows containing the matching tiles are reshuffled and returned to the formation. If there are matching tiles in the same row, the columns containing those tiles are reshuffled along with the rows.

- Whenever a player decides to search for a third tile, the other players at the table can decide to risk their standing wagers, too. If they decide to do so, they win four times the amount they risked if the acting player finds the third tile; otherwise they lose their standing wagers. The other players cannot bet that the acting player won't find the third tile; they bet that he can or they don't bet at all.
- Anytime a player wins or loses his standing wager, he must make a new one to remain in the game. The new wager does not have to be the same amount as the old one, but it must fall within the limits set by the house for the game.
- A player who has successfully located a third tile cannot search for a fourth tile; his turn ends.
- If all four tiles in a row or column are showing after a player finds a pair, but before the player searches for a third tile, the player *must* decline to search for the third tile.

Anytime the Dragonfire tile is turned face up, the active player loses his entire wager and his standing wager. In addition, every other player loses half his standing wager. If a player has an odd number of chips, the loss is rounded up.

The player's turn ends. The column containing the Dragonfire tile is removed and reshuffled, along with any row that contains at least one face-up tile. No tiles remain face up after the reshuffling.

Anytime there are eight or more tiles face up in the formation at the end of a player's turn the entire formation is reshuffled, leaving no tiles face up.

Anytime a player wins or loses part of his standing wager, he can increase or decrease his standing wager according to the limits set by the house.

Play can continue indefinitely.

Players may not keep written notes or discuss the locations (or probable locations) of hidden tiles during the game.

Dragonfire Within an AD&D® Campaign

Dragonfire can be played with a regular deck of playing cards. Use the joker (Dragonfire), aces (swords), kings (crowns), queens (rings), Jacks (ships), 10s (stallions), and 9s (shields). The suits can represent colors as follows: yellow (spades and clubs) and green (hearts and diamonds).

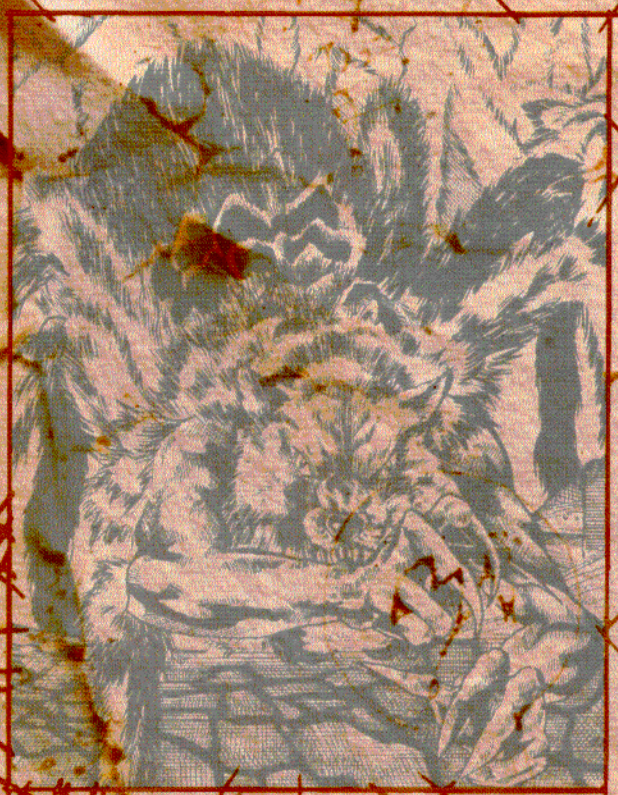
For a better fantasy atmosphere, use SPELLFIRE™ cards. Use a dragon card, event card, or rule card for the Dragonfire tile. Use heroes for swords, artifacts for crowns, magical items for rings, wizards or wizard spells for ships, clerics or cleric spells for stallions, and allies for shields. Use each card's level to represent color; within a suit, the card with even levels are yellow and cards with odd levels are green.

Character Skills & Magical Items in a Dragonfire Game

A character with the gaming proficiency can attempt to see a tile before it is turned over during his turn. To do this, the character must indicate a tile and roll an ability check vs. half his Intelligence score. (The character's gaming skill makes the opportunity, but it is the character's brain that has to do the work.) If the roll succeeds, the character gets to see the tile, but cannot show it to anyone else. If he doesn't like the tile, he can play another one instead. If the roll fails, the tile is turned over normally. A character can attempt to peek at only one tile per turn. If the roll is a 17-20, the character is caught cheating.

Characters without the gaming proficiency also can attempt to use their Intelligence scores to peek at a tile as described above, but only once per game. There is no chance for the character to be caught cheating, however.

There are several magical items and spells that players might try to use to improve their chances at winning. No establishment tolerates spellcasting at the Dragonfire tables, so spellcasters must be discreet.



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THE ROD OF SEVEN PARTS

Book IV

MONSTERS

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BEAST OF CHAOS

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 or 1d6+1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4/1d4/2d8/1d6/1d6
SPECIAL ATTACKS:	Rage
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	30%
SIZE:	Small to Huge (3' to 15')
MORALE:	Average (10)
XP VALUE:	3,000
Flyer	4,000

Beasts of chaos are creatures that have been transformed into unnatural monsters by the waves of entropy that flow over the land when the Queen of Chaos focuses her attention on a world. Most beasts of chaos are man-sized. If the transformed creature was tiny or small, its size increases one step. If the creature was large, huge, or gargantuan, its size decreases one step.

A beast of chaos looks like a bizarre parody of the creature it once was. It becomes scabrous or mangy, with drooping flesh and a foul smell. Its color turns a disgusting purple mottled with veins of brown and speckled with bits of its original color. It has misshapen appendages, a sagging snout or proboscis, a toothy maw, and horns or tentacles.

Combat: Beasts of chaos attack with their claws or hooves, a bite, and their horns or tentacles. Their tactics generally reflect their original forms, but they don't attack in a coordinated fashion.

All beasts of chaos are immune to *hold, slow, haste, fear,* and all forms of magical confusion (including the *chaos* spell).

Beasts of chaos have superior senses of smell and hearing but tend to be nearsighted and colorblind. Bright light hurts their beady eyes and enrages them, giving them a +2 bonus to attacks and initiative. Bright light includes sunlight (not common in chaos-twisted landscapes), *continual light* spells, and similar magical flashes. If a light effect is continuous, a beast of chaos is enraged for as long as it remains in the area of effect. If the light effect is an instantaneous burst, the beast is enraged for 1d4+2 rounds.

The *Rod of Seven Parts* can reverse the process that transformed the creature. A character with the *Rod* can accomplish the feat on a roll of 5 or less on 1d20. Add the character's magical defense adjustment from Wisdom to the base score. For example, a character with a Wisdom of 18 must roll an 9 or less. For each segment that has been added to the *Rod,* the character adds one to the score. If the character in the example had all seven segments joined together, his score would be 15. If the roll succeeds, all beasts of chaos within range revert to heir normal forms. The range is 5 yards per segment of the *Rod.*

A beast of chaos that is shifted back to its normal form pauses for one round. The next round it flees at its maximum rate until the *Rod* bearer is out of sight. The retransformation is permanent.

Habitat/Society: Beasts of chaos tend to cling to whatever basic form of organization they had. Members of a beast of chaos pack tend to stick together out more out of habit than anything else.

Beasts of chaos roam aimlessly, having no fixed territories; when possible, they seek out terrain that is similar to their original homes. Because the terrain often changes along with the beasts, the creatures often have to wander a long time before they find an area to their liking.

Ecology: Beasts of chaos can be formed from any creature with an intelligence of at least animal (1), but no higher than semi (2-4). No creature with 14 or more hit dice can become a beast of chaos, no matter what its intelligence is. A creature is entitled to a save vs. spells to resist the transformation.

Beasts of chaos are sterile, and they concern themselves mainly with eating. A landscape populated by beasts of chaos eventually becomes desolate as the beasts age and die. A beast of chaos usually survives only four or five years, though they can live much longer than that if protected from mishaps and predators. As it is, beasts of chaos tend to survive just long enough to kill all the large game in the area, disrupting the food chain entirely.

Beasts of chaos produce nothing useful. Their tough hides quickly rot when the beasts are killed. Attempts to tan their skins simply destroy the rotten hides. Likewise, their teeth, bones, and horns become as soft and brittle as unbaked clay when the beasts die, and they are useful neither as tools nor containers. Their meat is foul and toxic. Even a single mouthful causes the creature consuming it to roll a saving throw vs. poison. If the saving throw is successful, the creature suffers 1d10 points of damage after an onset time of 1d4 rounds. If the saving throw fails, the creature suffers 2d10 points of damage reach round for 2d6 rounds. Creatures that are immune to poison can feast on beast of chaos flesh, and spyder-fiends consider it a delicacy. A *neutralize poison* spell applied before the toxin takes effect prevents damage, but each mouthful requires a new saving throw.

HOUND OF LAW



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral (Lawful good)
NO. APPEARING:	1 or 1d6+1
ARMOR CLASS:	6
MOVEMENT:	Fl 18 (A)
HIT DICE:	8+2
THAC0:	13
NO. OF ATTACKS:	See below
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	T (1′ globe)
MORALE:	Fearless (19)
XP VALUE:	3,000

The hound of law is a form of will o'wisp the vaati use as trackers, guards, and messengers. In its natural form, a hound of law is a faintly luminous sphere that sheds no more light than a firefly. The sphere can produce buzzing sounds by vibrating rapidly; this allows them to speak in a limited fashion.

Hounds of law can assume the forms of normal animals, which allows them to go about their missions unobtrusively. Hounds in animal form seem trim and muscular, but they can appear to be well-groomed, filthy, or anything in between.

Combat: Hounds of law cannot attack in their natural forms. When assuming animal forms, they can employ the form's attacks. Hounds in animal form have better ratings than normal animals.

Form	AC	MV	#AT	Dmg
Dog	0	15	1	2d4+2
Elephant	0	18	5	2d8+2/2d8+2/2d6+2/ 2d6+2/2d6+2
Hawk	0	3, Fl 36 (C)	3	1d3/1d3/1d2[1]
Horse	1	21	2	1d6+2/1d6+2
Panther	0	15, Cl 3	3	1d4+2/1d4+2/1d6+2
Rat	1	18, Sw 6	1	1
Shark	0	Sw 27	1	3d4+2
Snake	0	12, Sw 12	2	1d2/1d6[2]

[1]Can dive for a +2 attack bonus
[2]Can constrict after the first hit for 1d8 points of damage each round.

A hound can assume a new form once a round; each change takes only a few seconds, and the hound is free to move and attack after changing form. If a hound reverts to its normal form and remains in it for 1d4 rounds, it regains 10-60% of any damage it suffered in its previous form.

A hound of law can move to the Astral or Ethereal plane or become invisible at will. A hound on Ethereal or Astral plane can materialize and attack creatures on the Prime Material, imposing a –5 penalty on opponents' surprise rolls.

Hounds of law are unaffected by all spells except *protection from evil, magic missile,* and *maze*. Hounds of law gain a +1 attack bonus when fighting chaotic creatures, and chaotic creatures suffer a –1 attack penalty and a –1 penalty to each die of damage inflicted (minimum one point per die).

A hound's keen senses give it a +1 bonus to its own surprise rolls and allow it to detect invisible creatures 50% of the time. A hound can track creatures by sight and scent; use the rules for the tracking proficiency from Chapter 5 of the *PHB*. The hound's base tracking score 16, and it ignores vision-based penalties (such as poor lighting or attempts to cover tracks).

If a creature a hound is tracking uses flight or teleportation magic of any kind, the hound can use the residual magic energies to automatically follow the creature. To determine success, make a tracking roll at a –2 penalty; adjustments for the trail's age apply, but other adjustments do not. If the roll fails, it cannot follow the creature. If the creature the hound is following died or was entrapped in a solid object or on another plane as a result of a teleport, a hound that has made a successful tracking roll senses the disaster and need not follow. When following a teleporting creature, a hound can carry 250 pounds of additional weight.

Habitat/Society: Hounds of law are found only in the company of vaati. Lone hounds are performing some mission for their masters.

Ecology: Hounds of law come from a breeding program developed by the vaati. The few hounds of law bred by vaati wanderers (the wendeam) are lawful good, like their masters.



MISKA THE WOLF-SPIDER

CLIMATE/TERRAIN:	Any (currently Pandemonium)
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8)
TREASURE:	See below
ALIGNMENT:	Chaotic evil
NO. APPEARING:	Unique
ARMOR CLASS:	–7
MOVEMENT:	18, Wb 15, Cl 9
HIT DICE:	24, hp 50 (100)
THAC0:	–3
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	2d10/2d10/1d8+10/1d8+10/ 1d8+12/2d4+10/2d4+10
SPECIAL ATTACKS:	Poison, webs, and see below
SPECIAL DEFENSES:	Webs, immunities, harmed only by +3 or better weapons, regeneration
MAGIC RESISTANCE:	70%
SIZE:	H (15' long)
MORALE:	Fearless (19)
XP VALUE:	36,000

During the ancient war between Law and Chaos, Miska was an invincible general. He was leading the hordes of Chaos to victory until the heroic vaati pierced him with the *Rod of Seven Parts* at the battle of Pesh and subsequently imprisoned him to protect the multiverse.

Miska is an enormous, armored spider. He has three heads. The central head is human and stunningly handsome; two sleek and terrible wolf heads flank the human one. He has four massive human arms covered with long, stiff hairs.

The fur on the wolf heads is rust red, as are the hairs on Miska's arms. His human head has long, flowing hair as black as a moonless night. His spider body is blue-black, like a knife blade discolored by a flame, and marked with bands of gray, silver and blue. His arms are as white as bleached ivory.

Combat: Miska's wolf heads can deliver cruel bites. When bitten, an opponent must save vs. poison or immediately fall into a stupor. The victim can attempt a Constitution check every 2d8 hours to awaken, but the venom is corrosive and inflicts an additional point of damage every 30 minutes.

If the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d10 rounds. Additional bites do not increase the penalty, but they extend its duration. The victim also develops a festering sore and immediately loses one hit point and an additional hit point every 30 minutes. A *neutralize poison* spell ends the damage, but does not heal it. Multiple bites cause multiple sores, but a single *neutralize poison* spell can treat all a victim's sores. Victims cannot benefit from magical healing until the venom is neutralized.

Miska cannot attack the same opponent with both heads in a single round unless the foe is huge or gargantuan. However, the rest of his melee attacks—from his multiple arms—are not restricted in how they attack; anywhere from one to four foes can be engaged.

Miska attacks with his four arms, which are as strong as a hill giant's (after he is restored with the *Rod*, his Strength increases to 24, equal to that of a storm giant). He is armed with a *scimitar of speed +3* (which allows him to attack twice a round with that arm, always striking first), a *scimitar +5* that *disintegrates* lawful opponents (a successful saving throw vs. spell negates the effect), and two *morning stars +3*. As noted, Miska can direct these attacks as he likes.

Miska has the standard tanar'ri spell-like abilities. His infravision has a 120-foot range, and his gate ability allows him to summon 1d4 raklupises three times a day with a 100% chance of success. He can cause *fear* (as a *wand of fear*) at will. Three times a day he can cast *mirror image, slow, chaos,* and *shape change*. Once an hour, Miska can converse with the Queen of Chaos, receiving advice and instructions for up to 10 minutes. Miska regenerates 5 points of damage each round. All spell-like abilities function at 14th level.

Miska has an effective Charisma score of 18. If he is *shape changed* into a humanoid form he has a Charisma of 20 toward humanoids who are unaware of his true nature; those aware react with horror and fear, but are not subject to Miska's unnatural charms. Miska can imitate almost any noise or voice, provided he has heard it before. He is sly enough to use this ability to mislead enemies.

Miska has all the silk-producing abilities that raklupises have.

Miska cannot be trapped in webs of any kind. Sensory hairs on his arms and snouts allow him to detect invisible creatures within 90 feet. The ability is always active and is not foiled by *non-detection* spells or items that block divination spells. Miska never suffers melee or movement penalties for darkness.

While the *Rod of Seven Parts* exists, Miska cannot be permanently slain (see the **Ecology** section). Ironically, the power of the *Rod* and the link between it and Miska act to prevent the Wolf-Spider's demise. His regeneration power will eventually restore him, even if he is reduced to dust. If he is temporarily slain, his weapons disappear, re-forming when he recovers.

Blunt weapons tend to bounce off Miska's body, and he suffers only half damage from type B weapons. Slashing weapons affect him normally, but characters attacking him in melee with such weapons run the risk of getting splashed with his foul blood. If a type S weapon inflicts more than 5 points of damage in a single blow, the attacker must save vs. poison or die. Adjustments for magical armor and Dexterity defensive bonuses apply to the save. Piercing weapons are even more dangerous to use against Miska. Any melee hit with a type P weapon releases a stream of revolting ichor, inflicting 1d6 points of damage on the attacker. The attacker must save vs. poison as above or die instantly, and the weapon must save vs.

disintegration or be destroyed. Even the *Rod* is subject to this effect. Rather than being destroyed, the *Rod* will shatter into its component segments and travel to another plane. Miska is immune to any weapon of less than +3 enchantment, even iron and silver weapons.

Habitat/Society: Miska is confined in a fortress somewhere in the depths of Pandemonium. The citadel is shrouded in a cocoon of pure Law, built by the Wind Dukes of Aaqa after Miska's defeat at the battle of Pesh. For centuries his location was unknown to all, but in the many years of his imprisonment, the Queen of Chaos managed to locate him in Pandemonium. Now he spends his days communing with the Queen of Chaos and yearning to resume the war against Law. He has a special desire to revenge himself on the vaati which crippled him.

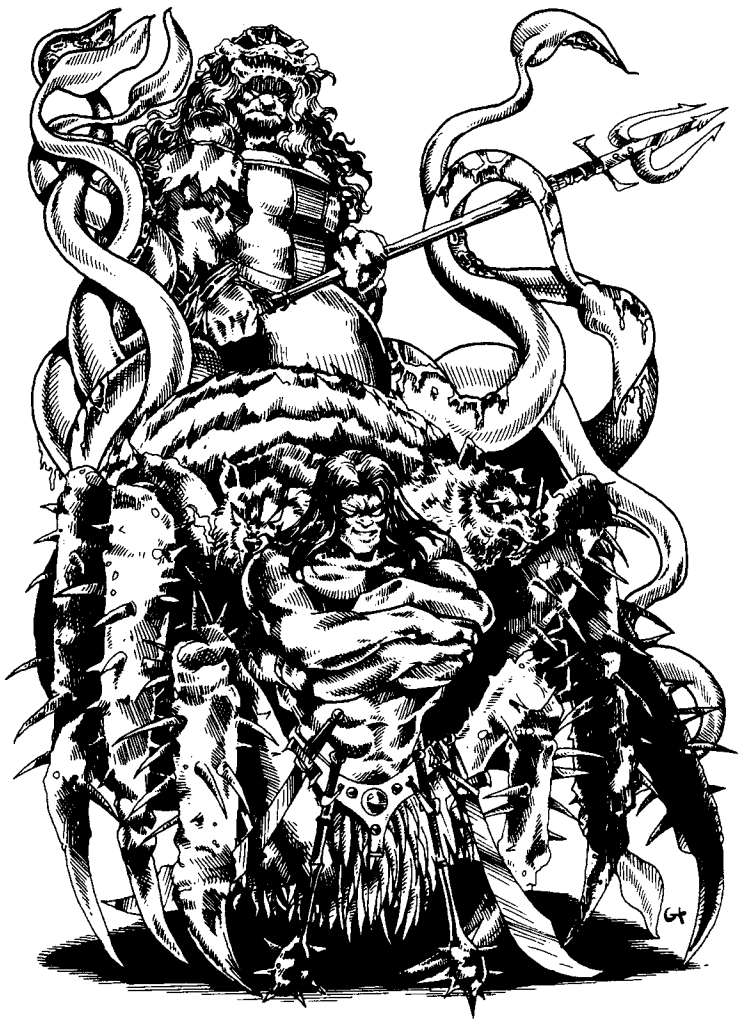
All spyder-fiends defer to Miska when he is present. Willing or no, they must obey his order, and they cannot attack him. The raklupises revere Miska much as a god and strive constantly to free him from his prison so he can lead them in war again.

Ecology: Miska exists in his prison without food or water. Although he receives all the sustenance he needs, he is ravenously hungry and eager to hunt.

A portion of Miska's essence is bound up in the *Rod of Seven Parts*. While his essence is fragmented, he cannot be permanently slain, even by a *wish*, but he is reduced to half hit points and suffers from diminished physical strength and intellect. If his lost essence is restored, Miska's hit points double, to a maximum of 100. His Intelligence rises to exceptional (15), and he becomes as strong as a storm giant (+12 damage bonus instead of his previous +7).

The portion of Miska's essence contained in the *Rod* can be transferred back to him if he can but grasp the fully assembled *Rod* with two hands or if the *Rod's* power of *resurrection* is used on him. Miska can handle the *Rod* without suffering any ill effects; his own essence protects him from the Law in the *Rod*. When Miska draws his essence out of the *Rod* the clash of Law and Chaos propels the *Rod* from Miska with the force of a siege engine. The *Rod* remains unstable even after Miska is restored, as it still is tainted by Chaos.

Once restored, Miska can be slain just as any other tanar'ri can, but his foes must contend with his increased strength and powers. Also, with his own essence restored, the cocoon of Law can no longer bind him, and he is free to pursue the plans of conquest that he has fostered since the battle of Pesh.



THE QUEEN OF CHAOS

Climate/Terrain:	The Steaming Fen
Frequency:	Unique
Organization:	Planar Ruler
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Supra-genius (20)
Treasure:	U, Z
Alignment:	Chaotic evil
No. Appearing:	Unique
Armor Class:	–5
Movement:	6, Sw 9, Jet 24
Hit Dice:	20, hp 140
THAC0:	1
No. of Attacks:	3
Damage/Attack:	2d6/2d6/2d6+16
Special Attacks:	Constriction, beak, spell-like abilities
Special Defenses:	Harmed only by +3 or better magical weapons, immunities, regeneration
Magic Resistance:	70%
Size:	G (about 25′ tall)
Morale:	Fearless (19)
XP Value:	38,000

The Queen of Chaos is a native of Limbo who rules the Steaming Fen.

The queen's lower body is a mass of 10 mauve tentacles, like a giant squid's. The tentacles are always shiny with slime, and a network of red and purple veins shows beneath the skin. Her upper body is humanoid, female, and grossly fat. The skin is bluish, lighter at the corpulent belly and darker in back. The queen's eyes and hair are green; the locks hang in drooping curls. When standing upright on her tentacles she is about 25 feet tall, but she measures more than 90 feet from the top of her head to the tips of her longest tentacles.

The queen carries a huge trident attached to one wrist with a coil of spyder-fiend silk rope. She wears a coronet of bones decorated with black pearls and a sahuagin skull.

Combat: The queen is as strong as a frost giant, and her oversized trident is a +5 magical weapon that inflicts 2d6+2 points of damage (2d6+16 with all bonuses added). She can use the trident as a melee weapon or hurl it as a missile weapon. When she throws the trident, she can recover it immediately by pulling the rope attached to it. The rope is armor class –5, and it can sustain 50 points of damage before being severed. The rope is 75% resistant to magical fire.

Two of the queen's tentacles are long enough to conduct melee with opponents up to 60 feet away; these tentacles are equipped with horny ridges that inflict 2d6 points of slashing damage. If the queen chooses, she can attempt to grab opponents of up to size large; opponents have an effective armor class of 10, with adjustments for magic and Dexterity, against this attack form, but the queen suffers a –4 attack penalty. If she successfully grabs a foe, she lifts the opponent off his feet and can stuff him under her body on the following round, freeing the grasping tentacle for further attacks.

Opponents trapped under the queen's body are wrapped in one of her other tentacles and constricted for 3d6 points of damage each round. Each tentacle can constrict a single opponent. The queen also has a razor-sharp beak hidden among her tentacles. She can bite one trapped creature with the beak each round for 7d4 points of damage.

The queen's tentacles cannot be broken with a feat of Strength. The only way to escape is to sever the tentacle with an attack from a slashing weapon of +3 or better enchantment or with a tightly directed magical attacks such as *magic missile*. The tentacles are armor class –7 and each requires 30 points of damage to sever. Damage from any physical attack is reduced by –5 per attack. Creatures in a tentacle's grasp or trapped under the queen's body suffer a –3 penalty to attack and initiative rolls.

Damage to the tentacles does not harm the queen. Severing a tentacle allows a creature in the tentacle's grasp to wiggle free of the queen's body, but the tentacle does not let go. It continues to constrict for 2d6 points of damage each round until removed with a successful open doors roll.

The queen has these spell-like abilities as a 20th level caster: *shape change* into human or merman form, *mirror image, slow, chaos, magic missile, tongues, clairvoyance, telekinesis,* and *ventriloquism* (at will); *suggestion* with a maximum duration of one month, *polymorph other, death fog, shocking grasp, eyebite,* and *taunt* (six times a day); *chain lightning, domination, mass charm,* and *polymorph any object* (three times a day); and *symbols* of *discord, fear, hopelessness,* and *pain* (each once a day). She can telepathically communicate with any chaotic creature that is at least semi-intelligent.

Once per hour, the queen can expel a cloud of noxious smoke (or ink when underwater), which has the following effects: *darkness 15′ radius, stinking cloud,* or *solid fog*. Cloud effects function at 20th level. They are considered breath weapons and are not subject to magic resistance.

Three times an hour, the queen can create a *chaos gate.* See **Book III**, page 14 for details.

The Queen of Chaos is immune to all forms of acid, electricity, and poison. She regenerates one hit point a turn and regrows severed tentacles in 4d12 hours.

Followers and Resources: The Queen of Chaos resides in a sprawling palace located on swampy island in the Steaming Fen. The palace is filled with treasures looted from every Prime Material World where her agents are active. Some of the spoils stored in the palace might actually date back to the original war against Law.

Every spyder-fiend gives allegiance to the queen, even if only grudgingly. She rules through intimidation, favors granted and capriciously withdrawn, and shrewd bargaining.

Plots and Goals: The queen is obsessed with freeing Miska the Wolf-Spider, her lover and most successful general, from his prison. The queen adroitly pits her rivals against each other and placates enemies with gifts of treasure and slaves.

She constantly monitors the Prime Material Plane for any sign of the *Rod of Seven Parts*, which she believes (correctly) can heal the crippling injury Miska suffered. Whenever mortals find the *Rod* and begin assembling it, the queen learns about it through her servants, spies, and a sixth sense she has developed regarding the *Rod.*

SPYDER-FIENDS

	Kakkua	Spidrika	Phisarazu	Lycosidilith	Raklupis
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	—Uncommon (Very rare outside the Steaming Fen) —			Very rare	Very rare
ORGANIZATION:	Pack	Pack	Pack	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Average (8-10)	Very (11-12)	Exceptional (15-16)	Genius (17-18)
TREASURE:	Nil	Nil	H	Z	C, Z
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	2d10	2d6	2d4	1d4	1
ARMOR CLASS:	2	0	–3	–4	–6
MOVEMENT:	18, Wb 15, Cl 9				
HIT DICE:	4	7+1	9+1	10+6	12+8
THAC0:	17	13	11	9	7
NO. OF ATTACKS:	1	1	3	3	3
DAMAGE/ATTACK:	2d4	2d6	2d6/1d3/1d3 or 2d6/by weapon/ by weapon	2d8/1d4/1d4 or 2d8/by weapon +6/ by weapon +6	2d10/1d6/1d6 or 2d10/by weapon +8/ by weapon +8
SPECIAL ATTACKS:	Poison, webs, and see below				
SPECIAL DEFENSES:	Webs, immunities	Webs, immunities, harmed only by +1 or better weapons	Webs, immunities, harmed only by +2 or better weapons	Webs, immunities, harmed only by +2 or better weapons	Webs, immunities, harmed only by +3 or better weapons
MAGIC RESISTANCE:	15%	35%	50%	60%	70%
SIZE:	M (5′ long)	M (6′ long)	L (7 1/2′ long)	L (8′ long)	L (10′ long)
MORALE:	Steady (11–12)	Elite (12-14)	Champion (15-16)	Champion (15-16)	Fanatic (17-18)
XP VALUE:	5,000	12,000	18,000	22,000	25,000

The spyder-fiends are a subrace of tanar'ri that serve the Queen of Chaos. Sages speculate that the original spyder-fiends were the spawn of the Queen of Chaos and Miska the Wolf-spider, the queen's lover and general. Most spyder-fiends combine the worst attributes of a wolf and a spider. The smallest ones have spider bodies about the size of ponies; larger fiends may have bodies the size of heavy warhorses. All spyder-fiends have lupine heads and necks growing from the front of the body. The mouth is full of yellow, dog-like teeth, with a pair of spider fangs next to the primary canines. The spider body has eight legs, each tipped with pads and claws that allow the creature to climb vertical surfaces.

The head and neck usually are covered with matted, dirty fur. Under all the grime, the fur is gray with lighter patches around the eyes and snout. Most spyder-fiends' bodies are covered with coarse, stiff hair, which is typically dark or sandy brown and covered with spots, stripes, or bands of another color.

Less intelligent spyder-fiends are bloodthirsty and animalistic; they have the dispositions of rabid wolves. All are cruel and wickedly cunning.

Combat: A spyder-fiend's primary attack is its venomous bite. The poison has an onset time of 1d4 rounds, and if the victim fails a saving throw vs. poison, he collapses into a semi-conscious stupor, unable to move, think, or act. The victim can attempt a Constitution check every 2d4 hours to shake off the venom's effects. Even if the saving throw succeeds, the victim suffers a –2 penalty to Dexterity for 2d4 rounds. Additional bites do not increase the penalty, but they extend its duration. A *slow poison* spell applied before the onset time expires negates the penalty. The more powerful spyder-fiends carry even more potent venom.

A spyder-fiend's bulbous abdomen is equipped with spinnerets that can produce strands of silk. Spyder-fiends do not actually spin webs like normal or giant spiders do, but they can use their silk in various ways. Most commonly, a spyder-fiend uses its silk to suspend itself in the air, so that it can drop on unsuspecting prey. The creature also can lay a network of strands throughout an area to allow itself movement in three dimensions. A spyder-fiend can throw out silk up to 30 yards to bridge gaps.

Most spyder-fiend silk is not sticky, but the individual stands are effectively invisible unless touched. (Opponents who suspect the presence of a strand can attempt a saving throw to see it, as noted in the description for the 2nd level wizard spell *invisibility*.) All spyder-fiends can use their silk to protect themselves from falling. A spyder-fiend suffers no falling damage if there is a surface within 30 yards that is strong enough to anchor a strand of silk. Also, if a victim is immobilized by the venom, a spyder-fiend can use its silk to bind the creature. The process takes three rounds. Bound victims who recover from the venom have one chance to break free with a successful band bars roll. For every additional round the fiend spends binding a victim in silk, there is a –10% penalty to the victim's bend bars chance, but the chance can never be reduced by more than half.

The individual types of spyder-fiends can create additional effects with their silk.

Although powerful, spyder-fiends prefer ambush to frontal attacks. They typically lie in wait for prey or ene-

mies, dropping from above by means of their silk or rushing the foes' rear and flanks from concealment. When attacking from concealment or invisibility, a spyder-fiend imposes a –5 penalty to opponents' surprise rolls.

Spyder-fiends can use a silk ability while attacking physically, but not while using a spell-like ability. The creature can fire silk in any direction.

Spyder-fiends with the ability to alter their forms are fully able to use their spell-like abilities while in assumed forms. The fiend can retain its venomous bite and silk producing abilities if it chooses, but a close examination might reveal the creature's fangs and spinnerets. (If the fiend chooses to forgo any abilities, the assumed form can conceal the fangs or spinnerets or both.) If a chosen form does not have a bite attack, the fiend's bite delivers only one point of damage.

As tanar'ri, all spyder-fiends have the following spell-like abilities: *darkness 15' radius*, *infravision* (always active, range varies with type), and *teleport without error*. Spyder-fiends can gate in other spyder-fiends (the details vary by type) and are affected by various attack forms as noted below:

Attack Form	Damage
Acid	Full
Cold	Half[1]
Electricity (lightning)	None
Fire (magical)	Half[1]
Fire (nonmagical)	None
Gas (poisonous, etc.)	Half[1]
Iron Weapon	Full[2]
Magic Missile	Full[3]
Poison	None
Silver Weapon	Full[4]

[1] The spyder-fiend suffers only half damage even if its saving throw fails. If the saving throw succeeds, the spyder-fiend suffers quarter damage. A successful magic resistance roll, if applicable, negates all damage.
[2] Even if the spyder-fiend is normally harmed only by magical weapons.
[3] A successful magic resistance roll negates all damage.
[4] Even if the spyder-fiend is normally harmed only by magical weapons; lycosidililths and raklupises suffer only half damage.

Habitat/Society: Spyder-fiends are the primary residents of the Steaming Fen, a layer of the Abyss that consists of a vast salt marsh and a turbulent ocean. Both marsh and ocean are studded with outcroppings of rock, some covered with jungle vegetation. The whole plane is dank and smells of decay. The air is thick with biting and stinging insects, and the ground and water seethe with crawling insects and other vermin.

Spyder-fiends pay homage to the Queen of Chaos, who rules the plane. The queen sends spyder-fiends on errands throughout the multiverse, so they can be encountered almost anywhere. Less intelligent fiends sometimes accidentally stumble through a gate or conduit to another world, where they immediately take up the hunt. More intelligent spyder-fiends sometimes roam the planes on errands of their own.

Ecology: Spyder-fiends eat any living thing they can catch, but they always consume their prey live and eat only what they catch themselves. The more powerful and intelligent spyder fiends derive more nourishment from their prey's life force and fear, but they retain a taste for fresh meat, too. Spyder fiends have little to fear in their home layer of the Abyss, except for occasional hunting parties of yuguloths and balors. In tanar'ri fashion, the weaker spyder-fiends also serve as prey for the more powerful ones.

Kakkuu

The kakkuu (pronounced Kah-KOO) are the weakest and least intelligent of the spyder-fiends. They have bloated spider bodies and mangy, filthy wolf heads. Kakkuu are bloodthirsty and animalistic; they can communicate with each other by means of fierce snarls, barks, and howls. The more intelligent tanar'ri can order them about with their telepathic abilities.

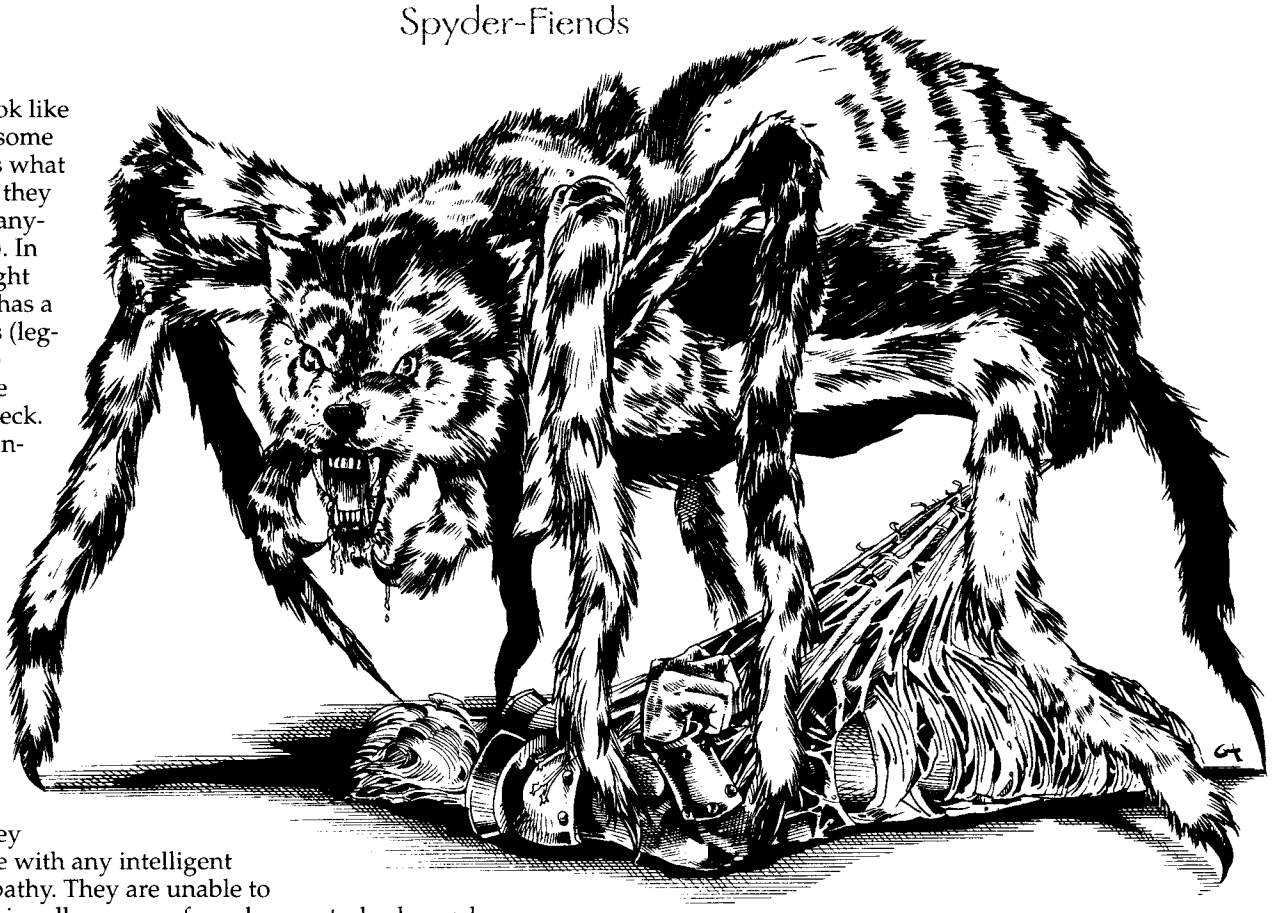
A kakkuu weighs about 300 pounds.

Combat: A kakkuu has infravision with a 60-foot range and the standard tanar'ri spell-like abilities as a 4th level caster. Its gate ability allows it to summon 1d8 kakkuu once a day with a 35% chance of success.

When left on their own, kakkuu behave very much like huge spiders, lying in wait for prey. A kakkuu can flatten its body and blend with its surroundings. Its markings provide natural camouflage, and if the kakkuu has even a small amount of cover (foliage, rocks, etc.) it is 80% undetectable until it moves.

A kakkuu can produce strands of silk for movement, as described above. A kakkuu can also create an adhesive glob of silk about the size of a fist. Usually, the kakkuu perches over a trail or passage and drops a strand of silk with the glob attached to the free end. The creature swings the glob like a pendulum over the area beneath, and any creature touching it becomes stuck. Creatures along the path of a swinging glob (usually a straight line from 5 to 25 feet long) must save vs. breath weapon or become stuck. If a group of creatures are in the path, only the first creature that fails the saving throw is stuck. When it catches a creature, the kakkuu reels in its victim at a rate of 15. A single strand of kakkuu silk can support about 1,000 pounds before breaking. It can be cut with an edged weapon (AC 0, 5 hp) or burned away in one round. A kakkuu, however, can only lift about 500 pounds when pulling in a strand. A kakkuu cannot fire a glob of silk as a missile; it must be dropped from above.

Habitat/Society: Kakkuu seldom harass each other, but they attack anything that isn't larger than themselves. They are cunning enough to avoid other fiends more powerful than they are. If commanded by a more intelligent tanar'ri, kakkuu are capable of hunting or fighting cooperatively, much as wolves do.



Spithriku
These tanar'ri look like larger, more fearsome kakkuu, which is what they are (though they resent the fact if anyone points it out). In addition to its eight legs, a spithriku has a pair of pedipalps (leg-like appendages) growing from the base of its wolf neck. The pedipalps cannot manipulate objects, but they are covered with sensitive hairs that can detect even the slightest vibration.

Spithriku are as bloodthirsty as their lesser kin, but more intelligent and cunning. They can communicate with any intelligent creature via telepathy. They are unable to speak, but can voice all manner of snarls, grunts, barks, and howls. Spithriku can understand and communicate in the animalistic snarling of kakkuu.

A spithriku weighs about 350 pounds.

Combat: Spithriku have venomous bites, infravision with a 90-foot range, and the standard tanar'ri spell-like abilities. Their gate ability allows them to summon 2d8 kakkuu or 1d4 spithriku three times a day with a 40% chance of success. In addition, spithriku can use *telekinesis* three times a day, and at will can cause *fear* (as the 4th level wizard spell) in a single creature by touch. Their spell-like abilities function at 7th level.

A spithriku can produce and employ silk just as a kakkuu can. Every three rounds, it can shoot a spray of webbing from its body (range 0) that creates an *entangle* effect in a cone 10 feet wide, 30 feet long, and 20 wide at the far end. The effect is similar to the 1st level priest spell *entangle* except that the effect remains for a full week or until burned away (which causes 1d8 points of fire damage to creatures caught within it). A spithriku also can fire a lightweight ball of silk with a fine strand of silk attached up to 30 yards. The strand is too weak to trap creatures, but it can transmit the spithriku's *fear* attack to the target.

Spithriku cannot be trapped in webs of any kind. The sensory hairs on their pedipalps allow them to detect invisible creatures within 30 feet; this ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Spithriku never suffer melee or movement penalties for darkness.

Spithriku are 80% undetectable when motionless and in cover, just as kakkuu are. Their greater intelligence allows them to employ more sophisticated tactics than kakkuu use. A typical spithriku attack begins with *darkness* spells. While the opponents deal with the *darkness*, the spithriku use their *teleport* abilities to surround the foe. Once in place, half the fiends attack from one direction while the others use their *fear* or *entangle* effects from the other direction. If the opponents negate the *darkness*, the fiends that are not fighting cast *darkness* again. If faced with physically dangerous opponents, the spithriku use their *teleport* abilities to stay out of reach and to maneuver to the opponents' rear.

Habitat/Society: Many spithriku prefer to haunt the lairs of more powerful fiends, fawning over their masters and hoping for advancement or a simple handout. They are as chaotic and untrustworthy as any other tanar'ri, however, and never hesitate to abandon or turn against their superiors in a moment of weakness. Other spithriku roam the Steaming Fen, stalking weaker creatures and occasionally gathering up packs of kakkuu to form hunting parties bound for other layers of the Abyss or the planes beyond.

While kakkuu form the rank and file of the Queen of Chaos's armies, the spithriku serve as her primary servants and messengers. Due to their intelligence, one or two

spithriku are sometimes assigned to lead a pack of kakkuu on an errand.

Phisarazu
In its natural form, a phisarazu is a repulsive creature whose gross spider's body is covered with stiff, wiry hair. It has a scruffy wolf's head and neck. Two pale humanoid arms sprout from the base of the neck, and a craggy line of knobby, hairless lumps runs down the back of the neck to the tip of the creature's globular abdomen. Its coat is mostly black, sometimes with a green or blue tints, swirled, striped, or spotted with various shades of gray, green, or blue. The arms are smooth and sickly, but fairly strong, ending in five-fingered hands with clawed digits. The lumps are coal black or oily blue. The creature's arms and hands are fully functional and capable of using tools or weapons.

A phisarazu weighs about 450 pounds.

Phisarazu are capable of speech in almost any tongue, though their conversation is usually punctuated by panting and growling. They can speak and understand the feral language of kakkuu and can telepathically communicate with any intelligent creature.

Combat: A phisarazu's bite poisonous. The venom is similar to a kakkuu's, but faster acting (the onset time is 1d3 rounds) and slightly more potent. Opponents who fail their saving throws vs. poison check Constitution every 2d6 hours to recover. Even if the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d6 rounds.

Phisarazu have the standard tanar'ri spell-like abilities. Their infravision has a 90-foot range. Their gate ability allows them to summon 2d10 kakkuu, 1d8 spithriku, or 1d4 phisarazu three times a day with a 50% chance of success. Phisarazu have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th level wizard spell) in a single creature by touch, become *invisible*, or use *alter self*. Three times a day they can cast *telekinesis*, *forget*, and *mirror image*. All spell-like abilities function at 9th level.

Phisarazu can employ all the silk-producing abilities that spithriku do, except that the phisarazu *entangle* ability can be used every two rounds. In addition, phisarazu can fire a mass of iridescent silken strands every two rounds. The threads can blind opponents and reveal invisible creatures just as the 2nd level wizard spell *glitterdust* does. The range is 30 yards.

Phisarazu cannot be trapped in webs of any kind. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 40 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Phisarazu never suffer melee or movement penalties for darkness.

Though their clawed hands are effective weapons, phisarazu are usually armed. They can employ a melee weapon in each hand at no penalty. Their favorite melee weapons are scimitars and morning stars, through a few carry lighter, more easily concealed weapons such as short swords. The average phisarazu also carries a short bow or two hand crossbows.

Phisarazu are cunning and merciless; they love a good ambush and freely use their *darkness* and *invisibility* powers to catch opponents unawares. When subjected to physical attack, they employ their *mirror image* power to avoid damage. In large battles, they are fond of using their *alter self* ability to appear as weaker creatures (such as driders, giant crabs, or kakkuu) so as not to draw attention to themselves. When employing *alter self*, phisarazu are limited to basically arachnid forms with 10 limbs. When assuming a crablike form, a phisarazu can swim at a rate of 9 and breathe underwater.

Habitat/Society: Phisarazu resent anything less loathsome than themselves, which is just about everything, and delight in tormenting creatures that are weaker or less intelligent than they. Between their cruelty and their resentment, there are very few creatures in the multiverse that phisarazu do not perceive as either enemies or potential victims.

Though they usually prowl the land areas of the Steaming Fen, their *alter self* ability allows them to hunt everywhere. The Queen of Chaos often puts a phisarazu in charge of a group of kakkuu when their mission is beyond the capacity of the less intelligent spithriku. The Queen of Chaos's rare contributions to the Blood War (an age-old conflict between the tanar'ri and the baatezu) usually consist of lightning raids by mobs of phisarazu. Other tanar'ri lords sometimes bargain with the Queen of Chaos to acquire phisarazu guards, which are valued for their ability to detect invisible foes.

Lycosidilith
A lycosidilith has a sleek, hairless spider body. Chitinous plates cover the creature's back and belly. The wolf head is furry, but backed by bony plates. A lycosidilith is usually green or blue overall, with yellow, black, or orange, speckles, spots, or rings. The bony plates on the wolf head are the same color as the rest of the creature's body, but the fur is typically black or gray. Two robust humanoid arms sprout from the base of the neck.

A lycosidilith weighs about 400 pounds.

Lycosidiliths have pleasant voices that belie their monstrous appearance. They can converse eloquently in any language. They also can speak and understand the feral language of kakkuu and can telepathically communicate with any intelligent creature.

Combat: A lycosidilith's poisonous bite is very dangerous. The venom has an onset time of 1d3 rounds, and the victim falls into semi-consciousness state (unable to move, think, or act) if he fails a saving throw vs. poison. The victim can attempt a Constitution check every 2d6 hours to awaken. Even if the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d6 rounds. Additional bites do not increase the penalty, but they extend its duration. A *slow poison* spell applied before the onset time expires negates the penalty.

Further, the venom destroys tissue if the bite is not treated. Even if the saving throw succeeds, the victim develops a festering sore within 2d8 hours. Initially, the victim loses one hit point and an additional hit point each day the sore goes untreated. A *neutralize poison* spell ends the effect, but does

not heal the damage. Multiple bites cause multiple sores, but a single *neutralize poison* spell can treat all a victim's sores.

Lycosidiliths have the standard tanar'ri spell-like abilities. Their infravision has a 90-foot range. Their gate ability allows them to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1 lycosidilith three times a day with a 60% chance of success. Lycosidiliths have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th level wizard spell) in a single creature by touch, become *invisible, alter self,* and *telekinesis.* Three times a day they can cast *forget, mirror image,* and *polymorph self.* All spell-like abilities function at 10th level.

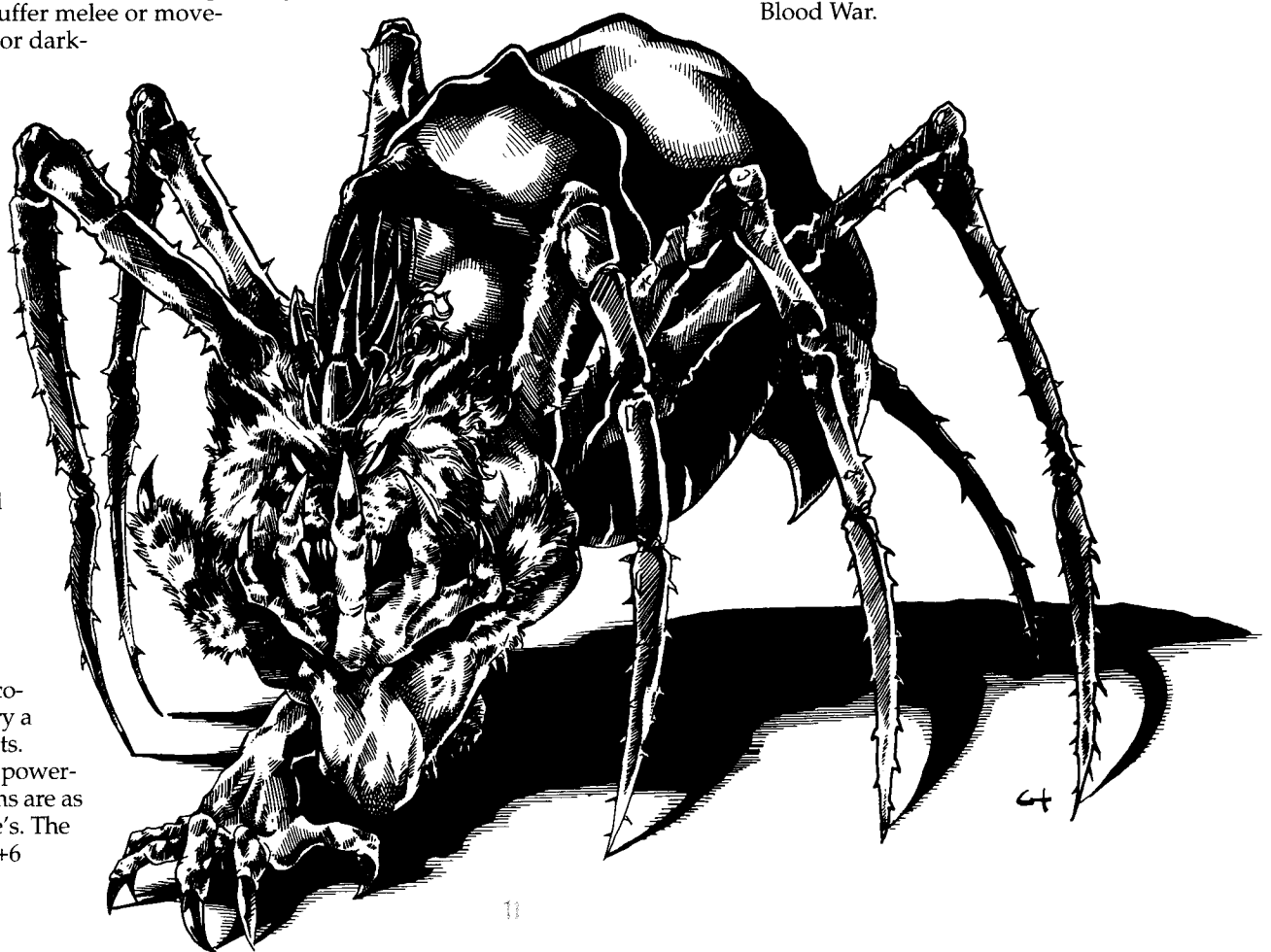
Lycosidiliths have all the silk-producing abilities of phisarazu, except that the lycosidilith *entangle* ability can be used every two rounds and has a larger area of effect (the cone is 50 feet long), and their *glitterdust* ability has a range of 40 yards. Lycosidiliths can create a *web* effect (as the 2nd level wizard spell) once every three rounds. Lycosidiliths' webs have a range of 50 yards and are only 50% likely to burn each round that fire is applied to them, no matter what form the webbing takes.

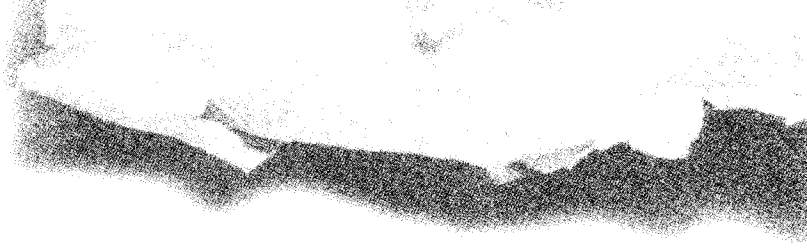
Lycosidiliths cannot be trapped in webs of any kind. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 50 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Lycosidiliths never suffer melee or movement penalties for darkness.

Through their clawed hands are effective weapons, lycosidiliths usually are armed. They can employ a melee weapon in each hand at no penalty. Their favorite melee weapons are scimitars and morning stars, through a few carry lighter, more easily concealed weapons such as short swords. Most lycosidiliths also carry a short bow or darts. Lycosidiliths are powerful, and their arms are as strong as an ogre's. The creatures gain a +6 damage bonus on armed attacks, and their missile weapons are modified to take advantage of their strength.

Like phisarazu, lycosidiliths are masters of ambush, and freely use their *darkness* and *invisibility* powers to catch opponents unawares. They frequently use their *polymorph self* ability to appear as harmless creatures such as normal humans or normal animals. Like the phisarazu, lycosidiliths are limited to basically arachnid forms with 10 limbs when employing their *alter self* powers, so they prefer to *polymorph* themselves instead.

Habitat/Society: Like phisarazu, lycosidiliths use *alter self* to prowl the whole of the Steaming Fen, though they spend most of their time on land. A corps of lycosidiliths acts as personal guards and servants to the Queen of Chaos. The queen also employs them as ambassadors and for other missions that require subtlety and tact. There is great rivalry between lycosidiliths and phisarazu. The latter resent the lycosidiliths' greater status and intelligence (not to mention their more refined appearance). In turn, the lycosidiliths regard the more numerous phisarazu as a threat. The lycosidiliths respond by seeking protection from more powerful fiends or by surrounding themselves with lesser tanar'ri guards. The lycosidiliths also use their influence with the Queen of Chaos to make sure the phisarazu continue to carry the brunt of the Blood War.





Raklupis

A raklupis is a trim looking creature. The spider body is rounded and covered with a hard, smooth shell that harmlessly deflects most blows. The creature's wolf head is covered with luxuriant fur, and a triple row of sharp-looking spines runs down the back of the neck to the spider body. The fur is black or gray, but the shell and spines can be almost any color and are always vividly marked with swirls, bands, or spots of contrasting colors. A raklupis's humanoid arms are knotted with thick cords of muscle and covered with tufts of hair that match the wolf head.

Raklupises have even more beautiful and compelling voices than lycosidiliths do; they weigh about 450 pounds.

Combat: A raklupis has a fearsome bite attack. Not only do the creature's powerful jaws inflict significant damage, but its bite also injects a powerful venom similar to a lycosidilith's poison, though more potent. When bitten, an opponent must attempt a saving throw vs. poison or fall into a stupor; the onset time is immediate. The victim can attempt a Constitution check every 2d6 hours to recover from the stupor, but the venom's corrosive effects also inflict an additional point of damage every hour.

Even if the saving throw succeeds, the victim suffers a –3 penalty to Dexterity for 2d8 rounds. Additional bites do not increase the penalty, but they extend its duration. The victim also develops a festering sore and immediately loses one hit point, plus an additional hit point each hour the sore goes untreated. A *neutralize poison* spell ends the effect, but does not heal the damage. Multiple bites cause multiple sores, but a single *neutralize poison* spell can treat all a victim's sores. The victim is unable to benefit from any form of magical healing until the venom is neutralized.

Raklupises have the standard tanar'ri spell-like abilities. Their infravision has a 120-foot range. Their gate ability allows them to summon 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, 1 lycosidilith, or 1 raklupis three times a day with a 65% chance of success. Raklupises also have the following additional spell-like abilities: at will, they can cause *fear* (as the 4th level wizard spell) in a single creature by touch, become *invisible, alter self,* and *telekinesis.* Three times a day they can cast *forget, mirror image,* and *shape change.* All spell-like abilities function at 12th level.

A raklupis has an effective Charisma score of 18. If the creature is *shape changed* into a humanoid form it has a Charisma of 20 toward humanoids who are unaware of its true nature. Three times a day, a raklupis can produce a song or chant of haunting beauty that functions as a *mass charm* affecting up to 24 hit dice worth of listeners within 30 feet of the raklupis.

Raklupises have all the silk-producing abilities that lycosidiliths have, except that they can use one web ability of their choice every round. Their *glitterdust* ability has a range of 60 yards. Raklupises' webs are only 25% likely to burn each round that fire is applied to them, no matter what form the webbing takes.

A raklupis can create up to three waterproof globes of silk each day. It typically fills these with its own venom. When thrown or dropped, the globes burst, filling an area 15 feet in diameter with a poisonous mist. Creatures within the mist must save vs. poison or become blinded and mute for 3d4 turns as well as suffering 3d6 points of damage. If the save succeeds, the victim still suffers 2d6 points of damage, plus slurred speech and shortsightedness for 1d4 rounds. During this time, the victim has a –2 penalty on all missile attacks and any spell he casts has a 20% chance to fail outright if it has a verbal component. When filled with liquid, the globes can be thrown up to 10 yards. They are very fragile and tend to burst if roughly handled; these globes make item saving throws as pottery. A raklupis usually carries its globes attached to its back with bits of sticky webbing. The globes become brittle if not used immediately, bursting on their own after 1d6+18 hours.

Raklupises cannot be trapped in webs of any kind. Sensory hairs on their arms and snouts allow them to detect invisible creatures within 60 feet. The ability is continuously active and is never foiled by *nondetection* spells or items that foil divination spells. Raklupises never suffer melee or movement penalties for darkness.

Raklupises usually carry weapons so that they can take full advantage of their powerful arms, which are as strong a stone giant's. The creature gains a +8 damage bonus when fighting with a weapon. Raklupises carry the same sorts of weapons as lycosidiliths do.

Like their lesser kin, raklupises are masters of ambush. They use their *shape change* ability to appear as harmless creatures such as normal humans or normal animals. Like the phisarazu and lycosidiliths, raklupises are limited to basically arachnid forms with 10 limbs when employing their *alter self* powers, so they prefer to *shape change* instead. They typically begin combat by hurling globes of venom.

Habitat/Society: Although capable of roaming almost anywhere, raklupises are fairly sedentary. About a dozen of them maintain their own citadels in the Steaming Fen. Another two serve as advisors and generals to the Queen of Chaos, standing in for Miska the Wolf spider in his absence. About a dozen more are scattered throughout the multiverse, either engaged in the search for the *Rod* or maintaining citadels on other levels of the Abyss. Their lack of concern for the Blood War makes raklupises fairly unpopular among most true tanar'ri, but their power and status generally assures that weaker tanar'ri defer to them.

VAATI (WIND DUKES)

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Collective or Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Exceptional to Genius (15-18)
Treasure:	A (A, W)
Alignment:	Lawful neutral
No. Appearing:	1d4
Armor Class:	5 (per caste and level)
Movement:	12, Fl 12 (A)
Hit Dice:	4 (per caste and level)
THAC0:	17 (per caste and level)
No. of Attacks:	1 (per caste and level)
Damage/Attack:	by weapon + Strength bonus
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (7' tall)
Morale:	Elite to fearless (13-20)
XP Value:	2,000 + 1,000 per level beyond 4th

The Vaati (VAH tee), or Wind Dukes, are a race of immortals dedicated to Law. Vaati look like statuesque humans. They are tall, muscular, and androgynous. As a rule, they wear no clothing, but usually wear belts or harnesses to carry weapons and equipment. Vaati have smooth, ebony skin, brilliantly white eyes that sparkle with inner light, and velvety black hair (which usually is kept closely shaved).

Vaati speak their own language, which is very rhythmic and melodic. It contains many complex whistling sounds. A group of vaati talking produce something that sounds more like chanting or wind whispering through the trees than conversation. Vaati adventurers also speak common. When surprised or exited, however, a vaati tends to let out a whistle rather than use an exclamation peculiar to its adopted language.

Aeons ago, the vaati ruled a vast empire spread over several worlds on the Prime Material Plane, with footholds throughout the planes. When war between Law and Chaos erupted, the vaati were nearly annihilated. They survived only by creating the *Rod of Seven Parts* and using it to end the war.

Combat: Vaati are peaceful and prefer to negotiate rather than fight. If pressed into action, or faced with chaotic foes, they display considerable strength and ingenuity in combat.

All vaati have the following spell-like powers usable at will: *control temperature 10' radius, dust devil, gust of wind,* and *feather fall.* They can fly at a speed of 12 (some vaati fly even faster), although strong head winds reduce their movement by half. They can use their *gust of wind* ability to double their flying movement for one round. Their spell-like powers function at 4th level or at their character level, whichever is higher.

Vaati are immune to all forms of aging and are resistant to attacks based on the element of air. No air elemental creature will attack a vaati or even approach within five feet unless the vaati attacks first. Even then, vaati receive a +2 bonus to all saving throws, armor class, and ability checks involving air-based attacks of any kind, and any damage suffered is reduced by –2 per die (minimum of one point of damage per die).

Vaati have infravision with a 90-foot range and can see though fog, dust, and similar air-based impediments to vision,

If they cannot avoid a fight, vaati usually try to gain a height advantage over their foes. They bombard the enemy with spells and missiles; they also use their *feather fall* ability to foil incoming missile attacks.

More powerful vaati have additional class and spell-like abilities based on their castes, as detailed below. The level ranges given are only typical values, and higher or lower level vaati are possible.

A vaati's flesh is resistant to blows and provides an excellent armor class. More powerful vaati have even better armor classes. If a vaati wears armor, he receives either the armor class bestowed by the armor or his own armor class, whichever is better. *Bracers of defense* and other protective items that bestow a fixed armor class work the same way. An unarmored vaati wearing a *ring of protection* or a similar item receives the full benefit of the item.

Vaati have a base morale of 13, which improves by one for each level beyond 4th for a maximum of 20 at 11th level.

Habitat/Society: Most of the remaining vaati live in the Vale of Aaqa, a secluded valley ringed with protective mountains. The valley is completely sealed to all means of transit except flight. Teleportation is ineffective, though there are several gates to the Astral plane. The valley's exact location is a well-kept secret.

The Vale of Aaqa is a well-regulated paradise with a constant temperature of 72 degrees, manicured fields and gardens, and stately pavilions surrounded by exquisite rock gardens. In the entire valley, there is not single blade of grass or leaf out of place. The valley could easily support 10 times more vaati than currently reside there, and most of the pavilions stand empty. Even this last stronghold of the race was depopulated during the war against Chaos.

Vaati society is divided into seven castes. The exact criteria the vaati use to assign castes is unclear to outsiders. All vaati are born into the wergadeam (worker) caste. Sometime after adolescence, a young vaati either joins another caste or remains a wergadeam. In times of need, some members of the wergadeam join other castes where they can be more useful. The other six castes are the houdeam (civil and military leaders, guards, and soldiers), the haikjadeam (teachers, investigators, and lorekeepers), the trygrideam (farmers, animal keepers, and judges), the kheirdeam (physicians and counselors), the vindeam (philosophers, guardians, and advisors), and the bledrudeam (also philosophers, guardians, and advisors).

There is an another, unofficial, caste as well. The wendeam are wanderers that keep watch over the *Rod of Seven Parts* and the Queen of Chaos. The wendeam are independent beings and essentially outcasts.

The wergadeam never leave the Vale of Aaqa. The other castes, except for the wendeam, tend to remain in the valley unless sent away to handle some matter of vital interest to the race. The wendeam wander the Prime Material Plane and almost never set foot in the Vale of Aaqa.

The vaati employ no badges or markings to indicate caste. To a

vaati, another vaati's caste is immediately and innately obvious.

To most observers, even the most open-minded, vaati seem stuffy and overconcerned with formal rules. They are excruciatingly regular in their personal habits and they have rules governing everything. They are quick to criticize any lapse in etiquette. Very lawful creatures usually are impressed by their behavior, but others find it tiresome.

Ecology: Though fairly large and powerful, vaati eat very little. They seem to exist primarily on air. The Valley of Aaqa, however, produces a wide variety of foods, and the vaati can offer the occasional visitor a sumptuous repast.

Although they can be slain or laid low by disease, vaati are immortal. Most vaati are at least 3,000 years old, and many are much older than that. Vaati birth rates are very low; there are no more than one or two vaati children born in a century. The race will probably never recover from the losses it suffered during the war against Chaos.

Wergadeam

Most vaati belong to this caste. They have Strength scores of 17, giving them a +1 bonus to attack and damage. They are typically armed with staves and knives. If prepared for war, they carry long swords and long bows. They have no special powers beyond those common to all vaati.

Houdeam

The houdeam conduct the vaati's civil and military affairs. They are primarily charged with guarding the Vale of Aaqa and keeping a wary eye on visitors to the valley. During the war against Chaos, the houdeam formed an elite corps many thousands strong. These were the Captains of Law mentioned in the history of the *Rod of Seven Parts*.

Houdeam are fighters of 5th-14th level (1d10+4). They have Strength scores of 18/77, giving them a +2 attack bonus and a +4 bonus to damage. Their base armor class is 3, and it improves by 2 for every three levels the houdeam has gained beyond 4th. A houdeam is usually armed with a two-handed sword, a long bow, and several daggers. The sword and bow have a +1 enchantment when used by a vaati, and the enchantment improves by one for every three levels the houdeam gains beyond 4th, to a maximum of +4. In the hands of a non-vaati, the weapons not only lose their enchantment, but also corrode, falling to pieces in 2d6 months. All houdeam are two-handed sword specialists. Even if unarmed, houdeam can make open hand attacks at the standard rate for their fighter levels. These can be resolved as pummeling attacks or as lethal attacks that inflict 1d4+4 points of damage. When making a lethal open hand attack, a houdeam is considered armed (see Chapter 9 of the *PHB*). If the martial arts and weapon mastery rules from the *PLAYER'S OPTION™: Combat and Tactics* book are in play, houdeam are considered specialists in martial arts style C and masters with the two-handed sword. They have one step of mastery for every three levels they have gained beyond 4th.

Houdeam have the spell-like powers common to all vaati, and can make their two-handed swords dance (as *swords of dancing*) three times a day. A houdeam typically makes open hand attacks while his sword dances.

Haikjadeam

The haikjadeam serve as record keepers, police, and teachers. During the war against Chaos, the Captains of Law included companies of haikjadeam for use against undead troops. The haikjadeam were also responsible for security and kept a lookout for spies.

Haikjadeam are paladins of 4th-13th level (1d10+3). They have Strength scores of 18/97, giving them a +2 attack bonus and a +5 bonus to damage. Haikjadeam's paladin abilities are skewed toward Law and Chaos, rather than Good and Evil. For example, they have the ability to detect Chaos and their aura of protection is effective against chaotic creatures. They can command or turn undead, depending what action they deem most lawful under the circumstances. Generally, they only command lawful undead. Haikjadeam of 9th level and higher can cast spells from the combat, healing, charm, divination and law (from the *Tome of Magic*) spheres.

Haikjadeam have a base armor class of 3, which improves by 1 for every two levels the haikjadeam has gained beyond 3rd. Haikjadeam are armed just as the houdeam are, though they do not have weapon mastery, open hand attacks, or the ability to make their swords dance.

In addition to the spell-like abilities available to all vaati, haikjadeam can *reveal truth* and *calm air* three times a day. *Reveal truth* functions as a *dispel magic* spell, but is effective only against illusions and other forms of magical deception. The spell can destroy illusion magic of all kinds, force *polymorphed* or *shape changed* creatures back into their true forms, reveal invisible beings, and so on. If cast directly on a creature, the target must attempt a saving throw vs. spells or be forced to speak only the complete truth for 2d4 rounds, The target can refuse to speak, but evasions of the truth are not possible.

Calm air quiets all forms of wind in a 30-foot radius around the haikjadeam. All winds, magical or natural, are reduced to gentle breezes. Creatures from the elemental plane of air cannot enter the radius—the circle of calm collapses if deliberately forced against a creature that normally would be hedged out, just as a *protection from evil* spell does. All sound-based attacks are negated within the radius. The effect lasts three rounds per level of the haikjadeam.

Trygrideam

The trygrideam are charged with tending all the plants and animals in the Vale of Aaqa. It is they, and teams of wergadeam working under their direction, who maintain the valley's park-like appearance. The trygrideam also mediate any disputes that might arise between vaati and pass judgment on visitors who break vaati law.

Trygrideam secretly keep contact with the wendeam. They are keenly interested in the *Rod of Seven Parts* and the Queen of Chaos, and they stand ready to intervene to keep the *Rod* out of the queen's hands if necessary.

Trygrideam are druids of 4th-13th level (1d10+3). They have Strength scores of 16, giving them a +1 bonus to damage. Trygrideam have full druid abilities and can cast spells from the sphere of Law in addition to the spheres normally allowed to druids. Trygrideam have a base armor class of 3, which improves by 1 for every two levels the trygrideam has gained

beyond 3rd. They carry druidical weapons, but favor staves.

Despite their lawful alignment, trygrideam follow the druidical ethos as explained in the *Player's Handbook.* They differ from other druids in that when they view nature, they see proof of a universal order, not a cyclical reality. To them, order is the natural state of the universe and Chaos upsets that order, bringing destruction.

In addition to their druidical abilities and the spell-like abilities common to all vaati, trygrideam can use the following powers three times a day: *solid fog, cloudkill,* and *calm air* (see above). Once per hour, a Trygrideam can summon a *vortex blade.* A *vortex blade* is similar to the magical weapon created by the 2nd level priest spell *flame blade* except that it is a blast of high-pressure air that inflicts 1d4+6 points of damage. It has no effect on air elemental creatures, and inflicts double damage (2d4+12) on earth-based creatures.

Once a day, a trygrideam of 8th level or higher can summon one to seven powerful whirlwinds. Each whirlwind is seven feet tall and three feet wide at the top. They fly at a speed of 21 (MC A), have a THAC0 of 10, 30 hit points, and their creator's armor class. They attack once a round for 4d4 points of damage. The creator can direct the whirlwinds at any distance as long as he keeps them in sight. Controlling the whirlwinds requires minimal concentration. Damage to the creator does not dispel the whirlwinds, but the creator can take no action other than movement while controlling them. If the creator is killed or loses consciousness, the whirlwinds dissipate. A whirlwind can freely attack gaseous creatures; it can also disperse magical clouds. Magical clouds with instantaneous durations, such as green dragon breath, are unaffected. Permanent clouds are dispersed only as long as the whirlwind remains in their areas of effect. If skimming along the ground in an area covered with fine dirt, sand, dust, ash, or the like, a whirlwind picks up the loose material, creating an opaque cloud with a 15-foot radius. Creatures caught in the cloud are blinded while they remain inside and for one round after they leave.

Kheirdeam

The kheirdeam are the vaati's physicians and spiritual counselors. They tend other vaati the way the trygrideam tend the animals and plants in the Vale of Aaqa. During the war against Chaos, the kheirdeam formed a medical corps that cared for the wounded and acted as reserve troops.

Kheirdeam are clerics of 5th-14th level (1d10+4). They have Strength scores of 16, giving them a +1 bonus to damage. Kheirdeam can cast spells from the sphere of Law and all spells in the elemental sphere that involve air (*air walk, cloud of purification, conjure air elemental/dismiss air elemental,* and *wind walk*) in addition to the spheres normally allowed to clerics. Kheirdeam have a base armor class of 3, which improves by 1 for every two levels the trygrideam has gained beyond 3rd. They carry clerical weapons, but favor staves.

In addition to their clerical abilities and the spell-like abilities common to all vaati, kheirdeam can *reveal truth* and *calm air* three times a day as the haikjadeam do. They can command or turn undead, depending on what action they deem most lawful under the circumstances.

Vindeam and Bledrudeam

These two castes are the vaati's wizards. When not busy casting spells, they function as scholars, philosophers, and advisors. In the war against Chaos they served as support troops and magical artillery. Today, they stand ready to defend the Vale of Aaqa. They also conduct most of the vaati's business outside the valley, serving as ambassadors and troubleshooters.

Vindeam and bledrudeam are wizards of 4th-13th level (1d10+3). They have Strength scores of 15.

Vindeam specialize in spells involving the element air or gas. If the optional elemental schools from the *Tome of Magic* are in play, Vindeam have all the benefits and restrictions of air elemental specialists.

Bledrudeam are abjuration specialists, as described in the *Player's Handbook.*

Vindeam and bledrudeam are armor class 4; their armor does not improve as they increase in level. They carry wizard weapons and favor staves.

In addition to the spell-like abilities common to all vaati, vindeam can cast *solid fog* and *cloudkill* once a day and can summon whirlwinds three times a day as trygrideam can.

Bledrudeam have the spell-like powers common to all vaati and can cast *spell turning* once a day. They can also cast *reveal truth* and *calm air* three times a day as haikjadeam can.

Wendeam

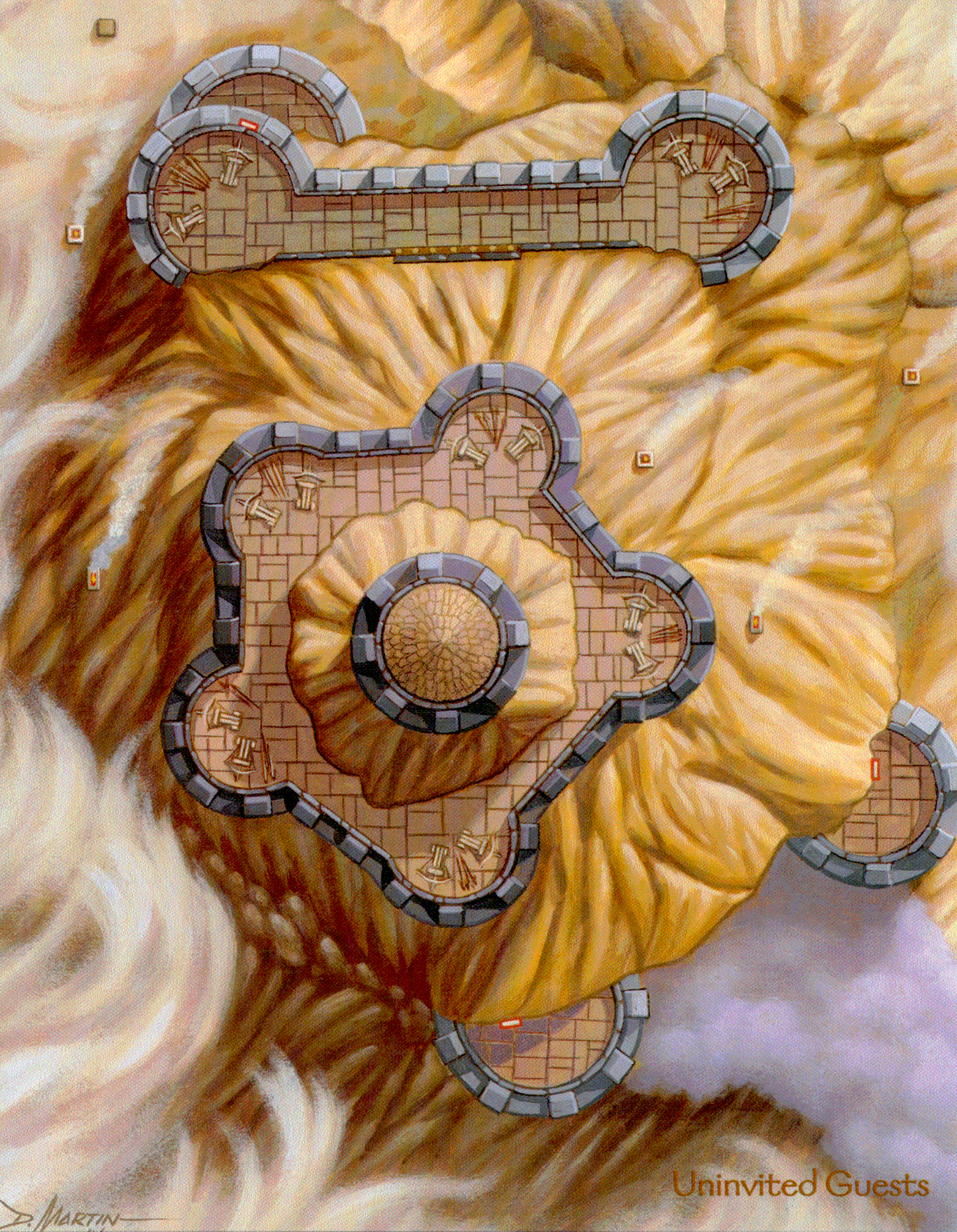
The wendeam are a handful of wandering vaati descended from the Captain of Law who scattered the pieces of *Rod of Seven Parts* at the battle of Pesh and pursued Miska the Wolf-Spider through the planar rift. Because they devote all their energies to tracking the *Rod* as it moves from world to world, other vaati see the wendeam as outcasts; only the trygrideam understand the value of the wendeam's efforts.

Wendeam are rangers of 4th-13th level (1d10+3). They have Strength scores of 18/97, giving them a +2 attack bonus and a +5 bonus to damage. The wendeam's long struggle against the Queen of Chaos has made them lawful good (which does nothing to improve their reputation among other vaati). They have the normal ranger abilities, and their species enemy is spyder-fiends.

Wendeam have a base armor class of 3, which improves by 1 for every two levels the wendeam has gained beyond 3rd. Wendeam prefer lightweight weapons. Most carry long bows, darts, a dagger, and two short swords. They take full advantage of their ranger abilities and use a melee weapon in each hand when unarmored. Wendeam usually have at least one enchanted melee weapon of +1 or greater. Wendeam of 6th level or higher have a +1 weapon of some type and a 60% chance for another weapon of +2 or better. Wendeam of 10th level or higher have one or two +1 weapons and a 60% chance for another weapon of +3 or better. Wendeam weapons are standard magical items that do not become nonmagical or corrode if separated from their owners.

Wendeam have all the spell-like powers common to all vaati. In addition, they can follow any teleporting creature if they can find its tracks, just as a hound of law can. When following a teleporting creature, a wendeam can carry 250 pounds of additional weight, plus an extra 150 pounds for each level the wendeam has attained beyond 10th.




Uninvited Guests
D. Martin



"Though Chaos Reign, Let Justice Be Done.
Behold! Law is King."

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Spelunking
D. MARTIN
4/96

Major Powers

- Two segments bestow flight as the 3rd level wizard spell *fly* at will.

- Three segments add 20% to the wielder's magic resistance. The unit can be used as a blunt weapon and functions as a *horseman's mace +1. These powers are continuous and don't require command words.*

- Four segments allow the user to *control winds* twice a day. The unit functions as a *horseman's mace +2.*

- Five segments grant the power to *shape change* as the 9th level wizard spell once a day. The unit functions as a *quarterstaff +3.*

- Six segments allow the user to *wind walk* once a day. The unit functions as a *quarterstaff +4.*

- Seven segments can create a *restoration* effect, as the 7th priest spell, once a day. The unit functions as a *quarterstaff +5.* The unit can also be employed as a piercing weapon with the same characteristics (weapon speed, damage, etc.) as a quarterstaff.

Resonant Powers

- Segments 1 and 2: Instead of flight as the wizard spell *fly*, user can, at will, fly at a speed of 24, with class A maneuverability.

- Segments 1, 2 and 3: The wielder gains the ability to influence creatures from the Elemental Plane of Air. No creature native to the plane can approach within 5 feet of the user unless the user attacks first. Even then, the user gains a +2 bonus to armor class and to all saving throws. Any damage the user suffers is reduced by –2 hit points per die (minimum 1 point per die). This power does not require command words.

- Segments 1, 2, 3 and 4: The wielder gains the ability to charm creatures from the Elemental Plane of Air. A charm attempt counts as an attack on the creature. The wielder cannot attempt to charm the same creature more than once a day.

- Segments 1, 2, 3, 4 and 5. The rod bearer can cast *weather summoning* once a day.

- Segments 1, 2, 3, 4, 5, and 6. The wielder can create a whirlwind once a day and maintain it for up to seven hours; it takes seven rounds to form. The wielder and up to six man-sized companions can ride the whirlwind, or the wielder can direct it at any distance as long as he keeps it in sight.

  The whirlwind (and any passengers) moves at a minimum speed of 9, but its top speed is 18; the wielder chooses the exact rate. It is 10 feet wide at the base and 40 feet wide at the top. The height can be from 30 to 70 feet as the wielder chooses. The base must always touch land or water.

  The whirlwind buffets anyone caught within it for 2d6 points of damage each round, but a successful saving throw vs. breath weapon negates the damage. Non-aerial creatures with two hit dice or less are killed if the saving throw fails. The wielder and passengers are not affected.

  Controlling the whirlwind requires minimal concentration. Damage to the wielder does not end the whirlwind, but the wielder can take no action other than movement while controlling it. If the wielder loses consciousness or is killed the whirlwind dissipates.

- Segments 1, 2, 3, 4, 5, 6, and 7. The wielder can cast *resurrection* as the 7th level priest spell, except that no resurrection survival check is required. Using this power always causes the *Rod* to scatter. See the **Breakage** section for details.

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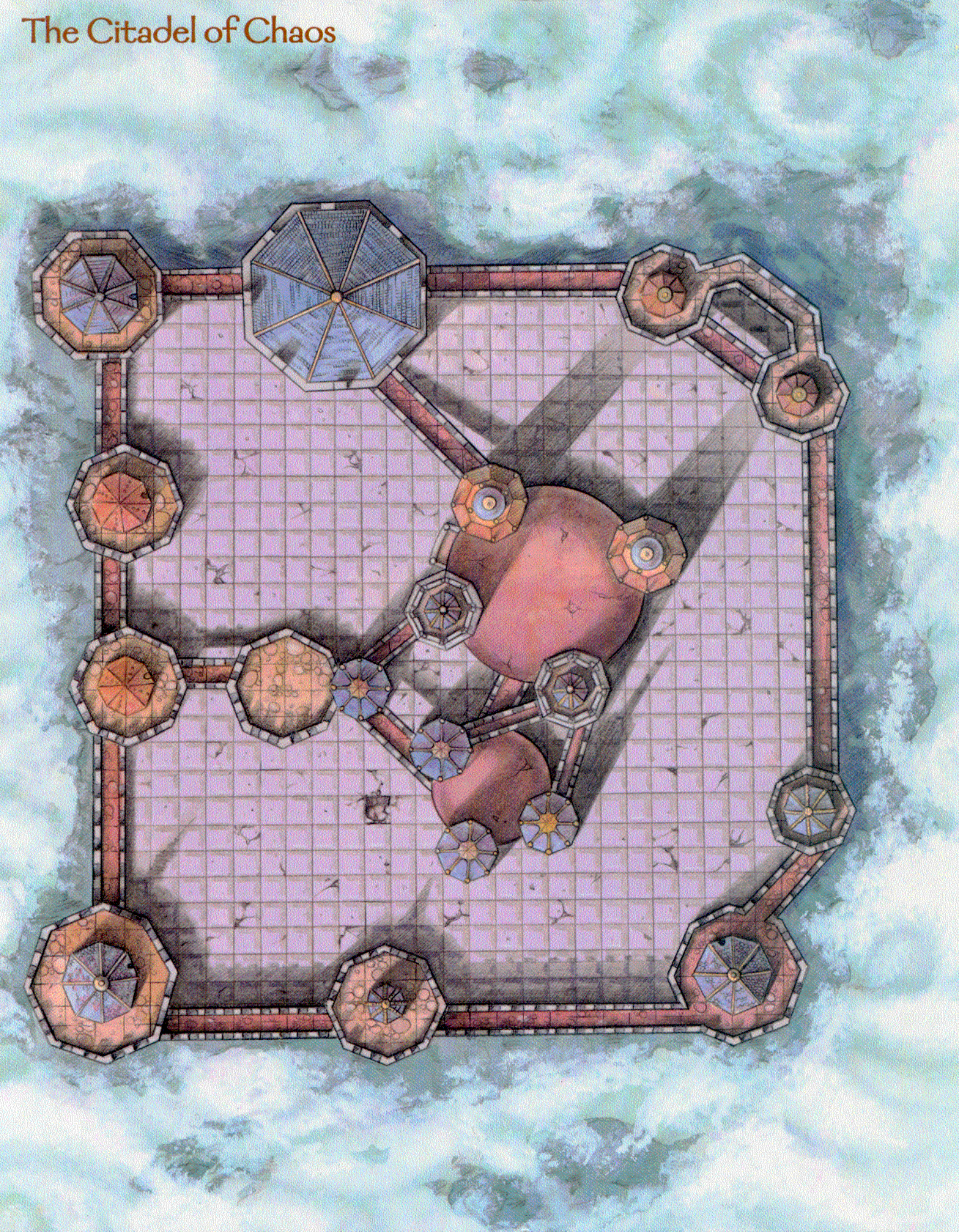

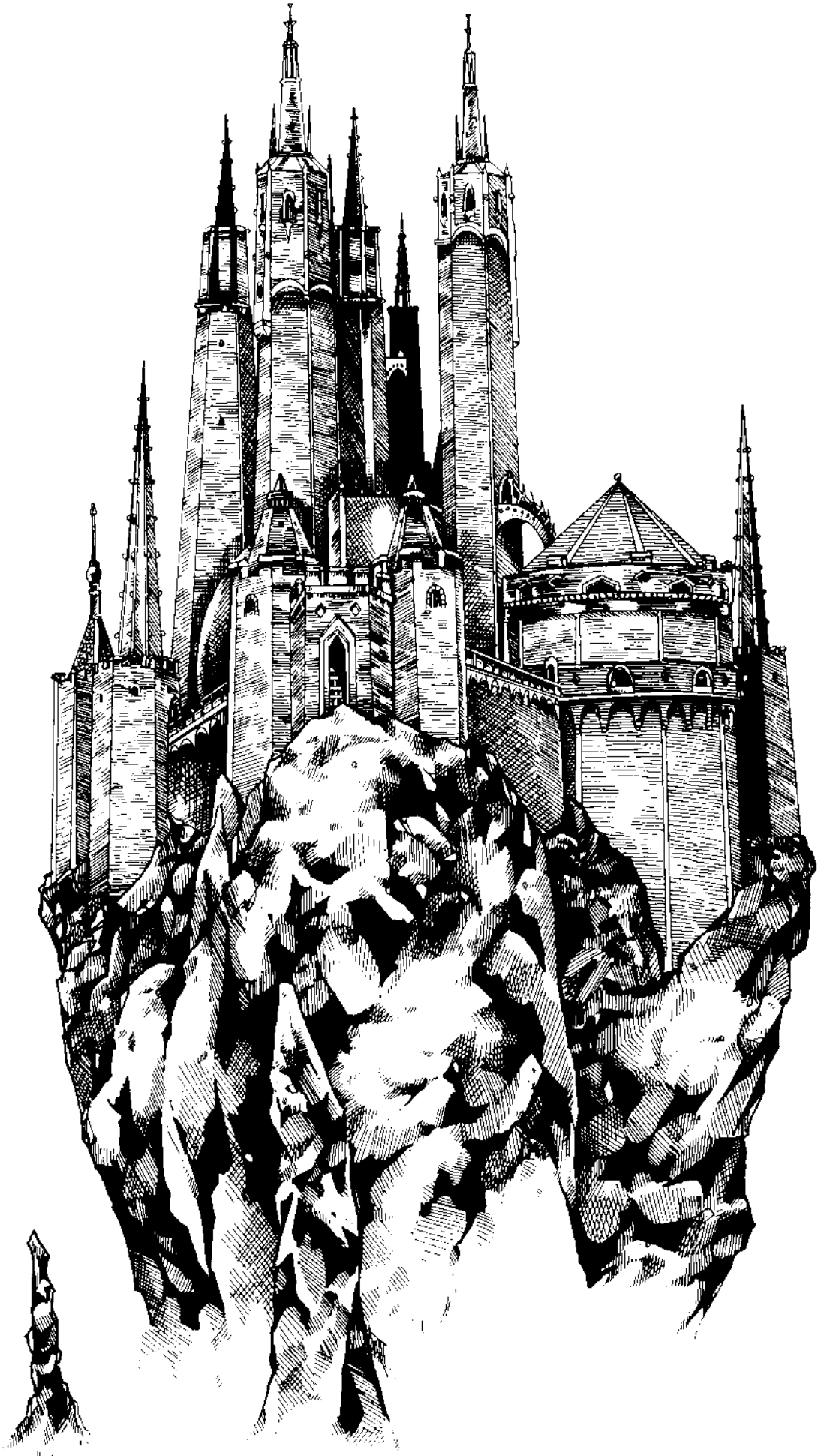

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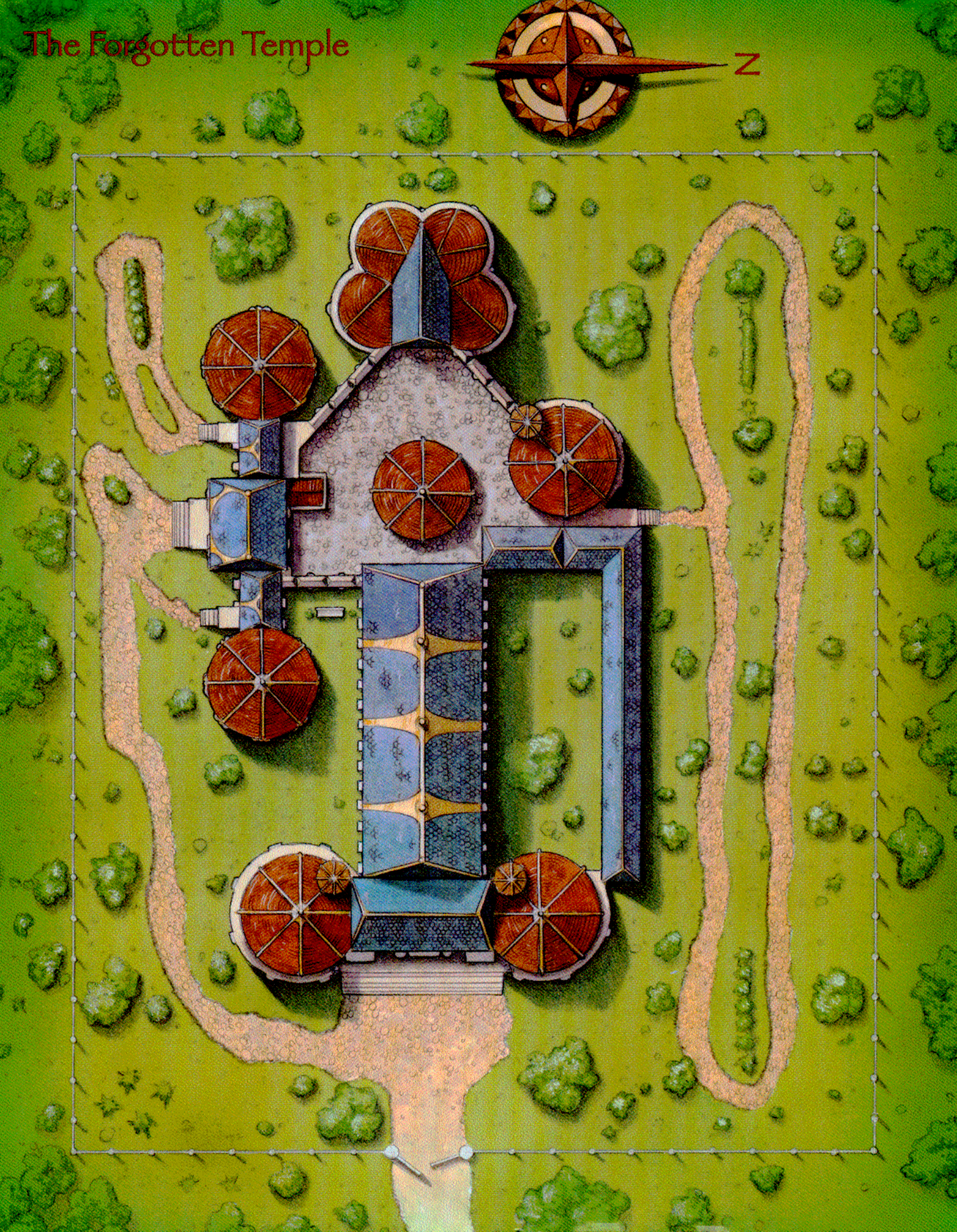
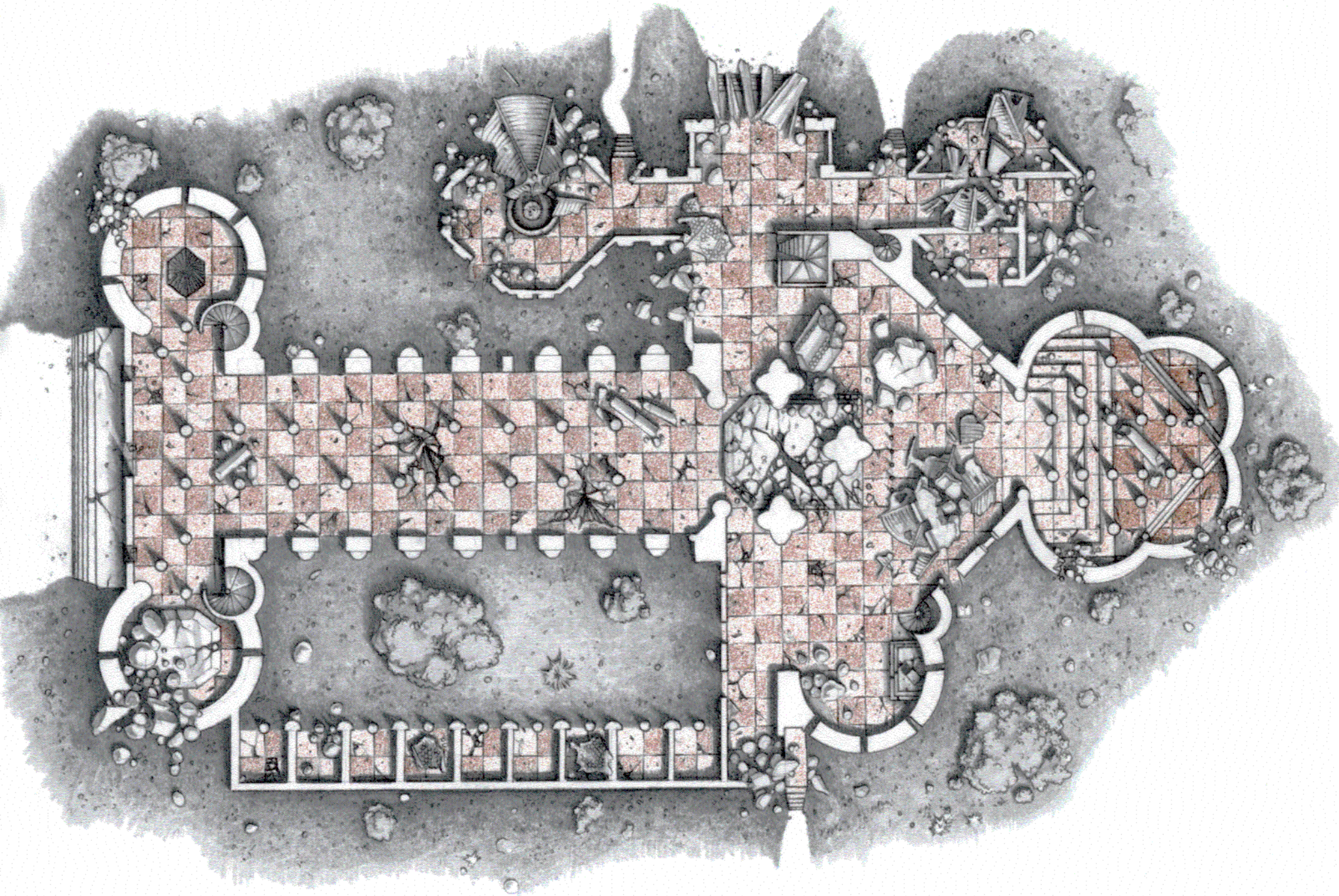

The Forgotten Temple
N



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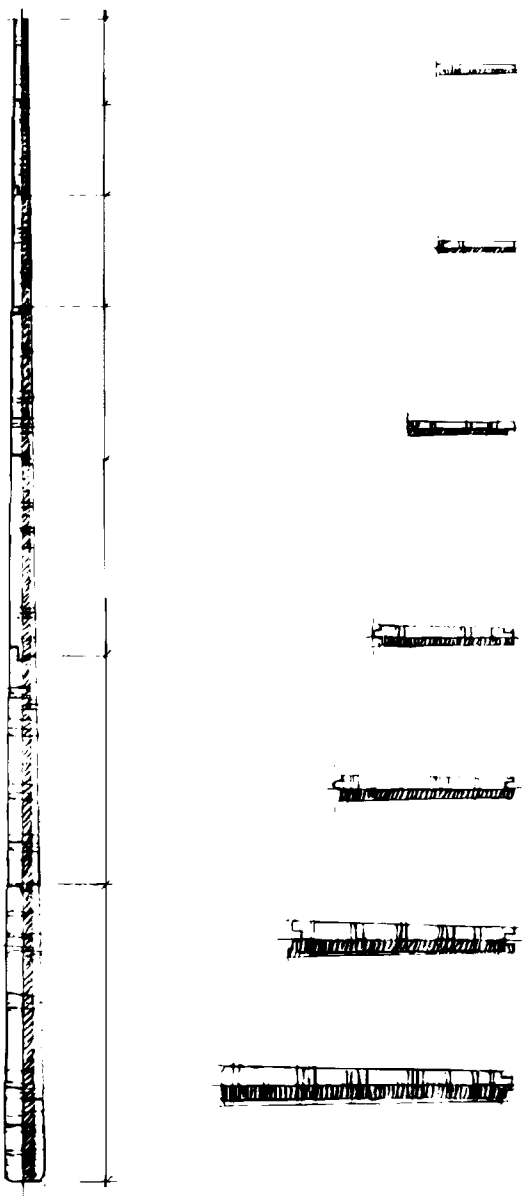
D. MARTIN

Rod Powers

Powers of Individual Segments

Each segment of the *Rod* has its own minor spell-like power, which requires the user to concentrate upon a command word. Invoking a minor power has an initiative modifier of 2; it counts as an action for the character, but does not require speech and cannot be disrupted as a spell can. Minor powers function at 20th level and are useable by any character.



1. The 4-inch tip can *cure light wounds* five times a day. The tip's name and the command word for the *cure light wounds* power is *Ruat*.

2. The 5-inch segment can create a *slow* effect once a day with a duration of 23 rounds. The name and command word is *Coelum*.

3. The 6-inch segment can produce *haste* once a day with a duration of 23 rounds. The character wielding the segment doesn't age, but everyone else who is affected does. The name and command word is *Fiat*.

4. The 8-inch segment can create a *gust of wind* five times a day. The gust is 10 feet wide and 200 yards long. The name and command word is *Justitia*.

5. The 10-inch segment provides *true seeing* once a day for 20 rounds. The name and command word is *Ecce*.

6. The 12-inch segment produces *hold monster* once a day (the effect lasts 20 rounds). The name and command word is *Lex*.

7. The 15-inch segment can *heal* once a day. The name and command word is *Rex*.

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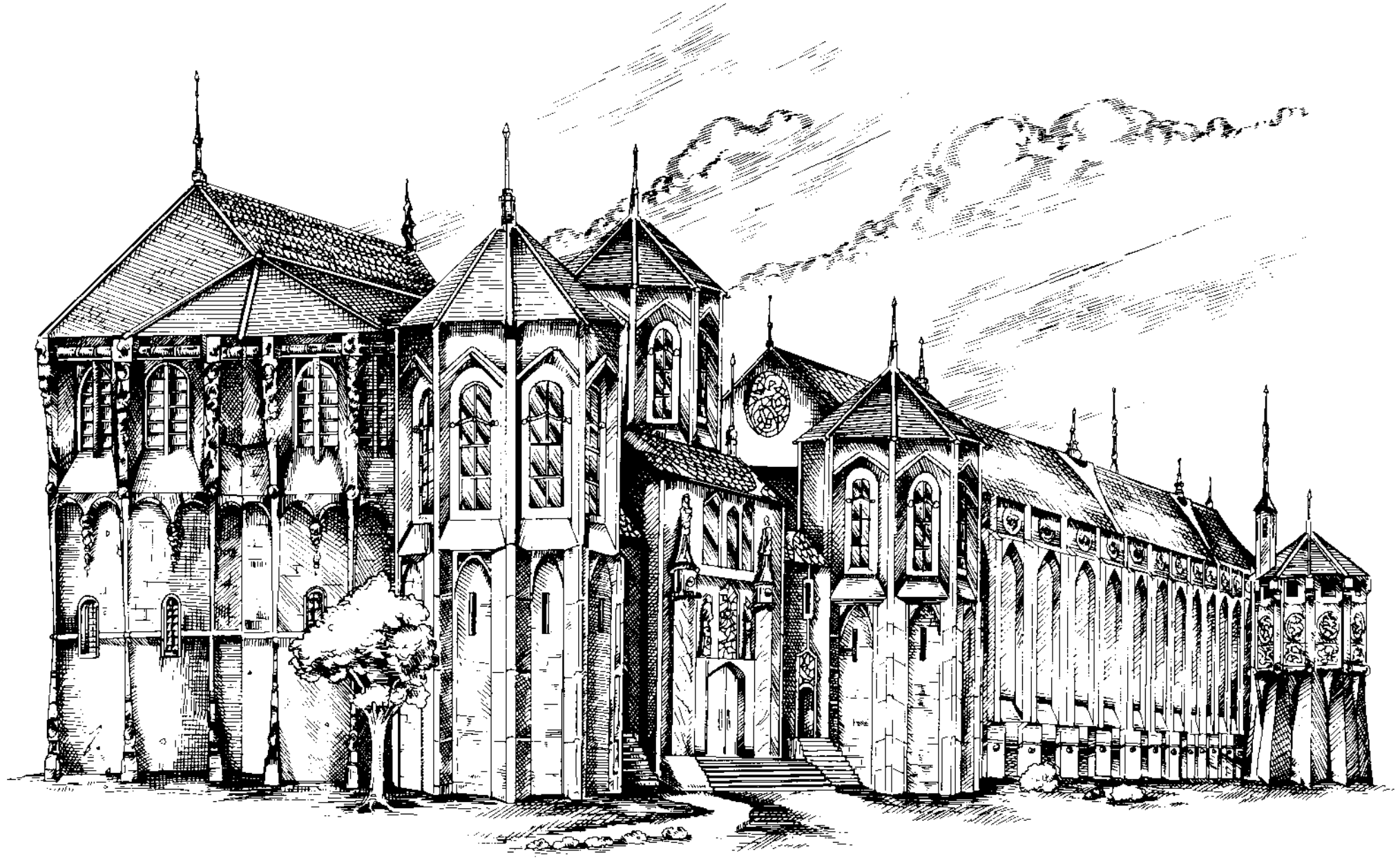
Uninvited Guests





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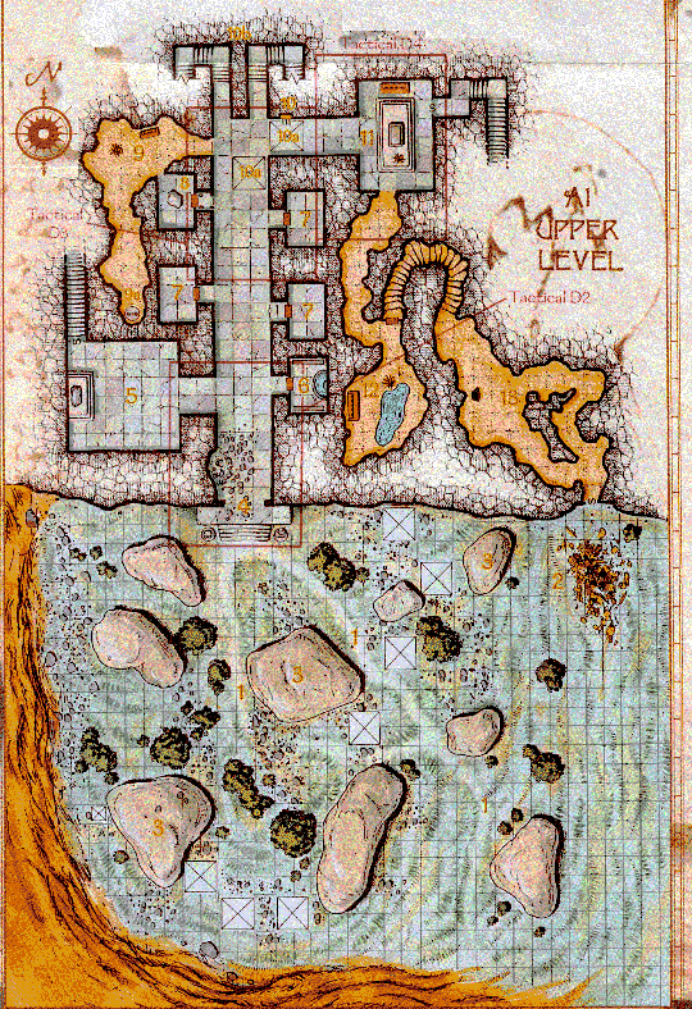
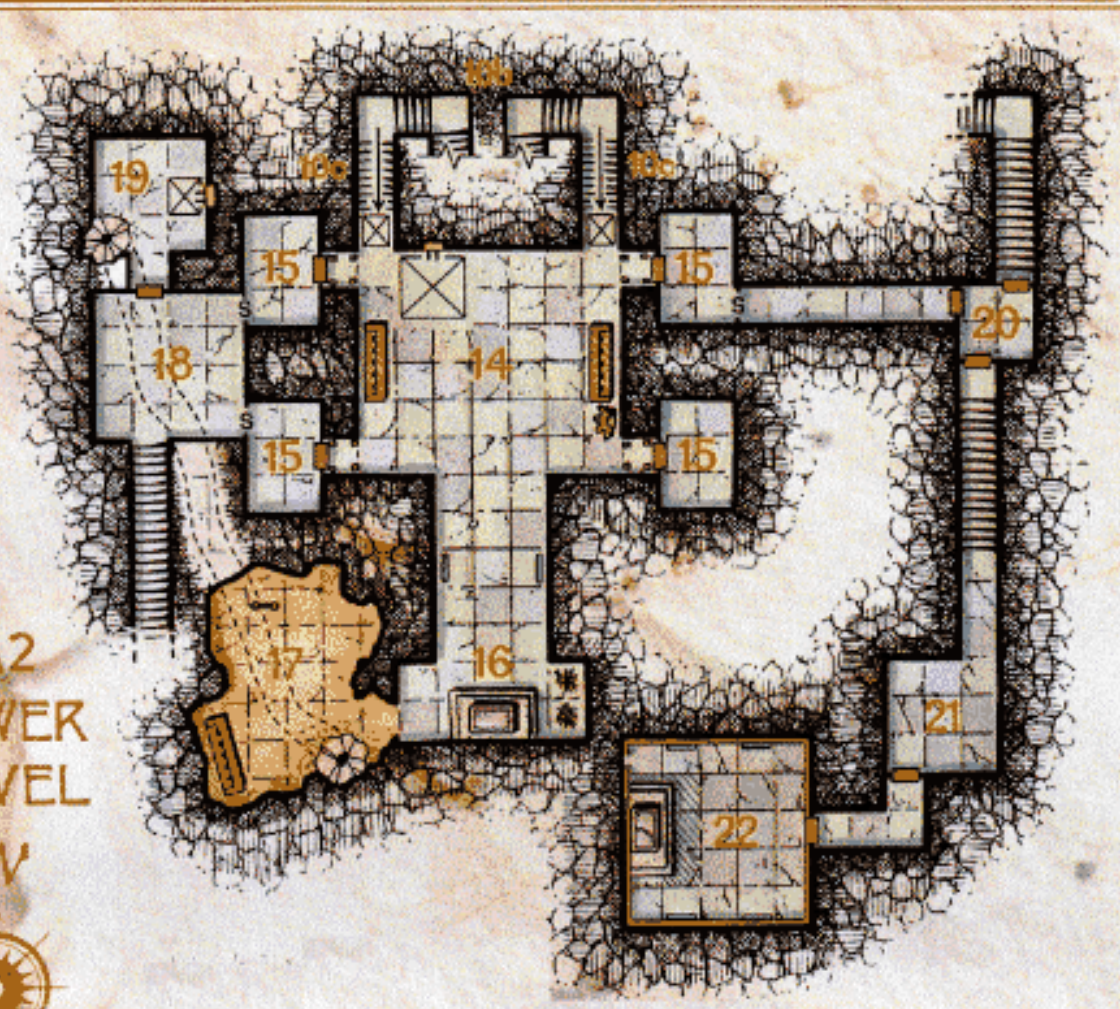

N
Tactical D3
Tactical D2
A1
UPPER
LEVEL
Tactical D2

NIGHT RAIDERS

1 square = 5 feet

- Door
- Secret Door
- Stairs
- Below Level Passage
- Wooden Piling
- Campfire
- Lever
- Dais
- Ladder
- Ladder Down
- Weapon Rack
- Altar
- Sarcophagus
- Statue, Practice Dummy
- Fountain
- Rubble
- Midden
- Glass Panel
- Covered Pit
- Slide Trap
- Metal Cladding
- Sinkhole
- Water
- Pressure Plate
- Hillside
- Cliff Face



A2
LOWER
LEVEL

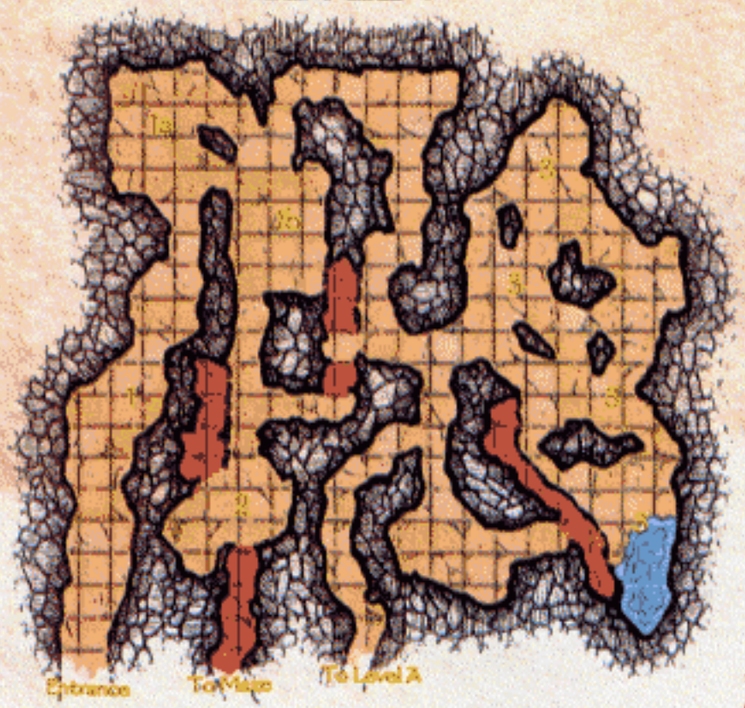
N

SPELUNKING

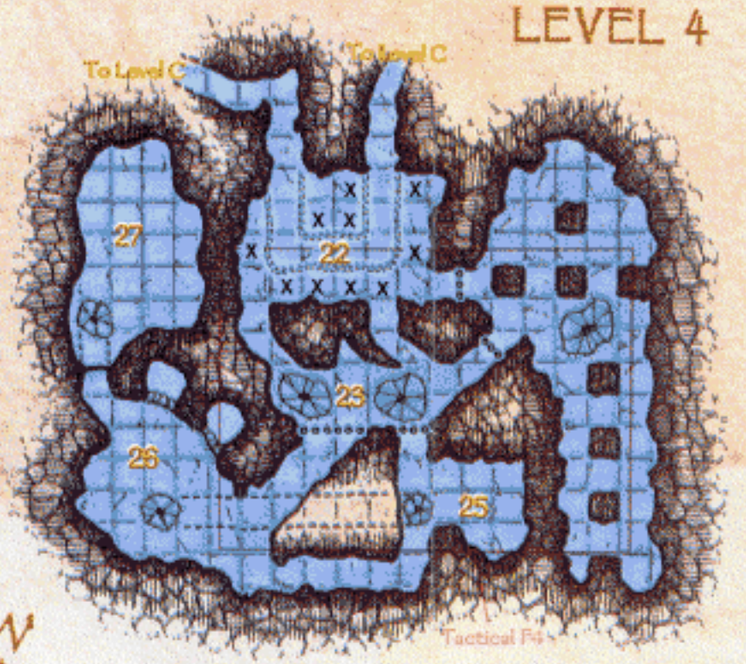
1 square = 5 feet

- Secret Door
- Staircase
- Bars/Portcullis
- Illusory Wall
- Sinkhole
- Umber Hulk tunnel
- Below Level Passage
- Ledge
- Underwater Area
- Water
- Mud
- X — Creature Start Location
- X — Illusionary Creatures

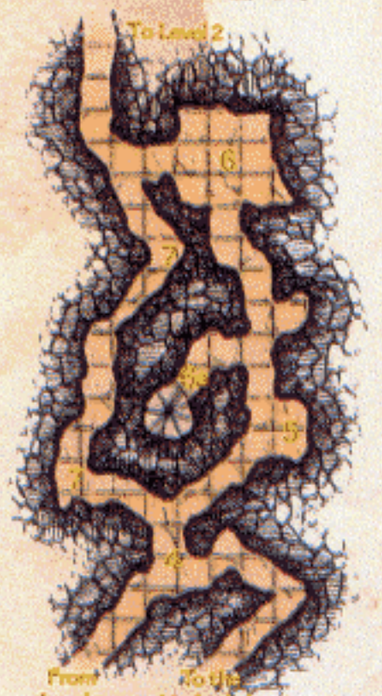
LEVEL 1



LEVEL 4



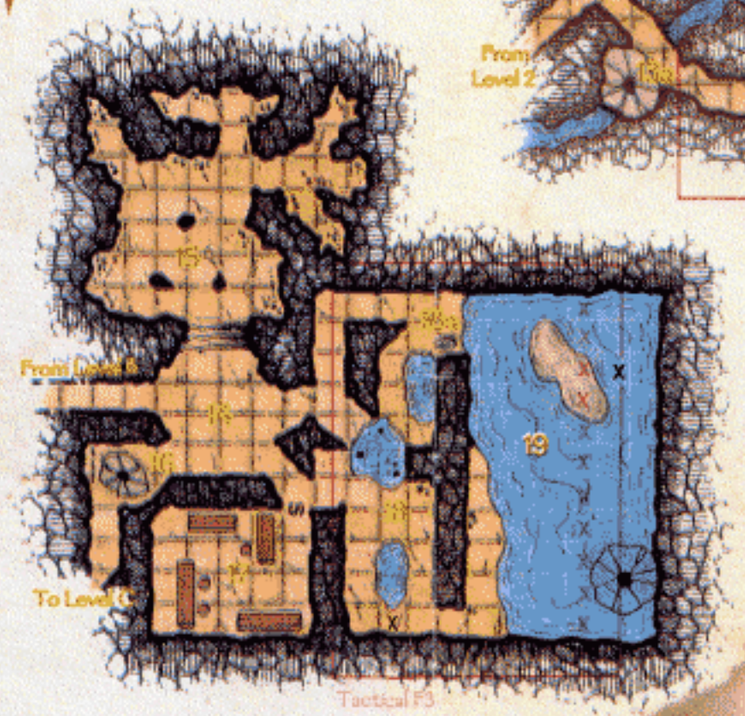
LEVEL A

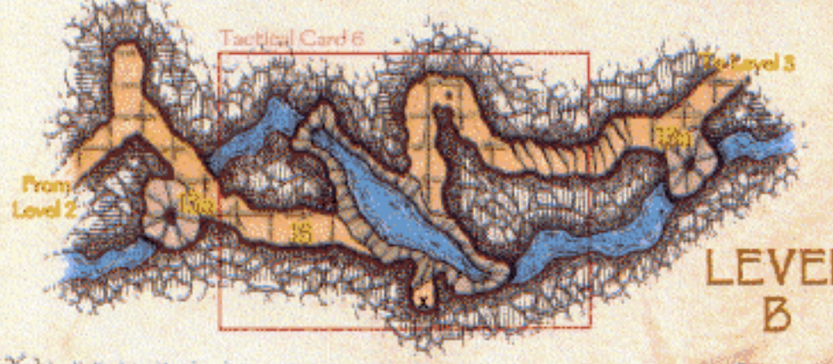


LEVEL 2

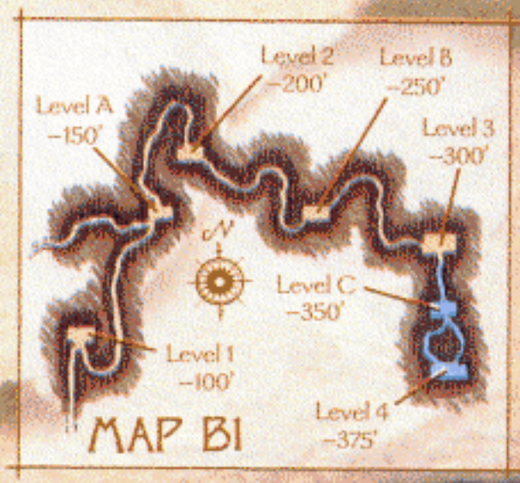


LEVEL 3





LEVEL B



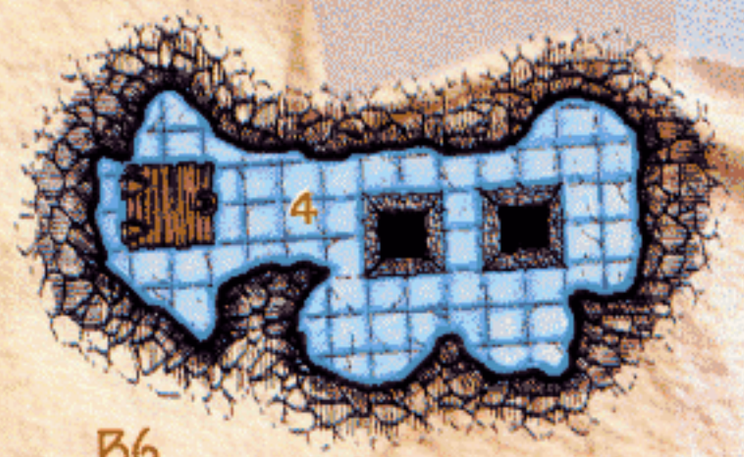
MAP B1

LEVEL C

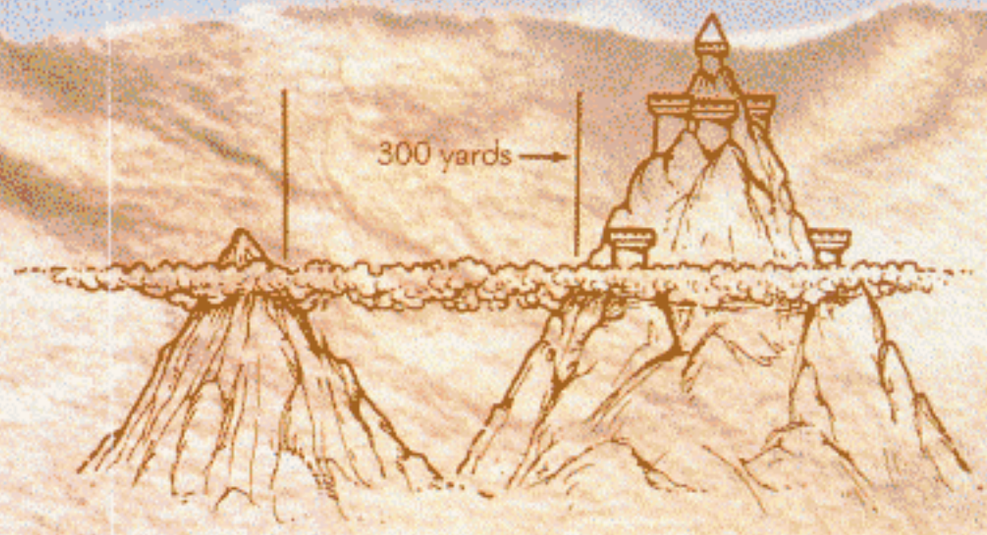




B2 UNINVITED GUESTS



B6
MURDER HOLES





B3
TURRET

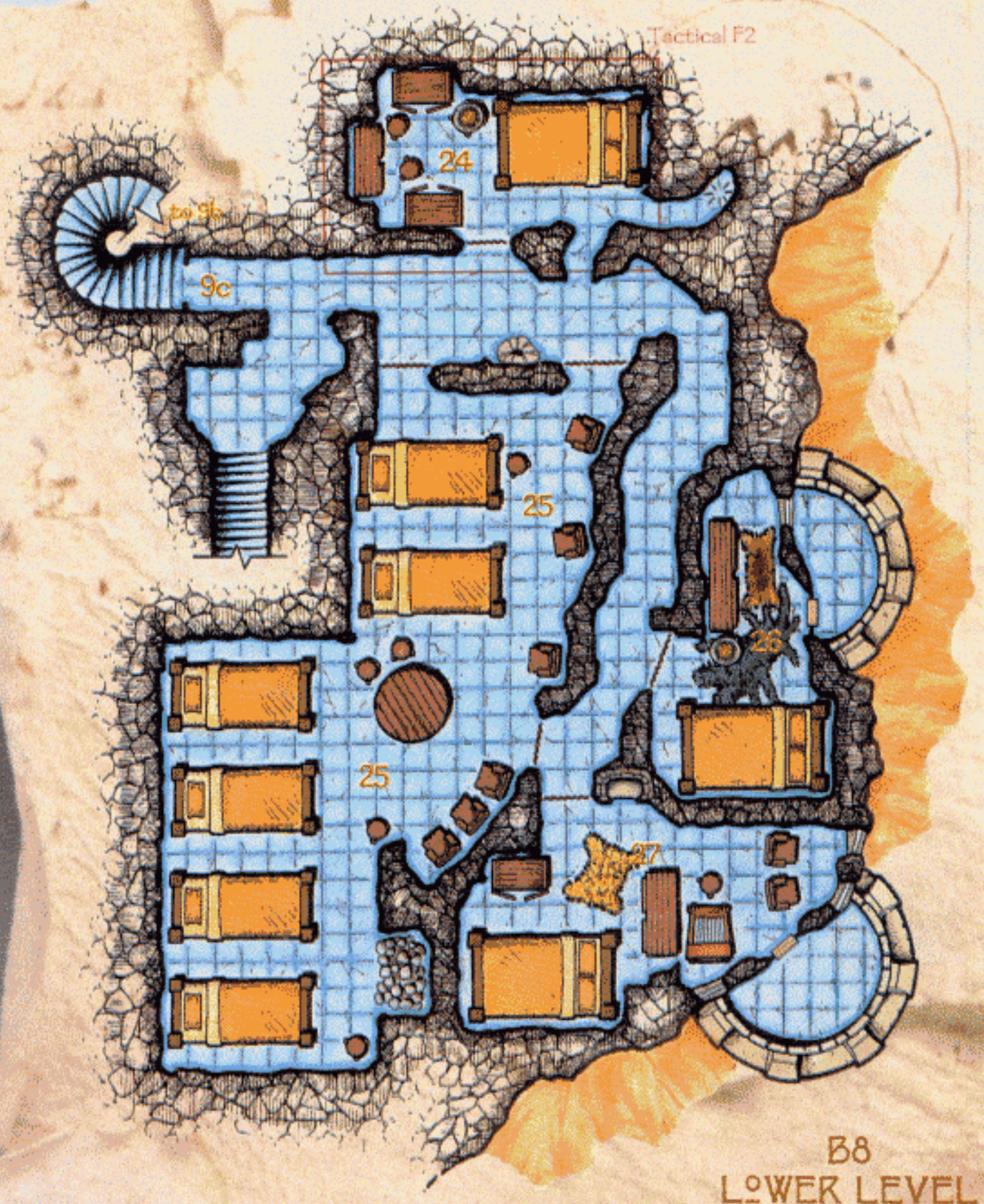


B5
UPPER LEVEL



B4
BATTLEMENT

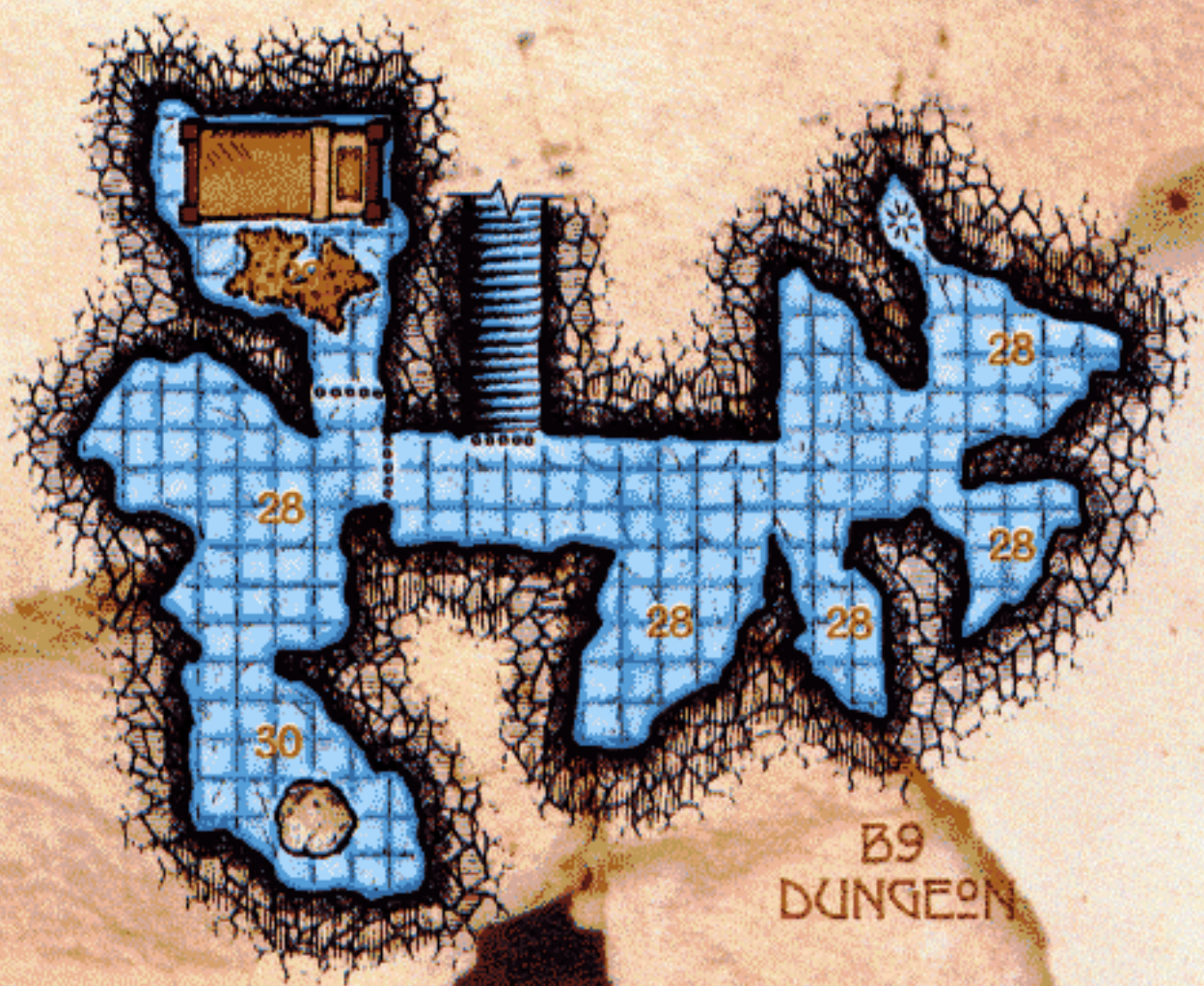

B7
MAIN LEVEL
23a
23
21
22
16
20
9b
14
19
15
17
18
13
14
Down 50' to 27
N


Tactical F2
24
to 9b
9c
25
26
25
27
B8
LOWER LEVEL

GIANTS' CASTLE

1 square = 5 feet

- Door
- Double Door
- Secret Door
- Window
- Arrow Slit
- Staircase
- Hatch in Cloud
- Trap Door (Floor)
- Curtain/Tapestry
- Bars/Portcullis
- Ladder
- Alarm Bell
- Cushioned Bench
- Wardrobe
- Dresser
- Table
- Chair
- Stool
- Bed
- Brazier
- Chest
- Crates
- Barrel
- Loom
- Privy
- Weapon Rack
- Ballista
- Large Chimney
- Small Chimney
- Natural Chimney
- Fireplace
- Pile of Straw
- Pile of Boulders
- Griffon Nest
- Murder Hole
- Murder Hole (ceiling)
- Sinkhole
- Water
- Solid Cloud

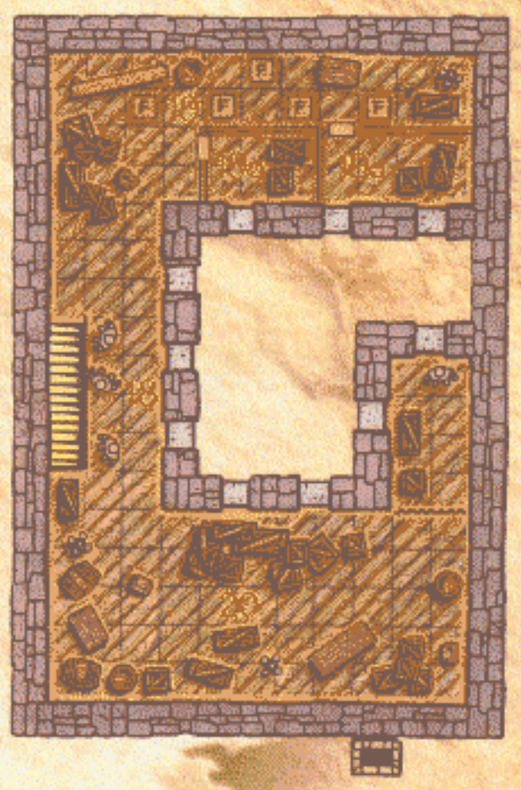


C1 THE GROUND FLOOR





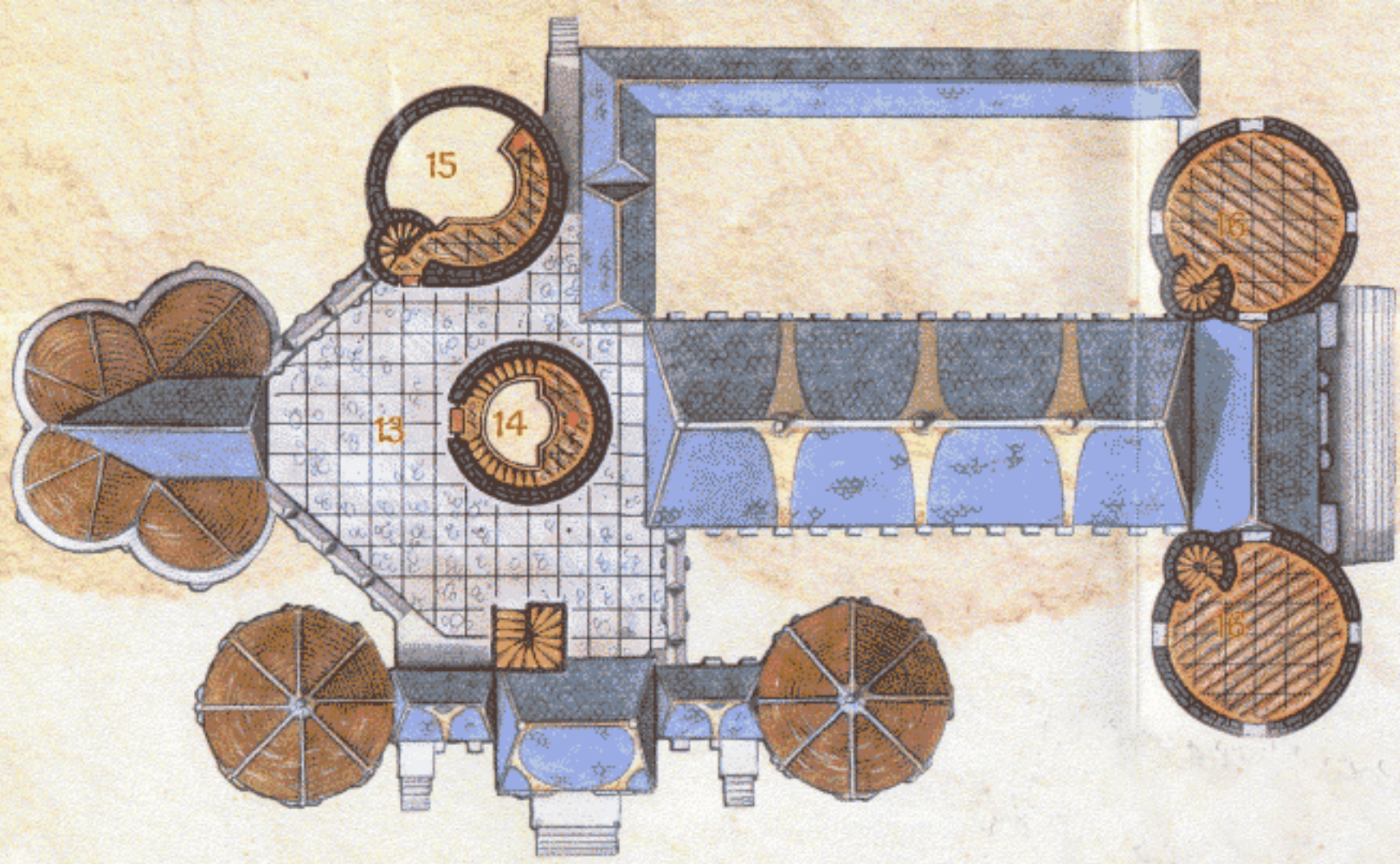
C2 THE HOUSE, UPPER FLOOR



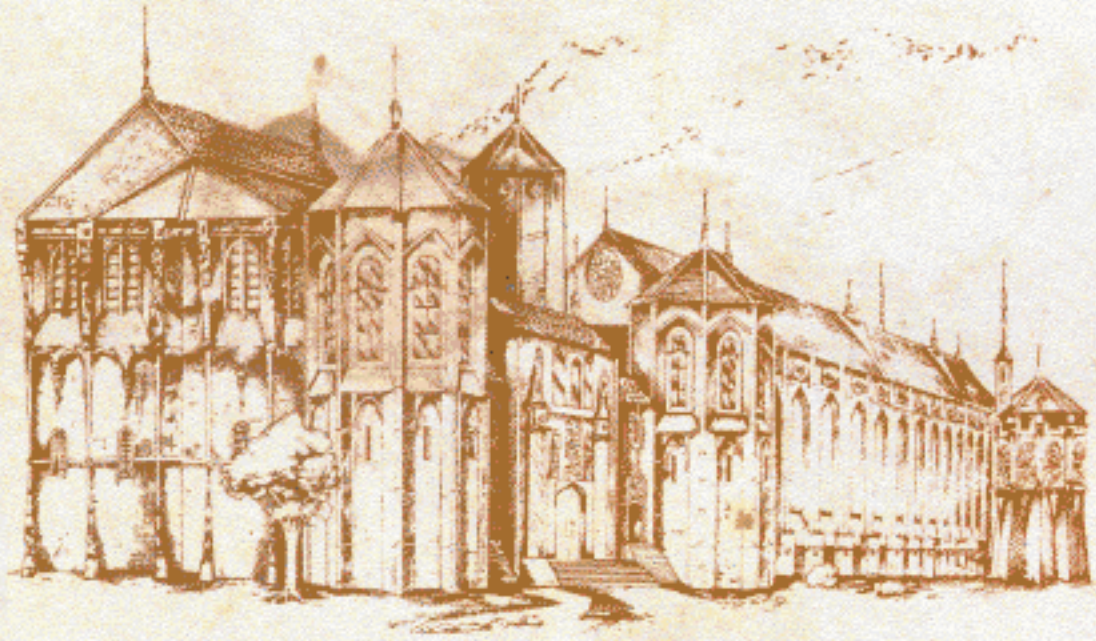
CARAVANSERAI

1 square = 5 feet

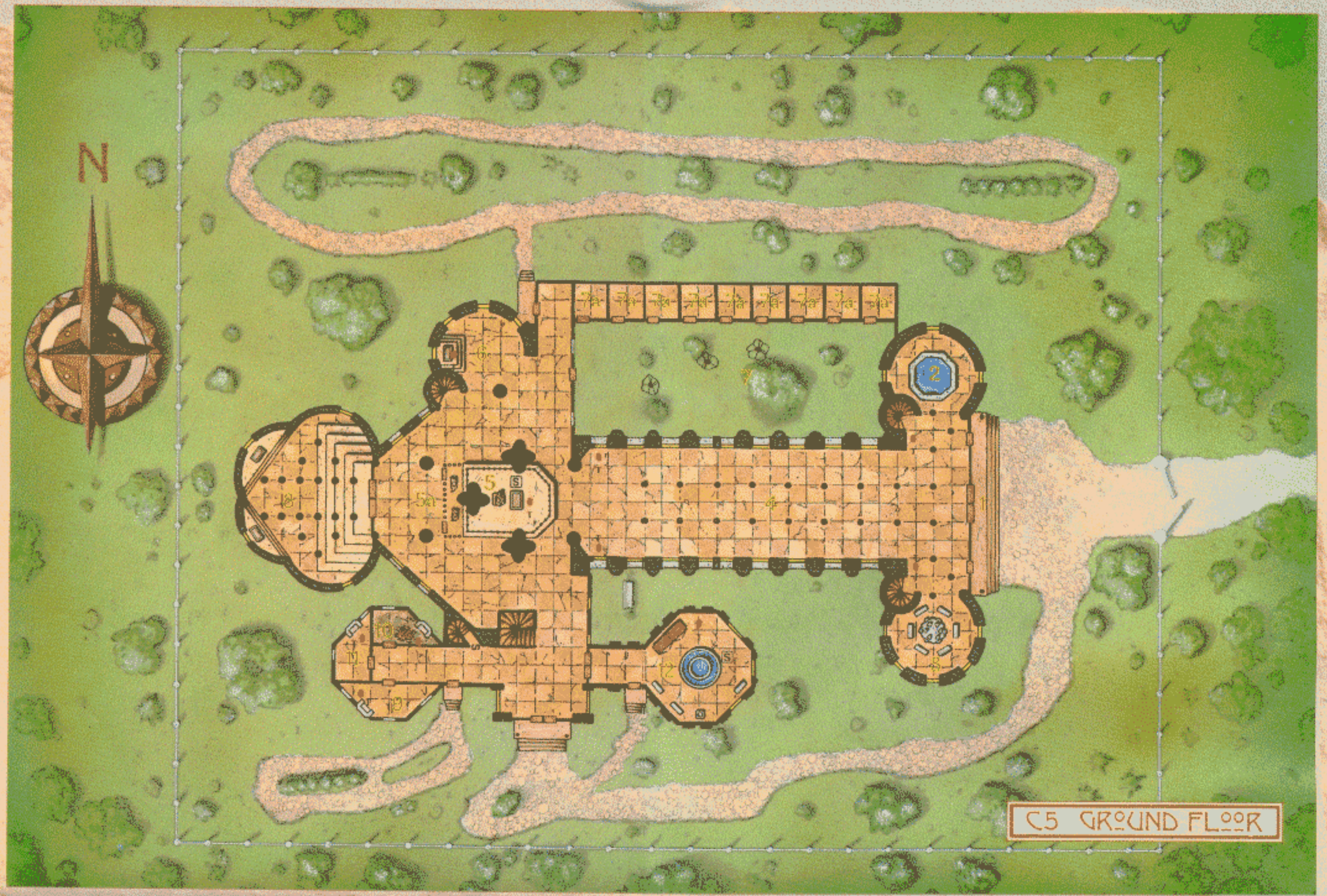
- Door
- Secret Door
- Gate
- Window
- Pillar
- Loft Overhead
- Chimney
- Fireplace
- Bed
- Stool
- Chair
- Table
- Bench
- Crates
- Weapon Rack
- Barrel
- Curtain
- Statue
- Screen
- Bucket
- Well
- Tub
- Rubble
- Anvil
- Ladder
- Trap Door, Floor
- Trap Door, Ceiling
- Carpet
- Wood Floor
- Water



C4 THE ROOFS AND TURRETS



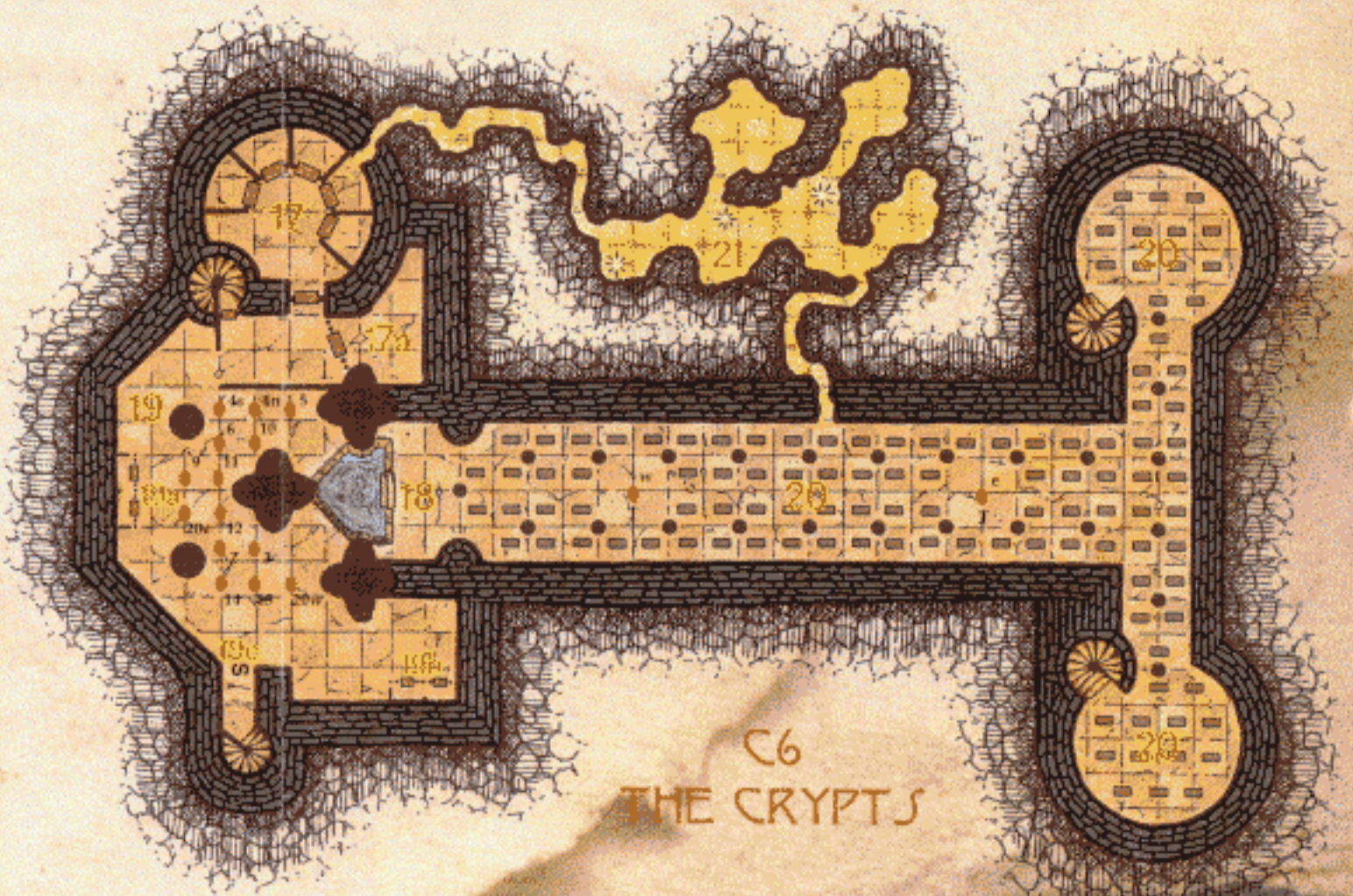
TEMPLE PROFILE


N
2
5
C5 GROUND FLOOR

THE TEMPLE

1 square = 5 feet

- Door
- Double Door
- Secret Door
- Trap Door, Secret
- Window, open
- Window, glass
- Window, stained glass
- Staircase
- Dais
- Pillar
- Altar
- Iron Bars
- Bench
- Wardrobe
- Statue
- Fireplace
- Railing
- Marble Slab
- Teleporter
- Hot Coals
- Sinkhole
- Natural Chimney
- Water
- Wood Floor

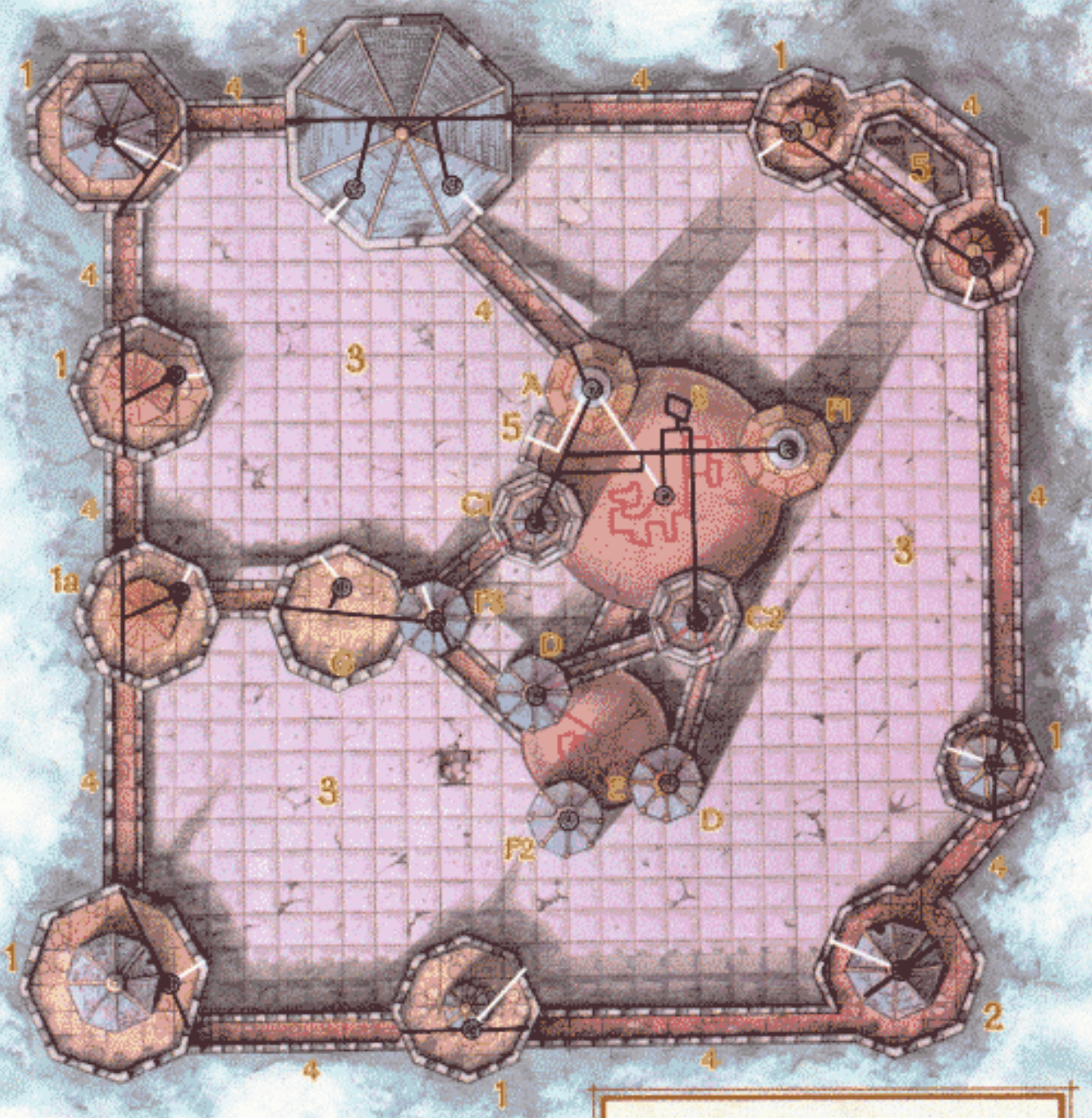


C6
THE CRYPTS

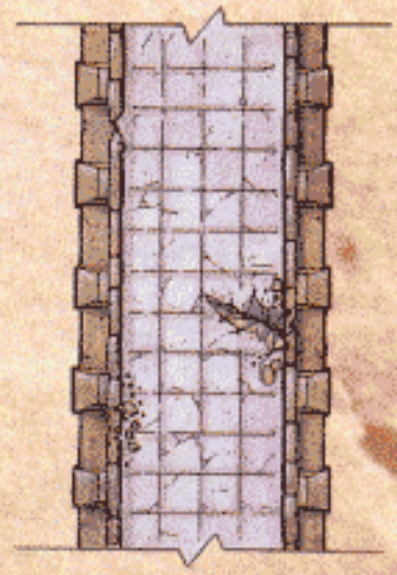

Player's Map D1 Night Raiders
1 square = 5 feet
N

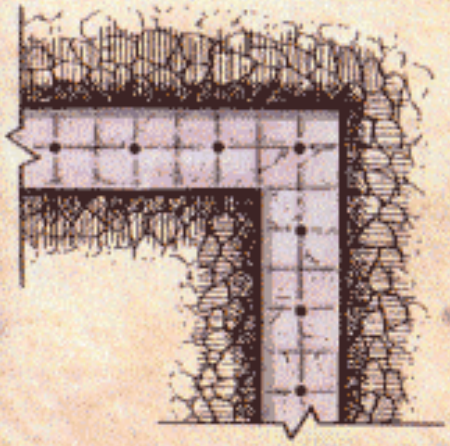
E1 THE CITADEL OF CHAOS

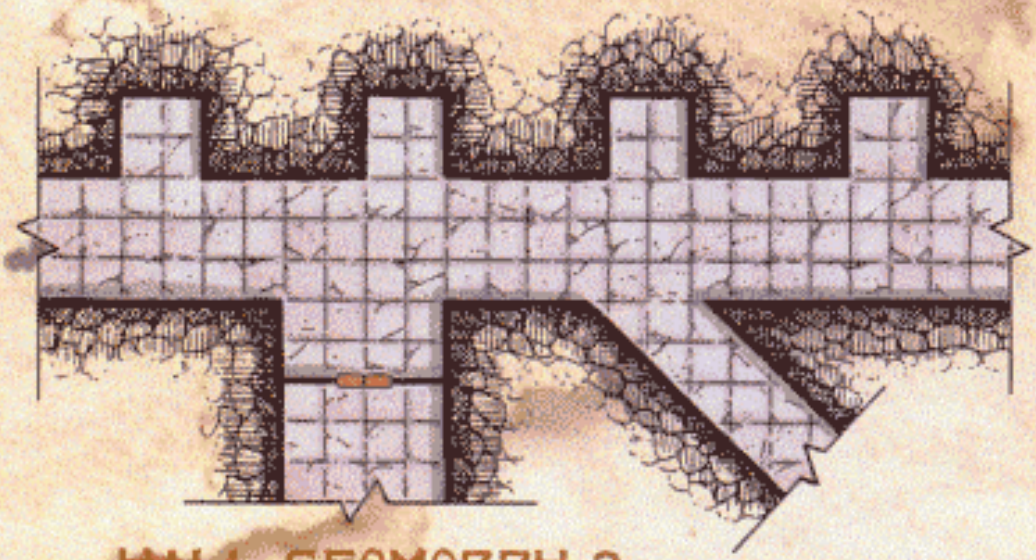
Scale 1 square = 100 feet











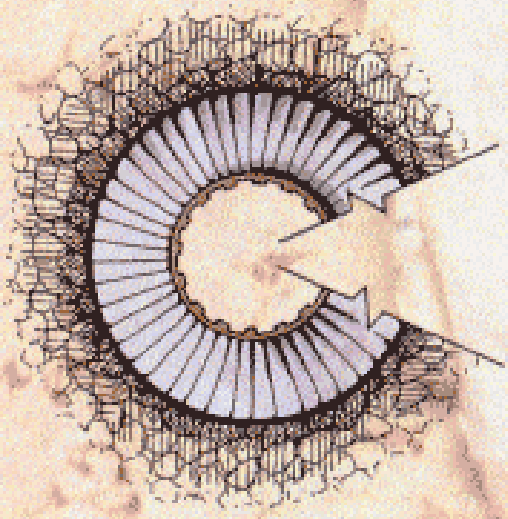
E2 MISKA'S APARTMENTS AND GEOMORPHS

1 square = 5 feet

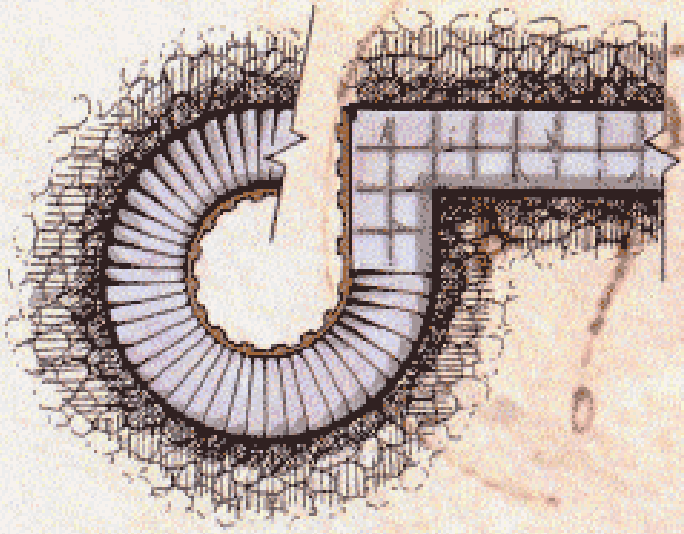
Door
Double Door
S
Secret Door

Stairs
Pillar
Portcullis

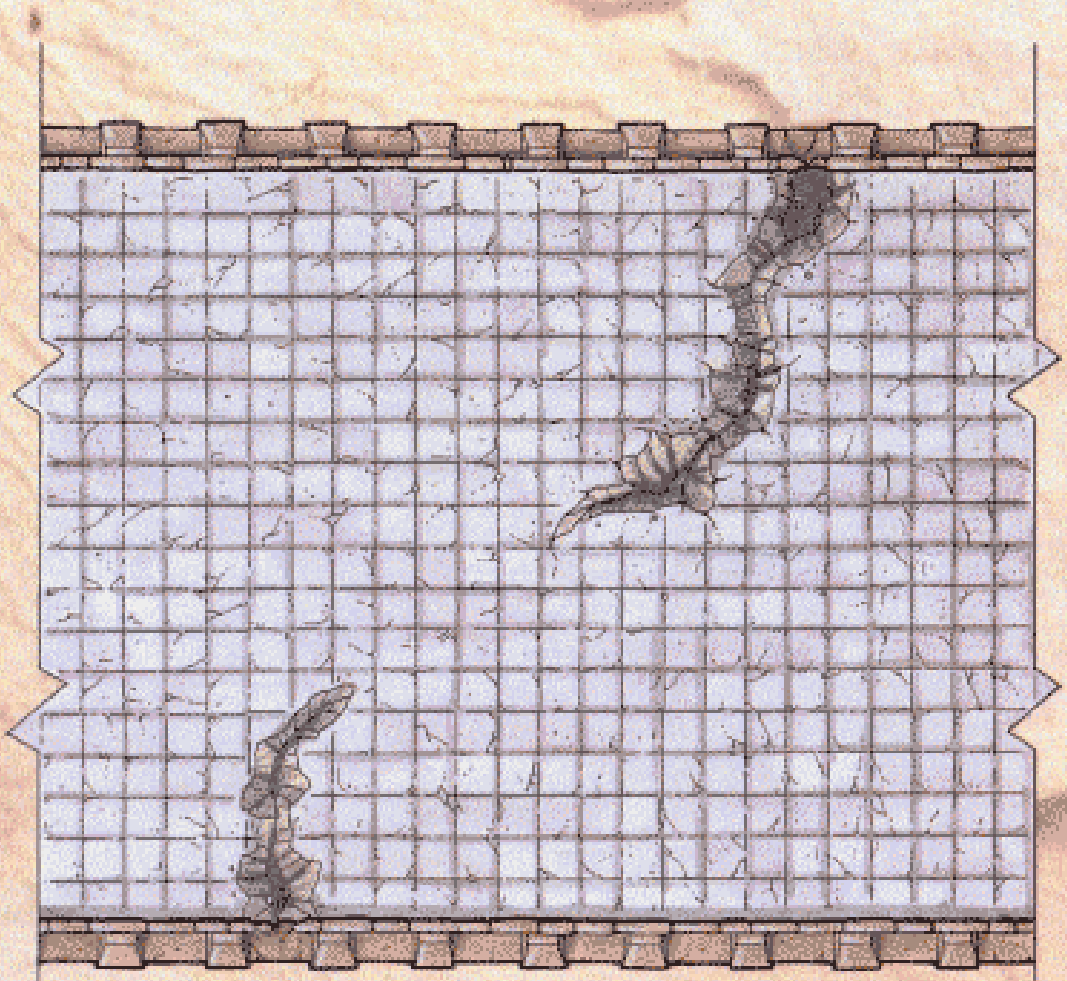
Below Level Passage
Slab
Railing



STAIRCASE GEOMORPH



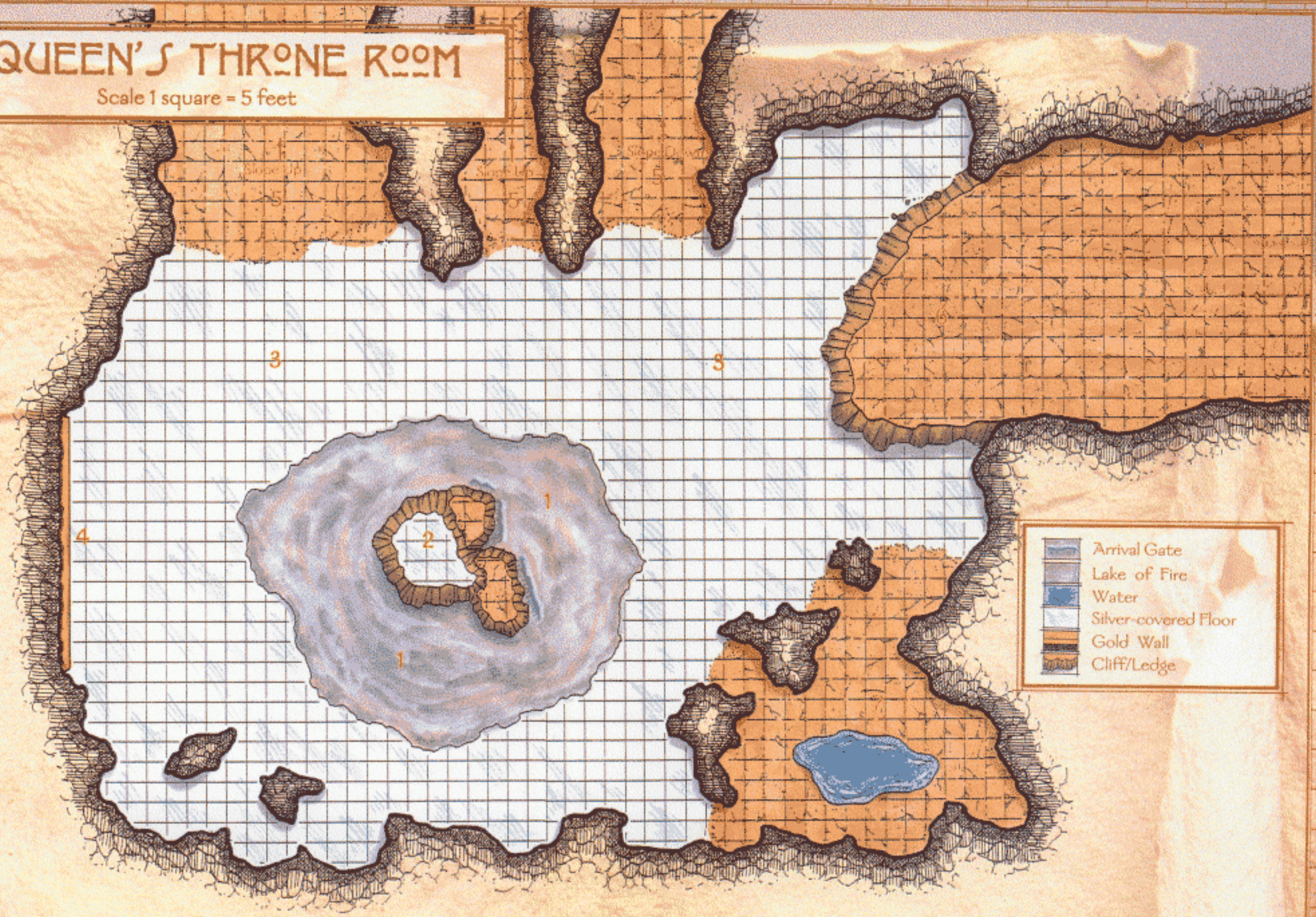
STAIR HEAD GEOMORPH

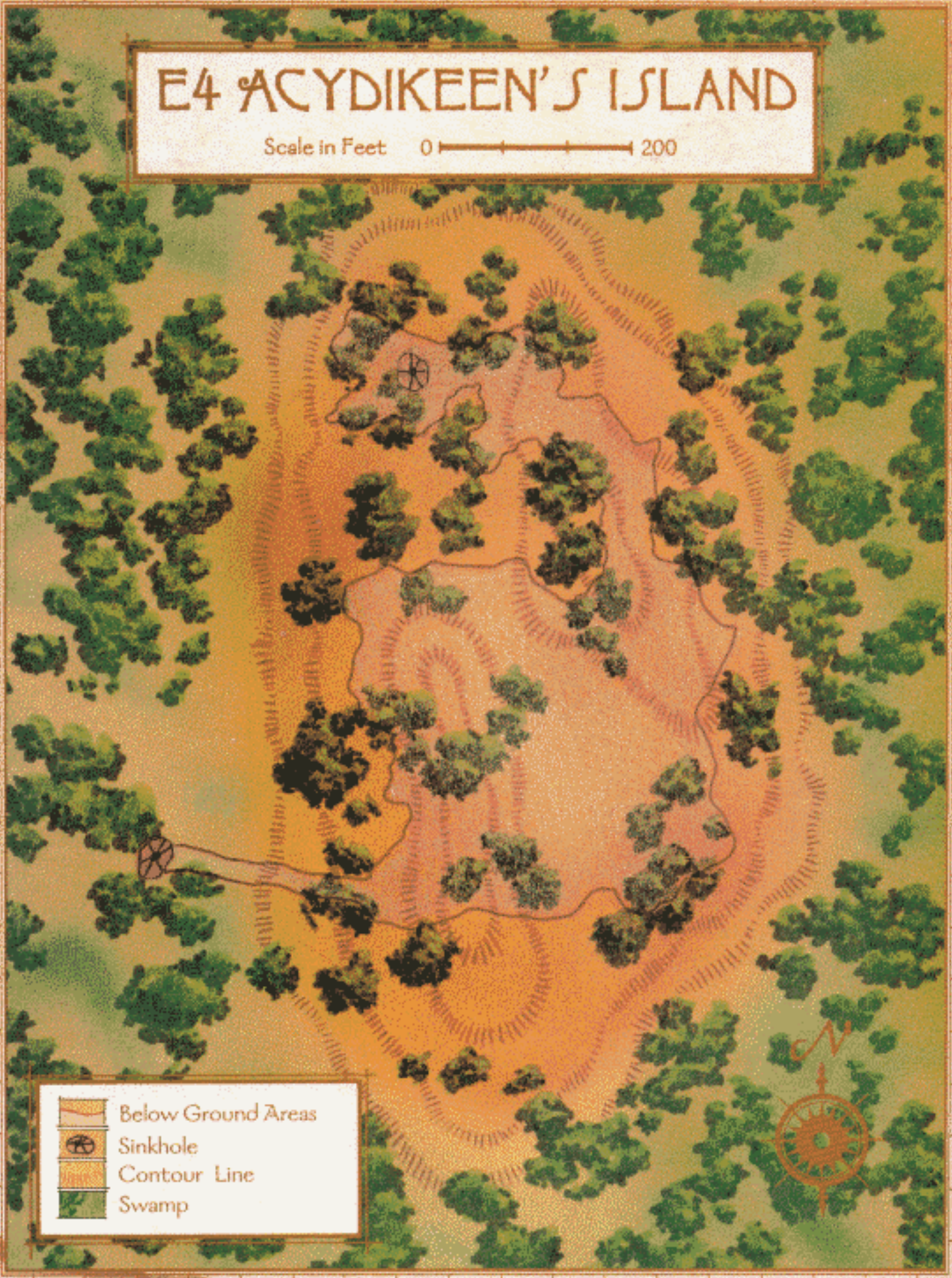


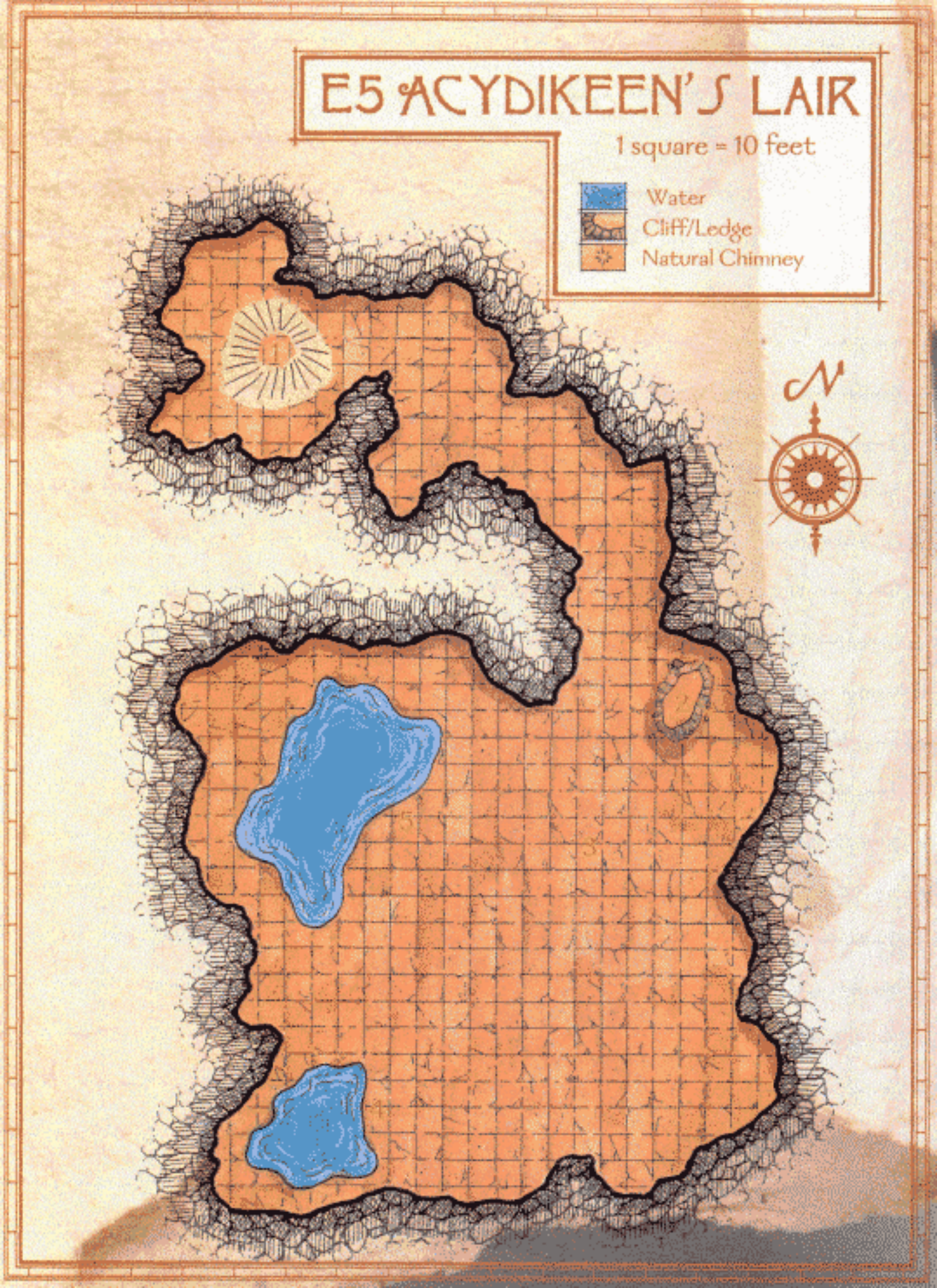
BATTLEMENT GEOMORPH

E3 QUEEN'S THRONE ROOM

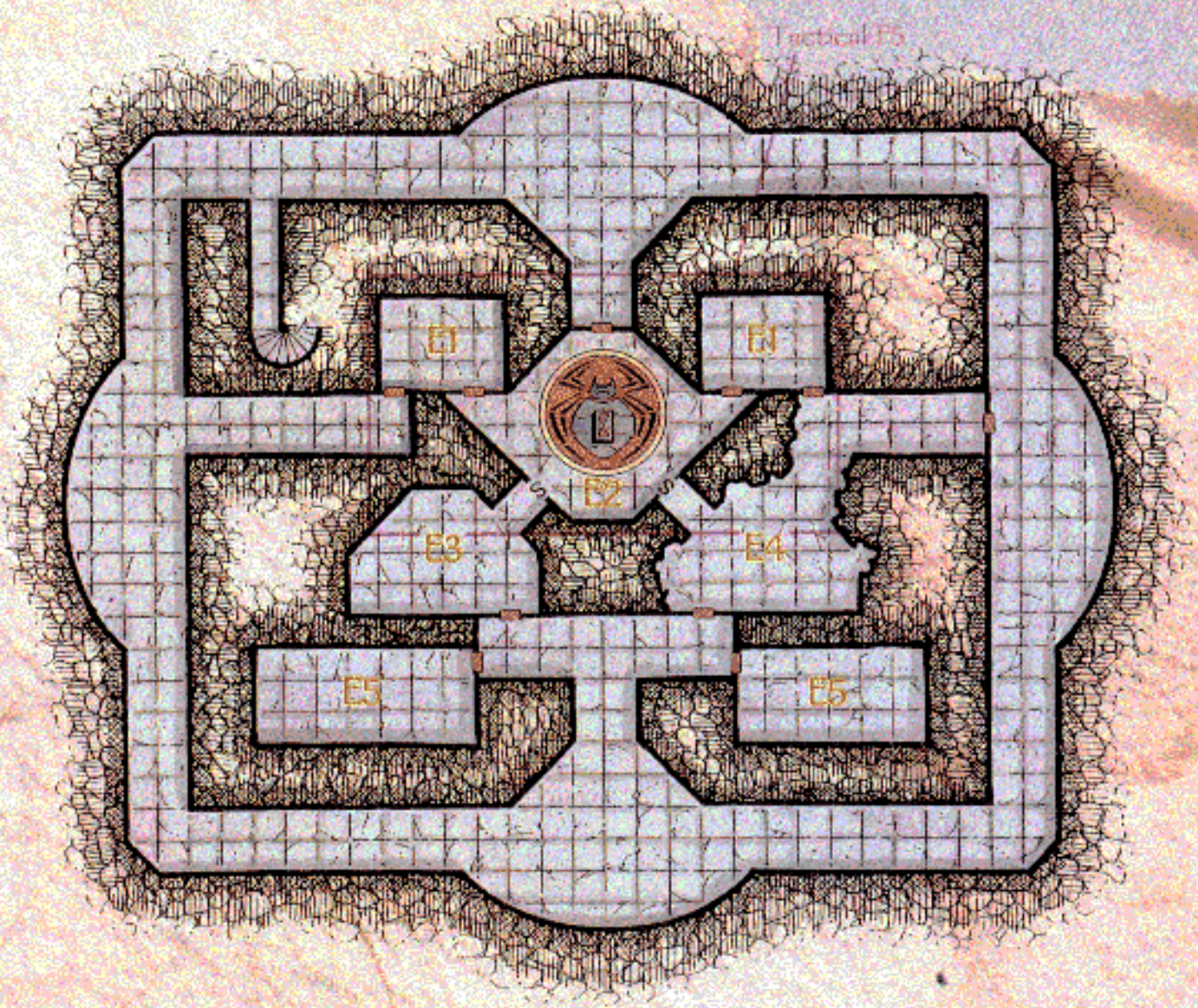
Scale 1 square = 5 feet



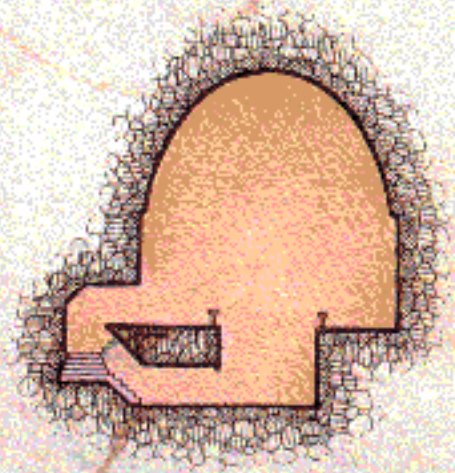

E4 ACYDIKEEN'S ISLAND
Scale in Feet 0 200
Below Ground Areas
Sinkhole
Contour Line
Swamp
N


E5 ACYDIKEEN'S LAIR
1 square = 10 feet
Water
Cliff/Ledge
Natural Chimney
N

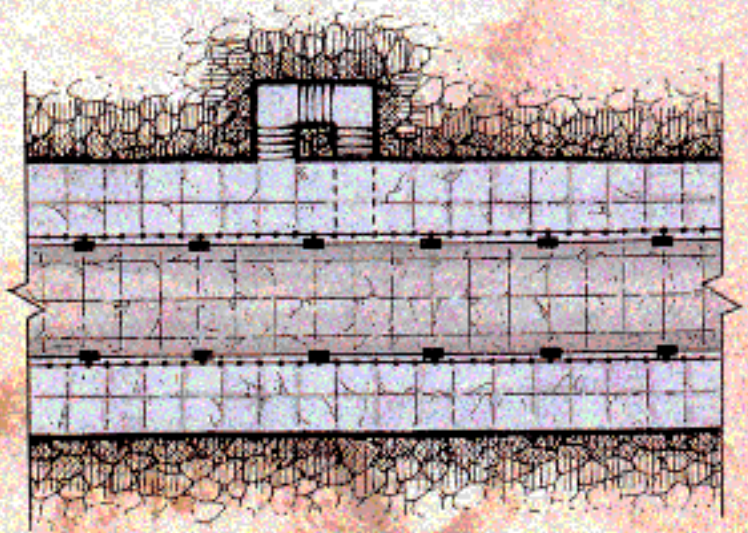
MISKA'S APARTMENTS



HALL GEOMORPH PLAN VIEW



HALL GEOMORPH 3



A3 AT THE SIGN OF THE GOLDEN COCKATRICE

1 square = 5 feet

Spider Arrival Zone

1

2

3

4

4

5

6

7

7a

7b

D. MARTIN