

DUNGEONS & DRAGONS[®]

Basic Game Adventure

Rahasia

by Tracy and Laura Hickman



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by Tracy and Laura Hickman

Developer & Editor: Curtis Smith



Cover Artist: Jeff Easley
 Interior Artists: Jeff Easley and Tim Truman
 Graphic Designer: Ruth Hoyer
 Maps: Diesel & D.C. Sutherland III

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TSR Inc.
 POB 756
 Lake Geneva
 WI 53147

TSR(UK) Ltd.
 The Mill, Rathmore Road
 Cambridge CB14AD
 United Kingdom



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INTRODUCTION

Adventure background

Deep in a lush, enchanted forest lies a pleasant elven village. For years, the whole village prospered. The people lived from the forest around their mountain village and temple.

Four weeks ago, an evil human cleric, known only as "the Rahib," broke into the temple. He was looking for a treasure—a young maiden's dowry, rumored to be in the temple. Instead, he discovered a secret cavern under the temple. The cavern contains the ruins of an ancient wizard's tower.

While exploring the ruins, the Rahib discovered three witches whose spirits were trapped in statues. The witches, Karelena, Solorena, and Trilena, convinced the Rahib to help them escape. To escape, each witch must take over a maiden's body, trapping the maiden's spirit in the statue where the witch was.

Using the witches' knowledge, the Rahib magically charmed and enslaved the Siswa—the elven students and teachers who lived in the temple. Two nights ago, the Rahib and the charmed elves sneaked into the village and kidnapped two elven maidens, Sylva and Merisa. The Rahib freed Karelena and Solorena, trapping Sylva and Merisa's spirits. The Rahib has only to kidnap Rahasia, the most beautiful elven maiden, to free the last witch, Trilena.

When they are all free and together, the three witches are each much more powerful than when alone. So, until Trilena is freed, Karelena and Solorena will not leave the tower ruins.

After finding a letter, the PCs (player characters) go to the elven village and meet Rahasia, the most beautiful elven maiden. Her father and her betrothed both went to the temple, but never returned.

The PCs must go to the temple and find Rahasia's father and betrothed. Then they must find the cavern, release the imprisoned elven maidens and destroy the Rahib and the witches.

The Siswa (elven students and teachers) who were charmed by the Rahib are not really responsible for their actions because they are magically controlled. Encourage your players to think of ways to get around the Siswa without killing them. The charm keeps them in a dream-like state, but it is possible to talk to them. The charm also changes their alignment to chaotic. When the Rahib and the witches are destroyed, the Siswa change back to normal. Until then, however, they follow the Rahib's orders.

When the PCs encounter the witches, remind the players that the witches are using the bodies of elven maidens. Encourage the players to think of ways of capturing and defeating the witches without inflicting physical damage. If the PCs capture a Siswa or witch, give the PCs the appropriate experience points. If they kill a Siswa or witch, subtract the experience points from the PCs!

To capture, rather than kill, a Siswa or witch, the players must say they are trying to capture their opponent. Then, count all damage toward unconsciousness, rather than death. NPCs fall unconscious when their hit points reach zero. PCs should usually have enough time to tie up unconscious enemies before they wake up. PCs cannot capture non-living opponents and creatures such as the water weird (see New Monsters).

About this module

Rahasia is an adventure designed for five to eight PCs of the second to third levels of experience. A balance of character classes is helpful since the PCs face a variety of problems.

Read this entire adventure before playing it. This adventure includes some complicated traps. Pay special attention to them before playing, to make make your game flow more smoothly. Read boxed text aloud to players.

Whenever NPCs (non-player characters) and monsters appear in the text, their abilities are listed this way:

Name (number appearing): Armor Class; Character Class & Level or Hit Dice; hit points; Movement per turn (per round); number of attacks per round; Damage; Save As: Class/Level; Morale; Alignment; Experience Point value; and other abilities when appropriate

Spells (listed by level)

Weapons and equipment when appropriate

Certain areas in the temple and tower contain magical portals. The portals magically connect two places. Some portals only send, others only receive. When characters pass through a sending portal they instantly appear at its receiving portal. Characters cannot tell when they pass through a portal, unless they realize they are not where they expected to be. Once characters go through a portal, they cannot come back the same way. Objects put partway into sending portals cannot be withdrawn; they must go all the way through.

The following abbreviations are used in this module.

AC	=	Armor Class
HD	=	Hit Dice
hp	=	Hit Points
MV	=	Movement Speed
#AT	=	Number of Attacks
D	=	Damage
ML	=	Morale
AL	=	Alignment
L	=	Lawful
N	=	Neutral
C	=	Chaotic
XP	=	Experience Points
F	=	Fighter
MU	=	Magic User
E	=	Elf
Str	=	Strength
Int	=	Intelligence
Wis	=	Wisdom
Dex	=	Dexterity
Con	=	Constitution
Cha	=	Charisma
d	=	Type of Die
cp	=	Copper Pieces
sp	=	Silver Pieces
ep	=	Electrum Pieces
gp	=	Gold Pieces
pp	=	Platinum Pieces

STARTING THE ADVENTURE



THE FOREST

The beautiful elven forest sleeps peacefully about you. Leafy green trees with silver and white trunks stand in blissful grandeur as far as you can see. The trail you walk winds toward the high mountains nearby to the north. The forest's carpet of ferns and deep green bushes is punctuated by the bright reds, blues, and yellows of the abundant woodland flowers.

Ahead, sunlight flashes off metal lying in the path. Armor—elven armor—and whoever wears it is not moving.

The elf on the trail died not long ago, perhaps slain by bandits. His armor is crumpled and useless. A search of the body reveals only a piece of parchment bearing a message in both Common Tongue and Elvish.

Up the mountain path lies the elven village

of Kota-Hutan. Beyond the village, a mountain of gray stone thrusts up from the sweet meadow grasses.

Let the players read Rahasia's letter on the pull-out page at the end of the module.

THE ELVEN VILLAGE

In the village, the delicate elven dwellings mirror the grace of their people. Yet the faces of the villagers reveal great sadness. You soon are led to an elven maid, whose veiled grace and beauty outshines all others present as the sun outshines the stars—she is Rahasia.

"Will you aid me?" she asks.

If the characters accept, the elves will provide food and shelter, but no other aid, though they will hide badly wounded characters from the Siswa while they heal. The elves cannot tell the PCs very much about the temple because all the elves who are familiar with the temple are under the Rahib's control. The elves do know, however, that the temple was protected by a powerful guardian before the Rahib came. They think that the Rahib must have destroyed the guardian. They also show the PCs sketches of the kidnapped maidens,

Sylva and Merisa. Rahasia accompanies the characters to the roadside shrine on their way to the temple.

If the PCs refuse to help Rahasia and the other elves, they are politely, but firmly, sent on their way—they are not wanted and their presence could bring down the wrath of the Rahib. In the woods beyond the village, the PCs are ambushed by a large group of Siswa led by the Rahib. The PCs are showered with vials of sleeping gas with no chance to make saving throws. The PCs are taken to the temple and locked in cells f, g, and h in area 49. The PCs wake up in those cells and must escape from there.

GETTING TO THE TEMPLE

A trail leads from the elven village into the mountains. Before the PCs leave the village, the elves give them a map of the area (Map 1) and warn them of wandering bands of Siswa who attack and slay outsiders. The elves suggest that the PCs find some way to get to the temple unseen. The PCs do not encounter anyone on the way to the temple, but you should roll a few false encounter checks to keep the players guessing. About halfway to the temple, the PCs come upon the roadside shrine.

THE ROADSIDE SHRINE

Use Map 1 for the Roadside Shrine.

A small roadside shrine sits near the path to the temple.

Rahasia stops here to offer incense. The shrine's entrance is in the center of the west wall, and the main room is 15 feet square. In the north and south walls are 10-foot-by-10-foot alcoves.

Before the northern alcove is a small statue of a strong-looking man with a long beard, sitting upon an altar with his legs crossed. Rahasia tells the PCs that the man was a sage of great power, the founder of the Quiet Way and the spiritual leader of the Siswa. He disappeared in a horrible battle with three witches who attacked his tower-home many, many years ago. If the PCs try to investigate the statue or the alcove behind it, Rahasia tells them that they must not disgrace the Old One by walking past his gaze. (This custom prevents outsiders from entering the temple unannounced, but this reason is long forgotten.)

The northern alcove is a magic portal that teleports anyone entering it to area 41 on the lower level of the temple. The southern alcove is a receiving portal from the same area.



ADVENTURE IN THE TEMPLE OF GRAY MOUNTAIN



Many years ago, friendly dwarves helped the elves build most of the temple in return for protection and aid from the elves and Elyas. The upper level chambers are natural caverns where the elves worshipped. The passages were carved out by the dwarves.

Since the arrival of the Rahib, the Siswa rarely visit the upper level of the temple. The entire upper level is unlit and unused. Thick dust covers most things and cobwebs are common throughout. The Siswa use the stairways in the courtyard shrines to reach the lower levels.

If captured Siswa are questioned about the temple, they only explain how they used to use the temple, saying:

"When we come to the temple, we climb the steps to the temple doors (14). Passing through the doors, we turn to the right and stop in a small room (15) to put on robes of worship. Then we walk down the hallway through a large cavern (16). Next, we move along another hallway (17) past several small rooms. We then go through a magical passage (18/32) to another hallway. From there, we enter the main temple (35), where we worship. When we finish, we leave the main temple (35) and go down a hallway, through a magical portal (33/21) to another hallway (22) that is strewn with flower petals. That hallway opens into the temple of the Siswa. The Well of Punishment is in that room. After returning our robes we leave the temple."

Courtyard and Upper Temple Level

Use Map 2 for areas 1-24.

In the courtyard and upper level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d12 and use the resulting encounter on Table 1.

1. OUTSIDE THE TEMPLE

The gates of the temple are silver double doors that are 30 feet wide overall. They are ornately carved with forest scenes, and stand silently shut. The outer walls of the temple are vine-covered stone, and about 20 feet high. At the corners of the south wall, delicate domes rise 10 feet above the walls.

The gates can be opened as normal doors. There are no guards. Rahasia will not enter the courtyard. She tells the PCs she will hide in the brush nearby, waiting for their return.

2. COURTYARD

The double doors open into a courtyard that is 80 feet deep and 90 feet wide. Once well cared for, the dirt floor is now choked with weeds. In the center of the yard sits a large pool. Just beyond the pool is a set of stairs leading to the main doors of the temple itself. Four wooden sheds are attached to the west wall, and another four to the east wall. In the southern corners of the courtyard are two small octagonal stone buildings, each covered by a delicate-looking dome. The buildings are about 30 feet wide.

3-10. SMALL SHEDS

The shed is a 10-foot-by-20-foot area with a dirt floor and thatched roof. The shed's rear wall is formed by the courtyard wall. The shed's walls are made of woven reeds on a wooden framework.

All of the sheds are empty, except number 7. It contains two leather sacks marked with the word "Tithe" in Common Tongue and embossed with two small black panthers. Each sack contains 250 cp.

11. COURTYARD POOL

The pool is 40 feet long and 30 feet across. Its stone rim rises three feet above the ground. The water within has gone brackish and putrid, looking almost glossy black.

A water weird (see New Monsters) lives in the pool. It attacks any living creature that disturbs the water. It ignores objects that are thrown into the water, though.

Water Weird: AC 5; HD 3; hp 12; MV 60'(20'); #AT 1; D 1 + drowning; Save F6; ML 12; AL C; XP 35

The water weird is guarding two large jars at the bottom of the pool. Each jar contains 150 cp, 350 sp, and 200 gp. Buried in the murky filth at the bottom of the pool are 6 gems, worth 100 gp each. Characters have a 2 in 6 chance of finding one gem in the black scum each turn they search. Characters may search as long as they like. Characters who splash about in the water for more than three turns attract a wandering monster from Table 1.

TABLE 1
TEMPLE RANDOM ENCOUNTERS

Die Roll	Wandering Monster	Number Appearing	AC	HD	MV	#AT	Damage	Save As	ML	AL	XP Value
1	Spitting Cobras	1d4	7	1	90'(30')	1	1d3 + poison	F1	7	N	13
2	Black Widow Spiders	1d2	6	3*	60'(20')	1	2d6 + poison	F2	8	N	50
3	Gelatinous Cube	1	8	4*	60'(20')	1	2d4 + paralysis	F2	12	N	125
4	Gargoyle	1	5	4**	90'(30')/ 150'(50')	4	1d3/1d3/ 1d6/1d4	F8	1	C	125
5	Giant Rats	1d10	7	1/2	120'(40')	1	1d3 + disease	F1	8	N	3
6	Siswa Guards (E2)	1d10	4	1*	120'(40')	1	1d8	E2	10	C	20
7-8	Skeletons	1d6	7	1	60'(20')	1	1d6	F1	12	C	10
9-12	Siswa (E1)	1d10	8	1*	120'(40')	1	1d8	E1	8	C	13

12. SOUTHWEST SHRINE

This is an octagonal room, 30 feet in diameter. The floor is dirt; the walls and domed ceiling are made of stone. A 2-foot-high platform covers the far half of the room. A set of stairs leads downward on each side of the platform. In the center of the platform rests a statue of a man sitting with his legs crossed. He appears very strong and has a long beard. The statue is 15 feet tall.

This shrine is empty. The stairs lead to area 25 on middle level.

13. SOUTHEAST SHRINE

Use the boxed description of area 12. This shrine is the same as area 12 except that these stairs lead to area 26, and a hungry gargoyle is hiding behind the statue in this shrine. The gargoyle springs out and attacks when the characters enter the shrine. The gargoyle will not chase the characters if it is thrown food, or has an unfortunate adventurer to munch on!

Gargoyle: AC 5; HD 4**; hp 16; MV 90' / 150' (30' / 50'); #AT 4; D 1d3/1d3/1d6/1d4; Save F8; ML 11; AL C; XP 125; can be hit only by magical weapons

Scattered on the platform behind the statue are 80 gp, 4,000 sp, and the remains of some half-chewed leather sacks. A careful search reveals a scrap of leather with two black panthers embossed on it.

14. UPPER TEMPLE ENTRYWAY

Beyond the double doors is a 10-foot-long entryway. A large, ornate compass rose is carved into the center of the floor. The entryway leads to an arched hallway running east and west. The hallway is 10 feet wide and a total of 50 feet long. At each end, the hallway opens into a large chamber. On the north wall, immediately across from the entryway, is the faint drawing of a hand pointing east. Two curtained-off doorways lead from the south wall of the hallway. One doorway is just west of the entryway; the other is east of the entryway.

The hallway is empty. The hand directs the Siswa on a counter-clockwise circle of the temple.



15. CLOAK ROOM

This chamber is 10 feet wide by 20 feet long. In the southeast corner of the room are two large brass coffer. Atop each is a large, lit candle. Dozens of small pegs line the walls at about shoulder height.

Each coffer contains 550 cp and 50 sp. The coffer are not locked or trapped. Behind the coffer is a pile of dirty rags—the worthless remains of the Siswa's village clothing.

The Siswa continue to light candles daily in this room. Their robes have not been brought back since the last ceremony. Some old robes are in area 16.

ADVENTURE IN THE TEMPLE OF GRAY MOUNTAIN

16. TEMPLE OF THE INITIATES

This is a roughly diamond-shaped cavern, covered with dust. Archways in the north and west corners lead to 10-foot-wide arched hallways. Footprints in the dust lead from the west archway out through the north archway. Overhead, the ceiling opens into a great dome filled with stalactites. A broad platform juts from the southeast wall into the center of the room. On the platform is a statue of a man with a long beard, who sits with his legs crossed. A small altar stands before the statue. A dusty pile of folded cloth lies before the altar.

The pile of cloth is actually ten temple robes, old, but neatly folded. The robes are long and brown, with deep hoods and sleeves. Usually, a character of roughly elven build who wears the robes has an 80% chance to fool any Siswa he meets into thinking that he, too, is a Siswa. Other creatures in the temple are fooled and do not attack 60% of the time. Adjust the chance of fooling by characters' sizes and actions. In general, check only once each encounter—using the worst chance for the group—unless the situation requires additional checks. Remember that the Siswa only speak Elvish.

17. HALL OF THE WORLDLY WALK

This 10-foot-wide arched hallway runs into the darkness. Several 10-foot-wide dark rooms branch off both sides of the hallway.

The rooms are empty, except for dust and cobwebs.

18. HALL JUNCTION

There are magical portals in areas 18, 21, 31, 32, 33, and 34. The portals are marked on the maps with a T (for Teleporter) or an R (for teleport Receiver). When the PCs pass through these portals, they are turned to face a new direction, without knowing it. Unless they see one of the compass roses in the temple (in areas 14, 29, and 35), they do not know the true compass directions. When they do not know the true compass directions, describe what they see by using their (faulty) compass directions or, more simply, by using "left," "right," "ahead," and "behind."

If the PCs have not passed through one of the portals, use the following boxed description as it is.

Two hallways meet here. Several shadowy figures and flickering lights are moving around far to the north.

Area 19 is west of this intersection. Area 17 is to the south. The hallways to the north and east are not true halls, they are magical portals. Area 21 also contains portals like these.

The north portal teleports anyone entering it to area 32 on the middle level. The east portal sends anyone entering it to area 34 on the same level. These portals are one-way only (down). Characters who move through one cannot return; they find only a cold stone wall behind them.

However, light passes through the portals in the opposite direction (from 32 to 18 and from 34 to 18). The light makes the portal look like a very long hallway. Sound does not pass through the portals in any direction. Thus, a character who goes through can be seen by characters on the other side, but cannot be heard.

The shadowy figures and flickering lights are the PCs themselves! The arrangement of the portals allows the PCs to see themselves 280 feet away. Their image goes from 18 to 21 to 31 to 32 back to 18. At such a distance it is impossible to make out details, of course.

19. REAR HALL

This 10-foot-wide arched hallway is filled with cobwebs. It runs into the distant darkness.

Aside from a single curtained opening in the center of the north wall, this hallway is empty.

20. STORAGE ROOM

A long room, 10 feet wide and 30 feet long, lies on each side of the opening behind the curtain. In the room to the left, under the light of burning torches in wall sconces, five brown-robed figures crouch in a circle. They mutter among themselves as they sharpen wicked-looking blades in the flickering light.

The figures are Siswa, and they are huddled around two leather sacks. They do not notice the party unless disturbed. Each sack contains 150 gp. Embossed on the outside of these sacks are two black panthers and the word "Tithe" in Common Tongue.

Siswa (5): AC 8; E1; hp 3, 1, 4, 6, 4; MV 120'(40'); #AT 1; D 1d8; Save E1; ML 8; AL C; XP 13

21. HALL JUNCTION

There is a magical portal here. The magical portals are explained in the text for area 18.

If the PCs have not passed through one of the portals, use the following boxed description as it is.

Hallways run south and east from this junction. West and north of this junction lie two 10-foot-wide hallways filled with dark shadows. The hallways end in stone walls 20 feet away.

As the party enters the junction, four human bandits run out of the north wall and attack! The bandits come through the portal at area 33. The bandits are not surprised. The PCs are surprised on a roll of 1 or 2 on 1d6. If the PCs are surprised, the bandits make one free attack. Then roll for initiative for the first round of normal combat.

After their first attack, the bandit leader yells, "They aren't Siswa!" The other bandits look confused. Immediately get the PCs' reactions. The bandits stop fighting unless PCs attack them. If the Siswa in area 20 are still active, they run out toward the noise and probably attack. If they do, the bandits join the PCs against the Siswa. The bandit leader's name is Teikus.

Bandits (4): AC 6; T1 (leader is T3); hp 8, 4, 3, 3; MV 90'(30'); #AT 1; D 1d6; Save T1 (leader saves as T3); ML 8; AL C; XP 10

These bandits are wearing leather armor and are armed with shields and short swords.

The bandits are totally lost. They came into the temple to steal and went down the south-eastern shrine stairs. They were seen and pursued, so they started running down halls at random trying to get out. They picked up five leather sacks along the way and will gladly hand some over in exchange for directions out. Fifty gp are in each sack. The sacks are marked with two black panthers and the word "Tithe."

Their encounter with the party is a complete accident, so you should role-play their efforts to get out (with some treasure) to the hilt.

22. HALL OF THE TRUTHFUL WAY

A 10-foot-wide arched hallway runs into the darkness ahead. Off both sides of the hall are arched openings into several small rooms. Dust covers the hallway and old flower petals, now brown and dry, crackle underfoot.



The flower petals were strewn by Siswa before the Rahib arrived. In each alcove is a stone statue of a philosopher or sage of the Siswa. There is nothing of value in any of the rooms except room 22e.

A statue of an elven sage stands in room 22e. Around the neck of the stone statue is a golden pendant with a black jade stone. It is worth 1,300 gp. Rahasia's father carried the pendant with him to the temple. After helping Ular-Taman in area 42, he was seen by the Siswa and hid in this dead-end room. Realizing he would soon be captured, he placed the pendant upon the statue and called on the spirit of the sage to protect it. He was

captured, but the Siswa could not remove the pendant. Rahasia's father was taken to the Well of Punishment and thrown down to the third level. The pendant has rested here undisturbed since then.

Anyone not of lawful alignment who tries to take the pendant while it is on the statue is hit by a blue bolt of electricity from the statue. The bolt inflicts 1d8 points of damage to the offending character (who does not get the pendant).

Lawful characters can examine the pendant on the statue. The pendant is part of a talisman of power, described in the Appendix under New Magical Items.

The only way to remove the pendant is to insert the proper ring into the indentation in the pendant. The ring is hidden in area 42. After the pendant is removed from the statue, any character may handle it safely.

23. TEMPLE OF THE SISWA

This is a roughly diamond-shaped cavern, covered with dust. Archways in the north and east corners lead to 10-foot-wide arched hallways. Footprints in the dust lead from the north archway out through the east archway. Overhead, the ceiling opens into a great dome filled with stalactites. The cavern's walls are covered with fresco paintings of the natural beauties of the world. The frescoes are somewhat faded and look long uncared for. A broad platform juts from the southwest wall into the center of the room. A 15-foot-tall statue of a strong man with a long beard sits on the platform with his legs crossed. There is some sort of altar in front of the statue's knees.

The east archway leads to area 14 (the entryway). The north archway leads to area 22. The altar is actually the 4-foot-wide mouth of the Well of Punishment, whose 10-foot-diameter shaft drops down into darkness. The shaft drops 50 feet to area 48 on lower level. Its damp walls are too slippery for even a thief to climb.

24. CLOAK ROOM

Thick dust covers everything in this room. Dozens of pegs line the walls at shoulder height. Suddenly, a slender figure hurtles from the darkness, shouting a warrior's challenge.

An elven warrior-seer, Alki, hid here when he heard the PCs coming. Unless the PCs try to talk to him, Alki will fight to the death.

Alki was one of the original elves summoned to help Rahasia, but he arrived at the temple after the others. He already has used his two spells. He will gladly join the PCs if invited. Alki is devoted to beauty, and thus to Rahasia.

Alki, Elven Warrior-Seer: AC 4; E2; hp 12; MV 60' (20'); #AT 1 at +2; D 1d8 +2; Save E2; ML 9; AL L; XP 20; Str 16, Int 12, Wis 8, Dex 9, Con 13, Cha 12

Spells:

First Level: *magic missile*, *shield*
Alki is wearing chainmail and is armed with a sword, a bow, and carries a shield.

ADVENTURE IN THE TEMPLE OF GRAY MOUNTAIN

Middle Temple Level

Use Map 3 for areas 25-35.

In the middle level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d8 and use the resulting encounter on Table 1. Do not use encounters 9-12.

Directly below the courtyard, on the middle level, are living quarters of the Siswa priests. The personal cells of the priests circle a central dining hall. The stonework in this area is all dwarven. The floor-stones are worn smooth and the ceiling is damp. The Great Temple (area 35), however, is a natural cavern within the gray stone itself. It is surrounded by hallways (some are magical) that were cut around the central cavern.

25-26. STAIRS

These two stairways look identical. The stairway at 25 splits into two sets of stairs that rise to the southwest shrine, area 12 on the upper level. The stairway in area 26 connects with the southeast shrine, area 13 on the upper level.

27. PRIESTHOOD CELLS

There are seven openings on one side of this 10-foot-wide hallway. The openings are blocked by heavy curtains.

Each cell contains a cot of woven reeds, several dirty rags, and a pile of stones. None of these items have any value. There is nothing else in any of the cells, except cells 27f, 27g, 27n, and 27o, listed below.

27f. PRIESTHOOD CELL

Within this cell is a woven reed cot with a chest under it, several rags, and a pile of stones.

Darts smeared with *sleeping* ointment spring from the chest the moment the lid is lifted. Any character who is in the way must make a saving throw vs. poison or fall asleep for 1d6 turns.

Within the chest are 200 sp, 150 ep, a bottle and a half of fine wine and a pair of smooth stones.

27g. PRIESTHOOD CELL

A flickering light comes from this cell. Three brown-robed figures huddle around a candle on the floor. They sway back and forth as they repeat a chant that makes no sense to you.

Three Siswa are chanting here. They become most unreasonable if their chanting is disturbed. They attack outsiders.

Each character who attempts to pass this cell without being noticed has a base 65% chance of doing so. Thieves may add their *move silently* ability to this base chance if they state they are doing so. If any character fails, the Siswa notice immediately.

Siswa (3): AC 8; E1; hp 4, 3, 2; MV 120' (40'); #AT 1; D 1d8; Save E1; ML 8; AL C; XP 13

27n. DARK CELL

In the back of this darkened cell, five figures rest upon the floor.

The five Siswa in this room heard the PCs approaching and are only pretending to be asleep. The Siswa don't know who they hear, but they attack at once if they discover anyone in the temple outside their brotherhood.

Siswa (5): AC 8; E1; hp 6, 6, 5, 3, 2; MV 120' (40'); #AT 1; D 1d8; Save E1; ML 8; AL C; XP 13

27o. DARK CELL

In the back of this dark cell lie five robed figures.

These Siswa are asleep. Each character attempting to pass this cell must roll his dexterity or less on 1d20 or awaken these Siswa. These Siswa also awaken if a fight occurs in the next room, cell 27n.

Siswa (5): AC 8; E1; hp 6, 6, 5, 4, 3; MV 120' (40'); #AT 1; D 1d8; Save E1; ML 8; AL C; XP 13

28. HALL OF THE SISWA

This room is 30 feet wide north to south, and 50 feet long east to west. Double doors stand in the center of the north and south walls. Smoking torches dimly illuminate the rows of dark, stained tables and benches that fill the room. Half-woven baskets stand on two of the tables. Two 10-foot-square alcoves are cut into the centers of the east and west walls. Over the western alcove is carved the word "KESINI," while over the eastern alcove is carved the word "KESANA."

The alcoves are magical portals. Unlike the portals in the upper level, light cannot pass through these portals, nor do they look like halls. The east alcove (KESANA) only sends; it teleports anything in it to a garbage-filled

marsh north of the temple. Anyone entering the east alcove materializes 15 feet above the garbage and falls into the swampy mess. There are no difficulties getting back to the elven village from the swamp.

The west alcove (KESINI) only receives things from the southern alcove in area 41. Entering it has no effect. The Siswa receive their food from the western alcove (KESINI). After eating, they throw their scraps into the eastern alcove (KESANA) where their magical disposal system removes the trash.

29. SISWA GUARDS

Flickering torches light this area. Ahead, beyond openings to the east and west, is a pair of double doors. An ornate compass rose is carved into the floor in front of the doors. At the openings, two brown-robed figures step out to bar your way. Both silently raise gleaming curved blades.

The north doors lead to area 30; the south doors lead to area 27. These Siswa guards may not attack immediately, but they do attack anyone they believe are not Siswa. They will fight to the death (or capture).

Siswa Guards (2): AC 4; E2; hp 8, 9; MV 120' (40'); #AT 1; D 1d8; Save E2; ML 10; AL C; XP 20

30. HALLWAYS OF THE GREAT TEMPLE

There are magical portals at the ends of these halls. The portals are explained in the text for area 18.

These four halls encircle the Great Temple. A gelatinous cube, brought here by Karelena and Solorena, guards these halls. It moves about constantly, cleaning the halls and protecting the Rahib's stronghold from unwanted guests. The cube attacks anyone in the halls, but it never leaves area 30.

To determine where the cube is when the PCs first enter these halls, roll 1d4 on Table 2, below. Every turn the PCs stay in these halls, roll any die once. An even roll moves the cube one hallway clockwise. An odd roll moves the cube one hallway counterclockwise.

TABLE 2
GELATINOUS CUBE LOCATION

Die Roll	Location	Die Roll	Location
1	North Hall	3	East Hall
2	South Hall	4	West Hall



Gelatinous Cube: AC 8; HD 4*; hp 17; MV 60' (20'); #AT 1; D 2d4 + paralyze; Save F2; ML 12; AL N; XP 125

31. NORTHWEST JUNCTION

The hallway to the north appears to continue into the darkness, but it is really a magical portal to area 21 on the upper level.

32. SOUTHWEST JUNCTION

The short hallway to the south is a receiving portal from the north portal in area 18, on the upper level.

33. NORTHEAST JUNCTION

The hallway to the north appears to continue into the darkness, but it is really a magical portal to area 21 on the upper level.

34. SOUTHEAST JUNCTION

The short hallway to the south is a receiving portal from the east portal in area 18, on the upper level.

35. THE GREAT TEMPLE

Strong wooden double doors, ornately carved with forest scenes, open into a huge natural cavern. The cavern is eight-sided and 70 feet across. It is brightly lit by oil lamps on the walls. The walls rise 30 feet, then open into a great 40-foot-high metal dome. A large compass rose is carved into the floor in the center of the

(boxed text continues)

room. There are three doorways; one in the center of the west wall, one in the center of the east wall, and one in the center of the south wall. A raised platform juts 30 feet out from the north wall. At the back of the platform sits a 15-foot-tall clay statue of the strong man with the long beard. At the front of the platform is an altar. A black-robed figure stands behind the altar, burning incense.

The figure behind the the altar is the Rahib. At the first sign of intruders, the Rahib throws his arms in the air and disappears in a flash of smoke and flame. He actually drops through a trap door behind the altar that leads to area 36 on the lower level. There is no way the PCs can prevent his escape at this time.

The statue is a huge, clay-covered bone golem. See New Monsters for details about this creature. As soon as anyone not wearing a Siswa robe comes within 20 feet of it, attacks it, or does any damage to the altar area, the golem attacks. The golem's dried mud covering cracks and falls away, revealing its four skeletal arms, each holding a wicked-looking sword. The golem fights until the intruders leave area 35. Then it returns to its place on the platform. This golem hopelessly outclasses any typical party, so the players must think of a way past this creature (the robes work, of course).

Long ago, Elyas specially constructed this golem from the bones of a giant to protect the

temple. Karelana and Solorena helped the Rahib figure out how to keep it from attacking him.

Bone Golem: AC 2; HD 8**; hp 32; MV 120' (40'); #AT 4; D 1d8 each arm; Save F4; ML 12; AL N; XP 1750; can only be hit by magical weapons; immune to *charm, sleep, hold, fire, cold, electricity, and gases*; cannot be turned

Directly behind the statue, in the floor of the temple, is a secret door that opens over a staircase down to the treasure room (area 44 on the lower level).

Lower Temple Level

Use Map 4 for areas 36-49.

In the lower level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d8 and use the resulting encounter on Table 1. Do not use encounters 9-12.

The Rahib has made his secret quarters in the lower level, as well as his storerooms and prison cells.

36. MEDITATION ROOM

The walls of this 30-foot-wide octagonal room are covered with aged fresco paintings of trees and peaceful mountain scenes.



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A staircase in the north wall leads to a trap door behind the altar in area 35 on the middle level.

If the PCs spend more than one round in this room, the spirit of Rahasia's father appears as a ghostly form. He is a haunt. See New Monsters for details about haunts.

"By the Rahib's hand
Was I here felled
and long awaited
you to come.

"Rahasia's pain
I have dearly felt
But you have come
To free her.

"hasan is in the dungeon south;
My gold is toward the north.
an ally in the dragon guard
Waits before the gold.

"The Rahib is but a pawn;
A darker evil lies below.
The dragon guard knows the story
and guards the way below."

Rahasia's father was brought here from the well. The Rahib tried to force the lore of the pendant from him, as well as repeating his demands that Rahasia go with him unhindered. When the elf refused, the Rahib slew him in a fit of rage. The elf's spirit refuses to rest, however, until Rahasia is safe.

37. LIBRARY

This room is 20 feet square, with a 10-foot-wide alcove in the north end of the east wall. Shelves full of books and papers line the north and west walls, and a thick rug covers the floor. In the center of the room is a large table lit by a single burning candle. At the table, facing you, sits a dark figure.

This is the most important encounter on this level. The dark figure is the Rahib. He will try to destroy the PCs. However, if he doesn't think he can fight the PCs and win, he tries to escape to area 40, where his panthers are. Role-play the Rahib as intelligently as possible. The PCs' best move is to rush him and overpower him immediately. Buried under the papers on the table is a set of keys to all the doors in the temple.

The Rahib: AC 3; C5; hp 35; MV 60'(20'); #AT 1 at +1; D 1d6 +1; Save C5; ML 10; AL C; XP 200; Str 12, Int 11, Wis 16, Dex 13, Con 12, Cha 17

Spells (Clerical):

First Level: *detect magic*, *protection from evil*

Second Level: *hold person*, *silence 15' radius*

The Rahib is wearing *chainmail* +1 under a black robe and carries a *mace* +1.

Rahasia's father is a stately elf with piercing, yet gentle, eyes and a melodious voice. He cannot cause or take damage. He identifies himself, recites the following message, then disappears. He will not reform or answer any questions.

38. HALL

This is a 10-foot-wide hallway that is 20 feet long. Double doors stand at the far ends. There are single doors at the east ends of the north and south walls.

39. STUDY

This is a 20-foot-square room, with a 10-foot-wide alcove at the south end of the east wall. A table in the center of the room is covered with diagrams, drawings, and papers. The drawings are of Merisa, Sylva, and Rahasia. The diagrams are plans of the elven village, showing the houses, streets, and places with thick brush and other cover. The papers are covered with scribbled notes.

There is a secret door on the north side of the alcove that leads to the Rahib's bedroom, area 40.

40. THE RAHIB'S BEDCHAMBER

This bedroom is carpeted in a plush red color that matches the spread on the large bed in the southeast corner of the room. Two black panthers lie on the bed.

The panthers attack anyone in the room unless the Rahib commands them not to.

Black Panthers (2): AC 4; HD 4; hp 14, 19; MV 210'(70'); #AT 3; D 1d4/1d4/1d8; Save F2; ML 8; AL N; XP 75

In the study, the Rahib learned of an ancient tunnel down to Elyas' tower. The Rahib dis-

covered the secret door in the east wall of this room that leads to the tunnel, area 40a.

If the Rahib gets into this room before the PCs, he escapes through the secret door to the tower, and may be met later. The secret door only opens when a magical word is spoken in the alcove. The characters can discover the word by studying the Rahib's notes on the table in the study (area 39) for 1 hour, or by studying the old books and papers in the library (area 37) for 1 week.

40a. ANCIENT TUNNEL

This thin, dark tunnel winds down from area 40 through the gray mountain to the gates of Elyas' tower, area 50. The tunnel is 180 feet long and only wide enough for one character. This ancient tunnel was forgotten until the Rahib discovered it.

41. RECEPTION ROOM

This octagonal room is 30 feet across. It has 10-foot-square alcoves in the north, south, and west walls. These are blocked by gates of heavy iron bars. Above the north alcove is carved the word, "KESINI." Above the other alcoves are carved the word "KESANA." A large gong hangs before the western wall.

The alcoves are magical portals. The northern portal is a one-way receiving portal from the roadside shrine. The southern portal sends anything entering it to the receiving teleport in the Hall of the Siswa, area 28 on the middle level. The western portal sends anything entering it to the southern alcove of the roadside shrine.

The Rahib brings food and treasures offered at the roadside shrine (and shipments of food that he brought there secretly) into the temple through the northern portal. The food is stored in room 46 or sent to the Hall of the Siswa, area 28 on the middle level. The gong announces a delivery—or the arrival of unwanted guests.

Each time something enters through the northern portal, the gong rings with a thunderous noise. The iron gate is locked, of course. Thieves have one try to unlock the gate before the party has to avoid capture if they enter this way. If they don't get out, the Siswa arrive and knock the PCs out with vials of sleeping gas. The PCs cannot make saving throws. The PCs wake up in prison cells f, g, and h in area 49.

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42. ULAR-TAMAN'S ROOM

Smooth bare stones form the walls of this 20-foot-square room, but a rough cut tunnel is carved in the west corner of the north wall. In the center of the room, a glittering snake-like reptile weaves back and forth.

The snake-like reptile is Ular-Taman, a creature created by Elyas long ago. Ular-Taman is good, kind, and wise. It prefers characters of lawful alignment. Ular-Taman can never leave the temple.

Ular-tamn guarded the only known entrance to the ruins of Elyas' tower, the Tower Tunnel, area 44a. Out of respect for Elyas after he died, the elves never entered the ruins. After several generations, they forgot that the ruins existed. The Rahib discovered another way into the tower, from area 40.

When the Rahib took over the temple, Ular-Taman fought a terrible battle with him and his panthers. Ular-Taman was wounded, but managed to drive the Rahib out of areas 42, 43, and 44. So far, the Rahib has not dared face Ular-Taman again.

Rahasia's father helped Ular-Taman recover its strength. In return, Ular-Taman is guarding Rahasia's father's treasure until it is claimed for Rahasia. Until it is claimed, Ular-Taman will not leave areas 42, 43, and 44.

Ular-Taman also guards a black jade ring, which it was to keep for Hasan, but will also entrust to Lawful PCs who speak well of Rahasia, her father, or Hasan. The ring is part of a talisman of power, and is needed to release the other part, a pendant, in area 22e.

The ring is hidden under a loose stone in the floor. Treat the stone as a *shifting wall*. Characters must search the exact center of the room to have any chance of finding it. Ular-Taman knows the powers of the ring and pendant, but cannot speak of them unless asked, and then only after the two are joined.

Ular-Taman: AC 2; HD 6; hp 32; MV 120' (40'); #AT 2 or spells; D 1d4/2d6 + constriction; Save F6; ML 10; AL L; XP 275; Except for his special abilities, Ular-Taman's attacks (not his appearance) are similar to a rock python's (giant constricting snake).

Spells (Clerical): (each spell once per day)

First Level: *cure light wounds* (X2), *protection from evil*, *light*

Second Level: *hold person*, *silence 15' radius*

If the PCs talk to the reptile, they find an ally

and gain the black jade ring (if they have the pendant). Ular-Taman also tells the PCs the following story.

"Many generations ago, a wizard, called Elyas, visited these elven people. He asked for a place to live, where he could work in peace and solitude. Because his heart was true and he respected the elves and their customs, they gave him a place in their forest where he built a tremendous tower. For many years they helped him and he protected and taught them, for his magic and learning was vast.

"Their friendship with Elyas was passed from father to son, until even Elyas grew old. Then disaster struck. Three horrible witches attacked his tower. They sought a magical gem Elyas owned—the *Black Opal Eye*—for its power could make them almost invincible.

"None of the witches dared face Elyas alone, but together they were very powerful. In a fiery battle, they called down a gray mountain to crush Elyas. As the mountain slammed down onto his tower, Elyas drew the witches inside it, where he trapped them. Unfortunately, Elyas himself perished.

"In his memory, the elves began to build this temple on that mountain. Many years later a group of dwarves helped complete the temple. The temple became a place of quiet meditation and learning. Many young elves spend a year here as students, known as *Siswa*. Now, this mountain is known as Gray Mountain.

"I guard the way to Elyas' tower, but I fear the Rahib has found another entrance".

If the PCs ask how to get to Elyas' tower, Ular-taman tells them about the secret door in area 44 that leads to the Tower Tunnel, area 44a.

If the PCs attack and kill Ular-Taman, it becomes a haunt and continues to guard the treasure and the ring. See *New Monsters* for details about haunts. Characters that see a haunt must make a successful saving throw vs. spells or run away. Those characters absolutely refuse to enter the area for at least 1 day.

If the PCs entered this level as captives, Ular-Taman directs them to the south portal in area 41 that leads to the Hall of the *Siswa*, area 28 on the middle level. Then Ular-Taman gives them directions out to the courtyard. It also warns them that a dangerous guardian protects the Great Temple, area 35. Ular-Taman does not reveal any details of the guardian's nature, other than that it has been

in the temple since the temple was built.

Siswa are free of the Rahib's control while they are in areas 42, 43, or 44. However, they fall back under the Rahib's control when they leave those areas.

43. TUNNEL

This 10-foot-wide tunnel runs northeast from the room of Ular-Taman to what appears to be a rock slide. The rock slide is actually a secret door to room 44, where Rahasia's treasure is.

44. TREASURE ROOM

This 30-foot-wide (east to west) by 20-foot-deep room holds a treasure of tremendous wealth! A solid metal door is set into the east end of the south wall.

The metal door leads to area 45, the stair of locks. No one can open the door unless its lock is picked or unlocked with the keys from area 37, the library.

The treasure is in the center of the room. It includes: 800 gp, a *sword + 1*, a *snake staff*, a *ring of animal control*, a *potion of healing*, a marble jar with 6 inlaid gems (worth 1,000 gp), 2 platinum birds (worth 700 gp each), and 12 gems (each worth 100 gp).

A secret door in the north wall leads to the Tower Tunnel, area 44a.

44a. TOWER TUNNEL

This 200-foot-long tunnel leads from area 44 on the lower temple level to the gates of Elyas' tower, area 50. The first 30 feet of the tunnel are eight feet wide. From that point on, the tunnel quickly narrows so only one character can squeeze through.

45. STAIR OF LOCKS

This stairway descends from the secret trap door behind the statue in area 35 (the great temple on the middle level) to area 44 on the lower level. This stairway is blocked by not one, but three strong metal doors. The only way to pass them is to pick their locks or open them with the keys in the library, area 37 on the middle level. The Rahib does not know about this stairway or the secret trap door in the great temple.

46. STORAGE ROOM

This is a 20-foot-square room. There are boxes and several broken jars on the floor. The room also contains crude ovens and casks of wine.

This is where supplies are kept and food is



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cooked for the Siswa. One of the boxes contains brown robes. Eight giant rats prowl in this room. They attack anything that moves into this room unless distracted with food.

Giant Rats (8): AC 7; HD 1d4; hp 4, 4, 4, 4, 2, 1, 1, 1; MV 120'(40'); #AT 1; D 1d3 + disease; Save F1; ML 8; AL N; XP 3

47. GUARDROOM

Double doors open into this guardroom. Four Siswa guards in chainmail are posted here. Directly across the room is another set of double doors.

The guards' orders are to let no one pass unless the Rahib is present and instructs them otherwise. The guard leader carries the keys to all the cells in area 49.

If the PCs are escaping from the cells, you may reduce the number of guards in this area to make their escape possible; assume the other guards are with the Rahib.

Siswa Guards : AC 4; E2; hp 10, 8, 6, 4; MV 120'(40'); #AT 1; D 1d8; Save E2; ML 8; AL N; XP 20

48. WELL BOTTOM

This is the bottom of a deep, 10-foot-wide shaft that extends straight upward into darkness. It is sealed off from the hallway at its base by a heavy iron gate. Piled at the bottom of the well are stuffed leather mats that prevent damage from a fall down the shaft. The walls of the well are damp and too slippery for even a thief to climb.

The iron gate is locked. Trying to smash through the gate alerts the guards. The alerted guards use vials of sleeping gas to capture the PCs before they can break through. To get through quietly, the PCs must pick the lock.

49. PRISON CELLS

A long, dark hallway runs east and west. Heavy wooden doors with barred windows line both sides of the central hallway. A similar door stands at the east end of the hallway. A gate of iron bars blocks the west end.

The cells are 10 feet square and empty except as noted below. The keys to all the cells are carried by the guard leader in area 47. Another set of keys is in the library, area 37.

If the PCs are captured, they are locked in cells f, g, and h. If the entire party is captured, encourage them to plan their own escape. Any reasonable plan will work—for example a thief might pick the door lock with a piece of scrap metal, a very strong character may work a door bar loose, or the PCs may plot to summon and ambush the guards. Captured PCs' weapons and other equipment is piled in cell s, which is not locked. Other prisoners can only be freed by picking the locks to their cells or using the keys.

Locked in cell b is a tall human fighter named Baik Telor. He wandered into the roadside shrine and was caught by the Siswa. He will gladly join the party if he is given weapons. He is wearing chainmail, and his dress is somewhat Arabian—turban and loose silk breeches.

Baik Telor, Human Fighter: AC 5; F4; hp 24; MV 120'(20'); #AT 1 at + 1; D unarmed; Save F4; ML 10; AL L; XP 50; Str 15; Int 9; Wis 12; Dex 10; Con 9; Cha 13

Baik Telor is wearing chainmail.

Hasan is locked in cell 49q. He has no weapons or armor. Although he is tired, he is ready and willing to join the PCs against the Rahib.

Hasan: AC 8; E2; hp 8; MV 120'(40'); #AT 1; D unarmed; Save E2; ML 10; AL L; XP 20; Str 12; Int 16; Wis 10; Dex 13; Con 10; Cha 13

Cell r is filled with old bones. The Rahib gives them to Karelena and Solorena. They use the bones to create skeletons that sometimes appear as wandering monsters.

ADVENTURE IN ELYAS' TOWER



Halls of Grandeur

Use Map 5 for areas 50-84.

The upper floors of Elyas' tower were completely destroyed in the battle between Elyas and the three witch sisters, Karelena, Solorena, and Trilena. Much of the remaining tower was scorched by fires that raged after the combat.

In the Halls of Grandeur, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d6 and use the resulting encounter on Table 3. Do not use encounters 7-12.

50. GATES OF THE TOWER

The tunnel opens into a dark, dry cavern, deep within the mountain. No sound breaks the silence in the cavern. Gray stone walls rise up 60 feet to the cavern's rock and earth ceiling. This structure appears to be an ancient tower, buried under the mountain. Only the lowest story of the tower is intact. What little of the upper stories is visible are destroyed. Cut stones from walls and battlements lie

scattered about the cavern floor. The cavern has caved in around the sides of the tower so only the front is visible. Darkly stained doors stand in the tower's front wall. Unrecognizable engravings cover those metal doors.

The doors are the only entrance to the tower. The doors are unlocked, but difficult to open; characters must apply 25 strength points to open the doors far enough to enter area 51.

51. CORRIDOR OF THE UNEXPECTED

This is a long 10-foot-wide majestic corridor. Its walls rise 30 feet to an arched ceiling. The walls and the ceiling are streaked with soot. The corridor leads north into the darkness of the tower.

The corridor is 40 feet long. Two thieves hide in the shadows near the north end of the corridor. When the PCs enter, the thieves try to surprise them and attack. If the thieves do not surprise the PCs, or are captured, they try to bluff their way out.

Bandits (2): AC 6; T1; hp 6, 4; MV 40'; #AT 1; D 1d6; Save T1; ML 8; AL C; XP 10
These bandits are wearing leather armor, are armed with short swords, and carry shields.

These thieves followed the Rahib into the temple to the tower. They have not been in the tower very long. They went down the west corridor where all they found was a burned library and some wine.

One bandit carries 30 sp in a pouch. The other carries 200 gp in a leather back pack and a 400-gp gem hidden in the hollow hilt of his dagger. Each bandit is carrying a bottle of Sour Wine. See area 72 for an explanation of the use and effects of drinking this wine.

52. HALL OF RUBBLE

This is a tremendous hall, filled with broken and charred beams and rubble. The rubble has been moved to the center of the room. Overhead, the ceiling is broken through by beams and stones.

The northernmost 10 feet of this room slopes gently downward to the north. Dwarves have their normal chance to detect the slope, if they look for sloping passages.

Each time a character searches the rubble, roll 1d6. If the result is a 1 or a 2, the character finds one of 10 100-gp gems hidden in the rubble. Characters may search as long as they wish, but searching is noisy. After 4 turns of searching, roll for a random encounter on Table 3 every turn until they stop searching.

53. INNER HALL

This dark, 30-foot-wide hall has a flat ceiling. Two alcoves are set in the east wall, and two in the west wall. The alcoves are 10 feet high and 10 feet deep. A plush, red velvet curtain hangs across the north end of the hall.

TABLE 3
TOWER RANDOM ENCOUNTERS

Die Roll	Wandering Monster	Number Appearing	AC	HD	MV	#AT	Damage	Save As	ML	AL	XP Value
1	Orcs	2d4	6	1	120'(40')	1	1d6	F1	8	C	10
2	Elf	1	5	1*	120'(40')	1	1d8	E1	8	N	13
3	Goblins	2d4	6	1-1	90'(30')	1	1d6	NM	7	C	5
4	Minotaur	1	6	6	120'(40')	2	1d6/1d6	F6	12	C	275
5	Ogre	1	5	4+1	90'(30')	1	1d10	F4	10	C	125
6	Rahib (C5)-Roll again if he is already defeated.	1	3	C5 hp33	60'(20')	1 at +1	1d6 +1	C5	10	C	200
7	Panthers	1d2	4	4	210'(70')	3	1d4/1d4/1d8	F2	8	N	75
8	Gelatinous Cube	1	8	4*	60'(20')	1	2d4 + paralysis	F2	12	N	125
9	Giant Rats	3d6	7	1/2	120'(40')	1	1d3 + disease	F1	8	N	3
10	Giant Bats	1d10	6	2	30'(10')/ 180'(60')	1	1d4	F1	8	N	20
11	Zombies	2d4	8	2	90'(30')	1	1d8	F1	12	C	20
12	Black Widow Spiders	1d3	6	3*	60'(20')	1	2d6 + poison	F2	8	N	50

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This hall is 50 feet long, and slopes gently downward to the north. Dwarves have their normal chance to detect the slope. The curtain blocks all light from area 54, but is easily moved aside.

54. TOMB OF SOULS

Most of this room is taken up by a platform. Three steps lead up to the platform. A brazier, standing in the middle of the platform blazing with bright blue flame, illuminates this room. Three stone coffins are arranged in a triangle around the brazier. The largest coffin stands at the front of the platform. The coffins are covered with mysterious carvings. At the back of the platform, is an ornate cast-iron throne. To the left of the throne, a metal stand supports a large, ancient, leather-bound book. The book is closed, its cracked cover held by a metal clasp. A long quill pen lies on top of the book. The stand is turned so that the book, if opened, faces the throne.

The coffins are marked A, B, and C on the map. See encounter areas 54A, 54B, and 54C for details about these coffins. The brazier is fixed to the floor and cannot be removed. The flame burns without heat or smoke and cannot be extinguished. The coals continue to burn after being removed from the brazier, each coal lighting an area 10 feet in diameter. The throne is a receiving teleport from the throne in area 100. Sitting on the throne here has no effect.

The *Book of Years* and its quill, *Windscribe* have been waiting here for quite some time. They are both intelligent and protected by a spell that allows only Lawful characters to touch them.

The book, when opened, says, "Receive the tale of years!" But the pages of the book are all blank! The book then recites the following story. The book does nothing else.

"Come woodland folk and gather near,
The tale of the wizard's keep to hear.
Whence, long ago in a younger age,
The Black Opal was held by Elyas the mage.

"The opal increased his magical grace,
But he kept the stone in an open place.
Three witches, wishing to heighten their power,
Rained flame and stone upon his tower.

"Elyas trapped each witch in a dragon's eye.
But without the opal, they did not die.
As Elyas raced to retrieve the stone,
A granite mountain crushed the mage and his home.

"The spell ne'er completed, the three witches wait
In eternal suspension until by some fate
Their souls are released upon innocence sweet
Then revenge they will reap upon all that they meet."

The quill answers up to five yes/no questions with an 80% chance of accuracy. *Windscribe* only answers questions for Lawful characters. If asked about the tower floorplan, the quill flies to the parchment the PCs are mapping on and draws a rough map of area 100, and areas 87, 102, and 105. *Windscribe* does not include secret doors in its map.

54A. KARALENA'S CRYPT

This is the largest of the crypts. It is covered with unknown symbols. The lid is sealed to the base on all four sides with lead. Each lead seal is inscribed with a mysterious symbol.

All PCs attempting to lift the lid of the coffin must add their strengths together. Roll 2d20. If the PCs' combined strengths total more than the result of the dice roll, they break the seals and open the lid.

The skeleton of a woman covered with the tattered remains of a deep blue robe lies within the coffin. A secret panel in the bottom of the coffin conceals 1,000 cp, 800 ep, and 500 gp.

54B. SOLORENA'S CRYPT

This coffin is covered with carvings of unfamiliar design. The seals on all four sides of this coffin are broken.

All PCs attempting to lift the lid of the coffin must add their strengths together. Roll 2d20. If the PCs' combined strengths total more than the result of the dice roll, they lift the lid.

A woman's skeleton wearing rusting chain mail armor and rotting furs lies in the coffin. One hand holds a nicked non-magical sword across its ribcage. The other hand holds a scroll across the sword. The sword cannot be removed from the skeleton's hand by the PCs. The skeleton attacks the first PC who reads the scroll. The words on the scroll are written above the illustration at right.

Skeleton: AC 4; HD 1; hp 8; mv 60'(20'); #AT 1; D 1d6; Save F1; M 12; AL C; XP 10

54C. TRILENA'S CRYPT

This coffin is covered with mystical runes. There are unbroken lead seals on each of the four corners of the lid.

All PCs attempting to lift the lid of the coffin must add their strengths together. Roll 2d20. If the PCs' combined strengths total more than the result of the dice roll, they break the seals and open the lid.

The skeleton of a woman covered with the tattered remains of a flowing red dress lies within the coffin. There is no treasure here.

55. OUTER WEST VAULT

Faded frescos of golden towers and diamond trees cover the walls and ceiling of this 30-foot-square room. In the center of the room sits a 10-foot-square cube of stone. A ladder leans against the south end of the east wall.

The floor in this room is level. On the west side of the cube is a secret door to area 56. Another secret door, at the top of the ladder, leads to area 54.

56. INNER WEST VAULT

This vault is empty.

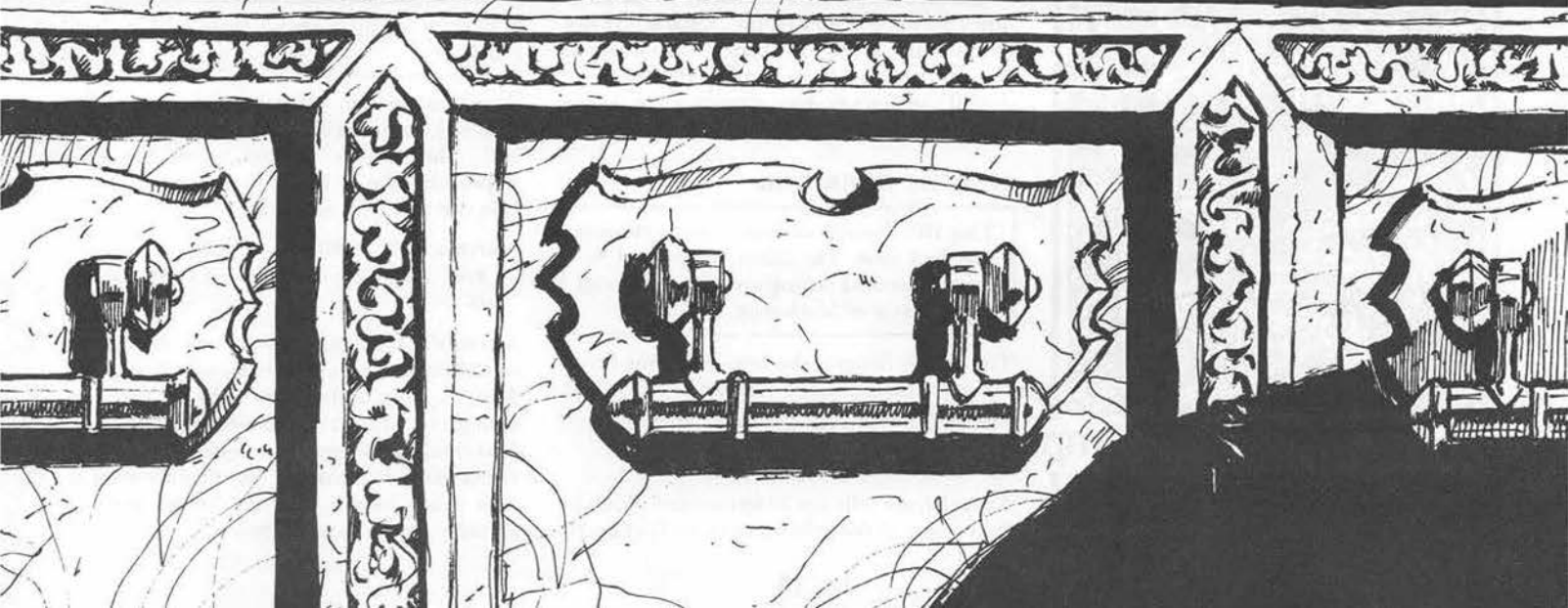
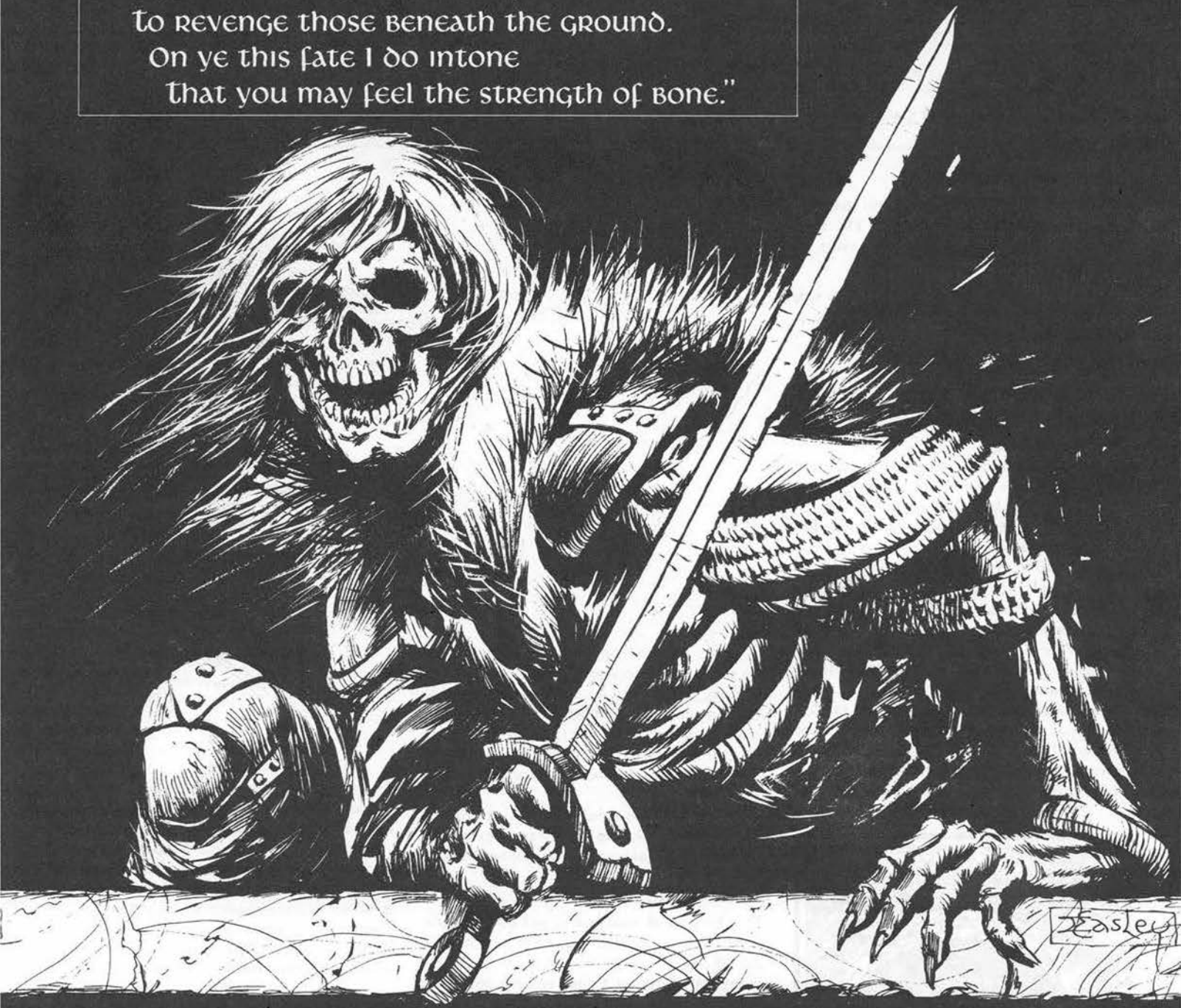
57. WEST STAIRS

This long dark staircase slopes down to the north. It is safe to move on.

58. OUTER EAST VAULT

The walls of this 30-foot-square room are meticulously clean. A ladder leans against the south end of the west wall. A 10-foot-square cube sits in the center of the room.

"a second chance is seldom found
to revenge those beneath the ground.
On ye this fate I do intone
that you may feel the strength of bone."



ADVENTURE IN ELYAS' TOWER

A gelatinous cube is hiding behind the stone cube. It attacks the PCs on sight. There are 60 ep, 40 gp, and one 50-gp gem inside the creature.

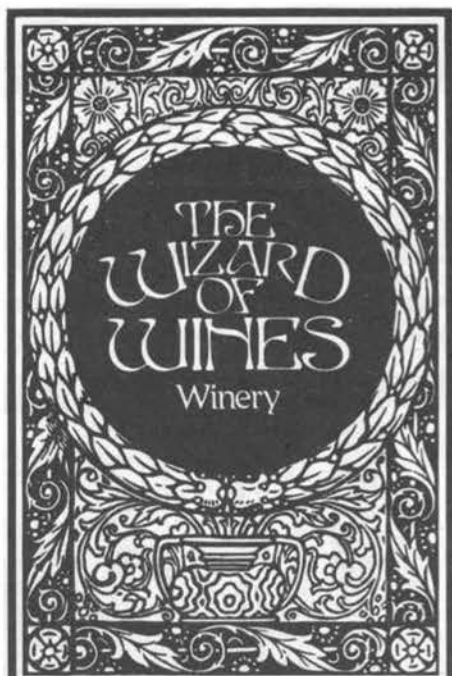
Gelatinous Cube: AC 8; HD 4*; hp 15; MV 60'(20'); #AT 1; D 2d4 + paralysis; Save F2; M 12; AL N; XP 125

59. INNER EAST VAULT

After the PCs find and open the secret door to this vault, they see a closed chest on the floor against the far wall.

When any character steps on the floor of the vault, a secret panel in the ceiling opens and a pendulum blade swings down, directly in line with the door. Any character standing in the vault must roll his dexterity score or less on 1d20 to avoid being hit by the blade. When it hits, the blade causes 1d8 points of damage. The blade swings once every round that there is a character on the floor of the vault. When the vault is empty, the blade swings back up into the secret compartment and the panel closes.

The locked chest contains: 5,000 cp, 100 gp, 20 pp, and three bottles of *Superb Wine*. The numbers on the wine labels are a code that can help the PCs pass safely through area 92. The labels read:



Champagne du le Stomp

3132-N

Anyone, monster or character, who drinks the wine, falls unconscious for 2 turns. After reviving, the character remembers a nightmare in which a large black gem was hanging in a setting on the end of a chain. The character also remembers a sense of dizziness and being in an empty room with a silver arch (area 105).

Characters who drink the wine are drunk for 1d4 turns. During that time, they attack at -4. Drunk characters cannot move quietly.

60. EAST STAIRS

This long, dark staircase slopes down to the north. When any PC steps anywhere on the top 10 feet of the stairs, the stairs suddenly swing flat, forming a slide to area 58. Each PC on the stairs must roll his Dexterity score or less on 1d20, with a -4 penalty to the Dexterity score, to avoid falling. Characters not on the stairs are in no danger. Characters at the bottom may use a rope to climb up the slide if someone at the top (who is not on the stairs) holds the rope.

61. WEST CORRIDOR

This 10-foot-wide arched corridor extends east and west. The floors, walls, and 30-foot-tall arched ceiling are all coated with a thick layer of black soot.

The double doors at the west end of the corridor are bronze. All other doors are wood and badly scorched.

62. EMPTY PRISON CELLS

These prison cells are 20 feet square. Walls in the centers of the cells make them U-shaped.



Two of the cells have fresh straw bedding and unspoiled food inside. The other cells smell dank and moldy and appear long unused.

The Rahib imprisoned Merisa and Sylva in the two cells closest to corridor 61 before the witches took over their bodies. Merisa hid a silver bracelet under the mattress in the southernmost cell as a clue for anyone trying to rescue her. The name "Merisa" is engraved on the inside of the bracelet.

63. MIRYALA'S CELL

Piteous weeping comes from within this cell.

An elven maiden, Miryala, is chained to the wall with leg irons in the southeast part of the cell. She cowers in fear when the PCs approach. She is tired, dizzy, and hungry. She currently has no spells.

Miryala: AC 9; E1; hp 6; MV 120'(40'); #AT 1; D Unarmed; Save E1; ML 5; AL N

Miryala's kidnapping was not discovered until after the PCs left the elven village. The Rahib is keeping her here until she recovers enough for Trilena to take over her body. Trilena would prefer someone with a higher charisma (such as Rahasia), but doesn't want to wait much longer. Miryala knows nothing about her captors or the tower.



64. SPIDER LAIR

Thick cobwebs cover the walls and ceiling of this cell. Within the cobwebs, something moves slowly.

A black widow spider in the web attacks anyone who approaches the web.

Black Widow Spider: AC 6; HD 3*; hp 20; MV 60'(20'); #AT 1; D 2d6 + poison; Save F2; ML 8; AL N; XP 50

The bones and clothing of a dead adventurer hang in the web in the northeast corner of the room. The adventurer was a woman wearing leather armor. There are two daggers and a leather pouch on her belt. The pouch contains 50 gp, 20 pp, and 10 50-gp gems.

The Rahib eventually throws his unwanted prisoners to the spider. The adventurer in the web was not a prisoner—just unlucky.

65. MAGICIAN'S CELL

As the door opens, you hear a metallic clank and something moving in the cell.

A magician named Merdiz is chained by leg

irons to the wall in the northwest corner of the cell. He casts a *sleep* spell at the PCs on sight. Then he uses his spells, as needed, to defeat the PCs.

Merdiz, Human Magician: AC 8; M4; hp 9; MV 120'(40'); #AT 1; D Unarmed; Save M4; ML 10; AL N; XP 50

Spells:
 First Level: *sleep, light*
 Second Level: *web, wizard lock*

If Merdiz defeats the PCs, he uses their weapons to break his chains, robs them, and then escapes. If the PCs defeat him, Merdiz apologizes and asks for help.

Merdiz was exploring the tower when Karelana and Solorena surprised and captured him. Unless the PCs explain otherwise, Merdiz thinks that they work for the witches. He has not had anything to eat or drink for 3 days. If asked about the tower, he knows only that there is a magical book in room 54 that he cannot touch.

The witches were eventually going to feed Merdiz to the spider in cell 64.

66. CONNECTING CORRIDOR

This is a bare corridor, 20 feet long and 10 feet wide.

67. WEST ILLUSION ROOM

This is a 20-foot-wide room that extends 30 feet to the west. Against the west wall, a glittering pile of gold and jewels beckons.

This room is actually only 20 feet square. The west wall is an illusion. All characters must make a saving throw vs. spells each round they look at the wall. Those who fail run recklessly into the wall, trying to get at the imagined treasure, taking 1d4 points of damage from the collision. PCs can avoid this trap by not looking at the illusion.

This illusion and the one in area 68 are permanent illusions created long ago by Elyas. They distracted anyone who sought to enter Elyas' laboratory uninvited.

68. EAST ILLUSION ROOM

A huge red dragon in the room raises its head and belches a searing blast of flame at you!

The dragon is only an illusion. All characters who see the dragon must make saving throws vs. spells. Characters who make their saving throws do not believe the illusion and are not affected by it. Those who fail their saving throws actually believe that they were blasted by the flaming breath of a dragon and faint on the spot, believing they are dead.

They revive on their own within 1d6 game turns. If another character tries to revive them, the unconscious characters revive within 1d6 rounds. Once a character has been "killed" by this illusion, he disbelieves the illusion.

This illusion and the one in area 67 are permanent illusions created long ago by Elyas. They distracted anyone who sought to enter Elyas' laboratory uninvited.

69. CURTAIN OF LIGHT

The entire southern wall of this 20-foot-square room blazes with red light.

This room is really 30 feet deep. The southern wall is an illusionary curtain of light. Characters who walk forward through the curtain of light see a blinding flash, then find themselves walking back out of the curtain into the same place they left. Only characters who walk backward through the curtain of light pass through to the southern part of the room and area 70.

ADVENTURE IN ELYAS' TOWER

70. ELYAS' LABORATORY

Two rows of tables covered with lab equipment stand in the center of this room. Dust covers the ancient glass beakers; the brass coils are tarnished with age. Cobwebs hang like lace between the cracked jars on the shelves. Two alcoves are in the east wall. A woman's hat with a pink feather on it hangs on a peg between the alcoves.

The alcoves are teleporters. The northern alcove is the receiving end of the teleporter in room 89. Elyas decided to add some variety to his teleporter system, and used a flashy hat to activate his lab teleporter. If a character puts on the hat and enters the southern alcove, the character magically appears in the alcove in room 90. The hat then reappears on the wall peg. The hat is needed to operate the teleporter leading to room 90. It has no other magical power.

The ancient contents of the jars crumbled into useless dust long ago. The lab equipment is also useless.

71. LIBRARY

The charred remains of a long, elegant table run the length of the room north to south. Broken bookcases, also burned, cover the north, west, and south walls. The burned leather covers of books are scattered in the shelves and on the floor.

If PCs spend 3 turns searching the shelves, they find a single page of parchment under a scorched book cover. The page itself is scorched and stained, but parts of the writing are still legible. The text that can be read is:

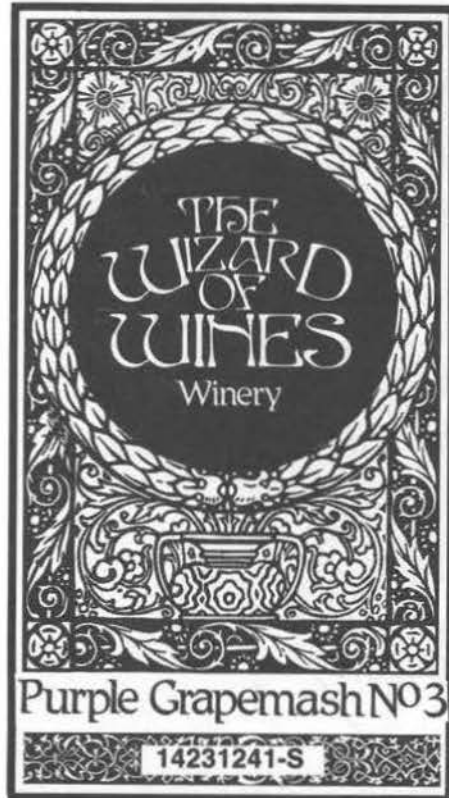
"Once the three are snared in the trap I have prepared for them, I...after this, I will take it to the throne and...the destruction shall signal...banished for all eternity."

72. MAP ROOM

The walls of this room are lined with racks holding map cases. This room was not touched by the fires that gutted much of the rest of this level. An elegant solid wooden table stands in the center of the room.

Seventy-five bottles of *Sour Wine* are hidden in various map cases. Each time a character opens a map case, secretly roll 1d6. If the

result is a 1 or 2, the character finds one of the bottles. The labels on the bottles read:



The numbers on the labels are a code that can help the PCs pass safely through area 94.

Anyone who drinks the wine falls unconscious for 1d6 turns. Upon waking up, the drinker remembers a nightmare in which three dragons stand in a circle glaring at a smaller dragon with only one eye. These are actually the stone dragon heads in room 100.

73. WESTERN STAIRS

Cobwebs line both sides of this staircase. There are more and more webs farther in, but this staircase is perfectly safe.

74. EAST PASSAGE

This passage extends 20 feet east to a pair of carved metal doors. A north-south hallway crosses this passage just in front of the doors.

The carved metal doors are made of finely-tooled bronze. The carved shapes have no meaning, however.

75. OBSTRUCTED STAIRWAY

This fine marble staircase circles upward. Great blocks of stone and splintered timbers block its passage to the levels above.

All the upper levels were gutted during the battle between the wizard Elyas and the three witches. The contents and furnishings of the upper level were totally destroyed. The debris that blocks this stairway is from the upper walls. The PCs cannot clear the stairway.

76. KITCHEN

A large wooden butcher's block stands in the center of the room, a cleaver imbedded in its surface. The pleasant smell of good food hangs in the air.

This kitchen is 20 feet wide by 30 feet long. Examination of the cupboards reveals that the plates and cups are all clean. The shelves are well stocked with roasted meat, cheeses, breads, and fruits—all fresh. There are obvious signs of recent use. The cleaver can be used as a weapon, inflicting 1d4 points of damage per hit.

If the PCs spend more than 2 turns in this room, one of the witches, Karelena arrives with her panther. Karelena and her powers are described in the Appendix under New Monsters. She orders her panther to attack, then casts a *hold portal* spell to lock the door behind her as she escapes. If the PCs pursue her, Karelena uses the blue disk in room 84 to escape. Remember that she is using Merisa's body.

Karelena, Witch: AC 9; M1; hp 5; MV 120'(40'); #AT 1; D 1d4; Save M1; Morale 6; AL C; XP 10

Spells: (2 of the following)

First Level: *shield*, *hold portal*, *sleep*

Black Panther: AC 4; HD 4; hp 14; MV 210'(70'); #AT 3; D 1d4/1d4/1d8; Save F2; Morale 8; AL C; XP 75

77. GAS-FILLED ROOM

Shelves line the walls of this 20-foot-square room. The shelves are filled with dusty jars and bottles of all types. The room is full of a strange, sickening odor that makes breathing difficult. Torch flames dim in this room. Tiny red eyes gleam from the back of the room.

This room is full of explosive gas from leaking bottles. If the PCs extinguish all fires (except



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lanterns) or keep the door to the room open, the gas is not dangerous. Each turn the PCs burn an open flame and keep the door closed, there is a chance that the gas explodes. Each turn the PCs burn an open flame in the closed room, roll 1d6. If the result is 1, the gas explodes. Everyone inside the room suffers 2d6 points of damage from the blast. Characters who make successful saving throws vs. death only suffer half damage.

The gleaming red eyes belong to a pack of giant rats. The rats attack anyone who enters this room.

Giant Rats (8): AC 7; HD 1d4 points; hp 4, 3, 3, 3, 3, 2, 2; MV 120' (40'); #AT 1; D 1d3 + disease; Save F1; M 8; AL N; XP 3

The jars are filled with old chemicals and potion ingredients. The contents are all now worthless.

78. EMPTY STOREROOM

Empty shelves line the walls of this room. There is a musty smell in the air.

This room has been unused for a long time.

79. BLASTED ROOM

A hole large enough for a man to pass through has been blasted through the northernmost part of the east wall. All the walls are scorched and pitted, as from a massive explosion.

The hole in the wall leads to the stairs, area 81.

80. ORCS' ROOM

Torches in sconces illuminate this 20-foot-square room. Huddled in the southeast corner of the room, five dark, hunched figures argue among themselves. At the northeast corner of the room lies an open stone box.

The dark, hunched figures are orcs. Their argument is so loud and intense that they are surprised on a roll of 1-4 on 1d6.

Orcs (5): AC 6; HD 1; hp 8, 7, 7, 6, 5; MV 120' (40'); #AT 1; D 1d6; ML 8; Save F1; AL C; XP 10

Each orc is carrying 1d10 x 10 sp. The stone box contains 100 gp, 500 ep, 50 pp, a *mace +1* and three bottles of *Good Wine*. See the description in room 82 for the use of this wine and the effects of drinking it.

81. EASTERN STAIRS

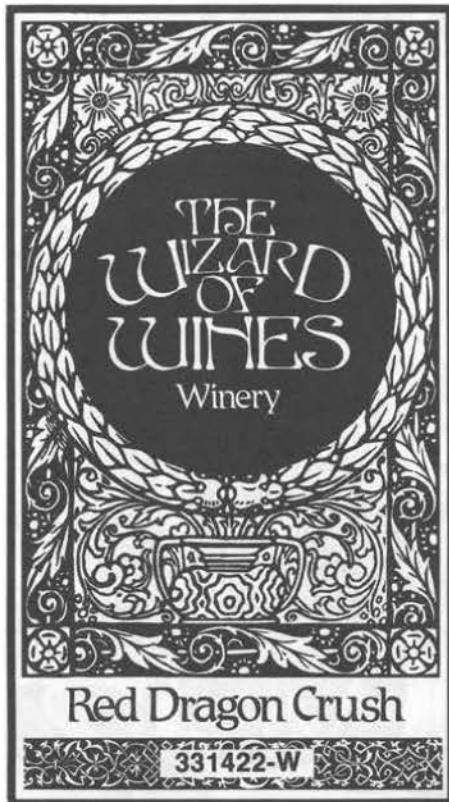
The southern flight of stairs is covered with rubble, though it is passable. The corner wall collapsed here. It is possible to climb the rubble into a hole in the wall.

The hole leads to area 79.

82. WINE CELLAR

This small room is damp and cool. Racks filled with wine bottles line the north and south walls.

There are 125 bottles of *Good Wine* here. Their labels read:



Any character who drinks this wine falls unconscious for 1 or 2 turns. Upon reviving, the character remembers a vision of a stone obelisk demanding the answer to a question. The character feels as if the answer is known, but he cannot remember it.

After reviving, the character is drunk and clumsy for 1d4 turns. Drunk characters make all attacks at -2. Make a random encounter check every turn due to the noise drunk characters make.

The numbers on the label are a code that can help the PCs pass safely through the western teleport maze, area 93.

83. UPPER HALL OF STATUES

Two alcoves are cut into both sides of this 10-foot-wide hall. Several shadowy figures stand silently in each alcove.

This hall is 50 feet long. At each end of the corridor stands a pair of bronze doors, carved with delicate designs.

Each alcove contains one or two life-sized platinum statues of adventurers: humans, dwarves, elves, and halflings. All of them are posed in running positions, their hands and arms outstretched. Broad smiles cover their faces. The sculpting is very skillful, with extremely life-like detail work on each statue. The statues are surprisingly light; they weigh about as much as an average person. The platinum is only a surface layer, as each of the statues is composed of layers of different metals: platinum, gold, electrum, silver, and copper, with most of the metal being copper. Each statue is worth 2d6 x 20 gp.

These statues are all converted thieves and adventurers who stepped through the magical transmuters in room 87. When the witches are destroyed, these adventurers change from statues back to normal.

84. WELL OF WHISPERS

This is a 30-foot-diameter circular room. Its domed ceiling is 30 feet overhead. The entrance to this room is a pair of bronze doors in the west wall. A 10-foot-diameter well drops down into darkness from the center of the room. Stone statues stand to the north, south, and east of the well. Soft moans whisper through the room.

On the wall between the eastern statue and the northern statue is carved the single word "Pah." The word "Nwad" is carved on the wall between the eastern statue and the southern statue.

Natural air movements over the statues' mouths make the moaning sounds. The well is 1,000 feet deep. It is the shaft of a magical elevator that connects this level and the lower level of Elyas' tower. At the bottom of the shaft, in room 85, a glowing blue disc, 2 feet in diameter, rests on an ornate stone pedestal. The words "Pah" and "Nwad" carved in the walls of rooms 84 and 85 activate the elevator.

When the word "Pah" is spoken, the disc rises from the pedestal in room 85 to the top of the well-shaft in room 84. As it nears the

top, it slows down and gently floats to a stop. When the word "Nwad" is spoken, the disc descends gently and comes to rest atop the pedestal in room 85. The disc is cool to the touch and easily supports 20,000 coin weight. Passengers are in no danger of falling off the disc. The disc cannot be removed from the shaft.

Elyas' Treasury

Use Map 6 for areas 85-95.

Buried deep under ground, this level housed the wizard's treasury. This level was the most secure part of his tower. It was to this place that Elyas the Wizard lured the three witches, and here that he trapped them.

In this level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d12 and use the resulting encounter on Table 3.

85. BOTTOM OF THE WELL

If the PCs enter this room from area 84, use the first boxed description. If the PCs enter this room from area 86, use the second boxed description.

The blue disc comes to rest atop an ornate carved pedestal in the center of a 30-foot-diameter room. This room is identical to the room above; the three statues and the bronze doors are copies of the ones in that room. The word "Pah" is carved in the wall between the east and north statues. The word "Nwad" is carved in the wall between the south and east statues.

In the center of this 30-foot-diameter room stands a short round pedestal covered with ornate carvings. A glowing blue disc, 2 feet in diameter, lies atop the pedestal. Three 15-foot-tall statues of men stand around the pedestal at the north, south, and east sides of the room. They seem to stare at you with hollow eyes. Each statue makes an eerie moaning sound, as if in pain. On the wall between the eastern statue and the northern statue is carved the single word "Pah." The word "Nwad" is carved between the eastern statue and the southern statue. A 10-foot-diameter shaft rises from the domed ceiling, directly above the pedestal and the glowing disk. The shaft extends upward as far as you can see.

Natural air movements over the statues' mouths cause the moaning sounds. The disk is an elevator that moves up and down in the

shaft. The shaft rises 1,000 feet to room 84. Thieves can attempt to climb the shaft. See area 84 for an explanation of how the elevator works.

86. LOWER HALL OF STATUES

Three alcoves are cut into each side of this 10-foot-wide hall. Several shadowy figures stand silently in each alcove.

This hall is 70 feet long. At each end of the corridor stands a pair of bronze doors, carved with delicate designs. Each alcove contains one or two life-sized platinum statues like those in area 83. See area 83 for details about these statues.

87. TRANSMUTER TRAP

This 20-foot-square room is bathed in soft golden light. Glowing 15-foot-wide silver arches open through the north and south walls. A pair of ornate bronze doors stands in the center of the east wall. A pair of steel doors, carved with similar decorations, is set in the west wall.

Elyas' treasure room lies beyond the north arch. Light from its glowing domed ceiling reflects off the polished marble floor, brightening this room. There must be thousands of gold pieces in the treasure room, spilling from ornate chests!

The room through the south arch is identical to the treasure room, but it is empty.

If any characters passes through either of the arches, a burst of light flashes in the archway and they turn into platinum statues just like the statues in areas 83 and 86. Victims do not make saving throws.

The statue remains in the archway for only a moment. Then the eastern doors swing open by themselves. The statue PCs rise up and float through the doors into an alcove in area 86.

When the witches are destroyed with the *Black Opal Eye* as explained in area 100, all the statues in areas 83 and 86 change back into the people they were. You can run those people as NPCs. They may or may not be friendly to the PCs. If you choose not to run them as NPCs, assume that they are so shaken by their experience that they leave the tower immediately.

The *Black Opal Eye* is hanging from the center of the domed ceiling in the room to the south, area 105. However, it is not visible from area 87 because the archway between the rooms is much lower than the ceiling in area 105.

88. CORRIDOR

This dark corridor is 30 feet long. A pair of steel doors are in the east end, and a pair of bronze doors are in the west end. The north and south walls each contain a single wooden door, reinforced with iron bands. Those doors are directly across from one another.

89. KARELENA'S BEDROOM

This is an extravagantly furnished bedroom. A gilt framed bed stands in the middle of the room. Tapestries hang on all four walls. A large wardrobe stands in the southwest corner. A vanity and mirror sit next to the wardrobe. Six small jars and a large glass vial lie on top of the vanity. An iron gate is set in the north end of the east wall. The gate leads to an empty 10-foot-square alcove. A 1-foot-long lever is attached to the wall near the gate. A woman's wide-brimmed feathered hat hangs on a peg near the lever.

The alcove is a teleporter to Elyas' laboratory. Anyone who puts on the hat and steps into the alcove appears in the northern alcove in room 70. The hat reappears on the peg here. The hat has no other magical power.

The lever raises and lowers the iron gate. The lever is currently down. The lever cannot be seen or reached by anyone in the alcove. Karelena keeps the gate lowered when she is in the room or when she is gone and will not be using the teleporter for a while.

The tapestries, clothes, and jars have no real value, but the vial contains a magical perfume. The charisma of any female character who uses the perfume increases to 18 for 1d6 turns. The perfume has no other effects.

90. SOLORENA'S BEDROOM

The door to this room from area 88 is locked.

The walls and floor of this room are covered with rare and expensive carpets. Pillows and cushions lie scattered around the room. In the center of the room is a large carpet with a phoenix embroidered on it. A large pile of pillows sits in the southwest corner of the room. An arch in the west wall leads to a 10-foot-square alcove. Near the alcove, a 1-foot-long lever projects from the wall.

Solorena is asleep on the pile of pillows. Remember that she is using the body of Sylva, a willowy, golden-haired elf maiden.



Solorena's powers are described in the Appendix under New Monsters.

Solorena, Witch: AC 9; M1; hp 4; MV 120'(40'); #AT 1; D 1d4; Save M1; ML 6; AL C; XP 10

Spells:

First Level: *charm person, floating disk, sleep*

Solorena is carrying a *levitate* scroll, hidden in her cape.

If the PCs wake her, Solorena tries to escape through the secret door in the south wall. That door is hidden behind a carpet and is locked, but Solorena has its key. If she escapes, she goes to area 105 to guard the *Black Opal Eye*.

If she cannot escape, she pretends to be a prisoner. If the PCs attack her, she fights back and mentally summons her pet, an intelligent black panther. The panther arrives 1d10 rounds later to defend her.

Black Panther: AC 4; HD 4; hp 14; MV 210'(70'); #AT 3; D 1d4/1d4/1d8; Save F2; ML 8; AL C; XP 75

The carpet with the phoenix design on it is of very high quality and is worth 40 gp. It weighs 300 coin weight.

The alcove is a receiving area from the teleporter in Elyas' Laboratory, area 70. The lever controls an iron gate over the alcove. The lever and the gate are up.

91. WINE TASTER

This room is 30 feet square. There is a pair of bronze doors in the east wall. Lowered steel portcullises block stairways leading down from the centers of the north, south, and west walls.

A huge statue of a tremendously fat man sits cross-legged in the center of the room. The statue's chubby hands rest upon its huge thighs. The statue's open mouth gapes at the ceiling in a permanent smile. An engraved plaque is attached to the base of the statue. It reads: "I judge by taste".

Each portcullis leads to one of three mazes, area 92, 93, or 94. The statue is a magical

wine taster. Whenever wine is poured into its mouth, it opens one of the portcullises. The portcullis that is opened depends upon the quality of the wine poured into the statue. The better the wine poured into the taster, the shorter and safer the maze.

Each type of wine found in the tower has a serial number printed at the bottom of the label. The last letter of that number indicates which portcullis is opened. Thus, "Champagne du le Stomp" (last letter N) opens the portcullis in the north wall. "Red Dragon Crush" (last letter W) opens the west portcullis. "Grapemash" (last letter S) opens the south portcullis. Any wine not found in the tower is always judged as the inferior "Grapemash."

92-94. TELEPORT MAZES

Areas 92, 93, and 94 are magical teleport mazes. Passing through any one of these mazes is the only way to get to areas 96-103. All three mazes work the same way, but maze 92 is shorter than maze 93, which is shorter than maze 94. These mazes are shaded on map 6.

Each lettered area in the mazes is a 10-foot-square room surrounded by four 5-foot-square alcoves. Open archways lead to the alcoves. A number is carved into the floor in each archway. The alcoves are numbered 1 through 4. The starting areas, marked A, only lead to three alcoves, numbered 1 through 3.

The alcoves are magical teleports. Anything that passes through the archways is instantly teleported away. Only one archway in each room leads to the next part of the maze, and eventually out of the maze. The other archways lead to area 95, the arena.

If the PCs step through the correct combination of archways, they never have to fight the monsters in room 95. The combinations are written on the wine bottles found in the tower. Each serial number is the safe sequence of archways for one of the mazes. Those sequences follow:

92. North Maze (Safe combination: 3132)

Archway #3 at 92A leads to 92B

Archway #1 at 92B leads to 92C

Archway #3 at 92C leads to 92D

Archway #2 at 92D leads to room 96, north alcove.



TABLE 4
ARENA OPPONENTS

From Maze Area	Arena Monster	Number Appearing	AC	HD	MV	#AT	Damage	Save As	ML	AL	XP Value
A	Skeletons	5	7	1	60'(20')	1	1d6	F1	12	C	10
B	Orcs	5	6	1	120'(40')	1	1d6	F1	8	C	10
C	Tarantella Spider	1	5	4*	120'(40')	1	1d8 + poison	F2	8	N	125
D	Zombies	8	8	2	90'(30')	1	1d8	F1	12	C	20
E	Ogres	2	5	4+1	90'(30')	1	1d10	F4	10	C	125
F	Panthers	2	4	4	210'(70')	3	1d4/1d4/1d8	F2	8	N	75
G	Minotaurs	2	6	6	120'(40')	2	1d6/1d6	F6	12	C	275
H	Green Dragon	1	1	8**	90'(30')/ 240'(80')	3+ breath	1d6/1d6/3d8	F8	9	C	1750

93. West Maze (Safe combination: 331422)

Archway #3 at 93A leads to 93B
 Archway #3 at 93B leads to 93C
 Archway #1 at 93C leads to 93D
 Archway #4 at 93D leads to 93E
 Archway #2 at 93E leads to 93F
 Archway #2 at 93F leads to room 96, middle alcove.

94. South Maze (Safe combination: 14231241)

Archway #1 at 94A leads to 94B
 Archway #4 at 94B leads to 94C
 Archway #2 at 94C leads to 94D
 Archway #3 at 94D leads to 94E
 Archway #1 at 94E leads to 94F
 Archway #2 at 94F leads to 94G
 Archway #4 at 94G leads to 94H
 Archway #1 at 94H leads to room 96, south alcove

When the PCs enter 92A, 93A, or 94A, use the following boxed description.

A short flight of stairs leads down to a 10-foot-square room. Three archways open from the room into 5-foot-square alcoves. A number is carved into the floor in the center of each archway. The archways are numbered 1, 2, and 3. The alcoves are empty and have no visible exits.

When the PCs enter any other lettered room in areas 92, 93, or 94, use the following boxed text.

You suddenly appear in a 10-foot-square stone room. Open archways lead to four 5-foot-square alcoves. Each archway is marked with a number carved in the floor. The alcoves are numbered 1, 2, 3, and 4. The alcoves are empty and contain no visible exits.

The Arena

Use Map 7 for area 95.

95. ARENA

In a flash of white light, you appear on a platform on one side of a large, circular arena. Another platform, 60 feet away, rises from the area's soft dirt floor. A smooth 15-foot-tall wall surrounds the area. Behind that wall, rows of empty stone benches watch over the area.

The PCs appear on the southern platform. As soon as any PC climbs onto the opposite platform, that PC is teleported to area 91. The portcullis the PC entered the maze through remains open.

When the PCs appear in this arena, monsters also appear to fight the PCs and keep them from reaching the north platform. The type and number of monsters that appear depends upon where the PCs stepped through the wrong archway. Use Table 4 to determine the monsters that appear in the arena. The monsters disappear when they or their opponents are defeated.

The Inner Sanctum

Use Map 8 for areas 96-100.

96. OUTER TEMPLE

You suddenly appear inside a 10-foot-square alcove. An archway in the west wall opens into a 30-foot-square room.

Two other identical alcoves are also set into the east wall of the large room. Golden doors stand in the centers of the north, south, and west walls. In the center of the room, a 15-foot-tall stone obelisk rests on a short, stone pedestal. There are no markings on either the obelisk or the pedestal. The high, domed ceiling is covered with a fresco of a night sky. Many constellations are marked on the fresco.

The alcoves are receiving points from the final teleports in the teleport mazes, area 92, 93, and 94.

When any question is asked in this room, the obelisk speaks. Its deep, hollow voice fills the room, saying, "answer me and I'll answer thee in truth, if but to questions three; What is your name?"

If the character who asked the question replies truthfully, the obelisk asks, "what is your quest?"

If the same character gives a reasonably accurate explanation of the PCs' quest, the obelisk asks, "do you know the first name of the last creature you killed?" The true answer to this question is almost always "No." Once the character passes this test, the obelisk answers three, and only three, questions that character asks it.

ADVENTURE IN ELYAS' TOWER

If asked how they can complete their quest, the obelisk tells them:

"Beyond the three temples of the elements,
The black dragon's eye waits for thee.
Find its secret through nearby magical ways
That have waited for many long years.
Beware the tricks of old Elyas,
and return here with the black opal eye, to give it power.
Then, set it in its place and behold
The end of great sadness; the beginning of life;
The destruction of evil and the end of strife."

The obelisk also knows the names of the three temples, "Earth," "Wind," and "Fire," but only discloses them if asked about them directly.

If the *Black Opal Eye* is brought into this room, the point of the obelisk begins to glow. There is a small depression at the top of the obelisk where the *Black Opal Eye* can be placed. Once the gem is placed there, a dim spark appears within the gem, after which the obelisk point ceases to glow. The gem is then ready to be placed in the Dragon Throne in room 100.

97. TEMPLE OF FIRE

This room's ceiling arches 50 feet above the stone floor. The ceiling and walls are covered with frescos depicting raging flames and firestorms. At the west end of the room an altar stands atop a platform. Behind the altar, the life-size shape of a human right hand is engraved into the wall.

When any PC places his right hand into the engraving, a deep, hollow voice speaks, "Answer me and I'll answer thee. By what name call ye these temples three?"

The correct answer is, "Earth, Wind, and Fire." If this answer, or one with the same meaning (such as "Earth, Air, and Flame") is spoken, the secret door behind the hand silently opens.

If a wrong answer is given, a column of fire bursts from the ceiling, striking the PC whose hand is in the engraving. This flame causes 2d4 points of damage, but only half damage if the character makes a successful saving throw

vs. spells.

The flame strikes each time a PC answers the question incorrectly. Answering the question correctly is the only way to open the secret door.

98. TEMPLE OF WIND

This room's arched ceiling is 50 feet high. The walls and ceiling are covered with frescos depicting racing clouds and trees bent over under the force of a hurricane. At the west end of the room an altar stands atop a platform. Behind the altar, a life-size shape of a human right hand is engraved in the wall.

When any PC places his right hand into the engraving, a deep, hollow voice speaks, "Answer me and I'll answer thee. By what name call ye these temples three?"

The correct answer is, "Earth, Wind, and Fire." If this answer, or one with the same meaning (such as "Ground, Air, and Flame") is spoken, the secret door behind the hand silently opens.

If a wrong answer is given, a tornado forms in this room. The tornado causes 1d4 points of damage to everyone in the room during the round after the wrong answer. The tornado inflicts 1d8 points the next round, and gives everyone 1d4 points of damage in the third round. After the third round, the tornado disappears. Each round, characters who make a successful saving throw vs. spells only take half damage.

The tornado forms every time a wrong answer is given. Answering the question correctly is the only way to open the secret door.

99. TEMPLE OF EARTH

This room is 50 feet tall. Its arched ceiling and walls are covered with frescos of great mountains, canyons, and other rock formations. At the front of the room an altar stands atop a platform. Behind the altar, the stone wall is shattered and fallen in.

If the PCs did not encounter Karelana in room 76, or if she escaped from them there, she is here with a panther. She stands at the altar with her back to the door. When she hears the PCs enter, she orders the panther to attack. Then she tries to escape. Remember she is using Merisa's body. A complete description of Karelana is in the Appendix under New Monsters.

Karelana, Witch: AC 9; M1; hp 5; MV 120'(40'); #AT 1; D 1d4; Save M1; Morale 6; AL C; XP 10

Spells: (2 of the following)

First Level: *shield, hold portal, sleep*

Black Panther: AC 4; HD 4; hp 14; MV 210'(70'); #AT 3; D 1d4/1d4/1d8; Save F2; Morale 8; AL C; XP 75

There is a small passageway in the rubble behind the altar that halflings or dwarves can crawl through. The PCs can open a passage large enough for all the PCs, if they clear the rubble for 1d6 turns. However, clearing the rocks makes a great deal of noise. Check for a random encounter every turn the PCs spend enlarging the passage.

100. INNER SANCTUM

This circular room is 30 feet in diameter. Its domed ceiling is 30 feet above the floor. Three 10-foot-wide alcoves are set into the north, west, and south walls. Three 20-foot-tall stone statues stand in front of the alcoves around a smaller statue in the center of the room. All the statues are carved dragon heads on long necks. Gems in the right eyes of the southern and northern statues glow with dim blue light. The gem in the right eye of the western statue glows with a pulsing, bright red light. The impression of a hand is carved in the neck of each large dragon, within reach of normal humans.

The neck of the smaller center statue is hollowed out to form a niche. Within this niche sits an iron throne.

A black stone is set in the smaller statue's left eye socket. The right eye socket is empty.

Every female character who enters this room with a Charisma of 15 or more must make a

Elyas' Treasury

(Continued)

Use Map 6 for areas 101-106.

saving throw vs. spells. The first character who fails her saving throw rushes to the western statue and places her hand in the carving on the statue's neck. Other characters may try to stop her if they react quickly.

As her fingers touch the carving, she and the statue are bathed in red light and she falls unconscious. After a few seconds she revives, apparently unharmed. The gem then glows blue. That character's spirit is now imprisoned within the gem and her body is inhabited by the spirit of the witch Trilena.

Trilena pretends to be the character whose body she is using. Once Trilena is free, all the witches' power increases (see *New Monsters*).

Any male character or any female character with Charisma of less than 15 who places a hand in the impression in the western statue hears a mocking female voice say: "Fool! Think ye that your feeble wits and strength can overcome my powers?" Then a small lightning bolt streaks down from the glowing eye, giving the character 2d4 points of damage.

Any PC who touches the hand carving in the northern statue instantly communicates telepathically with the imprisoned elf, Merisa. Any PC who touches the hand carving in the southern statue communicates telepathically with Sylva. In both cases, the PC hears faint cries for help and feels the pain and sadness of the trapped spirit.

If Solorena's hand is forced into the carving in the southern statue, she becomes trapped in the statue again and Sylva is set free. If Karelena's hand is forced into the carving in the northern statue, she becomes trapped and Merisa is freed. If the witches are imprisoned in the statues, the color of the eye gems changes from blue to red.

When the *Black Opal Eye* is purified by the obelisk in room 96, and inserted in the right eye socket of the small dragon, all three witches are destroyed, no matter where they are. The trapped spirits of Sylva and Merisa and any spirit trapped by Trilena (see above) are freed. In a flash of blue light, their bodies are restored to full health, even if they were killed while the witches were in them.

Anyone who steps into the northern alcove is teleported to the platform in room 101. Anyone who enters the southern alcove is teleported to the platform in room 104. The western alcove is a receiving point from the teleporters in rooms 103 and 106.

The iron throne looks exactly like the throne in room 54. Anyone who sits in the throne is instantly sent to the throne in room 54.

101. NORTH TREASURY ENTRANCE

This is a 20-foot-square room. A semi-circular platform stands against the wall opposite a pair of steel double doors. The doors are closed.

The doors open easily to room 102. The platform is a receiving teleport from the northern alcove teleport in room 100. Standing on the platform here has no effect.

102. NORTH TREASURY

This room is a 40-foot-wide octagon. The entire room is bathed in bright golden light from the glowing ceiling, 50 feet overhead. Ornate carvings cover the ceiling. Both the east and west walls have a pair of steel doors in them. Both pairs of doors are closed. Set in the south wall is a glowing silver arch, 20 feet wide. Some words in an ancient script are carved above the arch. Large treasure chests are scattered across the highly polished floor. Some of them are open and full of coins!

Anyone that passes through the glowing archway turns into a platinum statue. See the explanation of room 87 for details about the archway and its effects.

The treasure chests contain 4,000 cp, 3,000 sp, 1,500 ep, 5,000 gp, 500 pp, 3 100-gp gems, and 10 50-gp gems, as well as a *potion of gaseous form*, and a *scroll of read languages and levitate*.

PCs have a 40% chance to read the ancient script as:

"Once the portal is crossed,
Make no mistake,
A part of my treasury
you will make."

103. NORTH TREASURY EXIT

This room is 20 feet square. Ornate steel doors in the west wall face a semi-circular platform against the east wall.

Anyone who stands upon the platform is instantly teleported to the western alcove in room 100.

104. SOUTH TREASURY ENTRANCE

This is a 20-foot-square room. A semi-circular platform stands against the wall opposite a pair of steel double doors. The doors are closed.

The doors open easily to room 105. The platform is a receiving teleport from the southern alcove teleport in room 100. Standing on the platform here has no effect.

105. SOUTH TREASURY

This room is an octagon, 40 feet across. Both the east and west walls have a pair of steel doors in them. Both pairs of doors are closed. A glowing silver arch, 20 feet wide, is set in the south wall. Some words in an ancient script are carved above the arch. The entire room is lit by bright golden light from the ceiling, 50 feet overhead. The ceiling is covered with decorative carvings. A large gem in a setting hangs from the end of a chain suspended from the center of the ceiling.

The gem is the *Black Opal Eye*. It is hanging in a setting at the end of a 10-foot-long chain, 40 feet above the floor (which is why it is not visible from area 87).

There are many ways the PCs can reach the opal. If they use any of the following three methods, they automatically succeed. You must decide if any other method they use works. First, a thief can safely climb the walls and go across the ceiling, using ropes to anchor himself to the carvings. The carvings are solid enough to support a character's weight. Second, if the PCs throw any kind of grappling hook it will snag on one of the carvings in the ceiling. Then they can climb a rope from the grappling hook to the gem. Third, a magic-user can cast a *levitate* spell to rise to the opal. Once a PC reaches the opal, it is easily pried out of its setting.

Anyone that passes through the glowing archway turns into a platinum statue. See the explanation for room 87 for details about the archway and its effects.

106. SOUTH TREASURY EXIT

This room is 20 feet square. Against the east wall is a large semi-circular platform. A pair of steel doors is in the west wall. The doors are closed.

Anyone who steps upon the platform instantly teleports to the western alcove in room 100.



New Monsters

HAUNT

Armor Class: Special
 Hit Dice: Special
 Move: Nil
 Attacks: Special
 Damage: Nil
 No. Appearing: 1-2
 Save As: Special
 Morale: Nil
 Treasure Type: Nil
 Alignment: Any
 XP Value: 100 when laid to rest

A haunt is a ghost-like spirit of a dead character or creature. There is some reason why the spirit cannot rest, usually a message to be delivered to those who enter the haunted area. The haunt cannot be destroyed, only laid to rest by some means decided by the DM.

Haunts cannot attack or cause damage, though certain haunts may require characters to make a saving throw vs. spells or run away. Characters who fail their saving throws will not willingly go into the haunted area again. A haunt always stays in one area.



WATER WEIRD

Armor Class: 5
 Hit Dice: 3
 Move 60' (20') in water only
 Attacks: 1
 Damage: 1 + drowning
 No. Appearing: 1-2
 Save As: F6
 Morale: 12
 Treasure Type: 1
 Alignment: Chaotic
 XP Value: 35

Water weards are magical creatures made of water that live in bodies of water, such as pools. They attack all living things that disturb them, feeding on their life forces in some unknown way. Water weards appear in nearly any shape, though the form of a giant snake is common.

In combat, weards attack single enemies within 10 feet of their pool. They form from the water in 2 melee rounds. Instead of making a normal attack, water weards make their victims make a saving throw vs. paralyzation

(Dexterity bonuses apply). Victims who fail their saving throw take damage, and are seized and dragged into the water. When weards trap and drag a victim under water, they ignore other opponents until the trapped victim is dead. A trapped character can attack the weird with a -4 penalty to hit. Once in the water, victims take damage each round and must make a saving throw vs. death each round or go unconscious. Unconscious victims die after 3 rounds unless rescued.

Sharp weapons cause only 1 point of damage; blunt weapons cause normal damage. All strength and magical bonuses apply. Damage equal to a weird's total hit points disrupts it, but it reforms in 2 melee rounds. Cold slows weards (half movement and attacks every second round), but fire-based spells do half or none of their normal damage. *Purify food and water* spells kill water weards immediately. All other attacks do not harm them. They may retreat to the bottoms or far corners of their pools if hard pressed.

Larger water weards are possible. For every additional 3 hit dice, the weird's AC is improved by 2, damage is increased by 1, attack range is increased by 5 feet, and saving throws and trapped victims' attacks made with additional penalties of -2.

BONE GOLEM

Armor Class: 2
 Hit Dice: 8**
 Move: 120' (40')
 Attacks: 4
 Damage: each arm by weapon
 No. Appearing: unique
 Save As: F4
 Morale: 12
 Treasure Type: Nil
 Alignment: N
 XP Value: 1750

A golem is a powerful monster, created and animated by a high level magic-user or cleric. The bone golem is made of bones, bound together in a man-like form. It has four skeletal arms, with which it wields four one-handed weapons or two pole arms. It attacks up to two opponents each round.

Bone golems can only be hit by magical weapons. They are immune to *sleep*, *charm*, and *hold* spells, as well as all gases, fire, cold, and electrical attacks. They cannot be turned.



THE THREE WITCH-SISTERS

The three sisters are unlike any other magic-users, in that their powers work in combination, and require the *Black Opal Eye* as a focus. Individually, they are weak, but together they become stronger. Use the higher levels and hit points listed for each only when the witches are together in one place and when they know where the *Black Opal Eye* is. If the sisters are separated, or if one of them dies, or if they do not know where the *Black Opal Eye* is, do not use their higher spells and hit points.

The *Black Opal Eye* also enables the witches to communicate telepathically with their panthers. It also gives them enormous additional power when the stars are in proper conjunction. It was during a conjunction that the witches attacked Elyas. A similar conjunction helped them give the Rahib power over the Siswa.

The three sisters despise one another and often argue among themselves. When the three are together and not under attack, there is a 20% cumulative chance per round that they will stop whatever they are doing and bicker among themselves. If attacked, however, they always co-operate to defend themselves.

Karelana

Armor Class: 9
 Level: M1/M4
 Hit Points: 5/11
 Move: 120' (40')
 Attacks: 1 (with dagger)
 Damage: 1d4
 Save As: M1/M4
 Morale: 6/12
 Alignment: Chaotic
 XP Value: 10/75

When alone, Karelana can cast two of the following spells: *hold portal*, *shield*, *sleep*. When with her sisters, she can cast any two of the above spells, plus any two of these spells: *levitate*, *web*, *wizard lock*.

Karelana is using the body of the elven maiden, Merisa. She appears dark and powerful, wearing gaudy clothing. She is always accompanied by a black panther. Karelana orders her panther to attack the PCs whenever she sees them, then attempts to escape while the PCs fight the panther.

Solorena

Armor Class: 9
 Level: M1/M4
 Hit Points: 4/10
 Move: 120' (40')
 Attacks: 1 (with dagger)
 Damage: 1d4
 Save As: M1/M4
 Morale: 6/12
 Alignment: Chaotic
 XP Value: 10/75

When alone, Solorena can cast one of the following spells: *charm person*, *floating disc*, *sleep*. When with her sisters, she can cast any two of the above spells, plus any two of the following spells: *invisibility*, *ESP*, *phantasmal force*.

Solorena has taken the body of the elf Sylva. She appears as a tall and willowy girl with long, golden hair. She looks, however, as though she has not been able to sleep for weeks. Solorena has a black panther as a pet. The cat is never far away, and she can summon it telepathically.

If the PCs capture Solorena, she pretends to be Sylva.

Trilena

Armor Class: 9
 Level: M1/M5
 Hit Points: 6/13
 Move: 120' (40')
 Attacks: 1 (with dagger)
 Damage: 1d4
 Save As: M1/M5
 Morale: 6/12
 Alignment: Chaotic
 XP Value: 10/175



At the beginning of the module, the witch Trilena is imprisoned in one of the stone dragon heads in room 100. During the play of the module, Trilena tries to inhabit any female character with charisma 15 or higher. Trilena cannot use any spells until she escapes from the stone prison.

If encountered alone, she can cast one of the following spells: *light*, *magic missile*, *shield*. If encountered with her sisters, she can cast any two of the above spells, plus any two of the following: *continual light*, *levitate*, *mirror image*. She may also cast one *hold person* spell per day.

APPENDIX

RAHASIA'S PENDANT

Generations ago, the mage Elyas created a talisman of power over evil magic. He gave it to the elves, who passed it from generation to generation until it came to Rahasia's father.

The talisman is made of two parts, a golden pendant and a black jade ring. A black jade stone is set in the pendent, which is worth 1,300 gp alone. There is a flat golden space with an uneven circular indentation the size of a ring on the back of the pendant. Also, these verses are inscribed on the back of the pendant:

stone of power/stone of BRIGHT
giving men/their rays of light
forces dark/will thou make small
weak'ning men/of night's dark call
putting ring/into the back
vengeance give/to those in black

The ring exactly matches the impression in the pendant. When the ring is pressed into the impression, there is a bright flash of light as the two become the talisman.

When the ring and pendant are joined, the writing on the back of the pendant changes to the single word "RAHASIA." When the holder of the talisman says "RAHASIA," an invisible 30-foot-radius circle of power is created. No evil magic works in this circle. Spells cast by evil beings in the circle automatically fail, but existing spell effects and permanent items used by evil beings still work outside the circle. The circle does not affect the bone golem or the water weird. The circle of power lasts 10 rounds. It moves with the talisman. The talisman will work only three times, after which the ring and pendant separate and become non-magical.

THE BLACK OPAL EYE

The *Black Opal Eye* is a stone of great magical power, usable only by those who know its secret. The three witches draw power from it and will increase in power if all of them are freed. They do not need to possess the opal, but only need to know where it is in order to use it. The witches will not be able to use 2nd and 3rd level spells if the stone is stolen and they do not know where it is.

Elyas planned to use the *Black Opal Eye's* power to destroy the witches, but was killed before he could do so. To destroy the witches, the PCs must place the opal on the obelisk in room 96, then place the gem in the Dragon

New Magical Items



Throne in room 100. If they do this, the following happens:

1. The spirits of the three witches are permanently locked within the gem eyes of the larger dragons.
2. The spirits of the witches' victims return to their original bodies, which are restored to full health.
3. The three large dragon heads crumble away, and the eyes are banished forever to an unknown dimension.
4. All the adventurers transformed into platinum statues are restored to normal. The PCs may not have rescued all the prisoners (the elves Hasan, Merisa, Sylva, and Miryala; the magician Merdiz; and the fighter Baik Telor). The adventurers who were platinum statues rescue anyone the PCs don't.
5. The *Black Opal Eye* shatters into dust.
6. If the Rahib is still alive and free, he flees from the elven forest forever.

Rahasia's Letter

To thee of valor and honor:

I am an elven maiden called Rahasia. In the Hantu Valley at the foot of Gray Mountain, our village thrived in peace for many years. Our elders worked daily in the forest. Many of our young men studied and worshiped in the temple on the mountain. We made our homes in peace—but our peace is no more.

It was three weeks ago when the stranger, the Rahib, first came. He was a handsome man with broad shoulders. His deep-set eyes held a piercing glint that looked uncomfortably into one's soul. His voice was soft and persuasive, and anyone hearing it was almost certainly lulled into agreement. It was the consent of my father that the Rahib sought—and only to one end. My father refused him.

The next day, he came to me and dropped to one knee saying, "Rahasia, your beauty is fabled throughout this land, almost as much as your father's wealth. To possess you I have traveled far, but your father is unkind. He refused me, though I brought many riches as payment for you. Surely you will not refuse to go with me. He grabbed my arm with an unbearable grip—I cried out.

My father heard me, and, in a rage, bound from the house toward the stranger. With one great rush, father drove him to the gates, and cast him forth.

On his knees like a common beggar, the stranger clung to the wall and uttered such a curse that the sky darkened and all the servants covered their heads in fear. In a deep, rich voice, he intoned an evil chant we could not understand.

He then vanished into the forest. Under my father's hand, peace soon returned to my household. The cupious visitor and his curse were forgotten—until I week ago.

One day, the young men who study at the temple and their teachers did not return to their homes. Their families became worried and went to the temple, but were driven away by the students, known as the Siswa. My father, who sometimes taught at the temple, went there to discover what had happened. He has not returned.

My father's wealth is also lost. I believe that his fortune was hidden in the lower recesses of the temple. It is hard to believe the treasure has been stolen, for it includes many distinctive pieces that anyone, near or far, would recognize. There was a beautiful translucent marble jar made with gold trim and six jewels. There were, also, two birds of platinum, resting on blue cloth threaded with gold, that would sing a tune. The birds were to be my dowry, without which I cannot be wed. There is also an ancient ring set with black jade that matches the pendant that hung about my father's neck. He told me that anyone who possesses both can wield great power for good.

Hasan, my betrothed, knowing that his family would not allow his marriage to me, now a maid without a dowry, and fearing for my father's safety, also went to the temple. He, too has not returned.

Two days ago, the village council received a message. It was from the Rahib. He boasted that all the devoted Siswa who studied at the temple are under a spell that will not be broken until the village gives the Rahib three maidens, including myself. The council refused. That night, the Siswa attacked and kidnapped two other two maidens, Sylva and Merisa, but I escaped.

All of the villagers are in misery, for many of their sons are Siswa. Some people have begged me to give myself over to the wicked Rahib, but I dare not, lest I find that he has lied, and will not break his curse on the Siswa. I fear that unless we are helped, I shall never again see Hasan or my father and my friends, Sylva and Merisa.

Someone must rescue them and the Rahib must be forced to remove his curse upon the Siswa. Anyone who helps us will be well rewarded if they succeed. Without help, I have no choice but to give myself to the Rahib and hope and pray that he keeps his word and releases the others.

Rahasia

Prerolled Characters

Below is a list of characters your players can use. Each character's ability scores, armor, weapon, and specialized equipment is listed below. In addition, each character owns a backpack, a thin blanket, 1 week's standard rations, a waterskin, and a tinder box. You may allow your players to further equip their characters with other adventuring gear. Remember, if characters carry too much equipment, their movement rates are slowed. Each player must roll his character's hit points before playing.

BENAR, Swordmaster Third level fighter

Strength: 17 Dexterity: 15
Intelligence: 10 Constitution: 10
Wisdom: 9 Charisma: 13
Armor Class: 4 Hit Points:

Armor: chainmail, shield
Weapons: sword, short bow & quiver with 20 arrows
Special Equipment: 1 silver-tipped arrow, 50-foot-long rope

JUJUR, Robber Third level thief

Strength: 13 Dexterity: 15
Intelligence: 10 Constitution: 10
Wisdom: 9 Charisma: 13
Armor Class: 7 Hit Points:

Armor: leather
Weapons: short sword, dagger
Special Equipment: thief's tools, steel mirror

KEPALA, Warrior Second level fighter

Strength: 15 Dexterity: 11
Intelligence: 13 Constitution: 12
Wisdom: 11 Charisma: 10
Armor Class: 3 Hit Points:

Armor: plate mail
Weapons: two-handed sword
Special Equipment: torch, flask of oil

SUNGGU, Footpad Second level thief

Strength: 12 Dexterity: 16
Intelligence: 10 Constitution: 10
Wisdom: 7 Charisma: 9
Armor Class: 7 Hit Points:

Armor: leather
Weapons: sling with 30 stones, dagger
Special Equipment: thief's tools, 2 large sacks

BECHAK, Warrior Second level fighter

Strength: 15 Dexterity: 16
Intelligence: 8 Constitution: 15
Wisdom: 9 Charisma: 12
Armor Class: 4 Hit Points:

Armor: chain mail, shield
Weapons: normal sword
Special Equipment: 12 iron spikes, small hammer

SINAR, Conjurer Third level magic-user

Strength: 6 Dexterity: 5
Intelligence: 17 Constitution: 9
Wisdom: 12 Charisma: 13
Armor Class: 8 Hit Points:

Armor: shield
Weapons: dagger
Spells:
First Level: *shield, magic missile*
Second Level: *web*
Special Equipment: lantern, flask of oil

MATI, Seer Second level magic-user

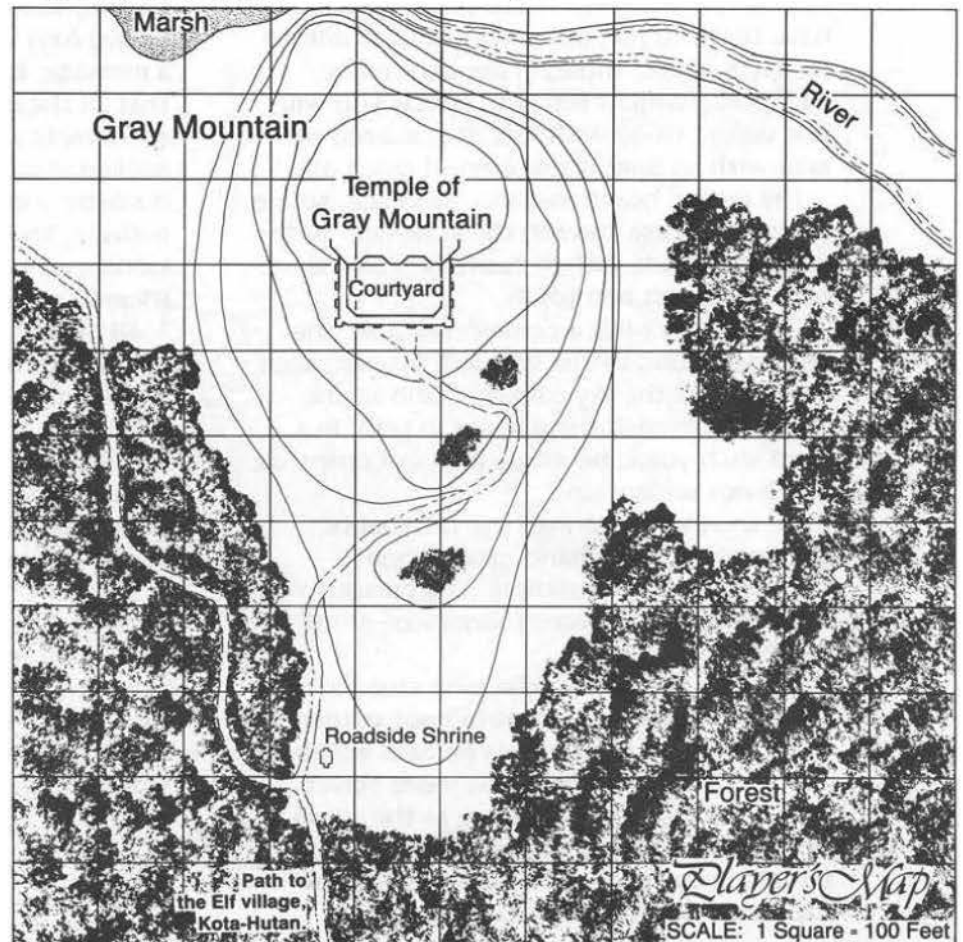
Strength: 8 Dexterity: 13
Intelligence: 16 Constitution: 12
Wisdom: 10 Charisma: 7
Armor Class: 8 Hit Points:

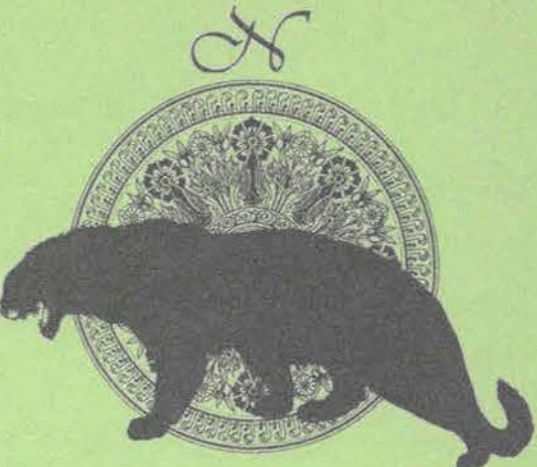
Armor: *ring of protection +1*
Weapons: silver dagger
Spells:
First Level: *sleep, floating disk*
Special Equipment: 10-foot-long wooden pole, 50-foot-long rope

SUCHI, Priest Third level cleric

Strength: 12 Dexterity: 8
Intelligence: 13 Constitution: 10
Wisdom: 15 Charisma: 9
Armor Class: 9 Hit Points:

Armor: none
Weapons: mace
Spells:
First Level: *cure light wounds (X2)*
Special Equipment: vial of holy water, holy symbol



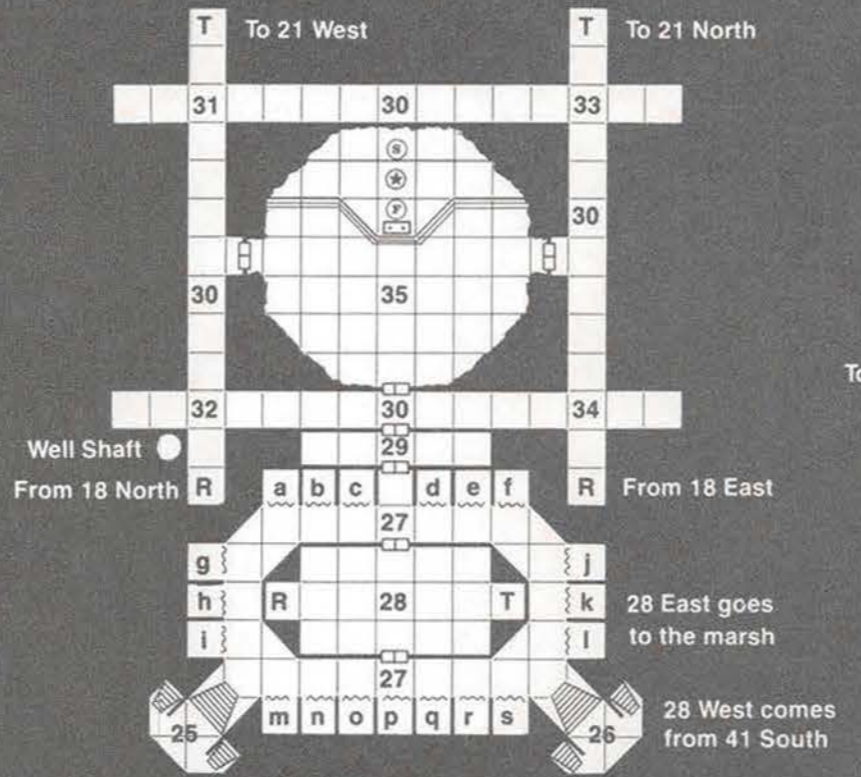
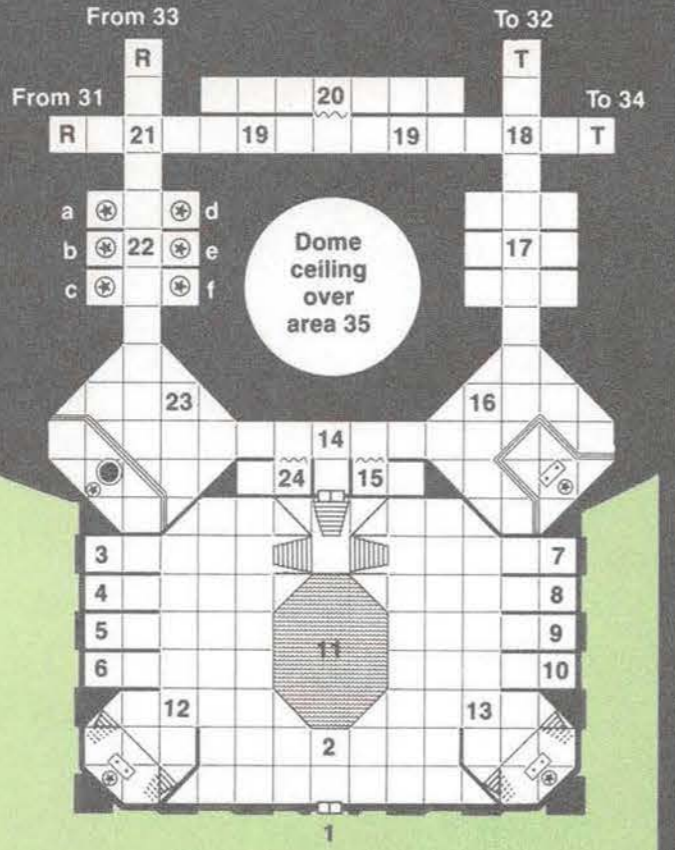


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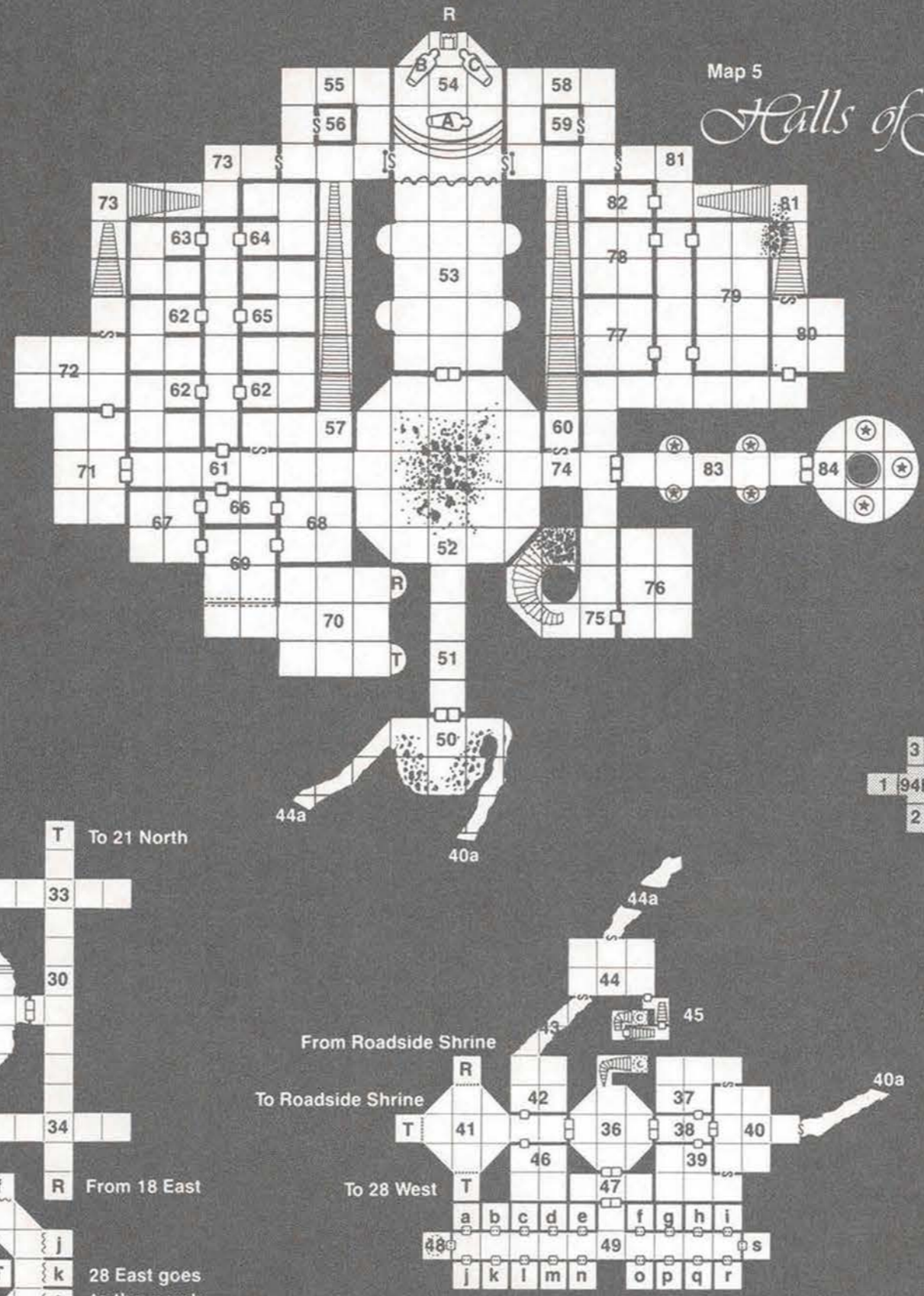
- Door
- Secret Door
- Double Doors
- Door With Barred Window
- Iron Bar Gate/ Portcullis
- Secret Door in Floor
- Trap Door in Floor
- Trap Door in Ceiling
- Curtain
- Altar
- Ladder
- Statue
- Crypt
- Platform
- Well
- Water
- Stairs
- Throne
- Arch
- Magical Transmuter
- Magical Barrier
- Teleport Maze
- Rubble

Rabasia

Map 2
Upper Temple Level



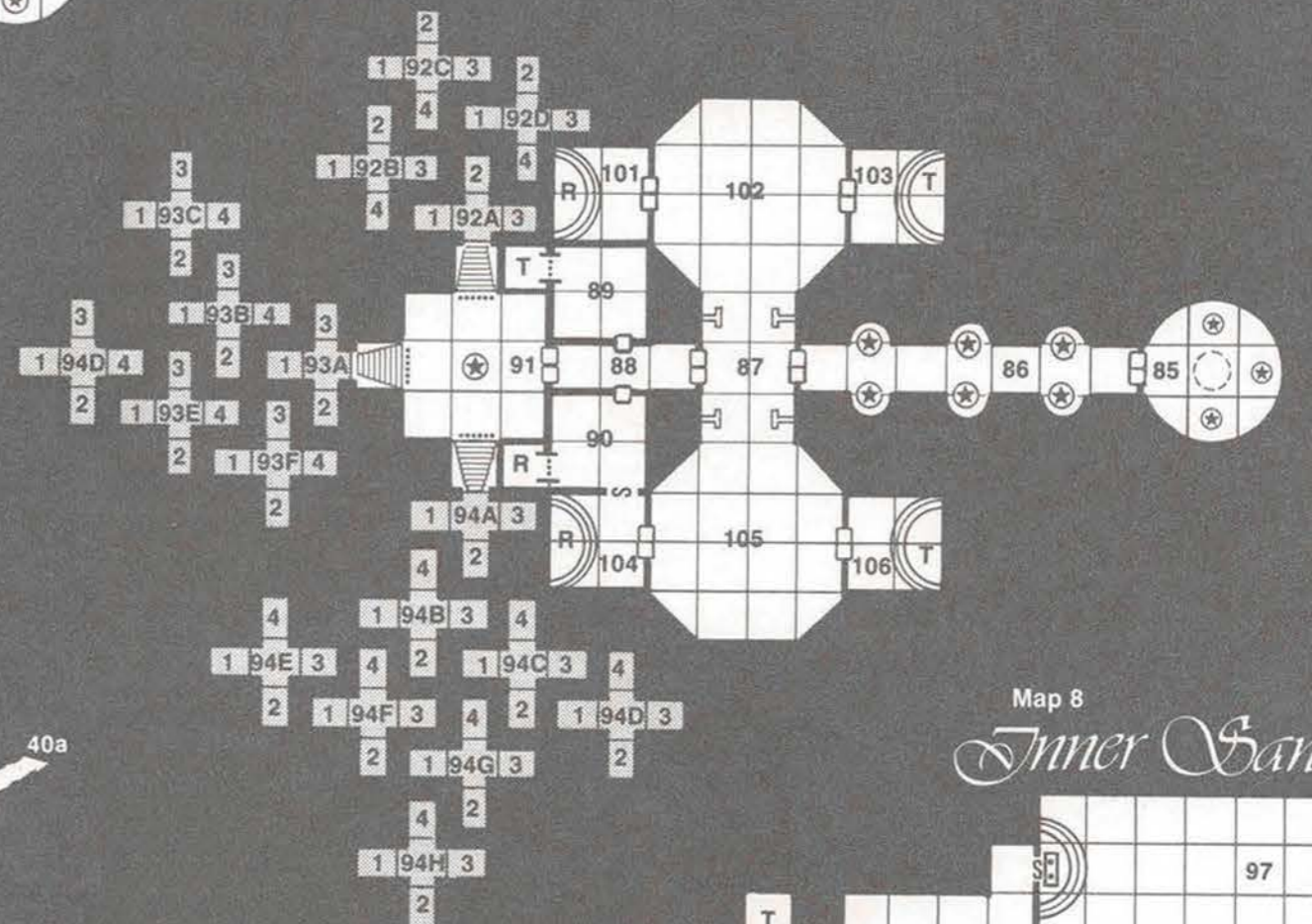
Map 3
Middle Temple Level



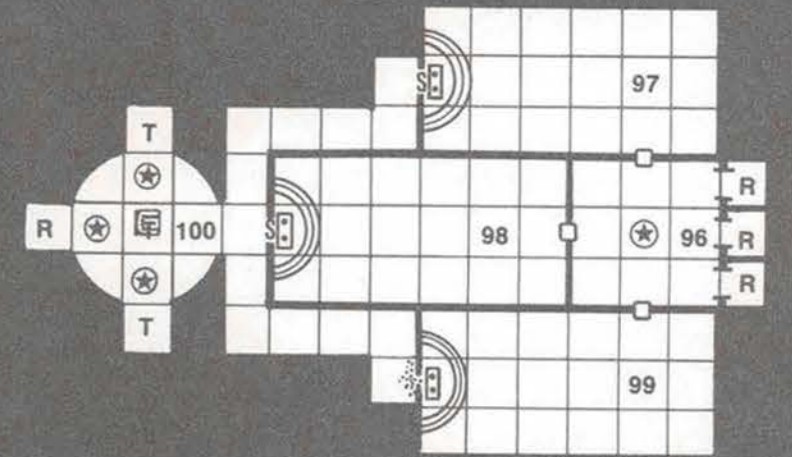
Map 4
Lower Temple Level

Map 5
Halls of Grandeur

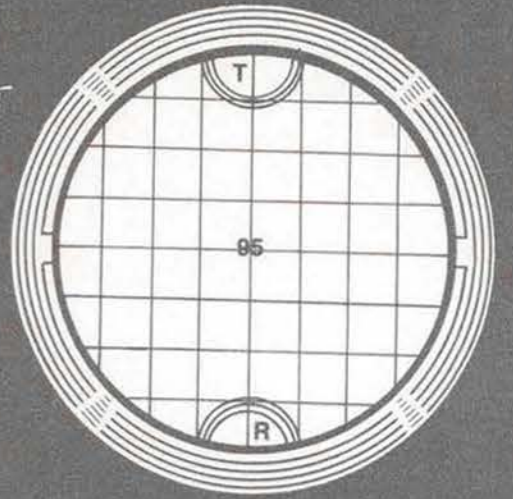
Map 6
Elyas' Treasury



Map 8
Inner Sanctum



Map 7
Arena



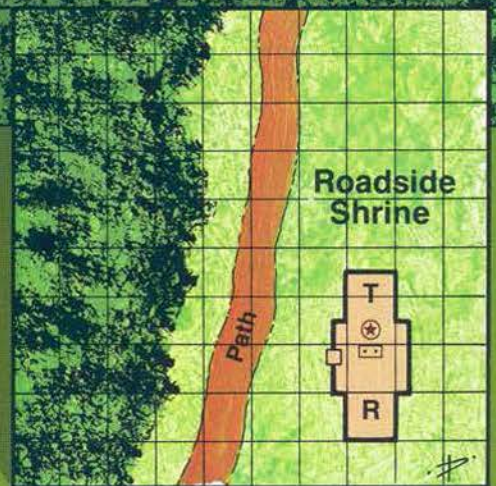
Outdoor Map

MAP 1



SCALE: 1 Large Square = 100 Feet
1 Small Square = 10 Feet

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Basic Game Adventure

Rahasia

by Tracy and Laura Hickman

Gray Mountain lies deep in the lush elven forest. The temple there was a haven of meditation and learning—until taken over by an evil cleric known as the Rahib.

Far under the mountain, he paces before the temple's great altar. A brown-robed servant rushes in and falls to his knees, trembling at the sight of the Rahib's black panther. "Rahib, adventurers came to the village as the sun rose—the strangers now protect Rahasia."

A scowl crosses the Rahib's face. "I must have Rahasia! Attack again tonight." As the servant scurries away, a deep growl rises from the giant cat.

Gripping the panther's leash, the Rahib paces again, speaking out loud. "We must dispose of these strangers quickly; the secret beneath the temple will not wait much longer."

This adventure is for use with the DUNGEONS & DRAGONS® Basic Set, and cannot be played without the D&D® Basic rules produced by TSR, Inc.

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TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR(UK) Ltd.
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Cambridge CB14AD
United Kingdom

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