

TREASURE CHEST

Official Game Accessory

by Skip Williams



An official game accessory usable by characters of all levels

Advanced Dungeons & Dragons[®] 2nd Edition

Official Game Accessory

TREASURE CHEST

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ISBN 1-56076-813-4

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The following products also are available in the GR series of Dungeon Master adventure aids:

GR1	9353	Strongholds
GR2	9365	Dungeons of Mystery
GR3	9377	Treasure Maps

Introduction

Treasure Chest is the fourth in a series of special accessories for the AD&D® game. It provides the Dungeon Master with basic adventure skeletons that can be expanded as she or he pleases, from simple encounters to heroic undertakings.

Treasure Chest provides two full-color illustrations for each of its 16 adventures. First comes the game aid (often a map) for the DM, with encounter information and background on its reverse side. The second illustration is a handout for the players' use and serves to lead the player characters into the adventure. On its reverse side is a short explanation of the illustration, giving pertinent details not obvious from the picture, such as an object's weight, construction, state of repair, and so on. The players' illustration usually also lists rumors regarding the illustration—why it exists, what treasures it might lead to, the fate of previous owners, and the like. Many of these rumors contain clues that can help the PCs complete the adventure, while others serve to mislead or confuse the PCs.

The adventures described herein are not based on any particular world, setting, or campaign in TSR's arsenal and can easily be adapted to any of the following settings:

- The Dungeon Master's own campaign world.
- The AL-QADIM® setting.
- The DARK SUN® campaign.
- The DRAGONLANCE® world.
- The FORGOTTEN REALMS® campaign.
- The GREYHAWK® setting.
- The RAVENLOFT® realm.
- The SPELLJAMMER® universe.

Have fun using them!

The Adventures

The Eye of All-Encompassing Vision: Tomb robbers have beaten the PCs to the loot, but the strong of heart can still gain an even greater treasure.

Birdsong: Why does the caged bird sing? Solving this mystery leads to a deadly confrontation at a lonely castle.

The Keys: A brain teaser, but treasure-minded adventurers should watch their backs as they ponder the riddle of an ancient treasure vault.

What Lies Under the Rug? Even the most ordinary items can lead to adventure if you look at them in the right way.

The Lamp of Mirrimar Naguub: A crafty efreeti sends this invitation to adventure.

Puzzle Box: Deception is the order of the day when the PCs plumb the secrets of an antique box.

Greater Than the Sum of Its Parts: An old debt stands to be repaid—in the PCs' favor.

The Note: A cry for help holds out a promise of reward and unforeseen perils.

When the Bell Tolls: A legendary treasure is there for the PCs' taking. Of course, the original owners might have an objection or two.

The Great Stone Face: The faded glories of a fallen civilization are still rich enough to be worthwhile.

The Font of Never-Ending Potions: An alchemist's damaged notes hint at an inexhaustible supply of magical elixirs.

In a Glass Darkly: An unusual mirror provides a gateway into a scene from every adventurer's nightmares.

Monument: The new tenants at an old temple do not appreciate visitors.

Best Served Cold: The PCs can win big by settling an old score.

You Really Bug Me: A feud between ancient rivals can be dangerous even after the antagonists are dead.

To the Lady's Aid: Can the PCs prove that a lady *can* depend on the kindness of strangers?

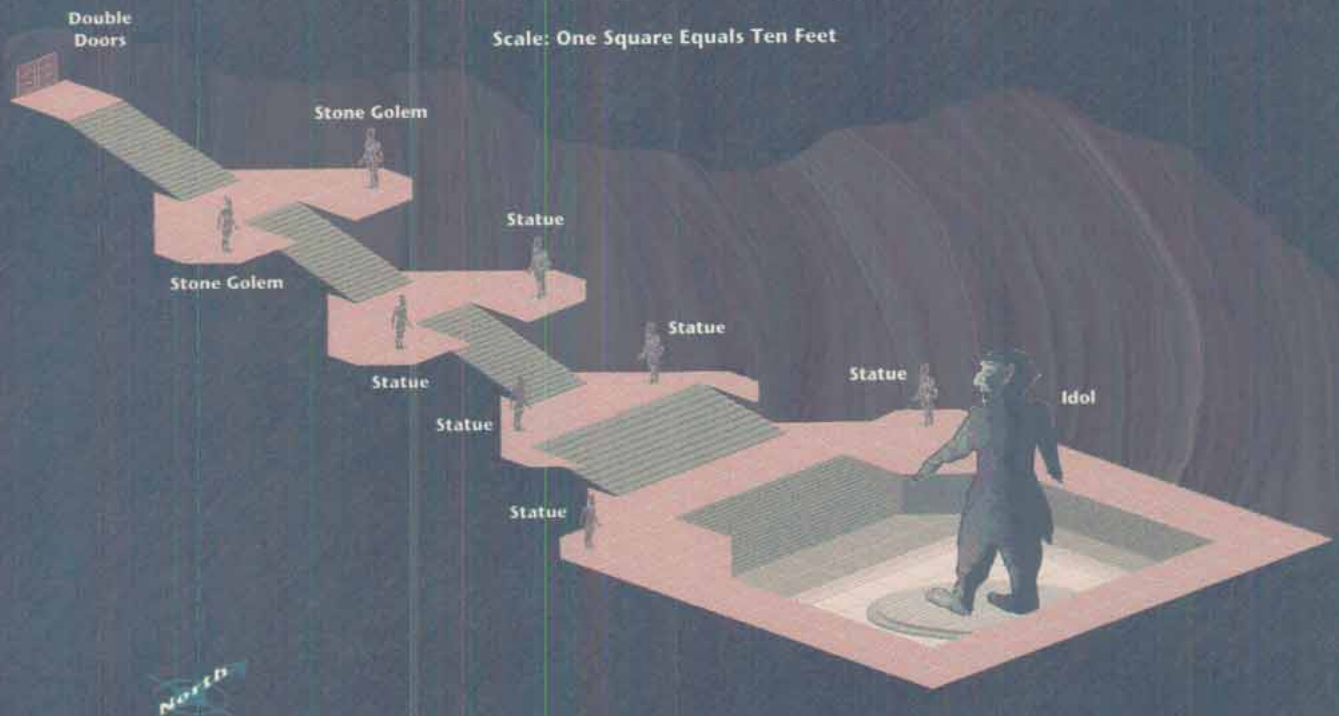
The island



Dragon Turtle patrols (circles) whole island, but is most likely to be encountered at "X."

The Sanctum of Wisdom

Scale: One Square Equals Ten Feet



The Eye of All-Encompassing Vision

DM's Information

The DM's Illustration

This illustration is two maps showing the Sanctum of Wisdom, where this adventure's climax takes place.

The Players' Illustration

This shows the tomb of Donaugh of Lees, a pirate turned statesman who died some 400 years ago. Most of the tomb has been looted, but the vault containing Donaugh's coffin remains sealed.

Notes

In ancient times, Donaugh of Lees was an infamous pirate who later became a statesman of some repute. Donaugh managed to avoid the executioner's block and become a member of the gentry by using the divination powers of the *Eye of All-Encompassing Vision*, which he stole from an idol hidden on a remote island.

Perspicutia, the diviner Donaugh tricked to get the *Eye*, spent her entire life trying to recover it, but Donaugh used the eye to evade her. With her dying breath, Perspicutia laid a curse on the *Eye*, so that no living being could own the eye. Donaugh resisted the effects of the curse and died of old age. His servants, not wishing to succumb to the curse, buried the *Eye* with him.

The Danger

If the PCs open the vault and remove the *Eye*, they fall prey to Perspicutia's curse. The PCs immediately become quested to return the *Eye*. The *quest* functions as though cast by a 25th-level priest. While pursuing the quest, the PCs face a long sea voyage to the island where the idol lies and a confrontation with the dragon turtle that makes its lair on the island and the stone golems that guard the idol.

The *Eye of All-Encompassing Vision* lies inside the vault, atop Donaugh's coffin. The *Eye* rests in a shallow niche in the coffin's lid. The *Eye* and the coffin lid are caked with 400 years worth of dust. Donaugh had the *Eye* fitted with a platinum chain and setting (100 gp) so he could wear it around his neck. This chain must be removed before the *Eye* can be replaced in the idol it was originally taken from. The *Eye* itself is an oval gem about 4 inches long, 2 inches wide, and 1 inch thick.

When a character picks up the *Eye*, everyone present feels an unpleasant tingling sensation. Then the *Eye* flashes, and an image of the island where the idol is hidden appears on its surface.

The *Eye* radiates both enchantment and divination magic. As a jewel, it has a value of 25,000 gp, plus the value of the platinum chain and setting. The PCs can sell the *Eye* (if they find a buyer who can afford it); however, if they do so, they immediately begin to feel the effects of

ignoring the *quest*. In addition to the standard penalty of -1 to saving throws for each day the quest is ignored, the characters also lose 1 hit point per day. Lost hit points return at the rate of 1 point a day when the *quest* is resumed, but any saving throw penalties persist until the *quest* is completed. Note that as the despoilers of Donaugh's tomb, the PCs are the *Eye's* "owners," no matter what they do with it. They eventually will die unless they get the *quest* lifted or return the *Eye* to the idol.

Some experimentation (or an *identify* spell) reveals that the *Eye of All-Encompassing Vision* can cast a *commune* spell once a week and an *augury* spell once a day. Both powers function at 18th level, but during this adventure the *Eye's* *commune* power answers only questions regarding the *Eye's* own history.

The PCs can learn the story of the *Eye* and discover the idol's location by either *communing* or consulting a sage.

Dragon Turtle (1): Int Very; AL N; AC 0; MV 3, Sw 9; HD 14; hp 70; THAC0 7; #AT 3; Dmg 2-12/2-12/4-32; SA breath weapon, capsize ships; SZ G (30' diameter shell); ML 17; XP 12,000.

Stone Golems (2): Int Non-; AL N; AC 5; MV 6; HD 14; hp 60 each; THAC0 7; #AT 1; Dmg 3-24 (3d8); SA *slow* one opponent once every other round; SD immune to most spells, +2 or better magical weapon to hit; SZ L (9½' tall); ML 20; XP 8,000 each.

Inside the Sanctum of Wisdom

The golems do not attack the bearer of the *Eye of All-Encompassing Vision*, provided the bearer is *entering* the sanctum.

The Take

When the PCs place the *Eye of All-Encompassing Vision* in the idol, the gem grafts itself into the statue, and the PCs are granted a *wish*. In addition, the lair of the dragon turtle contains the following:

1,000-3,000 (1d3×1,000) copper pieces.

200-500 (1d4+1×100) silver pieces.

200-500 (1d4+1×100) gold pieces.

100-300 (1d3×100) platinum pieces.


8 gems: an amethyst—500 gp, a carnelian—50 gp, a chrysoberyl (transparent yellow-green)—100 gp, a rhodochrosite (light pink)—10 gp, a deep blue spinel—500 gp, a star rose quartz—50 gp, a fire opal (fiery red)—2,000 gp, and a lapis lazuli—10 gp.

One weapon +2 (DM's choice).

A vial of *oil of preservation* (cyan colored).

A *potion of growth* (pearly phosphorescent pale blue).

Wizard scroll with *item*, *Maximilian's stony grasp*, *wall of ice*, *fabricate*, and *monster summoning V*.



HERE LIES DONAUGH OF LEES,
PERSPICUTIAS BANE.

HE WAS A SCOUNDREL
WHO STOLE RESPECTABILITY
FROM THE SANCTUM OF WISDOM,
AND DIED IN HIS BED.

IF YOU WOULD INVADE DONAUGHS TOMB
BEWARE PERSPICUTIAS CURSE,
FOR IT CLINGS TO DONAUGH
STILL.

The Eye of All-Encompassing Vision

Players' Information

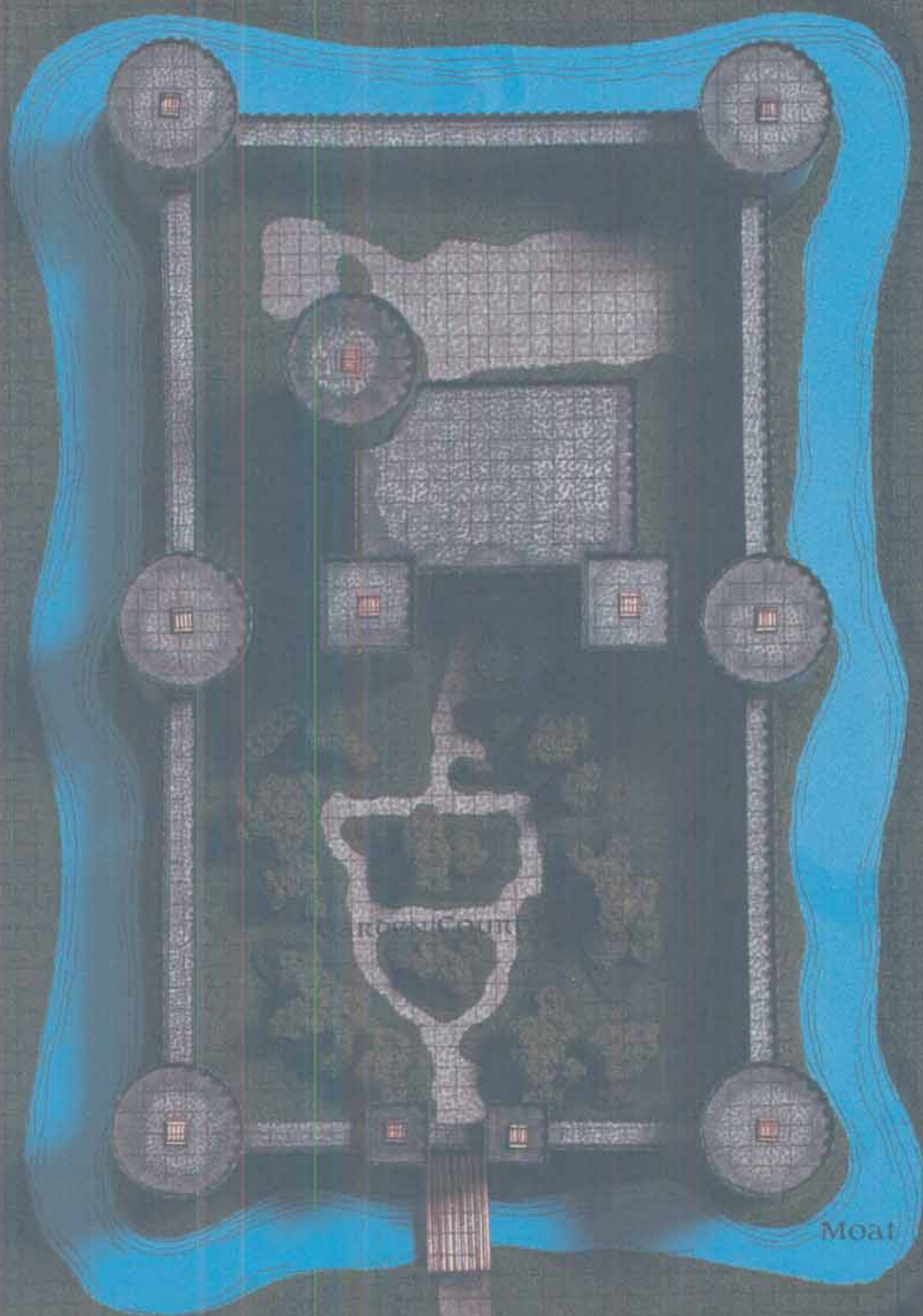
You have found an ancient tomb. This place must once have held a trove rich enough to make a dragon proud. The walls are covered with vibrant mosaics in colored ceramic depicting life on the high seas. The floor is littered with fragments of pottery and chunks of wood still bound together with stout bands of iron. A large rack, now twisted and empty, probably once held a stunning array of armor and weapons. There certainly was a fortune stored here in the past, but

now there is not a copper to be found among the wreckage. One feature does keep alive your hopes of finding wealth: a massive stone door with its seals still intact. A set of six parallel, quarter-inch-deep scratches runs down the door from about waist level to the floor. The door bears an inscription carved with the skill of a master dwarven stonemason. The inscription reads:

HERE LIES DONAUGH OF LEES,
PERSPICUTIA'S BANE.

HE WAS A SCOUNDREL WHO STOLE RESPECTABILITY
FROM THE SANCTUM OF WISDOM, AND DIED IN
HIS BED.

IF YOU WOULD INVADE DONAUGH'S TOMB,
BEWARE PERSPICUTIA'S CURSE, FOR IT CLINGS TO
DONAUGH STILL.



Moat

Garden of the Hags

One square = 10 feet

Birdsong

DM's Information

The DM's Illustration

This illustration is a map showing the castle lair of a covey of hags. The hags love to use their special powers to turn passersby into all sorts of animals—until the prisoners meet a more permanent fate.

The Players' Illustration

The songbird in the cage is Scavin Rhudyrd, a half-elven bard who escaped from the hags after being *polymorphed* into a songbird. Scavin is kept by Kylan Artumich, an innkeeper who keeps Scavin as a pet and performing animal. Kylan's Bluebird Inn has become very popular, mostly due to Scavin's musical talents.

Notes

Scavin's entire party was captured several years ago. The hags thought turning Scavin into a songbird was particularly clever and funny. However, Scavin used his rogue abilities to escape from his cage. He flew toward the nearest city, seeking help. Unfortunately, he failed his personality check only a few days after gaining his freedom. His reduced mentality prevents him from thinking clearly enough to arrange for his own release or to organize the rescue of his companions.

The PCs can learn the rudiments of Scavin's story by casting a *Speak with Animals* spell. This must be done discreetly, however, as Kylan does not approve of customers meddling with his rare and valuable bird. Although he has retained a vestige of his bardic musical ability, Scavin now has the mind of a bird and has no clear recollection of his past. The only things he remembers with any clarity are Clarisse Averill (his girlfriend, also captured by the hags), being captured, and his intense desire to rescue Clarisse from the "awful women." If the PCs carefully question Scavin, they can get rough directions to the castle ("big stone nest") where the hags live. However, these directions come in bird terms: "Fly away from the new sun for mornings and evenings to the great wood. When your wingtip [shakes left wing] covers the rushing water, turn toward it and follow the water until you see the nest in the sky." Roughly this translates into: "Go west for two days until you pass over a river, turn left, and follow the river until you see the roof of the castle on the horizon."

If the PCs have difficulty questioning Scavin, they can follow up on some of the rumors they hear. The beautiful woman who tried to buy Scavin from Kylan was one of the hags trying to get Scavin back. This woman tried to lure several local youths into the remotest parts of a forest many leagues to the west of the town. The PCs can also discover other rumors of a beautiful enchantress who lives in a haunted castle west of town.

The Danger

When the party approaches the castle, the covey casts a *Veil* spell over itself, making the greenhags appear to be two apple trees. The annis uses *change self* to appear to be a maiden picking apples. When a fight breaks out, the annis tries to keep the "trees" between her and the PCs while she casts *fog cloud*. At the first opportunity, the greenhags cast *weakness* on the PC fighters, then use *invisibility* to gain a melee advantage over the PCs.

Annis (1): Int Very; AL CE; AC 0; MV 15; HD 7+7; hp 42; THAC0 13; #AT 3; Dmg 9-16/9-16/3-9 (2d4+1); SA *fog cloud* three times a day, *change self* at will, grapple opponents, covey powers (*curse*, *polymorph other*, *animate dead*, *dream*, *control weather*, *veil*, *forcecage*, *vision*, and *mind blank*); SD surprised only on a 1, -1 point of damage per attack from type S or P weapons, +1 point of damage from type B weapons; MR 20%; SZ L (8' tall); ML 15; XP 4,000.

Greenhags (2): Int Very; AL NE; AC -2; MV 12, Sw 12; HD 9; hp 45 each; THAC0 11; #AT 2; Dmg 7-8/7-8; SA *mimicry*, *change self*, *audible glamor*, *dancing lights*, *invisibility*, *pass without trace*, *speak with monsters*, *water breathing*, and *weakness* at will; SD surprised only on a 1; MR 35%; SZ L (5' tall); ML 17; XP 4,000.

The Take

If the PCs defeat the hags, they find about a dozen caged animals of various types. Most are peasants who got lost in the forest and fell afoul of the hags. Two members of Scavin's party still survive, however. Richard Coate, a human fighter *polymorphed* into a snail, is wandering about in the garden. He, too, has lost his identity. Clarisse Averill, a half-elven conjurer, has been *polymorphed* into a goldfish and lives in the pond. She has kept her identity and will be very grateful for being rescued and reunited with Scavin and Richard. Upon her rescue she presents the PCs with a *ring of feather falling* and a *wand of paralyzation* with 12 charges.

In addition, the hags have accumulated the following treasure:

500-5,000 (1d10×500) copper pieces.

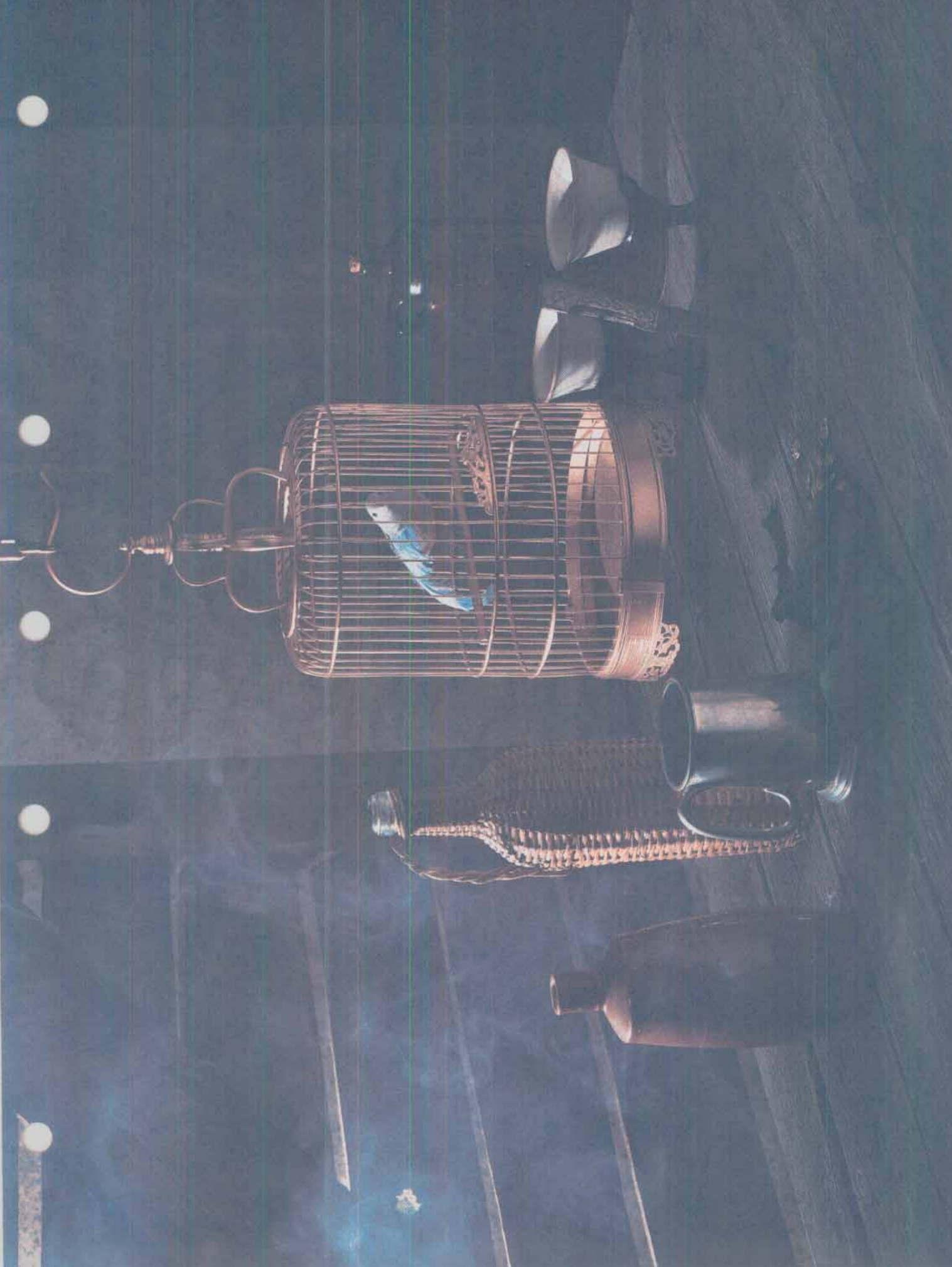
400-1,900 (3d6+1×100) silver pieces.

500-3,000 (1d6×500) gold pieces.

A *potion of plant control* (clear, with dark brown and gold flecks).

A *potion of water breathing* (translucent crimson red).

One wizard scroll with *alternate reality*, *summon lycanthrope*, *demi-shadow magic*, *permanent illusion*, *airboat*, *polymorph any object*, and *Mordenkainen's disjunction*.



Birdsong

Players' Information

The newly opened Bluebird Inn is quickly becoming a favorite pub and cafe among well-heeled merchants and adventurers. The food and drink aren't particularly good, but the owners, Kylan and Milina Artumich, are quick to smile and generous when serving meals and refilling mugs.

What is making the Bluebird famous, however, is its entertainment. All manner of bards, jugglers, and actors take their refreshment there. These folk often literally sing for their suppers, passing their hats to pay their bills. There's no telling who or what will be performing at the Bluebird on any given night.

The Bluebird's one steady performer, and its best loved, is called Drugi. Drugi is a small songbird Kylan keeps in a cage over the bar. Drugi is an amazing singer. His musical talents go beyond the repetitive chirping of normal birdsong (as charming as some people find that) to true music with complex rhythms and melodies. Although he cannot sing words, Drugi knows a range of tunes as large as any bard's and is constantly learning new ones from the bards who visit the place. When left to his own devices, Drugi sings wistful love ballads that can melt even the hardest heart.

Rumors

- Kylan used Drugi in a traveling show before settling down to open the Bluebird.

- Several people have tried to buy Drugi since the Bluebird opened. Recently one disappointed buyer, a strikingly beautiful woman, surprised everyone by smashing a table into tiny bits with her fists upon Kylan's second refusal to sell.

- This same woman convinced eight hardy local youths to carry her market purchases back to her home for her. When their path led to the remote parts of a distant forest to the west of town, the youths disliked mysterious noises they heard while camped for the night, and fled back home in a group, abandoning their task. They claim the forest is haunted by banshees.

- Drugi doesn't seem to like female spellcasters of any sort, but does seem fond of male spellcasters.

- Kylan is very careful not to allow inquisitive customers to get near Drugi. Kylan probably fears the bird will be stolen.

- When Kylan wasn't looking, a priest once cast a *Speak with Animals* spell and asked Drugi why he sings such beautiful love songs. Drugi supposedly told the priest he is pining for someone named Clarisse Averill, a beautiful maiden held prisoner in a castle filled with loathsome monsters. Kylan threw the priest out before he could learn anything more.



The Keys

DM's Information

The DM's Illustration

This reinforced portal is enchanted and cannot be opened magically—even by a *knock* spell—except with a special set of four keys used in the correct manner. Nothing can be seen behind the bars, even with magical light or aid.

The Players' Illustration

This set of keys found on a long-dead fellow (near his shield) are magical and can open an ancient vault full of treasure.

Notes

The skeleton with the keys once was a guard charged with safeguarding a wizard's treasure vault. When the wizard was killed, the guard fled, intending to return to empty the vault later. However, the guard died before he could do so. The PCs find the skeleton and the keys anywhere the DM wants to put them. If the PCs *speak with dead* to the guard, he will be suspicious of them and refuse to give any useful information. The ruins containing the vault can also be placed anywhere.

The Danger

The door to the vault lies at the end of a 10-foot corridor at least 40 feet long. The door has four magical locks that must be opened in the correct manner and in the right sequence. A series of magical traps await characters who tamper with the door. *Knock* spells, attempts to pick the locks, and *chimes of opening* trigger the traps. The DM's illustration shows the location of each keyhole. When the proper key is inserted and turned the correct number of times, a bolt inside the door snaps back (open) with an audible click. The door cannot be opened until all four bolts are released. So long as the door remains closed, the bolts reset themselves, with a muffled thud, after five minutes.

The locks must be opened in the listed order: top, bottom, right, left. A character who breaks the order suffers the consequences of tampering with whatever lock he or she is trying to open out of sequence.

Triangle: The key with the triangle opens the top lock. It must be inserted and turned counterclockwise three times. Improper opening releases an electrical shock that inflicts 2d6 points of damage (save vs. breath weapon for half damage).

Square: The key with the square opens the bottom lock. The key must be turned clockwise four times. Improper opening releases a *burning hands* effect cast at 18th level (1d3+20 points of damage).

Pentagon: The key with the pentagon opens the right-hand lock. It must be inserted and turned counterclockwise five times. Improper opening causes the character turning the key to save vs. petrification or turn to stone.

Hexagon: The key with the hexagon opens the lefthand lock. The key must be turned clockwise six times. Improper opening causes the limb holding the key to *wither* as though struck by a *staff of withering* (save vs. spell for no effect).

The Jermlaine: A colony of jermlaine and giant rats infests the corridor near the vault. The traps on the door have provided the jermlaine with a steady supply of entertainment and victims over the years.

The jermlaine do not attack immediately. While the PCs consider how to deal with the door, a party of five jermlaine steal forth and sabotage the PCs' equipment. If the PCs notice the saboteurs, the jermlaine release their giant rats, who mount a frontal attack on the PCs while the jermlaine scuttle to the party's rear to attack.

The jermlaine have hung three camouflaged nets above the corridor in front of the door. These nets are 6 feet square, and the jermlaine use them to entangle spellcasters during a fight.

If the party runs afoul of the traps on the door and becomes severely weakened, the jermlaine release their nets and swarm to the attack, trying to take captives.

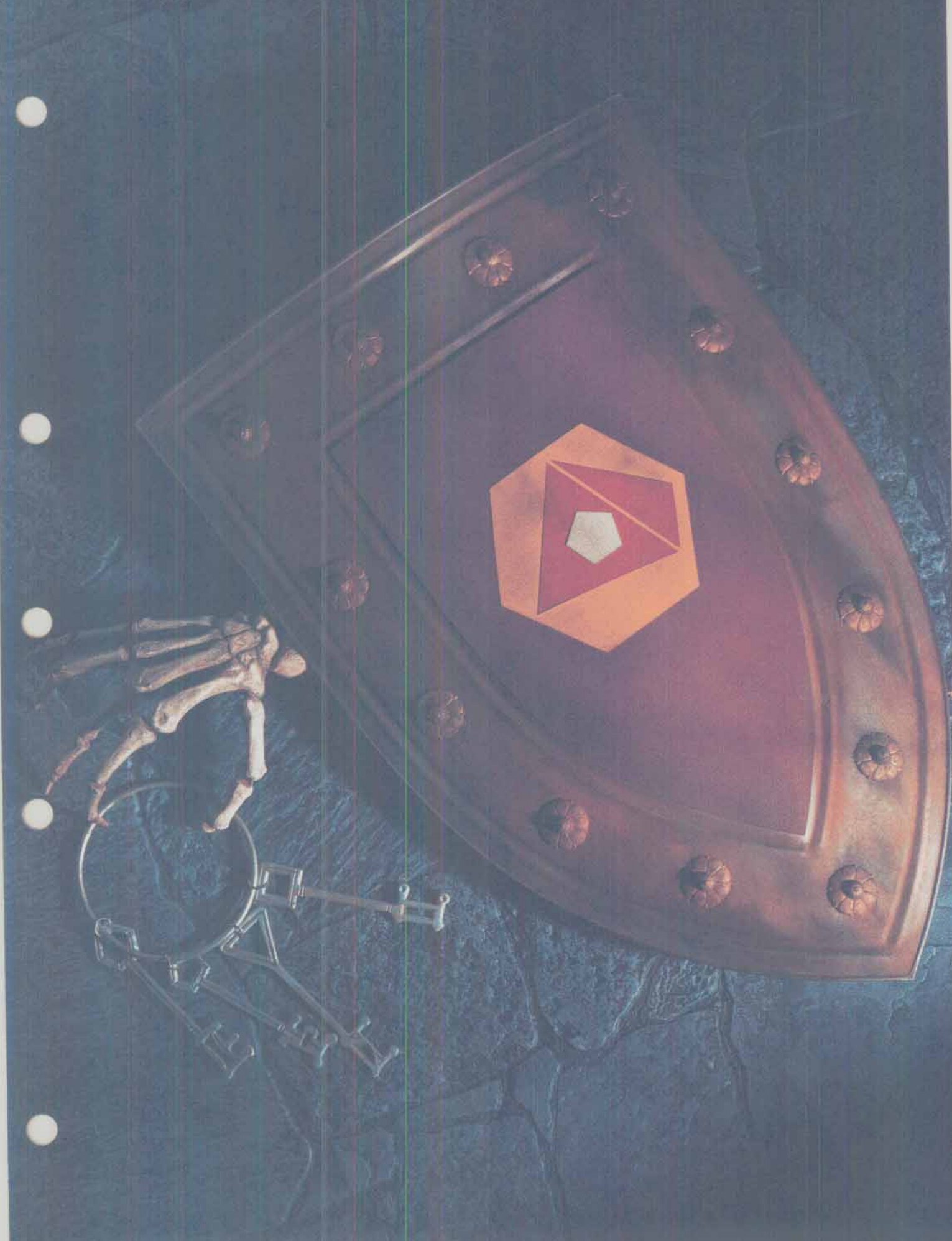
If the PCs don't notice the sabotage and manage to circumvent the traps, the jermlaine allow the party to loot the vault. When the PCs leave, the jermlaine follow and attack when the PCs' equipment begins falling apart. This tactic gives the jermlaine automatic surprise.

Jermlaine (30): Int Average; AL NE; AC 7; MV 15; HD 1/2; hp 3 each; THAC0 20; #AT 1; Dmg 1-2 or 1-4; SA -5 penalty to opponent's surprise rolls; SD detect invisible creature 50%, 75% undetectable even if listened or watched for; SZ T (1' tall); ML 12; XP 15 each.

Giant Rats (4): Int Semi-; AL N(E); AC 7; MV 12, Sw 6; HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1-3; SA bite causes save vs. poison or contract a disease; SZ T (2' long); ML 7; XP 15 each.

The Take

Rufina's treasure vault contains 500 cp; 330 sp; 1,400 gp; 400 pp; 15 gems: an amethyst (100 gp), two banded agates (10 gp each), an eye agate (10 gp), a citrine (50 gp), a black chlorite (10 gp), a violet garnet (100 gp), two pieces of dark green jade (500 gp each), a black pearl (100 gp), a rose pearl (500 gp), a light pink rhodochrosite (10 gp), a jet (100 gp), and a violet spessartite (100 gp); a bronze statuette of a lioness (600 gp); a jewelled silver chalice (200 gp, including four moonstones); a small jewelled box (300 gp, including six banded agates); a *periapt of wound closure*; one other miscellaneous magical item of the DM's choice (but not an item unusable by necromancers); and a wizard scroll with *stone to flesh* on it. Also found are a set of spell books covering spell levels 1-4. There are five spells of each level, and no spells of the illusion or



The Keys

Players' Information

You found these keys near a long-dead fighter of some sort. You don't know who the unfortunate fellow was, but he looked harmless enough. His armor and weapons were broken beyond repair, but the device on his shield, a pyramid that has on one face a pentagon, with the pyramid surrounded by a hexagon, was unusual. His pouch contained a foul-smelling mass of something, probably rations gone bad a long time ago. The keys you found near his shield are more interesting. They are made of silver and each is decorated with a polygonal "handle." Each also bears an inscription:

- *Triangle:* "I am the first, over the rest. Each point against the day I must turn, or Zeus's ire shall you endure."

- *Square:* "I am the second, opposite the first. Each corner shall have its turn, or fire shall burn."

- *Pentagon:* "I sit at the first's right hand (and yours), and go his way plus two, or crude matter I shall make of you."

- *Hexagon:* "I am last, and oppose the third. I turn one-for-one against the last, then one more, or your days of youth are past."

Rumors

- The unusual device on the shield is the wizard mark of Rufina de Motre, an infamous necromancer. Rufina reputedly kept her treasures behind an unopenable door in the dungeons under her tower.

- The captain of Rufina's guard was a warrior named Raoul. He disappeared when Rufina finally died. It is said that Raoul held the secret to recovering Rufina's treasure. Several of Rufina's enemies tried to find Raoul, but he eluded them all.

- Several years ago, a group of adventurers reported finding an ancient portal deep in a nearby dungeon. They couldn't open it, but resolved to return to try once more. The adventurers were never seen again, but the body of one of their porters was found in the dungeons. The pitiful corpse was naked, bound, and hairless.

The Labyrinth of Shuuc

Sarcophagus

6
Illusory
Walls

5

Sliding
Blocks

One square = 10 feet

Stairs

MINOTAURS'
Starting
Locations

2

Minotaurs'
Routes

1

4

3



DAVID
SANTANA

What Lies Under the Rug?

DM's Information

The DM's Illustration

This is a map of the Labyrinth of Shuuc. Shuuc was a wizard who created an extradimensional maze to hide his treasures.

The shaded squares indicate sliding blocks in the walls. These can be pushed (not pulled) at a movement rate of 3 if at least 34 points of Strength are applied to them. No more than three size S or M characters can push on a 10-foot section of block. A block stops when it encounters a solid object, such as a wall. A block resting against a wall can slide along the wall. The minotaurs who inhabit the labyrinth use these blocks to trap and confound intruders. A pair of minotaurs can push a block at a rate of 6.

The sliding blocks are normally indistinguishable from the labyrinth's walls. However, elves have a chance to spot them at a range of 10 feet as though they were secret doors. Active searching does not increase this chance. Characters (such as dwarves) and magical weapons that can locate sliding or shifting rooms also can locate the blocks. A party also could locate a block simply by pushing on it in the right direction with sufficient strength.

The Players' Illustration

This moth-eaten Oriental carpet is actually the gateway to the Labyrinth of Shuuc. A *detect magic* cast by a wizard or a similar type of magical detection reveals that the carpet radiates both enchantment and alteration magic.

Notes

When unrolled in the proper location and under the proper conditions (both set at the DM's option), the pattern on the rug shown in the players' illustration dissolves into a magical staircase that leads into the Labyrinth. The Labyrinth should have a fixed location; the "door" provided by the carpet can be removed, but the Labyrinth does not move about.

The Danger

Shuuc stocked his labyrinth with magically long-lived minotaurs. These creatures haven't eaten in decades and are very hungry.

Minotaurs (11): Int Low; AL CE; AC 6; MV 12; HD 6+3; hp 32 each; THAC0 13; #AT 2; Dmg 2-8/2-8 or 1-4/by weapon type; SA grapple, charge; SD +2 to surprise rolls, immune to *maze* spells; SZ L (7 1/2' tall); ML 13; XP 1,400 each.

Inside the Labyrinth

1. As the PCs descend the stairway, it appears to be much wider than the carpet (and it is). The stairs appear

to end in a blank wall, but it is illusory, and the PCs can walk right through it. The minotaurs within the labyrinth hear and smell the PCs coming down the stairs, and two are waiting to ambush the PCs as they enter this area.

2. Two minotaurs here exit though the northern passage when the PCs arrive in area 1 (see the DM's map). They push the sliding block south to block the passage, then circle around through area 1 to charge the PCs.

3. The four minotaurs in this chamber move to hide behind the illusory wall as the PCs approach this chamber. When they hear the PCs entering the room, they charge. The PCs suffer a -2 on their surprise roll.

4. A huge sarcophagus rests against the south wall here. It contains one of Shuuc's treasure caches. The sarcophagus's stone lid weighs nearly half a ton, but the party can slide it off with a bend bars/lift gates roll. Or, the PCs can smash it by inflicting 30 points of damage with magic or type B or type P weapons (type S weapons are ineffective). Note that magical attacks could destroy the treasures inside.

5. Unless the party has three characters whose Strength totals at least 68 points, the party must enter this chamber from the east or west. (The PCs must push *two* blocks to clear one of the northern entrances.)

Three minotaurs here ambush the PCs as they enter the room.

6. A sarcophagus exactly like the one in area 4 holds Shuuc's remaining treasure.

The Take

The first sarcophagus contains eight bolts of silk worth 125 gp each, two ivory statues worth 250 gp each, a *staff of command* (seven charges remaining), and a *potion of speed*.

The second sarcophagus contains 2,500 cp, 2,000 sp, 1,200 gp, a deep mauve pearl (500 gp), a smoky quartz (50 gp), a red spinel (100 gp), and an *apparatus of Kivalish*.

Further, the carpet still functions as gateway to the labyrinth so long as it remains intact. Its condition is deteriorating, and it is up to the DM to decide how much more use it can stand. Note that the carpet does not work like a *portable hole*; if the PCs store items inside the labyrinth, then roll up the carpet and carry it away, the items stay behind. The carpet must be returned to the correct location to once again permit access to the Labyrinth of Shuuc.



What Lies Under the Rug?

Players' Information

This Oriental carpet shows unusual workmanship, but it obviously has seen better days. Curiously, it seems to be much heavier than it should be. The carpet is 4 feet wide and 9 feet long, yet it must weigh close to 300 pounds.

A closer examination reveals that the carpet's material feels—and smells—like old cloth, but you also notice that the floral and trapezoidal patterns on its surface seem to shift as the light changes.

Rumors

- A solitary old wizard named Shuuc had this carpet made. The material in its weave includes hairs from a ki-rin's beard, strands of phase spider silk, and chimera fleece (presumably taken from the monster's goat head).
- Shuuc was known for preferring the company of charmed monsters to that of other people—even other wizards.
- Shuuc never used his considerable wealth to build a residence. He seems to have lived his whole life in rented rooms, and often left town without paying his landlord. Several times he allowed his spell books and other equipment to be impounded, only to return with *knock* spells and a host of monsters to stealthily reclaim his goods. Shuuc's treasures never have been found.
- Shuuc was known to attempt unusual enchantments by moonlight, under rainbows, and in other conditions where the quality of light or the condition of the atmosphere was abnormal.
- Several years ago, an adventurer who owned this carpet traveled about asking lots of questions. After a week or so, the fellow disappeared. A month later, another adventurer supposedly tried to sell the carpet to a merchant in a neighboring town. Nobody knows what happened to the first adventurer.



The Lamp of Marrimar Naguub

DM's Information

The DM's Illustration

This illustration shows the efreeti, Ramij Ajjit (posing as a friendly djinni), greeting the PCs as they enter his lair.

The Players' Illustration

When the PCs light this magical lamp and read the ancient parchment they found by its light, they can open a hidden portal leading into the lair of the efreeti Ramij Ajjit, who has planted the lamp and rumors about it to lure unsuspecting mortals to their doom.

Notes

Ramij Ajjit's lair lies in a secret desert cave. A huge sculpture of a phoenix's head conceals the main entrance. When the PCs approach the head, light the lamp, and read the scroll, the phoenix's beak opens. Its teeth form a wide stairway going up into the cave.

Once the PCs ascend the stairs and enter the cave, they see a vast mound of glittering treasure with Ramij standing before it, using his *polymorph self* ability to appear as a bored djinni who is very glad to see the PCs. He claps his hands together once and bows to the PCs. He profusely thanks his ancestors and a being he calls "the Great Lawgiver" for sending the PCs to him and freeing him from his onerous task of defending the treasury of Marrimar Naguub.

After this joyful salutation, Ramij adds that there is a small matter of furnishing the required proofs of the PCs' claim to the treasure. It can be claimed only by virtue of blood or "the patronage of Fate." Ramij interrupts himself, however, and hastens to offer the PCs his hospitality, as he has not had guests to entertain for 10,000 years.

The Danger

Ramij Ajjit has no intention of handing over any treasure to the PCs. In fact, he used the lamp and parchment to lure greedy characters here so he could rob and kill them. The glittering mound of riches in the cave is nothing but an illusion he has generated. Ramij cautions the PCs not to touch a single coin without his leave, as to do so with be an affront to Fate, and he would be forced to whisk the treasure off to the City of Brass. (Ramij is well aware that if a living creature touches one of his illusions it will disappear. The reference to the City of Brass was a slip; if the PCs notice, Ramij tries to cover it by explaining that there is no more detestable place on the inner planes, and that the PCs surely never could enjoy the treasure if it were hidden there.)

If the party members play along (or are just gullible), Ramij bids them to sit down and be refreshed. With a flourish, he produces a plump silk cushion for each PC—he has 12 of these in a *bag of holding*, but pretends to create them to order. Once the PCs are seated, Ramij makes a few more theatrical gestures and pots of coffee and piles of food appear in front of the PCs. All the utensils are silver. Ramij is pretending to create the food and the dishes, but his jann servants have entered the cave invisibly, with the dishes hidden in their clothing. They create the food as they place the dishes in front of the PCs.

The food and drink is drugged with a debilitating poison (no save, onset time 2d4 rounds, victims' ability scores are reduced by half for 1d4 hours). To distract the PCs while the drug takes effect, Ramij offers the PCs some "illusory" entertainment. Once again, he makes a few grand gestures. As he does so his jann, two males and two females, appear and begin to dance. They use their swords as props. When the PCs notice the drug taking effect, Ramij and the jann attack.

If the PCs ignore Ramij's ruse and attack before they can be drugged, the efreeti fights while the jann invisibly bypass the PCs' front line and engage the party's spellcasters.

Efreeti (1), Ramij Ajjit: Int Very; AL LE; AC 2; MV 9, Fl 24 (B); HD 10; hp 50; THAC0 11; #AT 1; Dmg 3–24 (3d8); SA once a day: grant 3 wishes, *detect magic*, *invisibility*, *enlarge* (as a 10th-level wizard), *polymorph self*, *wall of fire*, create illusion, and assume gaseous form; at will: *produce flame*, *pyrotechnics*; SD immune to normal fire, –1 point of damage per die from magical fire; SZ L (12' tall); ML 16; XP 8,000.

Jann (4): Int Very; AL N; AC 2; MV 12, Fl 30 (A); HD 6+2; hp 30 each; THAC0 15; #AT 1; Dmg 1–8+3 or 2d8+3 (jann scimitar); SA *create food and water* once a day, *enlarge/reduce* twice a day, *invisibility* three times a day, *etherealness* (as the armor) one a day (for up to 1 hour); MR 20%; SZ M (7' tall); ML 15; XP 3,000 each.

The Take

Ramij Ajjit's actual treasure includes his *bag of holding* (capacity 1,500 lbs.), 12 silk cushions worth 20 gp each, a pair of gold and ruby earrings worth 4,000 gp, and his platters and other eating utensils, which are worth a total of 1,200 gp. Further, each jann is wearing a piece of jewelry worth 300–1,800 (3d6×100) gp.

The Lamp of Marrimar Naguub

Players' Information

There's no telling how old this ancient brass lamp really is. Its tarnished surface and alien design suggest that it might have lain unused for centuries. The glyphs carved on its sides suggest that the lamp bears a powerful enchantment—but rubbing it and making a wish produces no effect.

Inside, the lamp is still half filled with thick, fragrant oil.

The ancient parchment found near the lamp speaks of a long-dead sha'ir (genie-controlling wizard) named Marrimar Naguub who, lamenting the fact that Fate had not blessed him with children, hoped fate would ultimately find his worthy heir in spirit—even if it took "ten times 10,000 years."

The notes scrawled in the margins, next to the flowing calligraphy of Marrimar's native tongue, read:

"The heirs of Marrimar Naguub first must pass the test of grace. They must be generous hosts and polite guests, willing to both give and receive gifts.

"The heirs of Marrimar Naguub next must pass the test of patience. Haste is not the key to the treasury of Marrimar Naguub.

"The heirs of Marrimar Naguub must next pass the test of cou..."
(Text is missing.)

"...to the head of the raptor at midnight on the first night of the new moon and read aloud the list of your ancestors by the light of the mystic lamp. If Fate is kind, you may ascend to the tests of Marrimar Naguub."

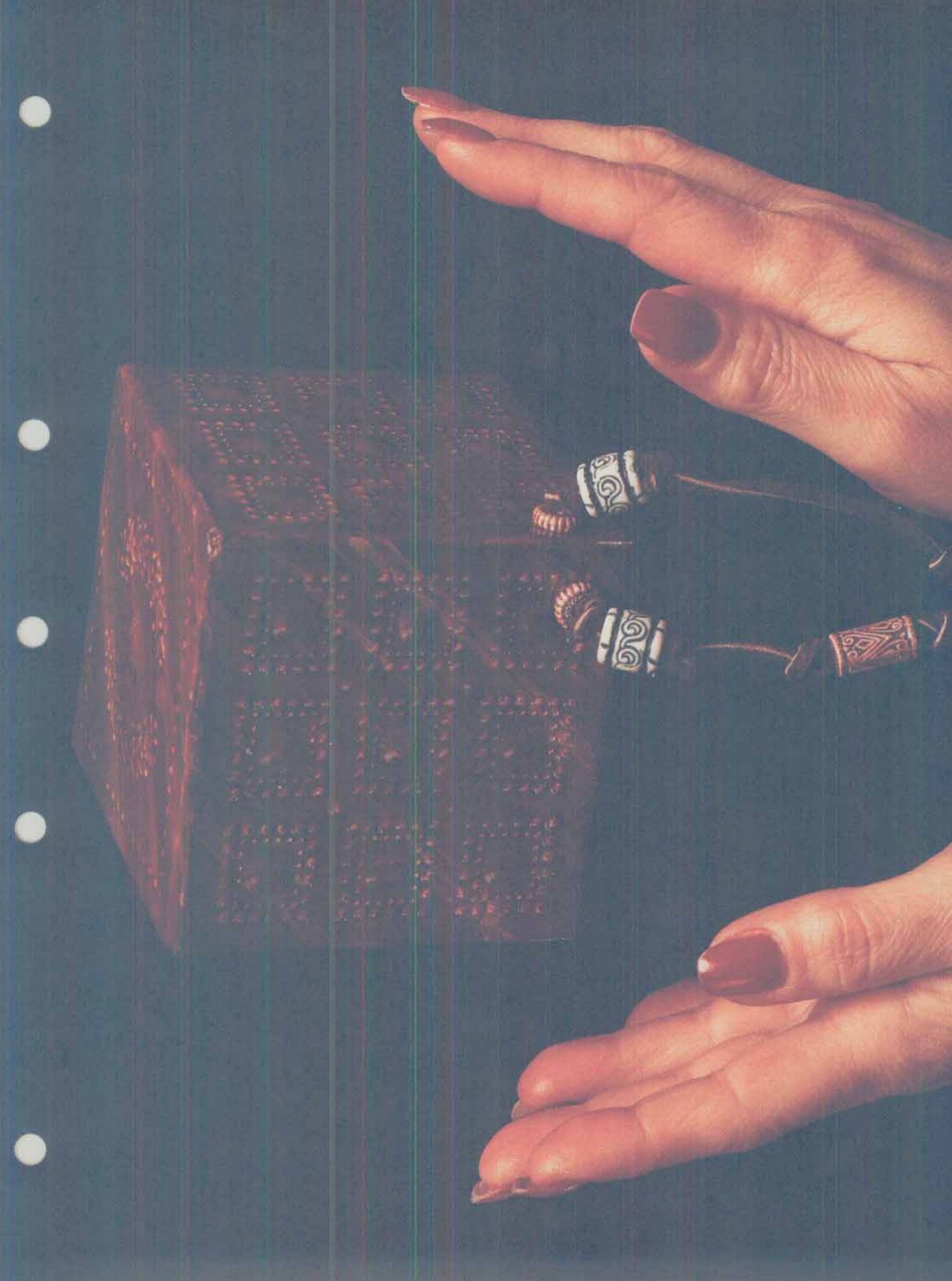
Rumors

- Far away in the desert to the east, a huge sculpture of an eagle's head stares down at the sand. A vast treasure is said to lie behind the eagle's head, but no one ever has found an opening.

- Vengeful desert spirits guard the eagle's head and resent attempts to study or disturb it.

- The eagle's head is not an eagle's head at all, but the head of a phoenix. Foolish treasure hunters who go near it will be attacked by berserk fire elementals.

- The eagle's head actually marks the tomb of Marrimar Naguub, who died of the evil eye. His tomb is guarded by the visage of a proud bird as a warning and a reminder to those who flout humility.



Puzzle Box

DM's Information

The DM's Illustration

The illustration shows a partially functional *cubic gate*. The two faces through which holes have been drilled are inactive. The other four faces work.

The Players' Illustration

The picture shows the *cubic gate* as the PCs might find it in an obscure shop or in a treasure horde. It is made of carnelian, a kind of gem-quality quartz. It radiates conjuration/summoning magic.

Notes

This *cubic gate* is a hollow box. Something inside rattles when a character shakes it; however, the box is not a container, and there is truly no way to open it except by smashing it. Breaking it destroys the box and reveals nothing. Debris inside the box from previous misuse and abuse caused the rattle.

The Danger

The *cubic gate* has three working faces. Once face is keyed to the Prime Material Plane, one is keyed to a lower outer plane, and the third is keyed to any plane the DM chooses. The remaining three faces are jammed or broken and are permanently nonfunctional. When the PCs begin experimenting with the box, perhaps trying to open it, they inadvertently create a nexus to a lower outer plane, and an imp steps through.

An evil extraplanar power has sent the imp to steal or destroy the *cubic gate* to prevent meddlesome adventurers from getting access to the plane. The imp has used one pinch of its *dust of disappearance* and is all but undetectable when it arrives. The PCs cannot see the imp unless they are using *dust of appearance*.

The imp carries out its mission by dropping a 2d6 missile from its *necklace of missiles* onto the *cubic gate*. Alert characters might briefly see the missile as it leaves the imp's hand; otherwise, it appears that the box has exploded in a *fireball*. Note that this attack could destroy the *gate* if a PC is not holding onto it or if the PC holding the *cubic gate* fails his or her saving throw vs. the *fireball*.

After this first attack, the imp waits a round or two for the PCs to begin wondering what happened. The moment a PC begins examining or

experimenting with the *cubic gate* again, the imp drops a 4d6 missile onto the *cubic gate*. If the group continues to persist in fiddling with the *cubic gate*, the imp responds by dropping a 6d6 missile onto it.

Once the PCs decide the *cubic gate* is dangerous or after the imp explodes its 6d6 missile, the imp uses its *suggestion* power. It chooses the PC who is the most bored, angry, or fearful about the *cubic gate* and suggests that the item is dangerous and ought to be destroyed immediately. If the PC chosen has been particularly vocal about not playing around with the *cubic gate*, a penalty to the saving throw vs. spell against the *suggestion* is in order (see the *suggestion* spell description in the *Player's Handbook*).

If this initial attempt to destroy the *cubic gate* fails, the imp stays near the PCs. It follows the character who carries the *cubic gate*, hoping for a chance to steal or destroy it.

Even if the imp succeeds in destroying the *cubic gate*, it tags along with the PCs for awhile, using its *suggestion* power to harass the PCs. In either case, it uses its remaining *dust of disappearance* sparingly, depending on its natural *invisibility* power to remain undetected as much as possible.

Imp (1): Int Average; AL LE; AC 2; MV 6, Fl 18 (A); HD 2+2; hp 11; THAC0 19; #AT 1; Dmg 1-4; SA poison, at will: *polymorph* into raven or rat form, *detect good*, *detect magic*, and *invisibility*; once a day: *suggestion*; SD immune to fire, cold, and electricity, regenerate 1 hit point a round; MR 25%; SZ T (2' tall); ML 8; XP 1,400. *Magical Items Carried:* *Dust of disappearance* (4 pinches), *necklace of missiles* (5 missiles: two 2d6 missiles, two 4d6 missiles, and one 6d6 missile).

The Take

If the PCs defeat the imp, they can keep whatever treasures have survived the encounter. This most likely will be one or more pinches of *dust of disappearance*, the *necklace of missiles* (provided there are any unused missiles), and perhaps the *cubic gate* itself.



Puzzle Box

Players' Information

This curious little box decorated with geometric patterns and embossed wreaths of leaves is about 4 inches square. Its surface is smooth and very shiny. It looks almost like old wax, but feels as smooth and cool as stone.

Something inside the box rattles when you pick it up. And holding the box up to the light reveals shadows in the interior—there is no telling what the contents are.

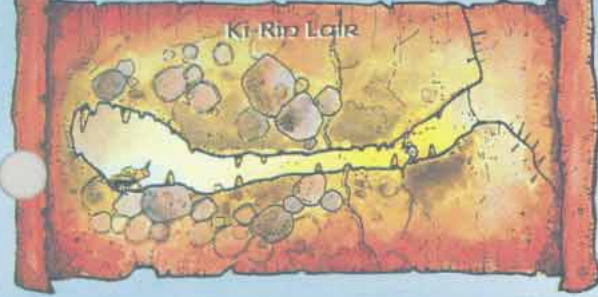
There seems to be no way to open the box, but you can feel joints along each edge. Perhaps sliding or twisting the faces will reveal what is inside.

You also can see where several sides of the box have cracked, as if they had been struck or exposed to great heat.

The lanyard attached to the box is strung through a hole that appears to have been bored in the box long after it was made.

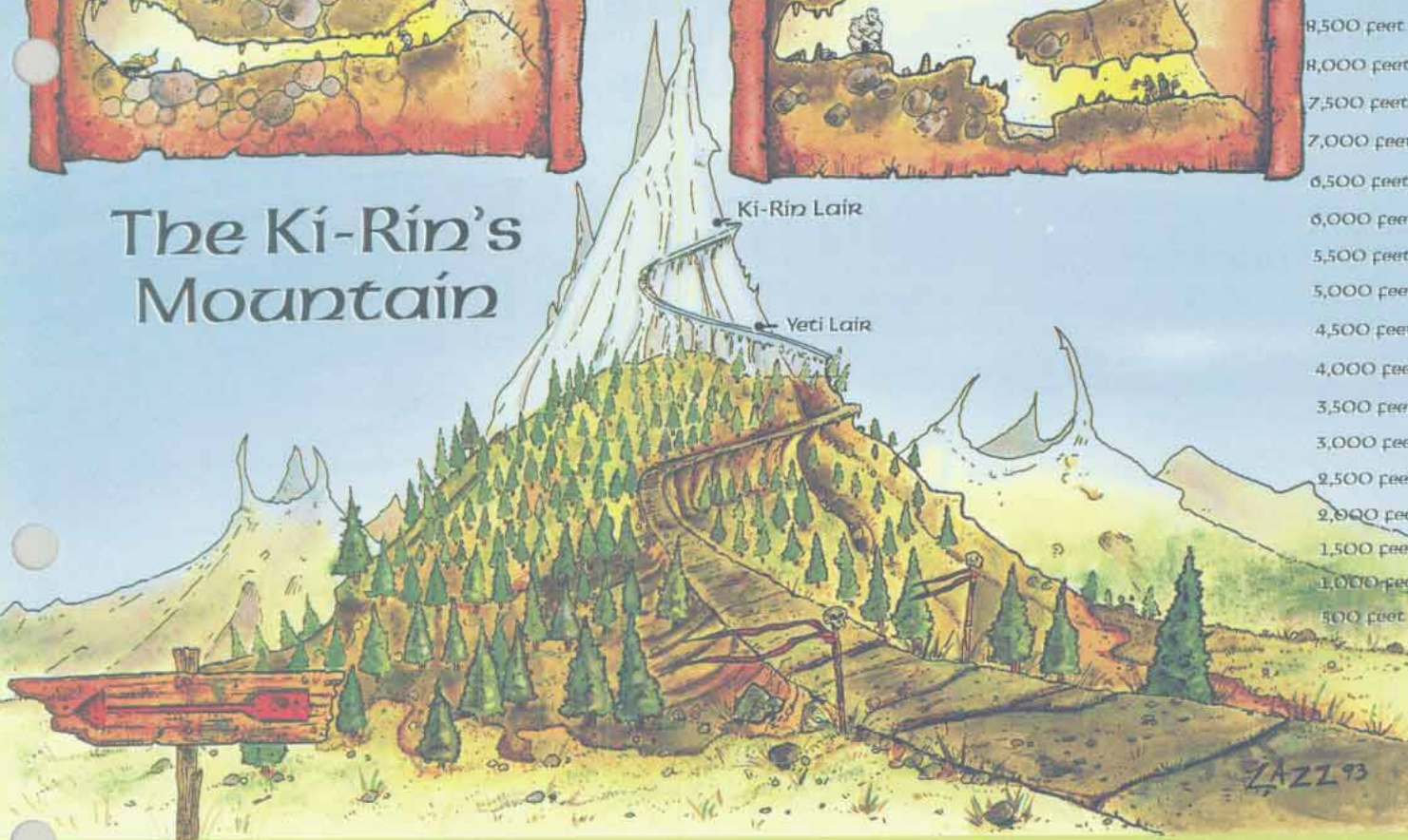
Rumors

- The serpents and cranes decorating the box represent energy, mystery, longevity, and diligence.
- Magical puzzle boxes test a character's patience and insight. They always defeat the foolhardy.
- Ito Shi, a dwarven artisan from the land of Kara-Tur, is said to have constructed 200 puzzle boxes, each containing a different magical charm.
- A rogue named Dahle the Eel once stole a box very similar to this one—perhaps it *was* this one. He became a laughingstock among his fellow thieves for not being able to open it, and vanished some time later.

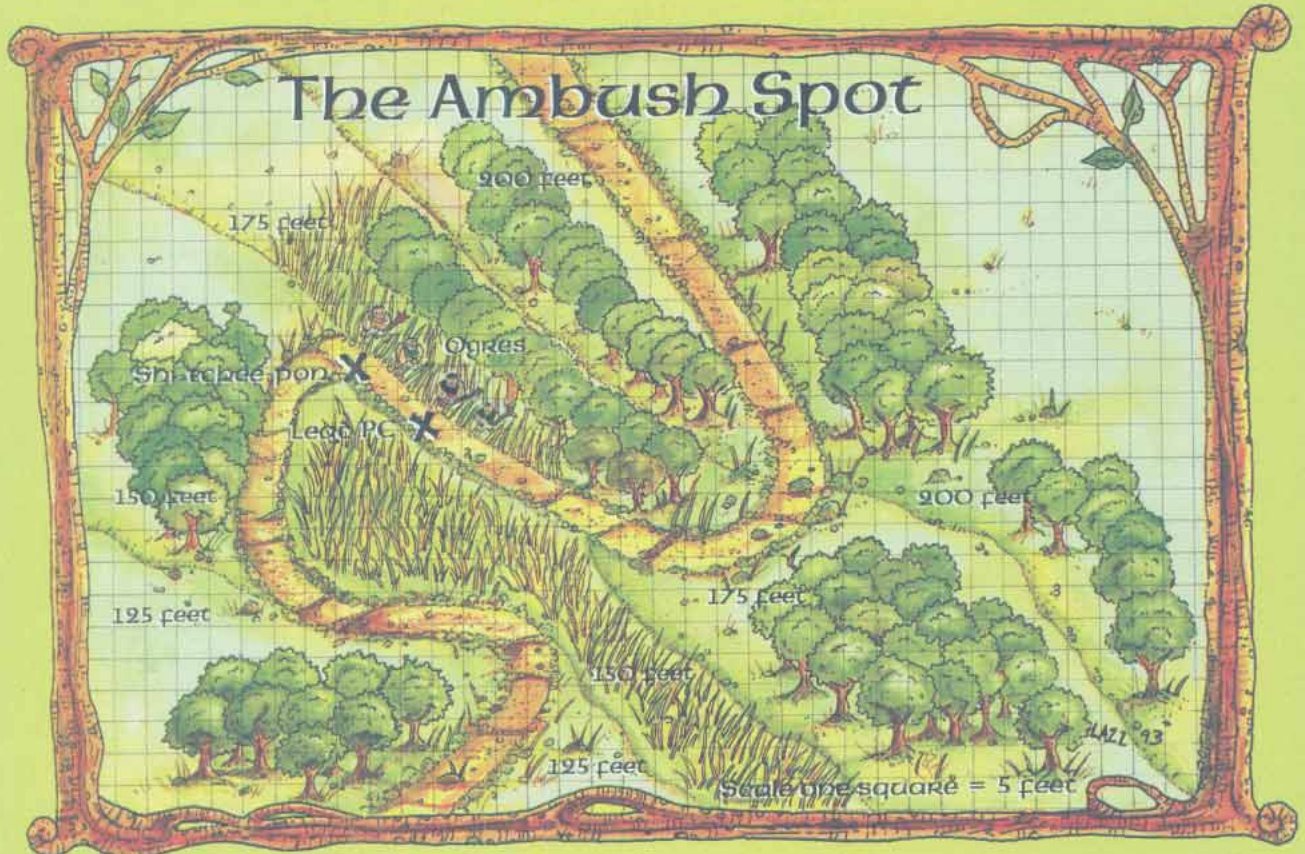


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- 2,000 feet
- 1,500 feet
- 1,000 feet
- 500 feet

The Ki-Rin's Mountain



The Ambush Spot



Greater Than the Sum of Its Parts

DM's Information

The DM's Illustration

These two maps show the ki-rin's mountain and the ambush spot where the ogre mage attacks.

The Players' Illustration

This golden locket holds half a silver coin given to a deserving mortal long ago. If the PCs can discover its true meaning, they can claim a favor from Lunguma Ikauchi, one of the descendants of the ki-rin who originally presented the coin.

Notes

During their battles against evil, the Lunguma family met several people who impressed them with their valor and goodness. Many generations ago, one of Ikauchi's ancestors broke some silver coins in two and gave the pieces to deserving mortals he knew. These half coins were tokens of the Lunguma family's esteem and could be redeemed by the holder for a favor at any time. Most of the coins were redeemed within a single generation, but one was lost—until now.

To claim a favor, the holder of a coin must present it in the name of the original holder to a ki-rin of the Lunguma family.

This, however, is easier said than done. The PCs must use a *legend lore* spell or consult a sage to learn the coin's history and purpose. Once they know the coin's history, they still must locate Lunguma Ikauchi's lair, which easily might require a second *legend lore* spell or consultation with a sage.

The Danger

Lunguma Ikauchi's lair lies at the peak of a remote and towering mountain. To reach it, the PCs must traverse half a continent or more, then fly or climb to the mountain's crest. The peak is continually shrouded in clouds and snowstorms.

On the way, Shi-tchee-pon, the ogre mage mentioned earlier, and her band of ogres waylay the PCs in an attempt to steal the coin. The ogre mage knows about the PCs' inquiries regarding the coin. She hopes to use the coin to force Lunguma Ikauchi into doing her a favor that will cause the ki-rin as much embarrassment and anguish as possible.

Shi-tchee-pon uses her *polymorph self* ability to appear as an elderly human who has lost her horse. She explains that the area of the country the PCs have entered is the domain of an eccentric copper dragon who insists that all travelers must go single file. When she failed to heed this request, Shi-tchee-pon explains, the dragon killed her horse and her servants. If the PCs decide to form a single file line, Shi-tchee-pon uses her *cone of cold* on the entire party, then calls her ogres to the attack. If the PCs defeat the ogres and Shi-tchee-pon escapes, she tries to waylay them again while

the PCs are searching the mountain for Ikauchi's lair.

A clan of yeti also share the upper reaches of Ikauchi's mountain, and the PCs must deal with them before they can search for Ikauchi's lair.

Ogres (4): Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 19 each; THAC0 17; #AT 1; Dmg 1-6+6 (club) or 1-10; SA +2 to attack roll from Strength; SZ L (9' tall); ML 11; XP 270 each.

Ogre Mage (1), Shi-tchee-pon: Int Exceptional; AL LE; AC 4; MV 9, Fl 15 (B); HD 5+2; hp 27; THAC0 15; #AT 1; Dmg 1-12; SA at will: *fly* (for 12 turns), *invisibility*, *cause darkness* in a 10' radius, *polymorph self* into humanoid form; once a day: *cone of cold* (60' long, 20' diameter at terminus, 8d8 points of damage), *gaseous form*, *sleep*, and *charm person*; SD regenerate 1 hit point a round; SZ L (10½' tall); ML 14; XP 650.

Yeti (7): Int Average; AL N; AC 6; MV 15; HD 4+4; hp 24 each; THAC0 15; #AT 2; Dmg 1-6/1-6; SA squeeze (2d8 points of cold damage if a claw hits on a 20), paralytic gaze; SD immune to cold, suffers extra 50% damage from fire, invisible in snow and ice unless observer within 10'; SZ L (8' tall); ML 13; XP 420 each.

Ki-Rin (1), Lunguma Ikauchi: Int Supra-genius; AL LG; AC -5; MV 24, Fl 48 (B); HD 12; hp 60; THAC0 9; #AT 3; Dmg 2-8/2-8/3-18; SA psionic abilities (see *Monstrous Manual*), converse telepathically with any intelligent creature; spells as 18th-level mage (see *Monstrous Manual*); conjured things or magic of the sky or air are double strength or damage; once a day: create food and beverages, create soft goods, create wood or metal items, generate illusion, assume *gaseous form*, *wind walk*, *summon weather*, and *call lightning*; SD nearly impossible to surprise, enter Ethereal and Astral Planes at will; MR 90%; SZ H (13' long); ML 18; XP 11,000.

The Take

If the PCs present their half coin to Lunguma Ikauchi, they can request any one favor that is within the ki-rin's power, so long as the favor is not contrary to Ikauchi's lawful good alignment. The ki-rin has no intention of allowing himself to be manipulated by evil beings who happen to find the coin (Shi-tchee-pon learns this the hard way if she steals the coin from the PCs). The locket containing the half coin is merely a container, and the PCs can keep it after claiming their favor. It is worth 100 gp.

If the PCs defeat Shi-tchee-pon and her ogres, they gain 10-40 (1d4×10) gp from each ogre and an emerald necklace worth 6,000 gp from the ogre mage.



Greater Than the Sum of Its Parts

Players' Information

This antique golden locket might be worth a little something at the local jeweler's shop, but what could be the use or significance of that ancient silver coin stored inside? The coin seems to have been carefully cut in two. The coin's cut edge is just as badly tarnished as the rest of the coin, so it must have been cut a long time ago.

A tiny inscription on the rim inside the locket's lower half (under the coin) reads: "In the names of our ancestors, Lunguma, I present this token and claim a favor. Grant me whatever ancient law and custom allows."

Rumors

- The coin is at least 1,000 years old. It could have been cut at any time since it was minted, but probably no more recently than 200 years ago.
- The creature pictured on the locket's lid is a ki-rin.
- The style of the engraving on the locket makes it at least 500 years old.
- A valiant knight once owned a cut coin like the one in the locket. When his family fell upon hard times, the knight departed on a long quest. He returned without the coin, but his family's prosperity was restored.
- If the other half of this coin can be found, the two halves can be joined to give their owner power over the elements.
- The infamous counterfeiter, Deynus Globbe, was caught by means of a potent curse that caused all his coins to break in half in a peculiar way when spent. It is said that Deynus was pardoned when he used his skills to help the royal family fool a spy. Perhaps Deynus earned more than just a pardon for his service.
- Funny you should ask about silver coins cut in half. A female dwarf was just in here inquiring if anyone had dropped by to ask questions about cut coins or ki-rin. I didn't like her looks very much.



HUVERGIL Estate

One square = 10 feet



The Note

DM's Information

The DM's Illustration

This is a map of the Huvergil estate, where a clan of doppelgangers are running things.

The Players' Illustration

This shows an old tin plate. Ian Huvergil wrote a message on it after he was captured by doppelgangers several years ago.

Notes

Ian Huvergil traveled widely, pursuing his import/export business. He became well known and respected in many places. The PCs will have no difficulty learning where his estate lies (the location was left out of the players' section so the DM can place the estate anywhere in his or her campaign world).

The doppelgangers killed Ian as soon as they learned enough about his family and business to take over. Once in place, they killed the rest of Ian's family. Now Ian's business is really flourishing. It ought to be—"Ian Huvergil" can literally be in several places at once, making deals and reaping the profits.

The Danger

If the PCs visit the Huvergil estate to inquire about the note, Ian and Fleur Huvergil receive them in person and pay the 1,000 gp reward promised in the message. These people, and almost everyone else on the estate, are doppelgangers. The doppelgangers offer the PCs jobs as couriers. Ian also offers the PCs accommodations for the night so they can depart the next morning with a package. During the night, the doppelgangers attack the PCs—they are afraid that the PCs might discover who and what they are.

If the PCs accept the invitation to stay the night, they are led to the tower in the northwest corner of the manor house. They are given separate rooms on the top floor. Each PC is provided with a tub of hot, soapy water and a set of fine, freshly laundered clothes. The party is invited to bathe and join the family for dinner. The doppelgangers give the PCs about five minutes to start bathing or changing clothes, then attack. Four doppelgangers remain in the corridor while two doppelgangers enter each PC's room and attack to kill.

If the PCs decline the offer, four doppelgangers plus two doppelgangers per PC follow the party when it leaves the estate. They wait until the party splits up to do routine tasks (such as buying equipment) then attack. If the doppelgangers kill a PC quietly, they impersonate that character to make further attacks on the party easier.

Inside the Estate

1. Gatehouse: This stone and timber building is built right above the estate's main gates. Six guards, all doppelgangers, live here.

2. Stable: Three grooms (all human) tend the animals here under the supervision of the coachman (a doppelganger).

3. Manor House: This two-story stone building has a staff of eight servants (all human). In addition to the guards in the towers (noted below), there are 11–22 (1d12+10) doppelgangers here at any given time, posing as merchants involved in the Huvergil family business.

The tower in the southeast corner is three stories high; eight archers (all doppelgangers) live here permanently.

The tower in the northwest corner is four stories high. This tower contains guest rooms and a barracks for eight doppelganger guards.

4. Warehouse: This stone building is crammed with assorted goods. Ledgers detailing its contents are kept in the manor house.

5. Servants' Cottages: The estates' nondoppelganger servants live in these buildings.

6. Chapel: A doppelganger priest lives here.

7. Family Cemetery: Three generations of Huvergils lie here. Several unmarked graves hold Fleur Huvergil, four of her sons and daughters, and various servants the doppelgangers killed and replaced. Ian Huvergil's body is not here (it is buried near the place where the PCs found the plate).

Doppelgangers (46): Int Very; AL N; AC 5; MV 9; HD 4; hp 19 each; THAC0 17; #AT 1; Dmg 1–12; SA surprise, ESP; SD immune to *sleep* and *charm* spells, saves as 10th-level fighter; SZ M; ML 13; XP 420 each.

The Take

A hidden cache of gold in the manor house holds 1,245 gp worth of assorted coins (this is in addition to the 1,000 gp reward). "Fleur Huvergil" wears 2,000–5,000 (1d4+1×1,000) gp worth of jewelry. The warehouse contains goods worth 3,000–36,000 (3d12×1,000) gp.

HELP! MY NAME IS
IAN HUVERGIL AND I'VE
BEEN CAPTURED BY BRIGANDS
BRING THIS PLATE TO MY WIFE
FLEUR, AT MY ESTATE NEAR
AND RECEIVE 1000 PIECES OF GOLD

The Note

Players' Information

This battered, old tin plate must have been lying in the dirt and weeds beside the road for at least a few years. The message crudely scratched into its surface, however, still seems urgent:

Help! My name is Ian Huvergil, and I've been captured by brigands. Bring this plate to my wife, Fleur, at my estate near [text unreadable] and receive 1,000 pieces of gold.

The markings are pretty faint, and might have been made with something very hard, but not particularly sharp, such a gem.

The creases in the plate seems likely to have been made by wagon wheels. This suggests that the plate originally was dropped or thrown into the road, perhaps from a moving wagon.

Rumors

- Ian Huvergil is a well-known merchant who is famous for his "hands on" approach to business. He operates caravans all over the continent. He must have some sort of magical travel device because he has been seen in widely separated locations in relatively short periods of time.

- Huvergil also is known for developing a shrewd bargaining ability during the past few years. He seems to know exactly how far he can push a customer or supplier.

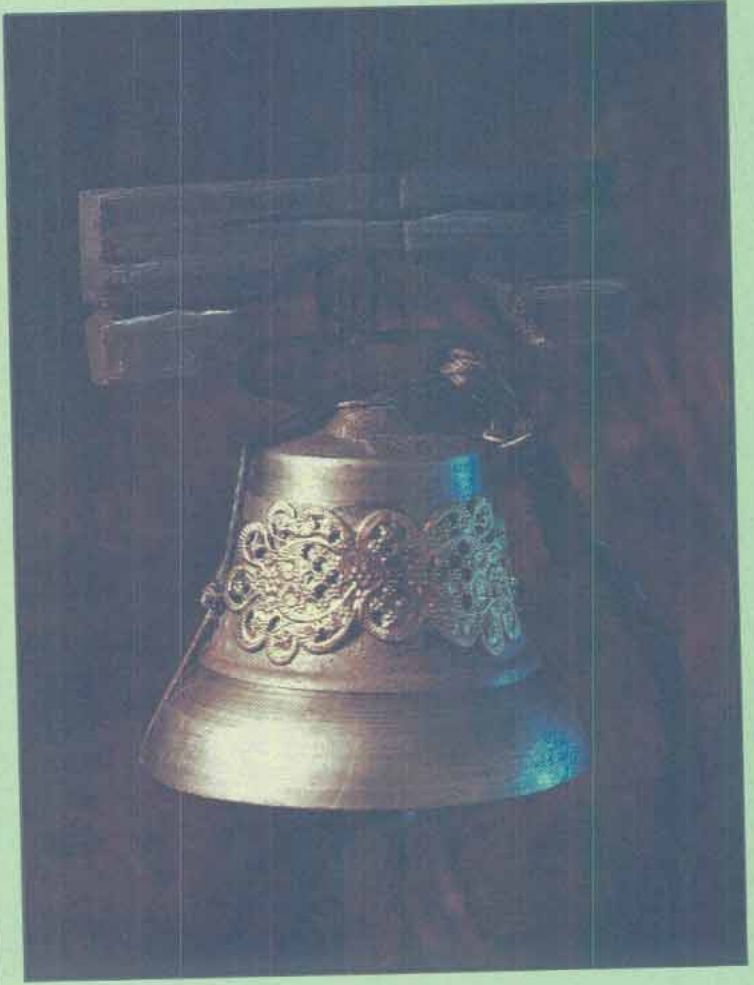
- Nobody has heard anything about Ian Huvergil being kidnapped. His trading activities seem to have increased dramatically over the past few years—maybe he is trying to raise a lot of money for something.

- Ian is generally known to be a reputable merchant. He keeps his word and honors all his contracts.

Ruins of Castle Bheldburg



Outer wall of shaft covering bell removed to show bell position



When the Bell Tolls

DM's Information

The DM's Illustration

This shows the *bell of panic*, a magical item similar to *drums of panic*. The *bell* hangs in a ruined tower of Castle Bheldburg. The inset diagram shows the shaft where the *bell* hangs. The map depicts the ruins of the castle where the *bell* hangs.

The Players' Illustration

This shows a view of the ruins where the *bell of panic* hangs.

Notes

An order of paladins once owned and maintained Castle Bheldburg. They accumulated a large treasure, and used it to support their order's efforts in many areas. The *bell of panic* was the castle's last defense. It was hidden in a secret chamber in the keep's upper walls. The *bell* rope ran down a hidden shaft, and could be accessed through secret doors on several floors. When attacked, defenders inside the tower could pull the rope and magically frighten the attackers away.

One day an army of bandits bribed a servant to climb into the shaft and cut the rope so that the defenders could not ring the *bell*. Although the defenders took a heavy toll on the attackers, eventually the paladins were defeated. After the battle was over, the attackers fell to squabbling over the castle's treasures and killed each other.

The *bell* is still hidden in the keep walls. Particularly strong gusts of wind can penetrate cracks in the secret compartment and cause the *bell* to sound. The party can find the *bell* by searching the keep's interior walls for secret doors. This reveals one of the hidden portals that once concealed the shaft containing the pull rope. The rope's moldy remains still lie at the bottom of the shaft. Alternatively, the PCs can find the *bell* by flying or climbing to the top of the keep and searching for secret doors there. This also reveals the *bell's* compartment.

The Danger

A score of wights—the unresting, reanimated bodies of the most greedy of all the attacking bandits—now haunt the castle ruins. They never stray from the castle, since they are afraid that while they are gone one of their fellows will uncover the treasure that is still buried below the keep. Generally, the wights hide in the ruins and do not venture out during daylight, even to attack the PCs. If the party begins digging in the ruins of the keep, however, the wights attack no matter what time of day it is.

The ghost of Castle Bheldburg's sergeant-at-arms also haunts the keep. This former paladin became very bitter when he learned that a servant had treacherously cut the *bell* rope. This spirit cannot abide the fact that enemies still occupy the ruins, and he longs to drive them away. His aging attacks, however, have no effect on the wights.

The ghost always remains within 60 feet of the *bell*.

When the PCs come within range, he attempts to *magic jar* a fighter so he can go slay the wights. If this attempt fails, he materializes and orders the PCs to flee "this cursed and benighted place of traitors, or be counted as traitors yourselves." The ghost attacks any PC who does not comply. If turned or reduced to 10 hit points or less, the ghost vanishes. When darkness next falls, the ghost reappears near the *bell*, with full hit points, to repeat his attacks, starting with *magic jar*. Note that the ghost goes wherever the *bell* goes. If the PCs remove it, the ghost reappears at the next nightfall wherever the *bell* is. If the PCs can prove to the ghost that all the wights have been slain, the ghost departs, never to trouble the mortal world again.

Wights (20): Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 20 each; THAC0 15; #AT 1; Dmg 1-4; SA melee hit drains one energy level; SD hit only by silver or +1 or better magical weapons, immune to *sleep*, *charm*, *hold*, cold-based attacks, poison, and paralysis; SZ M (4'-7' tall); ML 14; XP 1,400 each.

Ghost (1): Int High; AL LE; AC 0 or 8; MV 9; HD 10; hp 51; THAC0 11; #AT 1; Dmg age 10-40 years; SA *magic jar*, sight causes save vs. spells or age 10 years and flee in panic 2d6 turns; SD AC 8 vs. ethereal opponents, hit only by silver (half damage) or magical weapons (full damage), immune to *sleep*, *charm*, *hold*, cold-based attacks, poison, and paralysis; SZ M (5'-6' tall); ML special; XP 7,000.

The Take

The *bell of panic* functions like a double-strength set of *drums of panic*. The "safe area" surrounding the *bell* has a 40-foot radius, and the *bell's* fear effect has a 240-foot radius.

Between them, the 20 wights have the following personal treasure: a chaotic *sword* +2 (special ability *locate object*), a *potion of longevity*, and an *onyx dog*. In addition, they boast 17 gems (2,350 gp value total): a ruby (1,000 gp), a red tourmaline (500 gp), an alexandrite (100 gp), two dark green jades (50 gp and 100 gp), two zircons (50 gp), a pale blue amazonite with light green mottling (50 gp), two translucent apple green chrysoprases (50 gp), a white onyx (50 gp), a clear rock crystal (50 gp), a smoky quartz (50 gp), a star rose quartz (50 gp), two transparent dark green tyrols (50 gp), and a transparent green olivine (50 gp).

The PCs can find the paladins' treasure buried under the keep if they dig through the rubble for a full day. It includes:

1,000-4,000 (1d4×1,000) copper pieces.

300-700 (1d4+2×100) silver pieces.

200-700 (1d6+1×100) gold pieces.

100-400 (1d4×100) platinum pieces.

Two full jars of *Keoghtom's ointment*.

A *rod of resurrection* (12 charges).

A clerical scroll of three spells: *create holy symbol*, *draw upon holy might*, and *cure poison*.

A *potion of healing* (sparkling and orange colored), a vial of *oil of slipperiness* (lavender colored), and a *potion of evil dragon control* (effervescent and violet colored).



When the Bell Tolls

Players' Information

This old ruin sure looks eerie in the moonlight. The flame-blasted stone and scattered bones are a testimonial to the epic battle that must have raged here once.

A restless breeze adds to this place's brooding atmosphere. The wind makes ghostly whistles in the shattered stone, and it creates an uneasy rustling in the tall grass and briars that have overgrown the ruins, then died. Strong gusts of wind produce an even more chilling sound. Somewhere within the main keep's broken bulk a spectral bell tolls. Its ringing sends icy shivers down your spine, making you want to turn and run from this forsaken place.

Rumors

- The ruins are all that remains of Castle Bheldburg, a fortress that once belonged to an order of holy knights.

- Over the years, the knights became corrupted by all the treasure they had gained in their various quests. They lived in splendor and forgot most of their vows. They hid portions of their treasures in small but strong castles that were scattered all across the world.

- Castle Bheldburg fell when rival knights came seeking the treasure hidden there. They battered down the outer wall but could not take the keep. Whenever they threatened to break in, a bell inside the keep would sound and most of the troop would flee in fear.

The attackers fell back, then bribed a servant to cut the bell rope. The strategy worked, and the keep fell. The knights would not give up their treasure, even in death, and hordes of newly risen undead drove the attackers away before they found so much as a copper piece.

- The knights of Castle Bheldburg never did forget their vows. Nevertheless, rumors that they had accumulated a great treasure brought an army of brigands to their gates. The brigands failed to storm the castle, so they won their way inside through treachery. Even now the spirits of the brigands stalk the ruins, searching for the treasure they never found. However, the treasure the brigands had looted from the countryside does litter the ruins.

- A vampire lord and his minions rule the ruined castle. An artifact, a great golden bell, holds the undead within the boundary where the castle's walls once stood. If the bell ever falls from the tower where it hangs, the castle's undead will be free to ravage the neighboring lands.

Mountainside cut-away

One square = 10 feet



The Great Stone Face

DM's Information

The DM's Illustration

This is a close-up view of the great stone face. The cut-away view shows the layout of the caverns the face hides.

The Players' Illustration

This shows the great stone face as the player characters might see it.

Notes

Long ago, an ancient civilization built a huge idol in the shape of a gargantuan humanoid visage, perched high on the face of a sheer cliff. Pilgrims made the difficult climb up the cliff to speak to the idol. A cadre of priests tended the idol and spoke to pilgrims through a speaking tube.

The civilization fell, and the idol remained disused for many centuries, though a few survivors from the civilization's collapse still lived a primitive life as cavemen in the valley. For a time, an evil wizard used the priests' quarters as a hideout and laboratory. The wizard used the idol to play on the cavemen's superstitions, forcing them to serve him. Eventually, however, the cavemen discovered the wizard's deception and killed him.

Today, a will o' wisp and a behir share the cave behind the idol. Since neither can hurt the other, they have settled into an uneasy truce. Cavemen still dwell in the valley, and the two monsters have convinced them that the angry spirit of the wizard haunts the idol.

The Danger

To examine the idol, the PCs must first traverse the valley where the cavemen live. As they do so, a hunting party comes to meet them. The cavemen are not hostile, but they are very suspicious of outsiders, especially wizards. Player character wizards who are rude or who try to frighten the cavemen earn a volley of poisoned javelins for their troubles.

To further complicate matters, the cavemen speak no common, only a degenerate version of the old civilization's language. A PC who speaks one or more ancient languages might be able to communicate with some difficulty; otherwise, the party must use hand signals or a *tongues* spell.

The cavemen want to know why the PCs are here. If the PCs ask about the stone face, the cavemen say it is an ancient place—once great, but now only haunted by evil spirits.

To reach the idol, the PCs must fly or climb the cliff. Climbing requires the rogue climbing ability or the mountaineering nonweapon proficiency and tools. The cavemen know how to climb the cliff and can be persuaded to ferry the party up for the price of several metal tools or weapons.

Once the PCs reach the idol, the will o' wisp uses the speaking tube to address the PCs in common. Its voice sounds particularly ghastly, and any cavemen with the

party flee when they hear it. (The will o' wisp is one of the exceptional members of its species that has mastered the skill of vibrating very quickly to produce audible speech.)

The will o' wisp can view the party through the idol's glass eyes and through a series of mirrors in the idol's nose. The wisp's glowing body makes the eyes appear to glimmer. The only access to the caverns beyond the idol is through the idol's open mouth, an entrance that the behir has blocked.

The PCs can crawl through the idol's mouth one at a time, but the behir attacks, biting with a +2 attack bonus.

If the PCs start casting spells, the behir sticks its head out the face's mouth and uses its lightning bolt on the spellcasters (and on as many other PCs as it can). Once a fight starts, the will o' wisp passes through the mouth of the idol and attacks, retreating back inside when it is reduced to 15 hit points or less.

If the PCs force their way through the idol, the behir uses all its attacks, while the will o' wisp uses its *invisibility* and flying powers to harry spellcasters.

Cavemen (4–6, in a hunting party): Int Average; AL N; AC 8; MV 12; HD 2; hp 11 each; THAC0 19; #AT 1; Dmg 1d6+poison (javelin tipped with type C poison) or 1d6 (spear) or 1d6 (hand axe); SA poison; SZ M; ML 9; XP 120 each. *Weapons Carried:* Javelins tipped with type C poison (×3), spear, hand axe.

Behir (1): Int Low; AL NE; AC 4; MV 15; HD 12; hp 60; THAC0 9; #AT 2 or 7; Dmg 2d4/1d4+1 or 2d4/6×1d6; SA lightning bolt once a turn, swallow opponents whole on an attack roll of 20; SD immune to electricity and poison; SZ G (40' long); ML 15; XP 7,000.

Will o' Wisp (1): Int Exceptional; AL CE; AC -8; MV Fl 18 (A); HD 9; hp 40; THAC0 11; #AT 1; Dmg 2–16 (2d8); SD immune to most spells, become *invisible* for 2d4 rounds at a time; SZ S (3'); ML 17; XP 3,000.

The Take

The idol is 20 feet high, 14 feet wide, and 4 feet thick. It is carved from a slab of lapis lazuli and, intact, it is priceless. It also weighs at least 20 tons. If the idol is reduced to rubble, the PCs can recover 10–100 (10d10) gem quality chunks, each worth a base 10 gp (see the Gems subsection of the treasure tables in the *DUNGEON MASTER® Guide*). The remaining fragments are worth 500 gp a ton.

Inside the cave, the PCs find spell books for a 14th-level transmuter (covering levels 1–7, containing six spells per level for levels 1–5 and four spells per level for levels 6–7, and containing no abjuration or necromancy spells), a *censer of controlling air elementals*, and a chest containing 2,782 gp and 83 pp.



The Great Stone Face

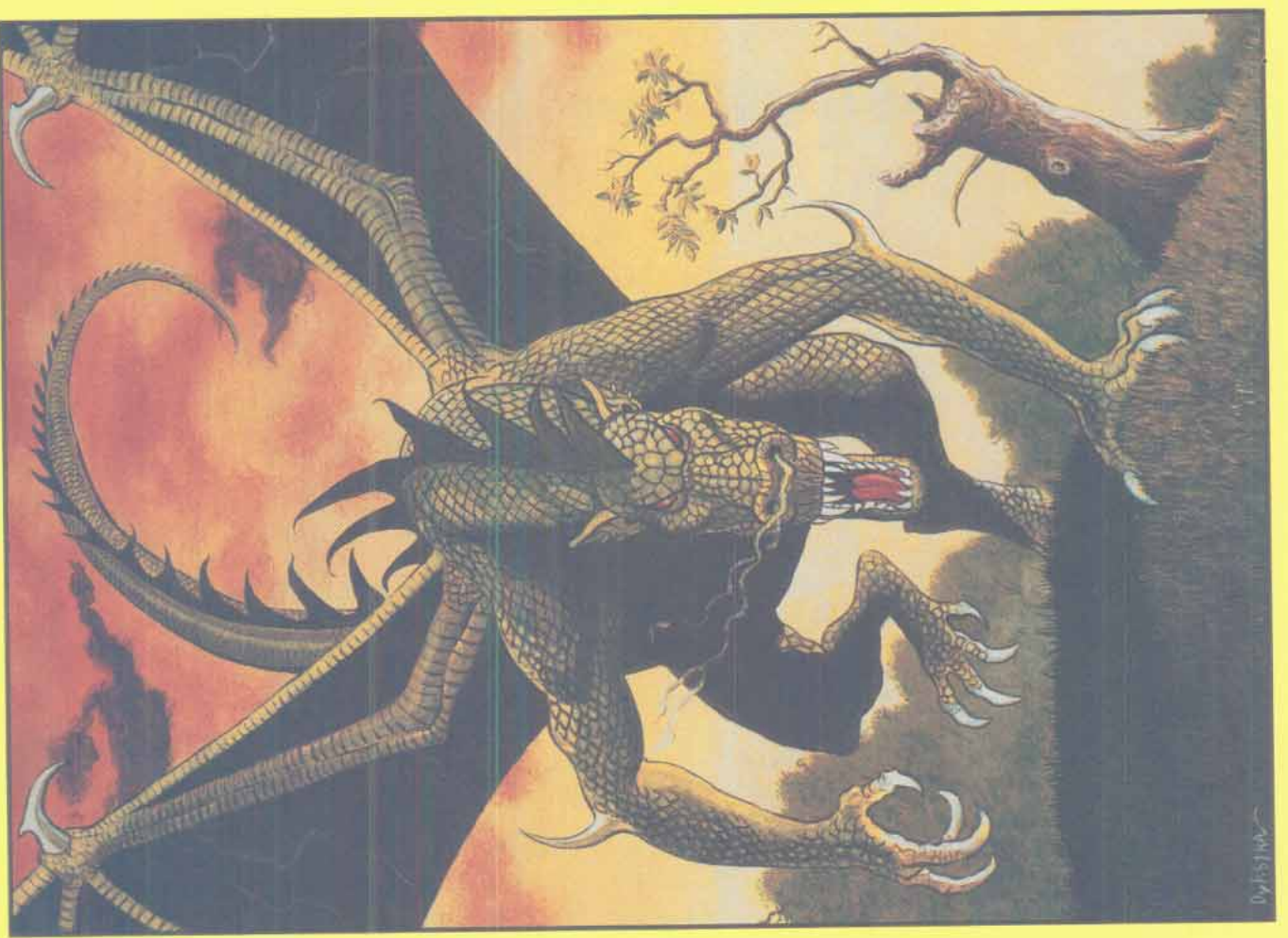
Players' Information

What is that enigmatic stone face? For what purpose does it cast its majestic gaze over this lush valley?

The sculpture appears to be about 20 feet high. It is located over halfway up the side of a cliff face several thousand feet high. (Distances are hard to judge in this terrain.) The face's eyes seem to twinkle or glow eerily from time to time, but perhaps that is a trick of the light.

Rumors

- This area once was the domain of a wizard called Wembur of the Blue Face. The sculpture might mark the entrance to dungeons that served as his lair.
- Many parties of explorers have disappeared in this area while looking for the lost city of Koontz Ur, a glittering metropolis built by a vanished civilization. The stone face could be a relic left over from that civilization. It could even be the gateway to Koontz Ur!
- The primitive people in this area are known to venerate benevolent spirits who live in the mountains. Many sages believe these "spirits" to be couatl. The stone face would be a good place for a couatl to meet people without revealing itself.
- Dwarves are known to take unusual formations of natural rock and work them into colossal works of art. The face could mark the location of a dwarf clanhold.



The Font of Never-Ending Potions

DM's Information

The DM's Illustration

These fearsome visions might await adventurers who seek the Font of Never-Ending Potions.

The Players' Illustration

These pages from the notebooks of Shibanian Avital, a legendary alchemist, give crude directions for locating the font.

Notes

Deep in a sylvan forest lies an enchanted spring. The spring bubbles up to fill a basin of carved marble about 1½ feet in diameter and 8 inches deep in the center (holding about two gallons). Its waters have several powers:

- Drinking the water directly from the spring permanently turns the drinker into a minnow in the pool. There are 3–6 (1d4+2) minnows in the pool at any given time. The victim must make a system shock roll to survive the transformation, but there is no saving throw.

- Removing the water from the spring in a cup or other container and drinking it immediately allows the imbiber to change form once, as if she or he were using a *polymorph self* spell. However, the victim is permanently stuck in whatever form he first assumes.

- When the water is removed from the spring and allowed to age one hour before it is consumed, the water acts just like a *potion of polymorph self*.

- When the water is removed from the spring and allowed to age a full day, it loses all its magical properties. A silver coin added to the container keeps the water potent at the "aged one hour" level for a week.

When drinking directly from the spring, even a small sip produces the *polymorph* effect. A character must drink at least one pint of water from a container before there is any effect. A successful *dispel magic* spell ends the water's effects. A character permanently transformed by the water must make a system shock roll to survive the change back into his or her normal form.

The Danger

A small band of pixies lives near the spring. They delight in harassing adventurers who come searching for the spring. They regard themselves as the spring's protectors and do not look kindly on anyone who drains it dry. Typical pranks the pixies might play on the PCs include:

- Creating the illusion of a green dragon as the PCs near the pool. The pixies begin by creating an illusory shadow that passes over the PCs, followed by the appearance of the "dragon" itself. When the dragon appears, several pixies use their *confusion* attacks against characters to disorient the PCs and simulate the dragon's *fear* aura.

If the PCs parley with the dragon, the pixies use their *ESP* powers to determine which possessions the party holds most dear. The dragon then demands these as a payment for safe passage.

If the PCs attack the illusion, the dragon breathes, and the pixies fire volleys of their *sleep* arrows.

- Creating the illusion of a beautiful maiden. The pixies wait until the PCs almost reach the spring and then create the image of a beautiful maiden standing next to the water. She demands a piece of silver and a kiss before anyone can drink or take water from the spring. If the PCs agree, the maiden's face transforms into that of a hideous monster with curved fangs. A pixie uses a *confusion* attack at the same time just to liven things up a bit.

- Casting *dispel magic* on the spring's minnows. If the pixies get really angry, either because the PCs attack them or because the PCs take all the water from the spring, they cast *dispel magic*. This transforms the minnows in the spring (by returning the minnows to their original forms) into whatever ferocious monsters the DM cares to inflict on the party.

Pixies (10): Int Exceptional; AL N; AC 5; MV 6, Fl 12 (B); HD 1/2; hp 3 each; THAC0 20; #AT 1; Dmg 1–4 (sword) or 2–5 (war arrows); SA +4 to attack roll with arrows, special arrows (war arrow, sleep, memory loss—see the *Monstrous Manual*), become visible or *polymorph self* at will, once a day; create illusions, cause *confusion* by touch, *ESP*, *dispel magic*, *know alignment*, or *dancing lights*; SD naturally invisible (opponents usually are at –4 to hit); MR 25%; SZ T (2 1/2' tall); ML 11; XP 650 each. One of the pixies can also cause *Otto's irresistible dance* once a day by touch.

The Take

The tall grass around the spring is littered with 50–200 (5d4×10) silver pieces. In addition, an alchemist can distill each quart of water taken from the spring into a *potion of polymorph self* at a cost of 175 gp a *potion*.

If the PCs cast *dispel magic* on the minnows in the pool, some (one or more) of them might, at the DM's option, turn out to be nonplayer characters willing to pay the PCs a reward or serve the PCs for a time in return for their freedom.



I will receive
Marshall's gift
The will



over the rain
to the eye
I will
arrange you
know I will
be on the
main ground
to the
your the
same ground
to through
other end



When the old man
The old man
the long of the world
to the
demonstrations
of the
over the
the end of the line
how you know you
rejoice and told
all the mountains to
the land I will
the town in the
same way of some
the



The Font of Never-Ending Potions

Players' Information

Time has not been kind to this hoary old tome. Dampness and mildew have made most of the pages stick together. However, a bookmark helps you pry open the tome. The page is torn and much of the ink has smeared, but you can just make out a crude map and a few notes:

"I founde ye fonte of nevr-endeing potions just where ye olde gipsi womin fortolit yt woulde bee.... Takine uttmoste cair, I tooke a meazure of the presisous flewilde frome ye basinn and withdreu.... take ispecial care not to offend the wee folke, who holde the waters in highest esteam....he who partakes of this water ganes the power of mutable form...."

A more modern translation might read:

"I found the Font of Never-Ending Potions just where the old gypsy woman said it would be.... Taking the utmost care, I took a measure of the precious fluid from its resting place and withdrew.... [T]ake especial care not to offend the wee folk, who hold the waters in the highest esteem.... [D]rinking this water bestows the power to change forms...."

Rumors

- There is a magical fountain hidden deep within the forest. Its waters have miraculous powers, but a shapechanging nixie jealously guards the place.
- A cunning and deceitful green dragon lurks in the woods near the fountain. It can be bribed, but it also preys upon travelers who have fallen under the fountain's spell.
- Mortals can drink only the smallest quantities of water from the fountain. A deep draft can drive a person permanently insane.
- Carrying water away from the fountain in a glass bottle is sure to bring bad luck unless you put a silver piece in the bottle before filling it.
- Three drinks from a magic well that lies beneath the oaks will give you wisdom, health, and the storyteller's gift. But beware! You must tie a new shirt to the branches of the oak or the dragon of the well will eat you.



Jakob's Lair

Key

- A. Michael's starting point
- A1. Michael's room with four-poster bed, desk, chair, and chest of drawers
- B. Mirror of Mental Powers and Marianne's starting point

Upper Level

B1. Marianne can assume gaseous form and escape through the ceiling to area C at any of these points.

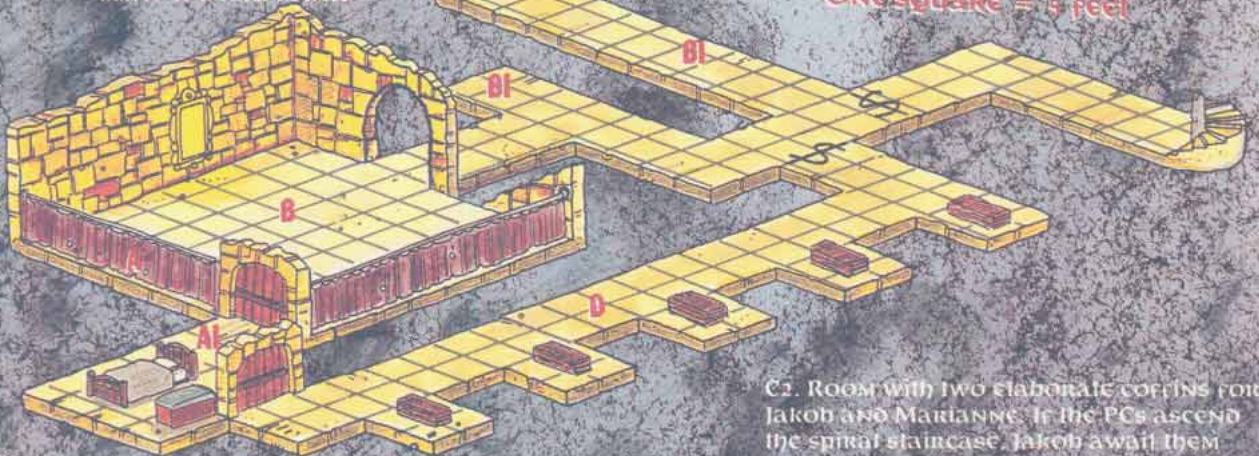
C. Main coffins for Jakob and Marianne and Jakob's starting point. While in gaseous form, the vampires can pass through the porous brick walls to the east.

C1. Jakob's reception hall with 20 foot banquet table and chairs, two fireplaces, and a large pile of dry logs. Jakob awaits the PCs here. When a fight breaks out, Marianne counterattacks from the passage to the west.

Mirror of Mental Powers

Lower Level

ONE SQUARE = 5 FEET



- C2. Room with two elaborate coffins for Jakob and Marianne. If the PCs ascend the spiral staircase, Jakob awaits them here.
- D. Catacombs with spare coffins for the vampires.

In a Glass Darkly

DM's Information

The DM's Illustration

This a map of the vampires' lair.

The Players' Illustration

This mirror marks a portal into a vampires' lair.

Notes

A *mirror of mental prowess* inside the vampires' lair forms the portal. Jakob, the master vampire, uses the *mirror* to scry the room where the PCs are located; this forms a two-way portal between the lair and the PCs' room. Since Jakob wants the characters to find the portal, he has marked it with the false mirror in the room where the PCs are.

The false mirror is a *glasseeled* glass panel with an image of the room painted on its back side. Anything touching the mirror passes into the lair.

The Danger

When the PCs enter the lair, the vampires and their human servant, Michael, attack.

When the PCs step through the portal, they find Marianne, who looks like a normal, pretty woman, waiting in an elegantly furnished room hung with tapestries. Michael is hiding behind the tapestries. Marianne screams and dashes through the archway to the east. An *audible glamer* produces the sound of retreating footsteps while Marianne assumes gaseous form and escapes through holes in the ceiling. When the PCs leave the room, Michael commands the *mirror of mental prowess* to stop scrying. This closes the portal and traps the PCs in the lair. The subterranean lair has no physical exits bigger than a human's index finger. There is a spiral staircase leading to the surface, but it is blocked with rubble. The PCs can leave only by slaying Jakob and getting his *rod of passage*, or by capturing Michael and forcing the command word for the *mirror* from him.

If the PCs attempt to follow Marianne, they eventually reach a dead end with three doors (entrance to C1, see map). Jakob opens the door to C1 and attacks. While he keeps the PCs busy, Marianne attacks from behind the PCs.

If turned or reduced to 10 hit points or less, the vampires assume gaseous form and retreat to their coffins, which are hidden behind brick walls with no doors on the upper level—the vampires reach the coffins by becoming gaseous. The PCs can reach the coffins by tearing out the walls, which are AC 2 and have 60 hit points.

Vampire (1), Jakob: Int Genius; AL CE; AC 0; MV 12, FI 18 (C); HD 11; hp 43; THAC0 13; #AT 1; Dmg 5–10

(1d6+4)+energy drain; SA spells as 11th-level wizard, +2 to attack roll due to Strength, *spider climb*, gaze causes *charm* (save vs. spell at -2 negates), summon rats, summon bats, summon wolves, assume gaseous form, shape change into bat; SD +1 or better magical weapon needed to hit, immune to poison, *sleep*, *charm*, and *hold*, half damage from cold or electricity, regenerate 3 hit points a round; SZ M (6' tall); ML 16; XP 8,000.

Spells: 1st Level: *Grease*, *hold portal*, *magic missile*, *unseen servant*; 2nd Level: *Detect invisibility*, *darkness 15' radius*, *mirror image*, *shatter*, *blindness*; 3rd Level: *Slow*, *lightning bolt* (x2), *hold person*; 4th Level: *Confusion*, *wall of ice*, *fumble*; 5th Level: *Feeblemind*, *telekinesis*, *cloudkill*.

Magical Item: *Brooch of shielding* (34 charges).

Vampire (1), Marianne: Int Exceptional; AL CE; AC 0; MV 12 FI 18 (C); HD 8+3; hp 39; THAC0 13; #AT 1; Dmg 5–10 (1d6+4)+energy drain; SA spells as 5th-level wizard, +2 to attack roll due to Strength, *spider climb*, gaze causes *charm* (save vs. spell at -2 negates), summon rats, summon bats, summon wolves, assume gaseous form, shape change into bat; SD +1 or better magical weapon needed to hit, immune to poison, *sleep*, *charm*, and *hold*, half damage from cold or electricity, regenerate 3 hit points a round; SZ M (5' tall); ML 16; XP 5,000.

Spells: 1st Level: *Audible glamer*, *color spray*, *grease*, *ventriloquism*; 2nd Level: *Invisibility*, *detect invisibility*; 3rd Level: *Nondetection*.

Human (1), Michael: Int Exceptional; AL N; AC 10; MV 12; HD 6 (W6); hp 18; THAC0 19; #AT 1; Dmg 1–4 (dagger); SA spells; SZ M (5' tall); ML 10; XP 975.

Spells: 1st Level: *Shield*, *audible glamer*, *ventriloquism*, *magic missile*; 2nd Level: *Detect invisibility*, *rope trick*; 3rd Level: *Dispel magic*, *lightning bolt*.

The Take

Jakob's coffin holds 1,000 cp, 800 sp, 1,000 gp, 1,100 pp, 10 gems, a *spear +1*, and a *rod of passage* (12 charges). Michael carries a *potion of plant control*, a *potion of animal control* (all types of animals), an *elixir of madness*, and a wizard scroll with *comprehend languages* on it. If the DM desires, Michael's, Marianne's, or Jakob's spell books may also be found in a small secret alcove near the coffins. Such spell books would reflect knowledge of the spells taken in this encounter and other spells appropriate to the owner's level. Of course, the entrance chamber holds a *mirror of mental prowess*.



In a Glass Darkly

Players' Information

This nondescript room is empty except for a full-length mirror mounted on a wall. You can see the room's four walls, floor, and ceiling reflected in the mirror, but you cannot see yourself.

The mirror is about 7 feet tall and 3 feet wide. It is mounted in a heavy frame made of iron and does not seem to be in the least bit unusual—except for the fact that you cannot see your reflection in it.

Rumors

- It is said that a hero can reap a great reward by gazing into the depths of "The Faceless Mirror"!
- Local tales speak of a lovely lass, Marianne, who was spirited away one night while preparing to attend a ball. Her abductors were said to have come and gone through her mirror.
- This area once was the home of Mad Baron Jakob, an eccentric wizard known for his travels to other planes. Locally, people who are even a little crazy or unusual are said to have "had a look in Jakob's mirror." No one knows where the phrase came from.



Monument

DM's Information

The DM's Illustration

The beholder, Valphazaur, is ready to give the PCs a fight they will not soon forget.

The Players' Illustration

The statue shown here originally was dedicated to Nephthys, the Egyptian goddess of wealth and the dead.

Notes

Centuries ago, priests of Nephthys maintained a huge temple. There, they deposited all the wealth from priests of their order, who had traveled far and wide to collect it their goddess's name. The treasure was stored in a secret vault that could be opened only by placing treasure in the hand of the goddess's statue.

After many years, an army dedicated to the evil deity Set found the temple and looted it. They despoiled the statue of Nephthys, but could not destroy it. They did gain entrance into the treasury and carried out all of the wealth, but the priests made their last stand there and killed many of the attackers. At Nephthys's divine command, the greediest of the Set followers killed in the raid have been forced to remain behind as special fire-resistant mummies to guard the temple from further intrusions.

Much later, Valphazaur, a beholder, moved into the temple and convinced the mummies he belonged there. Valphazaur was delighted to learn that he could store his treasures in the vault and have a guard of special mummies to protect them.

The statue of Nephthys conceals a secret door that can be opened only by placing at least 10 gp worth of treasure in the statue's outstretched right hand. The treasure disappears (it is teleported into a vault hidden beneath the statue (and guarded by Valphazaur), and the statue slides back to reveal a staircase leading down. A pressure plate on the bottom stair closes the statue. Pressing this plate a second time causes the statue to slide open for two rounds, then shut again.

The Danger

A chamber about 40' square lies under the statue. Alcoves in the left and right walls contain fire-resistant mummies that guard the treasure vault. The vault lies behind an 8-foot-wide portcullis in the center of the wall opposite the stairs.

Valphazaur, the beholder, floats behind the portcullis, aiming his *anti-magic* ray at the PCs. As the owner of the treasure in the vault, Valphazaur can command the mummies. The PCs can maneuver out of way of the *anti-magic* ray fairly easily, but this makes them vulnerable to Valphazaur's other eyes.

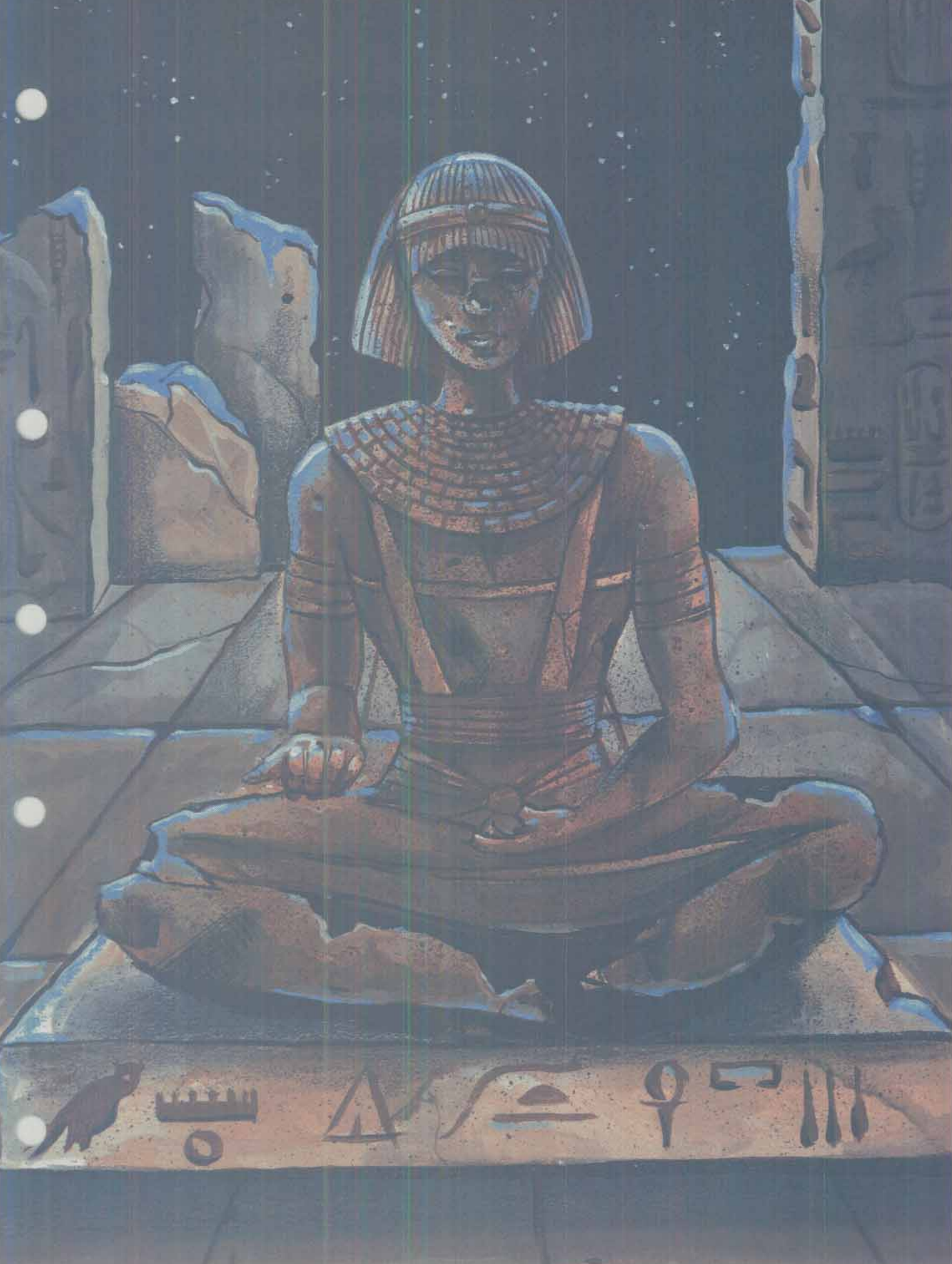
If the PCs try to force open the portcullis so they can fight the beholder hand-to-hand, Valphazaur calls in the mummies and uses his *charm person* and *telekinesis* rays to foil the attempt.

Beholder (1), Valphazaur: Int Exceptional; AL LE; AC 0/2/7; MV Fl 3 (B); HD 9; hp 50; THAC0 9; #AT 1; Dmg 2-8; SA eye rays (see *Monstrous Manual*); SD *anti-magic* ray; SZ M (4' diameter); ML 18; XP 14,000.

Fire-Resistant Mummies (8): Int Low; AL LE; AC 3; MV 6; HD 6+3; hp 30 each; THAC0 13; #AT 1; Dmg 1-12; SA *fear*, *disease*; SD immune to nonmagical weapons, half damage from magical weapons, immune to fire (due to Nephthys's divine blessing), immune to *sleep*, *charm*, *hold*, cold-based spells, *poison*, and *paralysis*; SZ M (6' tall); ML 15; XP 4,000 each (special mummies).

The Take

Each mummy bears a winged scarab worth 200-2,000 (2d10x100) gp. Valphazaur's vault contains 2,345 sp, 4,678 gp, 2,535 pp, and a *potion of sweet water* (cloudy and platinum colored), a *potion of healing* (thick and metallic orange colored), a *potion of undead (vampires) control* (cloudy and dark green colored), a *philter of love* (effervescent and azure blue colored), a *potion of flying* (thick and russet colored), and a *potion of super-heroism* (bubbling and sapphire colored).



Monument

Players' Information

This colossal lady must have been a splendid sight once. Pry marks around the eye sockets indicate that the statue must have sported two very valuable orbs at one time. Likewise, the studs covering the body suggest that the figure must have been sheathed with some precious metal. Could the metallic shards still clinging to some of the studs be gold?

Whoever looted this statue apparently wasn't satisfied with just stripping it of valuable adornments. The pitting and scorch marks on both the statue and the floor surrounding it must have been produced by a hail of *lighting bolts* and *fireballs*. It's amazing that the statue held up as well as it did. This must have enraged the despoilers, who seem to have gone out of their way to deprive the figure of its *fingers, ears, and nose* after unleashing the spell attacks.

Rumors

- Folktales from this region tell of a huge temple where the priests gathered a golden treasure each year. The priests were false and hid the treasure away instead of putting it to good use. One day, the deity in whose name the treasure was gathered turned the high priest into a ferocious monster who killed all the other priests. Years later, a clever hero tricked the beast out of some of its treasure, but most of it still lies hidden in the depths of the temple.

- Another tale tells of a gang of bandits who broke into a temple and slew the priests. When they located the temple's treasure room, they began a drunken celebration and soon fell asleep among the coins and gems. The temple's deity called down fire from the sky, but this just made the bandits more comfortable as they slept, as they had strong magic to protect them from the flames. Even more angry, the deity turned the sleeping bandits into hideous monsters who guard the treasure to this day.

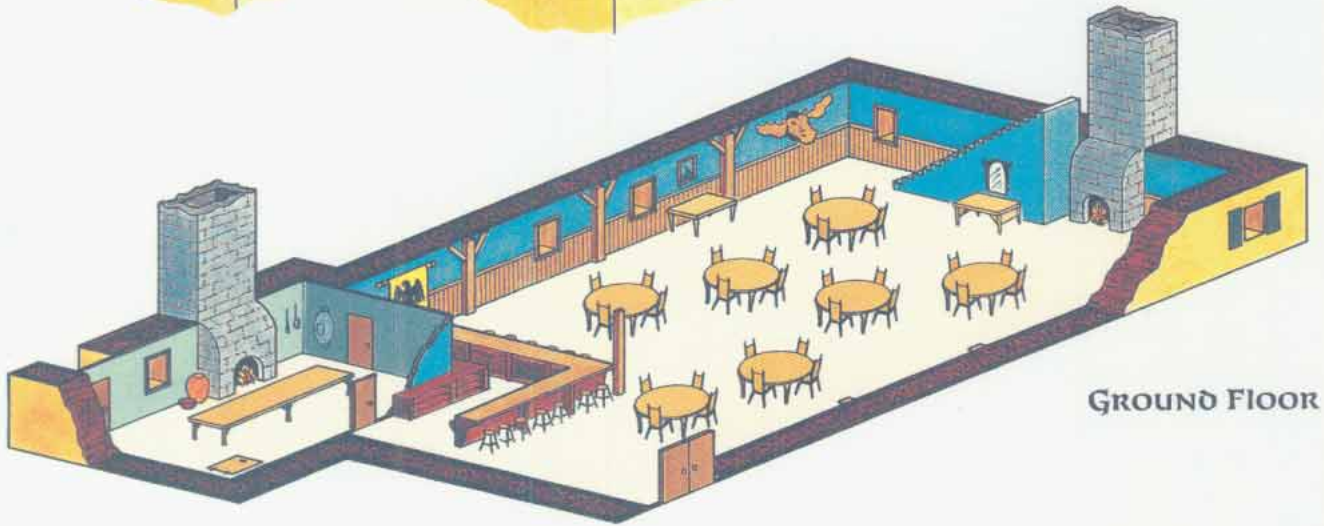
- An old proverb from this region speaks of giving alms to the golden lady as a way to change one's fortunes.

- A many-eyed giant and his blind children once lived in a castle on a cloud. One day a clever thief lured the giant down from his cloud and into a temple. The thief promised that the temple's deity could grant sight to the giant's brood. However, the temple had long been abandoned and had become a den of thieves. The giant fought so hard that the thieves couldn't kill him, so they tricked him into stumbling into a pit and pushed the temple's ancient idol over its top. The giant is still trapped there.

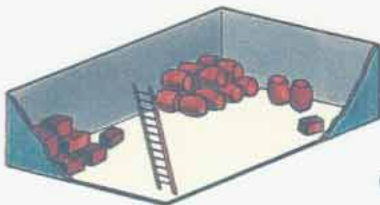
THE HAPPY DEN INN



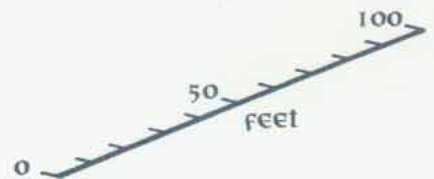
Upper Floor



GROUND FLOOR



Cellar



Best Served Cold

DM's Information

The DM's Illustration

This is a complete map of the three floors of the Happy Den Inn.

The Players' Illustration

This shows Rollo Giustin's knife stuck into a tree, where he left it just before his death. The charred remains of Rollo's wagon lie heaped under the tree.

Notes

The Wraj family of jackalweres has maintained an inn for many decades. They have found this is the best way to lure victims into their clutches. It also gives them a base from which they can raid the surrounding farms.

About 20 years ago, a local farmer, Rollo Giustin, discovered the Wrajs' secret. Rollo set out to buy cold-wrought iron weapons so that he and other farmers could attack the jackalweres. Unfortunately, the Wrajs discovered Rollo's intentions with the aid of a *ring of human influence* Jeane wears. Jeane ambushed Rollo, killed him, and burned his body before he could return to distribute his weapons.

Jeane keeps many of the locals charmed and makes liberal use of the ring's *suggestion* power as well, so Rollo did not make his intentions common knowledge. Most of the locals believe Rollo simply left the area to seek a better life elsewhere.

To unravel this adventure, the PCs must do a little detective work or use a *speak with dead* spell cast by a caster of 16th level or higher. From the rumors they have heard, they will want to call at the Greene farm and on Whedan Field, the weaponsmith.

The Greene Farm: If the PCs visit the Greene farm, they can learn the following from the Greene family and the staff:

- The first rumor they heard is true. The present owner's grandfather, Morris Greene, did give away knives to seal contracts. These days, the farm uses written contracts.

- There's no telling who originally received the knife discovered by the PCs. Morris was a busy and prosperous man, and he gave out a lot of knives. However, he gave out his last one 20 years ago.

- Morris Greene is still alive, but the PCs cannot see him—he is very old and not at all well.

If the PCs mention Rollo's name, they get a cold reception. If the PCs linger around the farm and drop a

few coins among the servants, they learn that Rollo once was engaged to marry Elizabeth Greene. For some reason, Morris gave Rollo Elizabeth's dowry before the wedding. The young man took the dowry and disappeared.

In exchange for a few more coins, the servants sneak the PCs in to see old Morris. He tells the PCs that Rollo had something against the Wraj family who runs the local inn. Morris cannot quite remember what.

Whedan Field's Shop: The journeyman running Whedan's shop knows nothing about rusty old weapons. However, if the PCs have brought one of the swords with them and show it to the journeyman, they get some action. Whedan himself receives the PCs and agrees to answer their questions. He knows the following:

- About 20 years ago, when Whedan had just become a master weaponsmith, a young man named Rollo Giustin came to the shop and ordered up a small arsenal of special weapons to be delivered in a hurry.

- The weapons were to be made from pure iron and worked cold—no heat or fire was to be used at all. Whedan himself made two swords while his staff hammered out many lesser weapons.

- Since then, Whedan has made many more cold iron weapons. Their construction has become his specialty. Cold iron can hurt some creatures that are immune to normal weapons.

- Rollo bundled the weapons onto a wagon and left in great haste, never to return.

The Danger

If the PCs visit the Happy Den, they must deal with Jeane Wraj and her four daughters. If the PCs are careful, they might be able to surprise the jackalweres. Otherwise, the jackalweres attack first.

Jackalweres (5): Int Very; AL CE; AC 4; MV 12; HD 4; hp 24, 21, 20, 20; THAC0 17; #AT 1; Dmg 2-8 (2d4); SA *sleep gaze*; SD hit only by +1 or better magical weapons or cold iron weapons; SZ S (3' long) as jackal, or M (6' tall) as human or hybrid; ML 12; XP 270 each.

The Take

In addition to her *ring of human influence*, Jeane wears jewelry worth 1,200 gp. Each daughter wears 20-120 (2d6×10) gp worth of jewelry. The inn's till contains 20-50 (1d4+1×10) gp, and a secret compartment in Jeane's room holds 1,254 gp and 245 pp.



Best Served Cold

Players' Information

It's hard to say how long this excellently made knife has been stuck in this tree trunk. If whoever owned it kept it clean and well oiled, it might have been here for years before beginning to rust. The handle's brass fittings are only a little tarnished, so perhaps the knife hasn't been here long at all.

Near the tree and the knife lies an intriguing pile of charred debris. A partial skeleton lies atop the heap. Only the teeth and a few fragments of assorted bones remain. The position of the remains suggests that the flames consumed the missing pieces, and that all the bones probably were there when the fire started.

The pile of debris under the bones does not suggest that this was a funeral pyre—at least not a formal one. The pile contains what seems to be two rusty iron bars, four iron hoops, and a heap of crude weapons: spearheads, arrowheads, daggers, and a few swords. The swords seem to be fashioned from the same rusty metal from which the other weapons were made, but a lot more time and skill went into their making than was invested in the lesser weapons. Still, the swords are as dull and corroded as the other weapons. An inscription on one blade is still readable: "Forged, sans flame." Both swords bear a mark shaped something like a crescent moon entwined with a sickle. This might be the weaponsmith's mark.

Rumors

- The knife is similar to the ones a wealthy farmer called Morris Greene used to give away to people when agreeing on a contract or making some sort of promise.
- A famous weaponsmith named Whedan Field uses an interlocked sickle and crescent moon as his mark.

Chimney

Cuprum's Lair

ONE SQUARE = 10 FEET

4

Labyrinth Wall

SECRET DOOR



You Really Bug Me

DM's Information

The DM's Illustration

This map shows a section of an underground complex that once belonged to the long-dead wizard Phrancois Phorbes. Cuprum, a copper dragon, occupies it now.

The Players' Illustration

Opening this scroll tube will lead the PCs to explore part of Phorbes's lair—even if they do not want to.

Notes

The scroll tube actually is a *flask of curses* Phrancois Phorbes made a long time ago. Phorbes intended that it should fall into the hands of his rival, Kostigg, but this never happened.

The tube is sealed with a *wizard lock*, and PCs can open it either by smashing it or by casting a *knock* spell. When the PCs do open the tube, the character who opened it and every creature within 10 feet of that character is instantly teleported into the center of the maze (with no saving throw). Inside the tube, the PCs find a brass key and a scrap of brittle parchment with some ancient script. The PCs can decipher it with a *rogue's read languages* ability or with magic; it reads: "My dear Kostigg, hope you enjoy your romp with my playmates—I suppose you're going to get all mad about this, too."

The Complex

Phorbes constructed the labyrinth to be as challenging as possible for his rival. Within the maze, no spell, magical item, or psionic ability that produces flight, levitation, teleportation, or planar travel works. All necromantic magic also is ineffective (note that this includes some priestly curative spells of the necromantic sphere). However, creatures with wings or innate flying abilities, such as djinn and dragons, can still fly. Clever PCs who use *alter self* or *polymorph self* spells to sprout wings can also fly.

The maze fills a cavern about 50 feet high; however, the maze's interior walls are only 20 feet high. Areas keyed on the map are as follows:

1. The *teleport* deposits the PCs here.
2. These chambers contain natural chimneys that lead to the lower section of Cuprum's lair, 70 feet above the maze floor.
3. The PCs can open this secret door and exit the maze by tapping on the door with the brass key from the scroll tube, or by casting *knock* or *passwall*. There is no other way to open this door.
4. The south wall of this huge cavern rises 90 feet to a second chamber where Cuprum keeps his lair. This second chamber has an exit to the surface.

The Danger

The entire maze is literally crawling with giant scorpions. Each turn, the PCs meet 1d4 of them until Cuprum arrives to extract the PCs or all the scorpions are killed. The scorpions can climb the maze walls and can attack the party from any direction.

Cuprum notices something is amiss after 3–8 (1d6+2) turns and flies down into the maze to investigate; he comes sooner if the DM decides the party needs a rescue. Cuprum is amazed to find adventurers wandering around in his larder (giant scorpions are his favorite food), and he pretends to be very angry with the PCs. He brooks no disrespect. If the PCs act aggressively, Cuprum quickly dumps a load of mud onto them (generated with his *rock to mud* ability, cast on the ceiling).

Giant Scorpions (22): Int Non-; AL N; AC 3; MV 15; HD 5+5; hp 28 each; THAC0 15; #AT 3; Dmg 1–10/1–10/1–4 (hit with pincers means opponent is grasped for automatic 1–10 each round, grasped victim gets one bend bars/lift gates roll to break free; grasped victim also automatically hit by stinger; scorpion may attack up to three opponents at once); SA poison sting (type F); SZ M (5'–6' long); ML 11; XP 650 each.

Mature Adult Copper Dragon (1), Cuprum: Int High; AL CG; AC –4; MV 9, Fl 30 (C), Jp 3; HD 16; hp 80; THAC0 5; #AT 3; Dmg 1–6+7/1–6+7/5–20+7; SA snatch, kick, wing buffet, tail slap, plummet (for definition of the former special attacks and their damage, see the *Monstrous Manual*), spells (3 1st-level and 1 2nd-level wizard spells), breath weapon (acid (14d6+7 damage) or *slow*) once every three rounds, *spider climb* at will, *neutralize poison* three times a day, *stone shape* twice a day, *forget* and *rock to mud* once a day, *fear aura* (25-yard radius) when attacking (+1 to victim's saving throw); SD immune to acid and gas, *clairaudience* (within lair); MR 20%; SZ G (73' long plus 50' tail); ML 16; XP 16,000.

Spells: First Level: *Phantasmal force*, *spook*, *wall of fog*; Second Level: *Tasha's uncontrollable hideous laughter*.

The Take

Cuprum is amused if he learns the PCs came here because of a practical joke played by a wizard who has been dead for more than 600 years. He knows about the secret door, and will trade the PCs a magical item for the key to it. If a PC amuses him further with a joke or riddle, he gives the character a 10 gp gem. Should the PCs slay Cuprum and get into his upper lair, they find the standard treasure, as randomly generated by the DM.



You Really Bug Me

Players' Information

Who knows what lies within this ancient scroll case? The name engraved on the outside is Phrancois Phorbes, although it isn't clear whether this identifies the tube's owner or if it indicates that the tube should be delivered to this person.

In any case, somebody went to a great deal of trouble to see that the tube stays closed. One end is solid, and the other is a steel cap sealed with wax. Two metal studs that probably lock the steel cap in place protrude slightly from the cap's top. The studs seem to be constructed to be pressed down, and the entire steel cap appears to be removable by turning it or pulling it off the tube. However, the studs seem to be stuck. Perhaps you need a *knock* spell to open the cap. Maybe a more direct method, such as smashing the tube, is required.

Rumors

- Phrancois Phorbes was a wizard widely known about 700 years ago for his experiments with arachnids and insects. He is rumored to have met his end during an expedition into the Underdark to collect specimens of driders for study.

- Phorbes exchanged letters with wizards, sages, and other wise creatures, such as dragons, all over the world. It is said that he kept a staff of djinn to carry all his messages.

- Phorbes was an inveterate prankster who was fond of puns and practical jokes that embarrassed friends and enemies alike. He filled his tower with strange creations such as roses that sported multifaceted eyes. These plants would spy on guests and spray the unwary with perfumes or dyes. Likewise, Phorbes was fond of *wands of wonder* and other items that had unpredictable effects.

- Phorbes's greatest enemy was a necromancer named Kostigg. This wizard vainly tried to capture or kill Phorbes for decades, but always was outwitted. It is said that when Phorbes died, Kostigg went insane because he knew he'd never have an opportunity to challenge and defeat Phorbes again.

- Kostigg became a lich, but was finally destroyed a few years ago.



To the Lady's Aid

DM's Information

The DM's Illustration

This is the cloud giantess Valera Tiphi, who just might have a proposal for the PCs.

The Players' Illustration

This shows some of the footprints Valera left while searching for thieves who raided the griffon rookery in her cloud castle.

Notes

A pack of wererats from a nearby city learned about a cloud castle occupied by a cloud giantess, Valera Tiphi, and her griffons. The wererats gained access to the castle as it floated over the countryside and tried to steal the giantess's treasure. But the treasure was too well guarded by Valera's griffons, so the wererats stole the eggs from the griffons' nests—seven of them.

When leaving the castle, the wererats dropped and broke one egg, but got away with the rest. The wererats went to the nearest village and bought several baskets to store the eggs. Then they killed James Warden, the stable boy, and stole a wagon. They have taken the eggs back to their lair in the city, where they plan to sell them on the open market.

Valera has come down from her castle several times to track the thieves. Although the locals are very frightened of her, she means them no harm. Valera has tracked the wererats as far as the town, but since the wererats left by wagon, she hasn't picked up their trail.

The reward mentioned in the players' section is real, but very minor given how dangerous an opponent Valera can be. The PCs would do much better by recovering the stolen griffon eggs and returning them to Valera at her reward price.

If the PCs begin investigating, they can find no one in or around the town who has actually experienced any misfortunes recently except James Warden's family. There are a few farms where the livestock isn't well, but this has nothing to do with Valera. If the PCs visit the stable, they learn that James Warden, a strapping young man of 12, disappeared from his job with two horses, a wagon, and all the horses' tack and harness.

If the PCs inquire about the knights who promised to help the town, they cannot find a soul who actually met them, though the innkeeper recalls two thin, wiry merchants who drunkenly bragged that they were about to make a killing selling griffon eggs. One had a ragged-looking moustache. Young James Warden was with them.

The Danger

Valera is quite willing to fight if attacked, though she

does her best to try and negotiate first. She will not strike the first blow in a fight. If faced with resolute attacks, she throws a few boulders, then casts *wall of fog*. Once hidden in the fog, she levitates back to her cloud castle, hurling boulders from her pack (she has 10) at anyone who presses the attack while she retreats. If reduced to 40 hit points or less, she blows a horn that summons three griffons to cover her retreat.

If the PCs are level-headed enough to parley with Valera, she explains her situation. If the PCs agree to help her, they must track the thieves to the city (Valera is not aware that she is dealing with wererats). This is not difficult, as James's body is found after a short search in the area of the town (and will be found within a couple days of the PCs' meeting with Valera whether they search for it or not). The wererats threw it in a ditch just outside of town. Wagon tracks near the site lead toward the city.

Once the PCs reach the city, a simple inquiry about griffon eggs for sale leads the PCs to the wererats. The wererats demand 2,500 gp or more each for the eggs, and the PCs cannot make a profit on this adventure unless they defeat the wererats and take the eggs (though buying the eggs allows them to avoid a fight).

Cloud Giant (1), Valera Tiphi: Int Very; AL NG; AC 0; MV 15; HD 16+2-7 hp; hp 84; THAC0 5; #AT 1; Dmg 6-24+11 (6d4+11) from morningstar or 1-10; SA *levitate* and *fog cloud* three times a day, *wall of fog* once a day, rock throwing for 2-24 (2d12) with a 240-yard maximum range; SZ H (24' tall); ML 17; XP 10,000.

Wererats (5): Int Very; AL LE; AC 6; MV 12; HD 3+1; hp 25, 20, 19, 15, 14; THAC0 17; #AT 1; Dmg 1-8 (long sword); SA summon 2-12 giant rats (see statistics below), surprise, assume human, rat man, or giant rat form; SD hit only by silver or +1 or better magical weapons; SZ S (3' long) in rat form, M (5' tall) in rat-man form, or M (5 1/2' tall) in human form; ML 11; XP 270 each.

Giant Rats: Int Semi; AL N (E); AC 7; MV 12, Sw 6; HD 1/2; hp 2 each; THAC0 20; #AT 1; Dmg 1-3 (1d6+2); SA bite causes save vs. poison or contract a disease; SZ T (2' long); ML 7; XP 15 each.

The Take

Valera offers the PCs 2,000 gp each for any griffon egg they recover *intact*. The wererats also have 150 sp each, and a *potion of fire breath* (viscous and lilac colored), an *elixir of youth* (translucent and lavender colored), a *philter of persuasiveness* (clear and brilliant yellow colored). The reward offered for slaying the giant is 1,500 gp.



To the Lady's Aid

Players' Information

These footprints obviously were made by an humanoid of immense size—at least 20 feet tall—but what on earth was it up to? It seems to have been diligently searching for something, judging by the the path it took and the disturbed and broken vegetation along that path. The creature paused for a bit next to—of all things—a broken egg, then appears to have set off at a dead run. After less than a quarter mile, the tracks end abruptly.

Rumors

- A horrible giant has been stalking the area the past few nights. It comes only when the moon is out, perhaps so it can search for prey. Nobody knows where the giant hides during the day.
- Young James Warden, the stable boy, disappeared the very first night the giant was out stalking in the moonlight. The lad probably went into the forest after a stray animal and got caught and eaten.
- So far, the giant has kept to the fields, but its tracks were found very near town last night. It probably is planning to raid the town. A local noble is offering a reward to anyone who defeats the giant.
- A pair of famous knights were passing through town several days ago. They promised to return mounted on griffons to slay the giant, if necessary. They had urgent business elsewhere, and could not stay.
- The giant is magical and cannot harm a house guarded by an iron horseshoe, nor can it harm a warrior clad head to toe in iron (not steel).
- During its nightly tours, the giant stole a few eggs from the farmyards and burned the shells. As a result, the fowl in nearby farms have ceased laying eggs.
- The giant has come down from the clouds to find a lost pouch of silver. If the townsfolk gather up enough silver and leave it in the hollow oak in the woods, the giant will go away.

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\$12.95 U.S.
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ISBN 1-56076-813-4



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