

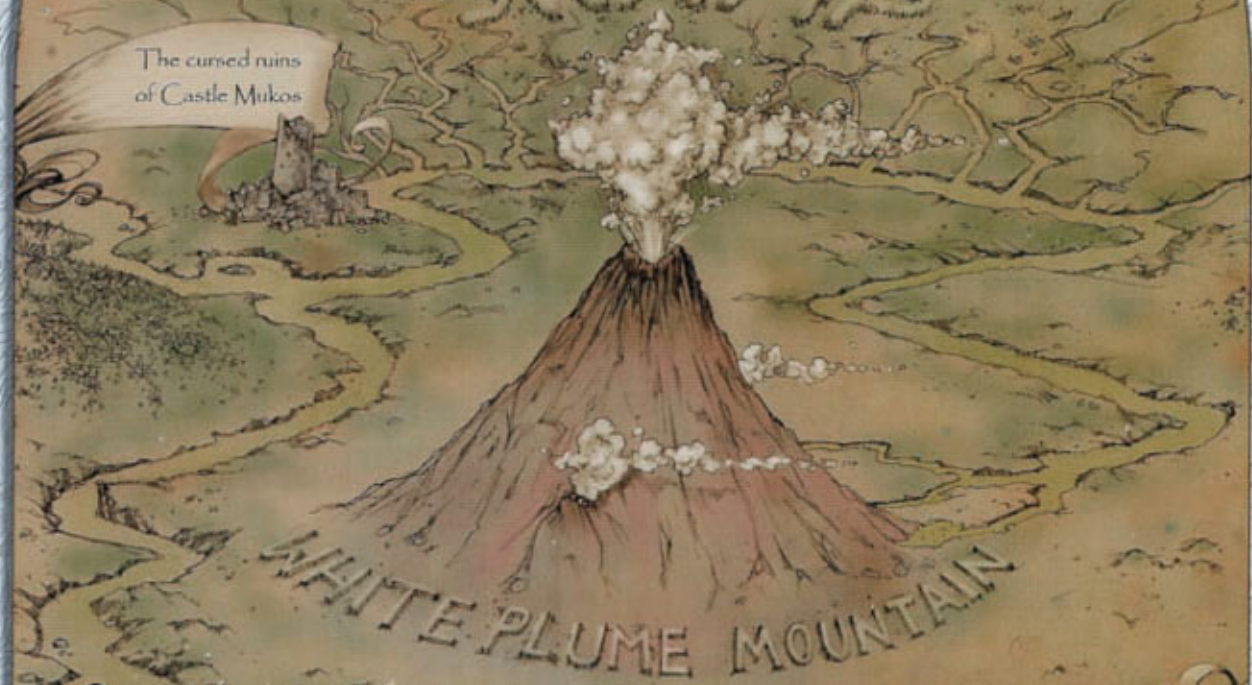
SILVER ANNIVERSARY



Beyond is the un...
the un...
gotha,
where de... and fal...
riches aw...

Thingizzard's Hut
Beware her potions

The cursed ruins
of Castle Mukos



RETURN TO
WHITE PLUME MOUNTAIN
The Twisted

To Town

Dead Gnomes
Eye Sockets

Advanced
Dungeons & Dragons
Adventure

Advanced Dungeons & Dragons®

Adventure

RETURN TO WHITE PLUME MOUNTAIN

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Table of Contents

Introduction	3	Deck of Destinies.....	43
Using This Adventure.....	3	Frostrazor.....	52
History of White Plume Mountain	3	Spore Repellent	30
Adventure Summary	4	Wave.....	14
Keraptis-Imprints	4	Whelm	36
Getting the Player Characters Involved	9		
Wandering Monsters.....	9	Important NPCs	
		Aegwareth	56
Surface Keyed Entries	10	Nightfear	16
Ringland.....	10	Nix	24
Yellowflow River	11	Killjoy	37
Dead Gnoll's Eyesocket	11	Mossmutter	45
Plague Fields	11	Spatterdock	27
Twisted Thickets	11	Thingizzard	15
Castle Mukos.....	12		
Great Swamp	13	Monsters	
Thingizzard's Hut.....	14	Bloodwights*.....	44
Lair of Dragotha	15	Bog Mummies.....	13
		Burning Golems	37
Mountain Keyed Entries	16	Crab Swarm*	31
Nightfear's Domain	16	Elevated Ghoul*	28
Nix's Domain.....	24	Fungus Hulk*	29
Spatterdock's Domain.....	27	Kelp Devil*	21
Killjoy's Domain	37	Leviathan.....	58
Unclaimed Territory #1.....	41	Meenlock	13
Mossmutter's Domain	45	Mold Wyrm*	47
Unclaimed Territory #2.....	53	Myconid.....	50
		Phycomid.....	30
Conclusions	60	Skin Puppet*	51
The Child-Keraptis	60	Vampire Moss	49
XP Awards	60		
		Appendix: Monster Summary	61
Magic of Note			
Amulet of Repudiation.....	29		
Blackrazor	39		

*First published monster appearance.



Introduction

"Keraptis found refuge in the tangled maze of volcanic tunnels below the cone. With his servants, Keraptis vanished into the shadows under the Plume, and no more was heard of the evil wizard."

—The Legend of Keraptis, *S2: White Plume Mountain*

The release of *S2: White Plume Mountain* by Lawrence Schick coincided with the initial popularity surge of the DUNGEONS & DRAGONS® game. Because this adventure was one of the first scripted scenarios to appear, most of the D&D® fans of the day owned and played it. As such, *White Plume Mountain* became part of the "commonality of experience" that longtime players and DMs of the era shared. Whether you have your own fond memories of experiences within the volcano or are about to tackle White Plume Mountain for the first time, this sequel is sure to generate a host of new campaign stories that will last for years to come.

Using This Adventure

This AD&D® adventure is designed for four to ten player characters (PCs) of 7th to 10th level. A party whose character levels total less than 45, however, will be hard-pressed to survive, so lower-level characters should tackle the mountain in larger groups. Even then, Dungeon Masters should encourage such PCs to take advantage of any alliances that the various groups inhabiting the complex may offer.

Return to White Plume Mountain details a lonely volcanic spire and the inhabited spaces inside it. You can use this product as a stand-alone adventure or, if your players are veterans of the original *S2: White Plume Mountain*, you could run this scenario as a sequel that takes place twenty years later. Regardless of how you choose to present the story, it is not necessary to own or be familiar with the original publication; everything you need to run *Return to White Plume Mountain* is within these pages.

Place and character names are not sacrosanct—make whatever changes are necessary to drop White Plume Mountain into your campaign world. You could place the volcanic mound among a range of similar but inactive peaks, or make it a lonely sentinel in an otherwise unexceptional grassland, swamp, or forest. If your game takes place in the GREYHAWK® campaign setting world of Oerth, White Plume Mountain stands in the northeastern part of the Shield Lands, near the Bandit Lands and the Great Rift.

Text that appears in shaded boxes is player information, which the DM should read aloud or paraphrase when appropriate. Unshaded boxes contain important information for the DM, including descriptions of monsters and new magical items. In the back of the book is an appendix containing the statistics for all monsters

appearing in the adventure except named NPCs. Photocopy these four pages and refer to them as needed during play; monster statistics are not provided in the individual encounters.

History of White Plume Mountain

The history of White Plume Mountain is closely entwined with that of the ancient wizard Keraptis, but even scholars do not know all the details. This background information is presented in its entirety for the DM; what the PCs can find out through diligent study appears later in its own section (see "Historical Research").

Ancient History

Some two thousand years ago, the wizard Keraptis established himself as "protector" of Tostenhca—a grand mountainside city of wide streets and towering ziggurats. But the wizard, who had extended his lifespan far beyond that of most mortals in his search for immortality, became more and more corrupt with increasing age. Over four centuries, the cost of his protection grew ever more burdensome, until eventually Keraptis was taking a piece of everything that the people of Tostenhca grew, made, or sold. With the announcement of yet another levy—one-third of all newborn children—the people rose as one, ousting Keraptis and his personal bodyguard of deranged gnomes.

Homeless, the wizard and his followers fled to the cities of the south and west. But wherever Keraptis went, his reputation preceded him, and he found no other settlements willing to accept his "protection." During these travels, which lasted most of three centuries, the wizard acquired several implements of surpassing power. The secret gnomish conclave from which he drew his bodyguard gave him the hammer called Whelm. In return for aid that would enable them to crack their divinely ordained prison, the mythical Cyclopes presented Keraptis with the trident named Wave. While future-communing with the last living entities of a dying multiverse, he received the sword called Blackrazor. But true immortality still eluded his grasp.

Three hundred years after leaving Tostenhca, Keraptis learned of a great volcano called White Plume Mountain, in which still-living druids of the Elder Age guarded the secrets of immortality. Within the volcano, the wizard found a tangled maze of lava tunnels and an ancient druid serving as the sole protector of Elder secrets. The two fought a titanic battle for ownership of White Plume Mountain and its ancient mysteries, but in the end the wizard prevailed. After casting the druid's remains into a sea of magma, the triumphant Keraptis penetrated to the Druid's Fane, a secret chamber protected by molten rock.



There, among other treasures of ancient sorcery, he found the archetypal iceblade Frostrazor and an enigmatic statuette. Keraptis used the figurine's power to pronounce a heinous curse that laid waste to distant Tostenhca, thus exacting his revenge at last.

Thereafter, Keraptis focused all of his vast faculties on the problem of death. He embarked on a dozen separate research efforts, all aimed at achieving eternal life without the need for constant magical maintenance and healing. It was one such project, empowered by the four enchanted implements he had obtained, that eventually allowed Keraptis to step forth from the Prime Material Plane into a distant shadowy realm where, he hoped, he would leave behind the constraints of mortality forever.

Keraptis quit the volcano some five hundred years past. No one knows whether he achieved his ultimate goal or still pursues it in some far, dim dimension. Whatever his fate, Keraptis never came to White Plume Mountain again.

Recent History

Masterless, the company of gnomes loyal to Keraptis continued to abide within the active volcano, living off the gargantuan fungal gardens that the wizard had magically grown inside the caverns. Generations were born, only to live out stale, sunless lives and finally die within the mountain.

At last, some one hundred years ago, an invasion fractured the placid flow of days beneath White Plume. Lured by tales of treasure, several powerful heroes calling themselves the Brotherhood of the Tome burrowed into the sealed-off chambers of the volcano and stole the wizard's four implements of power: Wave, Blackrazor, Whelm, and Frostrazor. The theft of these weapons trapped Keraptis in his shadowy realm, preventing his return to the Prime Material Plane.

The residents of White Plume realized that more attacks might follow now that outsiders knew about the complex inside the mountain. Seeking protection, the gnomes opened the sealed caverns wherein Keraptis had conducted his research. Though they uncovered many wonders, it was the discovery of Keraptis-imprints that changed life under White Plume Mountain forever.

As part of his research into immortality, Keraptis had tried for some time to embody himself as a being of pure thought in the matrix of a certain kind of spell. In that way, he reasoned, he could live forever in the minds of others. Though he ultimately abandoned this idea, the fruit of his research—several variant copies of the spell on scrolls—still remained. Each of these dweomers (called Keraptis-imprints or K-imprints) incorporated a full or partial copy of the wizard's persona and knowledge, though all were in some way damaged or incomplete.

Upon finding these scrolls in an opened chamber, an over-eager gnome immediately memorized one of them, thereby installing a copy of the absent wizard's consciousness in his own mind. Believing himself to be Keraptis, he

rose up and began to gather back the stolen weapons of power that the ancient wizard had owned. The original *S2: White Plume Mountain* adventure takes place during the reign of this first False Keraptis.

Current Situation

In the twenty-plus years since the first False Keraptis died, much has changed under the mountain. Other beings have followed in his footsteps, each taking up the persona of the absent lord.

Currently, there are four individuals—Nightfear, Spatterdock, Killjoy, and Mossmutter—who believe themselves to be Keraptis. Each of these beings, collectively called False Kerapti, has been imprinted with the original wizard's personality and abilities, and each has managed to gain one of the four implements of power. (Nightfear has recently lost his.) With their armies of loyal followers, these False Kerapti now vie for ownership of the mountain and possession of all four enchanted weapons.

Adventure Summary

Once the PCs arrive in the vicinity of White Plume Mountain, they can go directly to the entrance (see "Mountain Keyed Entries"), or investigate the lands surrounding the volcano first. Inside the mountain, they learn of the war among the four beings who claim the name of Keraptis. With a bit of diplomacy, they can briefly ally with the forces of any False Keraptis against the other three. Eventually, it becomes clear that though all four beings believe themselves to be Keraptis, none is the real article.

Whether or not the PCs join forces with a False Keraptis, they stumble upon various partial K-imprint spells during the course of play. Those who memorize these spells soon discover that they are doomed to lose their individuality and become part of a hierarchical mind headed by one of the False Kerapti. From certain denizens of the mountain not directly involved in the war, the PCs can find out how to save the world (and themselves) from the Keraptis-infection. The simpler method requires them to collect all four of the wizard's enchanted weapons, enter the Druid's Fane (area 79), and recall the original Keraptis to this plane. The other alternative requires them to hunt down and eradicate every active K-imprint in the world—including infected party members. Should they choose the former method, a surprising turn of events restores the original Keraptis as a newborn babe, whom they must protect from the creature intent on his murder.

Keraptis-Imprints

Two types of K-imprints exist: A complete K-imprint embodies the entire persona of Keraptis at the time he abandoned the project, while partial K-imprints contain



only a portion of his power. Each of these types has two forms: quiescent and active.

Quiescent K-imprints exist only in written form. PCs may find them scribed on scrolls or written in spellbooks just like normal spells. *Read magic* applied to one of these spells reveals the information listed on the "Effects of K-imprints Table." For example, it shows that *K: fire* is a 1st-level spell usable by any intelligent creature, and that it duplicates the effect of a *fireball*. A successful Spellcraft proficiency check indicates only that a K-imprint is far more potent than other 1st-level spells. No method of investigation reveals the drawbacks of these spells (see "Side Effects of K-imprints").

Active K-imprints occur when a sentient creature successfully memorizes a K-imprint from a scroll or spellbook. In this form, K-imprints enable their hosts to create spell-like effects one or more times per day, as detailed in the "Effects of K-Imprints Table," without the need for subsequent memorization.

Allowed Users

Most K-imprints require a 1st-level spell slot (wizard or priest type) to occupy, so only characters with spellcasting ability can host them. A spellcaster who does not have an open slot available at the time of memorization loses a randomly determined 1st-level spell from memory as the K-imprint makes room for itself.

A few K-imprints are usable by any intelligent creature. Upon memorization, this type preferentially occupies a 1st-level spell slot if one is available; if not, it nestles in the host's mind anyway at the cost of 1 Intelligence point. (The host's Intelligence score returns to normal upon voluntary ejection of the spell; see "Removing a K-imprint".)

Memorizing a K-Imprint

Any qualifying individual attempting to cast, copy, or memorize a K-imprint must make a saving throw vs. spell with a +4 bonus. Success indicates no result; the spell remains on the scroll and the user gains no benefits. Failure indicates that the user has memorized the spell, *regardless of actual intent*. That is, a character attempting to cast a K-imprint directly from a scroll cannot do so; he or she ends up memorizing it instead upon a failed saving throw, or achieving no result at all upon a successful one. Users may waive their saving throws to memorize these spells automatically, if desired, and a single character may memorize multiple copies of the same spell to gain additional uses per day.

Once memorized, the K-imprint vanishes from the page and takes up residence in the user's mind, where it remains until ejected. The host immediately becomes aware of the spell's exact parameters (including uses/day, precise effects, and method of ejection), but does not realize its side effects.

Characters capable of scribing scrolls can create new copies of any K-imprints they have memorized simply by writing them down. Doing so does not remove the spell from the host's mind; it merely creates a new quiescent copy.

Side Effects of K-Imprints

Despite their differences, all K-imprints share the same pitfall: The Keraptis-persona they contain is an active force that eventually destroys the host's mind.

Complete Imprints: A *K: complete imprint* actually replaces the host's personality with that of the absent wizard, thereby generating a new False Keraptis. Each False Keraptis has the potential to head up a vast hierarchical mind that incorporates hundreds of other minds. By accumulating subsumed minds, a False Keraptis can increase his or her power without limit (see "The Existing False Keraptis," below). Of course, such power has its downside—not only does the new False Keraptis become an NPC under the DM's control, but he or she dies instantly and irretrievably (no saving throw) should the original Keraptis ever return to the Prime Material Plane.

Partial Imprints: The hosts of partial K-imprints are destined to become the subsumed minds from which the hierarchical minds draw their power. Anyone who has ever hosted a K-imprint can count on 1d4+2

Effects of K-Imprints Table

K-Imprint	Type	Allowed Users	Spell Level	Effects
<i>K: complete imprint</i>	Complete	Any	1st	Bestows spell selection of a 12th-level wizard and incorporates all partial K-imprints*
<i>K: door</i>	Partial	Spellcasters	1st	<i>Dimension door</i> (twice per day as a 10th-level caster)
<i>K: fire</i>	Partial	Any	1st	<i>Fireball</i> (once per day as a 5th-level caster)
<i>K: missile</i>	Partial	Spellcasters	1st	<i>Magic missile</i> (three times per day as a 9th-level caster)
<i>K: resistance</i>	Partial	Spellcasters	1st	Raise user's magic resistance to 40% (twice per day for 1 hour)
<i>K: wall</i>	Partial	Spellcasters	1st	<i>Wall of force</i> (once per day as a 10th level caster)

*See "Becoming a False Keraptis."



months of normal life before degenerating into a mindless husk—just another “brain cell” of one of the four False Kerapti—typically the one from whose domain the party took the offending K-imprint scroll. (If it is not clear which False Keraptis controls a particular subsumed mind, roll 1d4 to decide.) At the time of subsumption, hosts lose all their character levels, Intelligence points, and Wisdom points, as well as their personalities, becoming 0-level creatures with 4 hit points each. No longer capable of any independent action except eating, drooling, and staring, they move and speak only at the direction of their leaders.

This destiny becomes apparent slowly. Anyone who memorizes a partial K-imprint begins to experience strange side effects 3 full days later. At that point, roll 1d6 for the affected character every 24 hours of game time and apply the indicated result from the “K-Imprint Side Effects Table.” Any side effect can occur more than once, or the DM can devise additional effects if desired. Those who question these odd episodes should eventually realize (through revelation in a dream, if not on their own) that they result from the victim’s ongoing incorporation into a hierarchical mind.

K-Imprint Side Effects Table

1d6 K-imprint Side Effects

- 1 Victim is plagued by dreams wherein he or she commits heinous acts of pure evil.
- 2 Victim begins to whisper over and over, “I am Keraptis,” until an associate calls attention to this behavior.
- 3 Victim becomes aware of a powerful alternate consciousness observing his or her thoughts from within, but this sensation fades before its source can be determined.
- 4 Victim begins to whisper over and over, “I’ll kill you all in your sleep,” until an associate calls attention to this behavior.
- 5 Victim begins to scratch doodles resembling a giant crab on any nearby wall, parchment, or other surface. This continues until an associate calls attention to this behavior.
- 6 Victim becomes obsessed with riddling his or her companions, attacking them unless they can offer up the answer to the riddle below, or a similar one. Upon a correct answer to the riddle or after 3 rounds of combat, the victim snaps out of it, retaining no memory of the episode.

Riddle:

Round she is, yet flat as a board,
Altar of the lupine lords,
Jewel on black velvet, pearl in the sea,
Unchanged but e’erchanging, eternally.

Answer:

The moon.

Removing a K-Imprint

A host can remove an active K-imprint from his or her mind by casting it at another allowed user. This must be an intentional transfer attempt; use of the spell’s normal effect (such as a *fireball* from the *K: fire* spell) does not initiate removal. The target of such an attempt must make a successful saving throw vs. spell with a +4 bonus to avoid the transfer. Success indicates that the spell still resides in the caster’s mind; failure transfers the K-imprint to the target’s mind, bestowing all the benefits and disadvantages accompanying normal memorization. Such a transfer does not, however, negate the side effects for the original host (see “Side Effects of K-imprints,” above).

Halting Subsumption

Removal of the spell from the host’s mind does not stop or even retard subsumption, for the imprint of the Keraptis persona remains behind permanently. A victim can suspend the process by leaving the plane, but it resumes upon his or her return and continues unabated, regardless of the victim’s distance from White Plume Mountain.

The only sure way to stop the process of incorporation is to recall the real Keraptis to this plane. The imperfect copies of his mind embodied by partial K-imprints cannot exist in the same space and time as the original, so they simply self-destruct without harm to their hosts. This solution is not immediately obvious to the party, however—the characters must obtain the information from a denizen of the mountain (Nix in area 25, the myconids in 74C, or the shade of vengeance in area 79). Even though slaying all the False Kerapti and their minions prevents subsumption, an infected PC is likely to become the new seat of a hierarchical mind (see “Becoming a False Keraptis”).

Becoming a False Keraptis

A host who memorizes either a *K: complete imprint* or enough partial K-imprints to occupy all of his or her 1st-level spell slots or Intelligence points internalizes the wizard’s entire persona, immediately becoming a new False Keraptis. Alternatively, the death of any existing False Keraptis forces that hierarchical mind to reseat itself in one of the remaining imprinted hosts (see “False Kerapti”).

Any PC False Keraptis immediately becomes an NPC under the DM’s control. The new pretender immediately sets to work building a power base, assembling his or her weapons of power, and eradicating the other False Kerapti.



Developing a New False Keraptis

A DM wishing to create additional False Kerapti (or establish a former PC as a new NPC False Keraptis) can use the following guidelines to establish the character's abilities.

A new False Keraptis can generate spell effects as a 12th-level wizard, in addition to using his or her regular powers and abilities. At the time of imprinting, the DM must choose a daily complement of spells (four 1st-level, four 2nd-level, four 3rd-level, four 4th-level, four 5th-level, and one 6th-level) for the new pretender. Available choices include spells from the character's own spellbook or priest sphere (if applicable), plus the following list, which represents the contents of the original wizard's spellbook: 1st—*charm person*, *K: complete imprint**, *magic missile*, *sleep*, *wizard mark*; 2nd—*acid arrow*, *continual light*, *darkness 15' radius*, *ESP*, *knock*, *magic mouth*, *mirror image*, *wizard lock*; 3rd—*dispel magic*, *fireball*, *fly*, *lightning bolt*, *monster summoning I*, *slow*, *tongues*; 4th—*charm monster*, *dimension door*, *enchanted weapon*, *Evard's black tentacles*, *ice storm*, *improved invisibility*, *monster summoning II*, *polymorph other*, *polymorph self*, *stoneskin*, *wind wall*, *wizard eye*; 5th—*advanced illusion*, *cloudkill*, *cone of cold*, *conjure elemental*, *dismissal*, *monster summoning III*, *true seeing*, *wall of force*, *wall of stone*; 6th—*contingency*, *death fog*, *death spell*, *globe of invulnerability*, *monster summoning IV*, *Tenser's transformation*. (Spells of 7th level and higher become available to a False Keraptis who reaches a level high enough to be able to cast them.) Once the DM has decided upon a spell selection, it becomes permanent, nesting in the host's mind as though all the spells were partial K-imprints. The new False Keraptis may not add any spells to the list until he or she "gains" another experience level through acquisition of subsumed minds; at that point, any new selections also become permanent. (No such choices exist for a husk who becomes the new seat of an existing hierarchical mind; he or she simply assumes the existing spell complement.)

Like the other False Kerapti, the new pretender can channel spells through his or her husks, see through their eyes, speak through their mouths, and direct their actions.

*Note: A *K: complete imprint* incorporates all the partial K-imprints, granting the host the standard uses/day of each and enabling him or her to scribe these sentient spells on scrolls as desired.

The Existing False Kerapti

Each of the four False Kerapti currently residing in White Plume Mountain calls himself Keraptis, as do the troops loyal to him. However, each pretender and his minions refer to the other False Kerapti as "usurpers," or by the names the Resistance leader Nix has given them (Nightfear, Spatterdock, Killjoy, and Mossmutter). All four False Kerapti believe Wave, Whelm, Blackrazor, and Frostrazor to be their personal property. Should the

PCs openly display any one of them in front of a False Keraptis, the pretender demands that they surrender it immediately. No alliances are possible unless they do so, and attempts to bargain only precipitate attacks.

Abilities

Each False Keraptis gained the full spellcasting capabilities of a 12th-level wizard, in addition to the full personality of Keraptis, upon memorization of a *K: complete imprint*. However, as none of the K-imprints were perfect copies of the original mind, large sections of each pretender's "memories" are hazy or altogether absent.

All the spells granted by the *K: complete imprint* are usable as spell-like abilities once per day, with no verbal, somatic, or material components required. Furthermore, each pretender can channel spells through his vessels at a rate of one spell per three subsumed minds per round. (These vessels must be within 10 feet of each other, but can be at any distance from their leader.) Channeled spell effects originate suddenly from the center point of the triad, without any apparent action by its members. In a single round, a False Keraptis can channel as many spells as he has groups of three subsumed minds, plus make a physical or magical attack of his own. The head of the hierarchical mind can also see through the eyes of his vessels and cause them to move and act with minimal concentration.

For every ten subsumed minds under his control, a False Keraptis gains one additional level of experience and 1 Intelligence point. These benefits persist regardless of physical distance from his husks, so long as all remain alive and on the same plane with him. Though the death of an individual husk usually does not appreciably affect the hierarchical mind, the loss of several can cost a False Keraptis both levels and Intelligence.

Death

The death of a False Keraptis forces the hierarchical mind to make a successful saving throw vs. death magic as a wizard of its current level or instantly cease to exist. Success indicates that the hierarchical mind has 1 turn to reseat itself in a new body; if it cannot, it dies. The hierarchical mind can automatically assume control of any subsumed mind in its own infrastructure, so it preferentially selects the nearest one. If none are available, it can try to force its way into an imprinted (but not yet subsumed host), who must then make a successful saving throw vs. spell to resist. Should the hierarchical mind fail to reseat in its selected host, it can try for another on each subsequent round, until either it is successful or it dies. It cannot make a second attempt on any single host, however.

Successful reseating grants the hierarchical mind all the powers or benefits of its new body, though it loses those associated with the old one. Its spell-like abilities and "memories" remain intact, as do its connections with its remaining subsumed minds—in essence, the new host immediately "becomes" the old False Keraptis.

The death of a hierarchical mind immediately releases all its subsumed minds, but does not restore the lost



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Dead Gnoll's
Eye Socket

The Twisted
Thickets

Agnie Szekel
99



personalities, levels, or free will of those victims. Another False Keraptis can automatically add those subsumed minds to his own hierarchy by physically touching the husks; if that does not occur, the husks remain utterly devoid of mental capacity until retrained from scratch.

Getting the Player Characters Involved

There are many reasons why a group of adventuring heroes might want to investigate White Plume Mountain. The DM can use any of the hooks provided below to initiate this adventure, or invent an entirely different rationale. Unless there is a reason to do otherwise, the PCs should begin play in a large city far south of White Plume Mountain. From there, any of the following events may serve to bring the characters into play:

1. One of the player characters has acquired Wave—possibly through a previous adventure—prompting one or more of the False Keraptis to send forces to retrieve it. Five 8th-level gnome thieves attempt to dose the PCs with sleep venom, sneak into their chambers by night, and steal the weapon. If they are successful, they inscribe the sign of Keraptis (a letter K with snakes crawling over it) on a nearby object before departing. If the PCs manage to foil the theft and capture them, the gnomes insist that they were merely retrieving an item stolen from their master Keraptis. Investigation of either the symbol or the name points the heroes toward White Plume Mountain. If the PCs manage to retain the weapon but do not head for the volcano, additional theft attempts with ever-escalating forces occur every 1d4+2 days until they do. See “Thingizzard’s Hut” for information on what happens to the gnome thieves.
2. A wealthy collector who owned Wave hires the PCs to find out who stole it and bring it back. (The thieves were the gnomes detailed in #1, who left their snake-infested letter K as a clue.)
3. A friend or relative of one of the PCs has disappeared in the general vicinity of White Plume Mountain. That person’s last message was, “The white plume of mist to the north is quite strange. Although I first thought it was nothing but the result of normal earthly processes, lately I swear I can see a face in the smoke. It bears investigation. . . .”
4. Peasants from the area report the appearance of a face in the mists above White Plume Mountain—a place already laden with rumors of past atrocities. The locals claim it is the Face of Doom!
5. It’s well known that a wizard with power beyond imagining once used White Plume Mountain as a base, and stories hint that entire levels of his redoubt were never found. Who knows what treasures of magic and ancient lore await the bold adventurer?

Historical Research

The PCs can gain the following information (in whole or in part) only through diligent study and in-depth research. At the DM’s discretion, hiring sages or making successful proficiency checks in Ancient History may also provide answers to some questions about the mountain and its most infamous resident.

- Some two thousand years ago, a powerful wizard named Keraptis served as the protector of a distant, highly civilized mountainside city called Tostenhca. Fascinated with the concept of immortality, Keraptis extended his lifespan far beyond that of normal humans. With advancing age, the wizard grew more and more corrupt, until eventually the people of Tostenhca ousted him, along with his personal bodyguard of deranged gnomes.
- Keraptis wandered for three centuries, acquiring three implements of surpassing power in his travels: the hammer called Whelm, the trident named Wave, and the sword called Blackrazor.
- Upon hearing that White Plume Mountain housed the secrets of immortality, the wizard journeyed there, slew its ancient druid guardian, and plundered a secret chamber called the Druid’s Fane. There, he found the archetypal iceblade Frostrazor and a statuette that could grant his fondest wish. Choosing vengeance over immortality, he used the power of the figurine to destroy Tostenhca, the city that revolted from his rule.
- Within the mountain, Keraptis embarked on numerous magical research efforts, all aimed at achieving true immortality. As a result of one such project, he stepped forth from the Prime Material Plane into a distant shadowy realm to search for eternal life, leaving his colony of loyal gnomes behind.
- Some one hundred years ago, several powerful heroes invaded White Plume Mountain and stole the four implements of power. Twenty years ago, Keraptis reappeared there to continue his nefarious activities. Little has occurred since then, except that recently a face has begun to appear within the volcano’s plume.

Wandering Monsters

Return to White Plume Mountain takes place in three distinct adventuring zones with different monster populations. The Outer Zone (O) encompasses the exterior of White Plume Mountain, plus the lands surrounding the volcano. All named but unnumbered areas within 5 miles of the volcano’s base (including Castle Mukos, Dead Gnoll’s Eye Socket, Plague Fields, Ringland, the Twisted Thickets, Thingizzard’s Hut, and most of the area around the Yellowflow River) fall into this category. The Inner Zone (I) includes the chambers inside White Plume



Mountain that lie closest to the volcano's tip and outer surface (areas 0–48). The Nucleus Zone (N) covers the mountain's lowest, most integral chambers (areas 49–78).

Roll 1d20 for every 4 hours the PCs spend in any one of the three zones. On a result of 1–6, an encounter occurs; consult the appropriate column of the "White Plume Wandering Monster Table" to determine its nature. (For instance, a roll of 2 indicates an encounter with 1d4+1 meenlocks in Castle Mukos, 3d6 subsumed gnomes in area 5, or 1d4 fungus hulks in area 50.) The DM should randomly decide to which of the four False Kerapti a particular wandering creature or group is loyal, if appropriate. Creature statistics are given in the "Appendix: Monster Summary" section.

White Plume Wandering Monster Table

O	I	N	Encounters
1	-	-	Rogue Gnolls (2d6)
2	-	-	Meenlocks (1d4+1)
3	-	-	Bog Mummies (1d4)
4	1	-	Gnome Guards (1d4+2)
5	2	-	Subsumed Gnomes (3d6)
6	3	-	Big Ogres (1d4)
-	4	1	Elevated Ghoul (1)
-	5	2	Fungus Hulks (1d4)
-	6	3	Bloodwight (1)
-	-	4	Burning Golems (1d2)
-	-	5	Mold Wyrms (1)
-	-	6	Skin Puppets (2d10)

Surface Keyed Entries

The area surrounding White Plume Mountain remains largely untouched by civilization. Dense thickets of thorny scrub, marshes stinking with the sulfuric effluvia of the nearby volcano, and rumors of dreadful beasts make it an unpopular location for settlement.

Ringland

Ringland is a fortified village of trappers and hunters, though a few frontier farmers and merchants make their homes here as well. A 10-foot-tall log palisade surrounds the main settlement; outside the walls, sheep, goats, and other livestock graze freely. Actual stonework reinforces important sections of the palisade, including its two guard towers. Five guards (called regulars) tend the main gate, which is the sole means of entry. The warriors stationed here can depend on backup from the entire village in case of particularly aggressive visitors. Intermittent bandit raids throughout the region have made Ringlanders somewhat leery about new faces, but they treat newcomers civilly. After all, even bandits need a place to spend their ill-gotten gains.



Ringland's populace consists of about one hundred noncombatants (children and elders), fifty 1st-level fighters, thirty 2nd-level fighters and sixteen 3rd-level fighters (the regulars). Most of the villagers spend their time hunting, trapping, shearing sheep, spinning wool, maintaining homes, repairing breaks in the palisade, and otherwise pursuing their daily lives. Areas of interest here include the Ringland Inn (proprietor: Sebastian Fauke, N male human F7/T3), the Hunters Guild (where PCs can hire a guide), and the tower of the local hedge wizard/sage, Monaric (CG male human W5).

Ringland regulars, male and female humans F3 (5): See "Appendix: Monster Summary."

Information

The villagers know little about White Plume Mountain, even though the volcano and its periodic plume are clearly visible from the eastern section of the palisade. However, they are happy to provide the following information in response to appropriate questions:

- "We stay clear of White Plume; don't you know the stories? Monsters are always wandering the slopes of



the volcano. Worse, some crazy sorcerer went and locked himself inside! He's been there since before my great-grandfather was born."

- "The closest anyone in this town has ever been to the mountain is Dead Gnoll's Eyesocket, about thirteen miles east of here. That's one or two miles past the mountain's base, but it's the easiest approach to the slope."
- "Sometimes you can see a face in the plume. Lately, some people say they can see a lot of faces there, but they're all the same person."

If the PCs are on the trail of a missing friend or relative (one of the DM's options to get them involved), the villagers readily admit to having seen the individual a few months back. The damn fool headed toward the Plume despite all their warnings and hasn't been seen since.

Characters with ready cash can hire a guide (Otus Hilltopper) from the Hunter's Guild. Otus is a large fighter with an obvious ale-gut. For 20 gp a day, he is willing to lead the PCs to Dead Gnoll's Eyesocket, then stay there for up to a month to watch their horses and any belongings they want to leave behind. (If he has not heard from the PCs in that time, he assumes ownership of the goods.) For 30 gp a day plus a quarter share of all treasure uncovered, Otus will agree to join the characters as a hireling for their trip into the volcano.

Otus Hilltopper, male human F5: AC 4 (chainmail and shield); MV 12; hp 45; THAC0 16 (15 with longsword and specialization, 14 with *longbow* +2); #AT 3/2 (longsword) or 2 (*longbow* +2); Dmg 1d8+2 or 1d6+2/1d6+2; SZ M (6'2" tall); ML elite (13); Int exceptional (15); AL NG; XP 420.

Special Equipment: Akala (+2 *longbow*; once per day Akala can cause a single arrow fired from it to act as an *arrow of slaying* vs. a creature type specified by the user), quiver with twenty flight arrows.

Nonweapon Proficiencies: Appraising (14), Fishing (9), Hunting (14), Rope Use (14), Set Snares (14).

Quote: "Want I should shoot it, boss?"

The Yellowflow River

The Yellowflow River originates in the heated geysers and burbling hot springs of White Plume Mountain. While most of the volcano's sulfurous water flows into the Great Swamp to the northwest, a portion of it forms a river running south. Because of the water's high sulfur content, river life is sparse. With proper distillation, however, water from the river is drinkable.

Dead Gnoll's Eye Socket

Just to the southeast of White Plume Mountain lies a series of buttes, bare except for a pale green covering of grassy vegetation. These outcroppings vaguely resemble the head and shoulders of a supine hyena. This unique formation, in conjunction with a large cave in the southeastern section, gives the area its unique name.

The 15-foot-diameter cave mouth opens into a cavern roughly 30 feet high, 20 feet wide, and 50 feet deep. If the PCs take refuge here, forgo the standard wandering monster checks, as this is a safe spot. A search of the cave reveals evidence of recent fire, plus a cache of supplies (a gallon of water and three weeks' rations for one person) hidden under a rock in a saddlebag. (If the PCs are on the trail of a missing friend or relative, the saddlebag bears that person's initials.)

Plague Fields

Plague Fields was the closest human community to White Plume Mountain. But years of toxic seepage from the nearby Yellowflow River poisoned the groundwater, slowly killing off the livestock and crops. Gradually, the people moved elsewhere, and the town has now lain abandoned for fifteen years. Characters intent on looting discover nothing of real use, although the decrepit village could provide subsistence shelter for a short time.

Since the last Plague Fielder left, the village has housed only wild beasts and rogue gnolls. An encounter with 2d6 rogue gnolls in Plague Fields occurs on a roll of 1, 4, 5, or 6, rather than the 1 in 6 chance noted on the "White Plume Wandering Monster Table." These creatures tip their spears with poison made from local thornbushes that have mutated from long exposure to the sulfur in the groundwater (see "Twisted Thickets").

Rogue Gnolls (2d6): See "Appendix: Monster Summary."

Twisted Thickets

White Plume Mountain's mineral-rich effluvia have nurtured this abnormal outgrowth of thorny plumberry bushes for years, giving the leaves an unhealthy pallor. No creature larger than a halfling can penetrate the Twisted Thickets without a machete or other cutting implement. Even then, progress is difficult—cutting through the brush reduces all movement rates to 25% of normal. Halflings and smaller creatures can move through the undergrowth without clearing a path at 50% of their normal movement rates.

Delay is not the only peril that these mutated berry bushes present, however. The tips of their thorns contain a dilute poison that, while harmless in small amounts, becomes debilitating in large doses. For every thirty minutes spent moving through the thickets, an unprotected player character must make a successful saving throw vs. poison with a +2 bonus or become lethargic, incurring a -2 penalty to all attack rolls, proficiency checks, and saving throws for the next 24 hours. The effects of multiple failed saving throws are not cumulative. Characters can protect themselves by wearing leather or heavier armor, thick cloaks, and heavy gloves.

The gnomes of White Plume Mountain have discovered that the berries from these bushes offer certain dietary benefits for beings who live underground. Thus, bands of 2d6 gnome warriors periodically wander the Thickets outfitted



in thick coats, gloves, high boots, and protective headgear to gather berries. Substitute an encounter with such a group for the "Meenlocks" result on the "White Plume Wandering Monster Table" for this area.

Castle Mukos

Mukos was a baronet from Greyhawk City who built a castle near White Plume Mountain some two hundred years ago. Unfortunately, he chose a poor location for his new home—right above an extended meenlock warren. These evil creatures took offense when the baronet's stonemasons paved over the opening to their tunnel system. In the months thereafter, the castle's inhabitants began to disappear, one by one. Those who remained complained of gradually intensifying nightmares, pursuit by unknown stalkers, and feelings of dread thick enough to choke on. When Mukos himself turned up missing one morning, the rest of the inhabitants fled, never to return.

After two centuries of weathering, one tower still remains intact, but the rest of the castle is little more than rubble. A determined search through the ruins reveals that almost nothing of value remains—looters have obviously visited here many times before. However, anyone who searches for secret

doors inside the tower may (1 on 1d6, regardless of class or race) find a loose flagstone in the floor. Dislodging it reveals a twisting, vertical passage that leads straight down. The blackish-green moss coating this 4-foot-diameter tunnel exudes an odor like rotting meat, and an almost palpable sense of evil emanates from below. (Both the smell and the sensation are actually sensory illusions that the meenlocks have placed there to dissuade visitors from entering the tunnel.)

The twisting, moss-lined passage leads to a squalid chamber 100 feet below the surface. A shield bearing the Mukos family's coat of arms hangs on the moss-covered wall amid a collection of bone, stone, and metal knives. With the proper command word, this *shield +2* can provide *protection from normal missiles* once per day at the 8th level of ability.

The twelve meenlocks who dwell here fight to the death to protect their lair from intruders. The PCs can also gain their enmity by dislodging the stone and failing to replace it precisely, or simply by staying more than an hour in the ruins. In either of the latter cases, the meenlocks target a random party member (preferably one temporarily separated from the party) as prey. Thereafter, five of them track that character relentlessly—even into White Plume Mountain if necessary—until they can stage an abduction (see "Meenlocks").

Meenlocks (12): See "Appendix: Monster Summary."





Meenlocks

Meenlocks are 2-foot-tall, bipedal creatures with bent arms that end in nasty, clawed hands. Their bodies are covered with black, shaggy fur, but their heads are white and hairless. Small, toothy mouths, flat noses, and large yellow eyes devoid of pupils give them a truly nightmarish appearance.

When stalking prey, these creatures constantly send their victim telepathic sense overlays that create a false perception of stealthy movement all around (no saving throw). While so distracted, the victim incurs a -1 penalty to all attack rolls; furthermore, the targets of any spells he or she casts gain +2 bonuses to their saving throws. Because meenlocks are 95% undetectable while tracking, the character's companions are unlikely to notice anything unusual.

For every hour of such stalking, the victim loses 1 point each from his or her Strength, Dexterity, Intelligence, and Wisdom scores until all four ability scores have dropped to half their normal values (rounded down). At this point, the meenlocks attempt to spirit away their target by using their *dimension door* (60-foot range, once every 2 rounds) and paralyzation abilities. Should they successfully reach their lair, they transform their victim into a new meenlock through a disgusting process involving knives, moss, and meenlock secretions. Generally, meenlocks are content to acquire one victim per foray.

Great Swamp

The swampland northwest of White Plume Mountain is, in essence, a large expanse similar to Twisted Thickets, half-drowned in the sulfurous water that pours continually from White Plume Mountain. Thus, travelers here face the same harsh conditions as they would in the Twisted Thickets, plus they must contend with the additional annoyance of knee-deep water. All creatures on foot move at 50% of their normal movement rates in the Great Swamp, and the chance for a wandering encounter with bog mummies is 3-6 on 1d20, rather than the chance indicated on the "White Plume Wandering Monster Table."

Quicksand

Patches of quicksand are common here. For every hour the PCs spend traveling through an unfamiliar section of the swamp, roll 1d4; a result of 1 indicates that they have encountered a patch of quicksand 1d6 × 10 feet in diameter.

Quicksand looks just like the surrounding swamp terrain. Unless they have been taking special precautions (such as testing the ground ahead with poles), the PCs may not realize the danger until they have moved 1d4 × 10 feet into the quicksand. At that point, they begin to sink at the rate of 1 foot per round. A trapped character who takes no other actions in a given round may attempt a saving throw

Bog Mummies

When a bleak spark of unlife touches a corpse naturally preserved by swamp mud, the result is a bog mummy. In the Great Swamp, it is Thingizzard, the Witch of the Fens, who provides that animating spark. In fact, because of her efforts, the bog mummies here have enhanced abilities that make them much more dangerous than similar creatures from other swampy locales.

Bog mummies can move normally through swamps and quicksand, and they often attack from below the waterline, surprising on a 1-6. Any living creature who sees one must make a successful saving throw vs. spell with a -1 penalty or be paralyzed with fear for 1d6 rounds—a bad turn of events for someone already sinking in quicksand!

Any character wounded by a bog mummy must make a successful saving throw vs. death magic after the combat or contract bog rot, a disease that causes the victim's flesh to stiffen and darken in splotchy patches around the injuries. The Great Swamp version of this disease is particularly virulent, causing death in 24 hours if not cured (see below). For each hour the disease goes untreated, the victim must make a successful saving throw vs. death magic or lose 1 point from a randomly selected ability score (Str, Dex, Con, or Cha). Roll 1d4 to determine the ability affected, rolling again if the result would drop a score below 3. Creatures infected with bog rot do not heal naturally and gain only half the normal benefit (rounded down) from magical healing. A *cure disease* spell applied within 24 hours of infection removes the affliction and restores lost ability score points randomly at the rate of 1 per hour.

Any creature killed by a bog mummy immediately stiffens and petrifies; *raise dead* is ineffective unless the victim receives both that and a *cure disease* spell within 6 rounds of death. (A *resurrection* spell works normally, however.) Unless successfully restored to life, such victims rise as new bog mummies in 1d4 days.

Thingizzard's mummies are immune to normal fire, *sleep*, *charm*, *hold*, and other mind-affecting spells, as well as weapons of less than +1 enchantment. They suffer only half damage from magical fire and copper weapons, but cold-based attacks inflict double normal damage and a vial of holy water inflicts 2d4 points. Bog mummies regenerate at a rate of 6 hp per hour after 2 full days of immersion in a swamp. Because of Thingizzard's enchantments, all bog mummies are turned as "Special" undead (see Table 47 in the *DUNGEON MASTER Guide*).

vs. paralyzation; success negates the sinking for that round only. The movement rate of trapped PCs drops by 2 for every 1 foot they have sunk, automatically reaching 0 when they are chest-deep in the ooze.

Characters on the edge of the quicksand can attempt to rescue their trapped companions by proffering long items



(such as staves) or throwing ropes. Each successful Rope Use proficiency check (or Strength check at a -4 penalty) pulls a sinking character up 1 foot. Victims who sink below the surface continue to drop at the same rate for another 30 rounds, drowning if not rescued (see "Quick Water Rules").

A quicksand encounter warrants a special wandering monster check, since sounds of distress tend to draw bog mummies. A result of 1-6 on 1d20 indicates an encounter with 1d4 of these creatures (see "Appendix: Monster Summary" for statistics).

Thingizzard's Hut

If the heroes are following the gnomes who stole Wave, their trail ends here. These unfortunates incurred the wrath of Thingizzard before completing their mission. The next five bog mummies the party encounters are obviously recently deceased gnomes.

Thingizzard's hut is a windowless, ramshackle structure measuring 20 feet per side. Built of twisted wood and reeds and shingled with peat, it has only two rooms—the main room and the witch's bedchamber. The door is locked most of the time, and if Thingizzard has some reason to feel threatened, she also bars it from the inside with a rough plank of bog-petrified oak. The single-flue



Wave

Wave is a sentient, neutral evil *trident* +3 that inflicts 1d10+3 points of damage on a successful melee hit. On an attack roll of 20 (natural), it inflicts its regular damage and then dehydrates the opponent, inflicting half of his or her remaining hit points in additional damage.

The trident, which has Intelligence 14 and an ego rating of 20, communicates with its wielder and any nearby living beings via *telepathy*. It once had a special purpose—to spread the worship of a particular sea god—but in light of all that's befallen it, the weapon is now intent only on staying out of the hands of Keraptis or anyone who claims to be Keraptis. Should its wielder ever speak highly of Keraptis, Wave attempts to use its high ego to force a change of ownership. (See "Weapons versus Characters" in Appendix 3 of the *DUNGEON MASTER Guide*.)

Wave also functions as a *trident of fish command*, a *trident of warning*, and a *cube of force* with nine charges per 24-hour period. (The former two functions also affect normal swamp creatures.) Finally, Wave confers *water breathing* (as the potion) once per day, allowing the wielder to move underwater at a swimming rate of 15.

Wave has an XP value of 7,000.

chimney on top of the hut might provide PCs with an alternate entry, though it leads directly into the witch's iron stove, which is always lit.

The witch is 25% likely to be home during the day; otherwise she is walking through the Great Swamp. Though she is always here at night, she rarely sleeps—brewing her potions requires long hours at the cauldron. But whether she is home or not, her hut is never undefended. Over the years, her magic has suffused this humble structure, making it immune to physical attacks, fire, and spells below 5th level. The hut also rebuffs anyone trying to *teleport* into it or ethereally penetrate its walls. The witch knows when anyone tries to enter her home, regardless of the means used; thus, any attempted entry eventually results in an encounter (see "Intruders").

Hundreds of unusual items—including root bundles, flasks of colored liquid, and live swamp animals in cages—hang from the ceiling in the main room, while clay and glass vessels crowd the shelves along the walls. A neatly arranged collection of tools lies upon a small worktable near a large iron cauldron in the center of the room. A curtain divides the main room from a tiny rear chamber furnished only with a mossy cot.

Most of the vessels in the main room contain exotic elixirs, but a few hold poisons or magical potions. None of them have labels, so only Thingizzard knows what each contains. Random sampling results in the following discoveries (roll 1d10):



D10	Result
01-05	Inactive substance
06	Poison (determine type randomly)
07-08	Imbiber must make a successful saving throw vs. spell or succumb instantly to Thingizzard's mental control, which lasts for 24 hours
09	Herbal curative (heals 1d3 hp)
10	Magical potion* (determine type randomly)

*The hut contains a maximum of twenty magical potions.

Intruders

If Thingizzard's hut alerts her to intruders, she sends her bog mummies to investigate and watches through their eyes. They arrive at a rate of 1d4 per round (to a maximum of ten every 3 hours) and assume defensive positions around the hut, but do not attack unless the PCs initiate hostilities. (The first one to arrive is wearing an *amulet of repudiation*, which makes it invulnerable to clerical turning.) Upon seeing that the intruders are adventurers, Thingizzard returns to her hut, arriving 2d4 rounds later. If combat is in progress when she arrives, she joins her bog mummies in the fight, either directly or from ambush. Otherwise, she shows herself and demands to know their business.

Negotiations

The Witch of the Fens does not take kindly to interruption in any form, though she is willing to talk with any PCs who have neither attacked her nor harmed her bog mummies. (Those who have done either receive a taste of her power before any parley occurs, though she is satisfied with dealing them a bit of damage.) Regardless of the circumstances, she offers the party no hospitality.

Should the heroes ask her about Wave, she denies having it, but asks what their interest is while keeping her hand on the three-bladed dagger at her waist. Particularly diplomatic characters who stress the importance of the weapon in stemming the Keraptis-threat may be able to convince the witch to give it up, but she insists upon an equally powerful magic item (or collection) in trade.

In case of conflict, Thingizzard defends herself and her possessions to the best of her abilities. In addition to the ten bog mummies, she calls her bog golem—a construct of bog mud and sticks—to aid in defense.

Thingizzard: AC -2 (natural hide and Dex bonus); MV 12, swim 12; HD 12; hp 80; THAC0 9 (3 with Wave and Str bonus); #AT 3/2 (Wave); Dmg 1d10+9; MR 25%; SZ M (5' tall); ML fanatic (17); Str 18/00, Dex 17, Con 19, Int 14, Wis 15, Cha 12; AL NE; XP 7,000.

Special Abilities: full movement rate through quicksand and swamp; brew any potion.

Spell-like Abilities (at 12th level): 1/day—*animate dead*, *call lightning*, *control weather*, *curse*, *dream*, *forcecage*, *mind blank*, *polymorph other*, *polymorph self*, *veil*, *vision*.

Special Equipment: five potions of extra-healing, potion of gaseous form, potion of super-heroism.

Bog golem (1): See "Appendix: Monster Summary."

Thingizzard, The Witch of the Fens

Thingizzard was already living in the Great Swamp when Keraptis descended on White Plume Mountain some thirteen hundred years ago. Though the wizard thought nothing of attacking the volcano's Elder druid guardian, he chose not to trifle with the Witch of the Fens. It may well be that Keraptis thought her insignificant, but it is more likely that he left her alone because of his phobia concerning undead.

Though she is not human, Thingizzard appears as an old woman with pure white hair. She doesn't know her own origins and doesn't care to learn them; her only interest is maintaining the peculiar "ecology" of the Great Swamp. In fact, regular infusions of Thingizzard's necromantic potions have made this place what it is. The witch pours these concoctions into the water regularly to nurture her "children"—the bog mummies. She can call these creatures to her defense at any time, at a rate of 1d4 mummies per round.

Not only is the Witch of the Fens very strong (18/00 Str), she also possesses the following spell-like powers, each of which she can use once per day at 12th level ability: *animate dead*, *call lightning*, *control weather*, *curse*, *dream*, *forcecage*, *mind blank*, *polymorph other*, *polymorph self*, *veil*, and *vision*. In addition, her knowledge of herbalism and potion brewing rivals that of the most respected mages in the land. Thingizzard can brew any potion listed in the *DUNGEON MASTER Guide* or create an elixir with additional effects, at the DM's discretion.

Should the PCs decide to recall Keraptis, they must at some point seek out Thingizzard and obtain Wave from her. The witch did not steal the weapon herself; a band of gnome thieves liberated it from Nightfear a short time ago, intending to hide it here in the swamp. Unfortunately, they had the temerity to kill some bog mummies—an act that brought Thingizzard's swift and sure revenge. Now the Witch of the Fens wields Wave, and she has come to like it. To prevent other thieves from finding it, she has disguised the trident with a special glamour that makes it look like a three-bladed dagger carved of bone, though it functions normally in all ways. The illusion fades if the weapon leaves her possession.

Lair of Dragotha

According to local legend, a dracolich named Dragotha makes its lair just west of White Plume Mountain. Tales of adventurers who have left to seek the beast and never returned are common in nearby communities, and several copies exist of a map purporting to lead to the lair. No such creature has stirred in recent memory, however, and the claims of its presence remain unsubstantiated. The DM may, if desired, incorporate such a menace in the area to the west, but the details are beyond the scope of this adventure.



Mountain Keyed Entries

The volcano's conical peak rises 8,000 feet above the surrounding land, and its base is approximately two miles in diameter. The white plume of steam that gives the peak its name spouts from the summit as a continuous geyser, painting feathery streaks across the sky as the wind carries it farther from its source. Characters who gaze at the plume for 1 round can see a face within it. (This is the image of the original Keraptis, and its appearance is a side effect of the multiplying active K-imprints within the mountain.)

Condensation from the geyser mingles with water from the hot springs on the mountain's lower slopes, creating several rivulets that drain into the nearby Great Swamp. None of the mountain's steam vents and water outflows appear large enough to admit a human-sized creature, however. The sole means of entry appears to be a cave mouth (area 0) about 600 feet below the summit. The only other access is the secret passage controlled by the Resistance (area 27), which opens onto the lower slopes at the side of the mountain and is well concealed with brush.

Areas of Control

All the factions within the volcano control specific territories, which they use as bases of operations. Nightfear claims areas 0–21, Spatterdock areas 28–48, Killjoy areas 49–55, and Mossmutter areas 64–74. (The lava tunnels within these areas, however, are constantly under contention, and battles rage there frequently.) The Resistance—a force of assorted creatures who formerly answered to the real Keraptis—holds areas 22–27. Areas 56–63 and 75–79 are unclaimed at present. For ease of reference, the areas of control are color-keyed to their claimants on the Entrance Level Map and the Indoctrination Level Map.

Nightfear's Domain

Areas 0–21 are under the control of the False Keraptis known as Nightfear, whom the PCs can find in area 19. His troops all wear armbands bearing his insignia: a letter K superimposed over a small N, with stylized snakes crawling over both letters. For recognition, Nightfear's troops use a password, which changes daily.

0. Wizard's Mouth (Entrance) (H3)

This cave entrance, colloquially known as Wizard's Mouth, is not marked on any map. Characters can approach via the obvious footpath, or those with the Mountaineering

proficiency can use their skill to scale the slope and approach from the side or top of the cave, if desired.

The rough trail up the mountainside leads to a dark cave surrounded by sharp rocks that resemble broken teeth. Every thirty seconds, the cave mouth emits a large cloud of warm steam, which coalesces in the crisp mountain air like a traveler's breath on a cold day. These exhalations, coupled with the whistling influxes of air that follow them, give you the distinct impression that the cave is breathing.

The constant flow of hot steam and cold air through this cavern deters Nightfear from keeping permanent guards here, even though this exterior entrance has considerable strategic value.

The cave is about 8 feet in diameter and 40 feet long. Near the ceiling at the far end is a long, horizontal crevice about 1 foot wide. It is this opening that creates the "breathing" effect. During the first fifteen seconds of each cycle, cold air flows into the crack at great speed, creating a loud whistling noise and snuffing out any open flames. After a 2-second pause, a great blast of steam from the volcano's interior rushes out. Though not hot enough to scald those in contact with it, this warm, moist air does produce an environment like a sauna bath within the cave.

Shallow pools of water and mud dot the bottom of the cavern. Diligent searching reveals a few small humanoid

Nightfear

Nightfear was once the gnome wizard Parfithal, a descendant of a gnome who followed the original Keraptis into White Plume Mountain countless generations ago. A sallow, average-looking gnome, he has a twisted smile and a demented gleam in his eyes.

Following the precedent established by other pretenders, Nightfear managed to locate and claim one of "his" original implements of power—namely Wave. Unfortunately, the Resistance recently stole the trident from him, then lost it to Thingizzard. (The PCs may have had possession recently as well, depending on how they got involved.) In his grief and rage over losing the weapon, Nightfear sent out all his husks to search the mountain, hoping to catch a glimpse of Wave through their eyes. But in such small groups, they proved easy targets for the troops of the other pretenders. Thirty of his thirty-one husks died, dropping Nightfear's wizard level back to 12 and his Intelligence back to its original 16. His last husk is currently in the hands of Killjoy (see 53B), but he is developing a new crop from underlings who have recently memorized partial K-imprints. At present, all of Nightfear's other projects have come to a standstill while he schemes to retrieve his weapon.



tracks leading to and from a large hole in the floor near the back of the cave. A recently mortared stone lip holds back most of the ooze that would otherwise pour down into the opening. No covering is in evidence, though it is obvious that a trapdoor once protected this entryway.

The hole opens onto a 20-foot-square, vertical shaft that houses a spiral staircase made of rusted iron and chipped stone. The stairs lead downward to area 1, some 100 feet below.

1. Killing Ground

A thin black thread stretches across the bottommost step of the staircase from area 0. Unless a party member successfully finds and disarms this trap, the first character to step on this spot breaks the thread, sounding a gong that hangs below the steps.

This large chamber bears signs of recent excavation and expansion. Though stains from past water inundation mark sections of the floor, the room is nearly dry. Ominously, however, the entire stretch of the southern wall bristles with murder holes.

The guards in areas 2 and 3 are vigilant at all times; the gong is there to warn them of invisible intruders. Upon seeing or hearing any visitors, the guard captain (Kabyle; see area 2) calls out, "Stop where you are and give the password!" If that is not forthcoming, but the PCs make no hostile moves, he questions them about their intentions (see "Negotiations"). Should the PCs threaten to attack or make a move toward either of the obvious exit doors before he has given them permission, Kabyle orders his troops to open fire.

Negotiations

The characters may be able to avoid conflict by parleying with Kabyle from the safety of the stairs. The guard captain informs the heroes that he and his troops are loyal to the *real* Keraptis, who returned to his home recently to find much of it under the control of usurpers! He then asks the player character their business here. If their stated intentions involve killing Keraptis and stealing his treasures, Kabyle orders his troops to open fire, as above. Otherwise, he offers them a deal—safe passage and magic to help them with their quest in return for their agreement to fight the usurpers. Kabyle hints that anyone who helps rid the mountain of those who oppose Keraptis can expect great rewards.

Should the heroes agree to such an alliance, Kabyle tells them the current password (which is valid for the next 24 hours), points out the locations of the pit traps in the room, and gives the group a scroll of *K: missile*. (If asked, he says that the spell on the scroll grants the ability to cast *magic missiles* three times daily to anyone capable of memorizing it.) Kabyle also gives each PC an armband bearing Nightfear's insignia—a letter "N" superimposed over a "K," with snakes entwined around both—and admonishes them to destroy creatures wearing any other symbols without question. Finally, he directs the characters to area 20, where he says they must meet with Keraptis to seal their bond of service. (Though he does not have a map, he can draw a crude one for them if so requested.) He further advises the PCs to call out the password before entering any area under the control of the true Keraptis and to request aid from his troops as needed.

2. "Gnoming" the Murder Holes

Kabyle and his troops keep watch on area 1 from this chamber, firing upon trespassers with whom diplomacy has failed (see area 1). Two murder holes in each 10-foot section of the north wall allow the gnomes to fire arrows or spells into area 1 from 90% cover. Characters who avoid combat by promising to ally with Nightfear receive an XP award equal to that given for defeating all of these gnomes in combat (4,280 XP).

Kabyle, male gnome F5/I2: AC 5 (chain mail); MV 9; hp 40; THAC0 15; #AT 2 (short bow) or 1 (*short sword* +2); Dmg 1d6 or 1d6+2; SZ S (3½' tall); ML steady (12); Int very (12); AL NE; XP 2,000.

Special Abilities: +4 bonus to saving throws vs. rod, staff, or wand and spell; infravision (60-foot range); detect



sloping passages (1–5 on 1d6), unsafe stonework (1–7 on 1d10), approximate depth (1–4 on 1d6), and direction underground (1–3 on 1d6).

Spell-like Abilities (at 9th level): 3/day—*magic missile* (K: *missile*)

Special Equipment: ring of fire resistance, scroll of K: *missile*, *Spellbook* (3) 1st—*spook** (×2).

*Indicates memorized spell.

Gnome archers, male and female F3 (19): See “Appendix: Monster Summary.”

3. Hallwatch

Normally, the oak doors in the north and south of this chamber are kept locked, though the metal one to the west is open to provide a quick exit route for the guards in area 2. A narrow iron grate in each wooden door allows the five gnome guards posted here to watch both area 1 and the hallway to the north. These gnomes have instructions to admit only beings who offer the correct password for the day. Visitors displaying Nightfear’s insignia, however, may be able to bluff their way past them without the password, at the DM’s discretion.

The guards’ best defense is their *necklace of missiles*, which has one 7d6 *fireball*; two 5d6 *fireballs*; and four 3d6 *fireballs*. In case of trouble, the holder of the *necklace* hurls these missiles through the grate at approaching enemies. (The reinforced oak doors shield the guards from the effect.) In case of trouble in area 1, these gnomes hurl their missiles at any intruders they can see.

Gnome guards, male and female F7 (5): See “Appendix: Monster Summary.”

Special Equipment: *necklace of missiles*.

4. Trapped Corridor

This stone corridor is dry now, but water stains on the walls indicate that it was once partially submerged.

Should a PC trigger the trap in this area, apply the results from “Pit Traps” and roll 1d4. On a result of 1, the noise goes unnoticed; on a 2, it draws 1d4 of Nightfear’s gnomes from area 3; on a 3, it brings 1d4 of Spatterdock’s gnomes from area 29; and on a 4, it draws 1d4 gnomes from each of those chambers. Guards who recognize trapped characters as allies help them out of the pit; those who do not pepper them with arrows, attempting to kill them before they can escape. If gnomes from both groups are present, they ignore the party and fire on each other.

A thorough search of the pit uncovers a pouch hidden in a crevice. The leather bag contains three cut diamonds (each worth 100 gp) and a small ivory statuette of a goat. This later item is actually a *goat of travail* from a set of *figurines of wondrous power*.

Pit Traps

All areas marked with a “T” on the White Plume Entrance Level Map are 30-foot-deep pit traps. More than 20 pounds of weight on any of these spots causes two floor panels to swing down, dropping victims onto the metal spikes 30 feet below. A falling character who makes a successful saving throw vs. paralysis manages to catch the edge of the pit and avoid falling. Those who fail suffer 3d6 points of damage from the fall, plus 1d4 additional points from the spikes. Should the forces that hold the room prevail, they dispatch any creatures caught in the pits with missile weapons or spells, recover any treasure, and then reset the traps. Each trap currently holds 1d4 rotting gnome corpses, plus several dozen broken arrows.

5. Fun With Physics

This long stone passageway is dry now, but water stains on the wall indicate that it was once submerged to a depth of about 1 foot. Six-foot-square iron plates, each separated from the next by a span of about 3 feet, are firmly attached to the walls on both sides for the entire length of the corridor.

The plates are part of a special defense system that Nightfear uses to deter enemy forces. Any noise in this area causes the gnolls in area 6 to move into area 7, where they wait to ambush the intruders. Should any PC call out the password, however, they immediately disable the defense system and return to area 6.

The metal plates create a magical “induction field” within the 70-foot-long corridor. Metallic objects—armor, weapons, gold treasure, gold teeth, and the like—absorb energy in the form of heat as they pass between the plates from south to north. The farther they move into the field, the hotter they become. Worn or held metal objects become uncomfortably warm at 20 feet, painfully hot at 30 feet, and damaging at 40 feet and beyond. Characters in metal armor suffer 1d4 points of damage per round at 40 feet, plus an extra 1d4 per round (cumulative) for each additional 10 feet they move. (That is, the damage per round rises to 2d4 at 50 feet, 3d4 at 60 feet, and 4d4 at 70 feet). Thus, a PC in metal armor who runs at full speed through the last 40 feet of the induction field suffers a total of 10d4 points of damage all in 1 round. However, a character who moves slowly through the induction field (at a maximum of 10 feet per round) could stop and turn back before excessive damage occurs.

Once out of the induction field, affected metal objects cool down slowly, reversing their damage potential according to the same incremental process. For example, a character who moved all the way through the induction field while wearing metal armor suffers the same damage again in reverse progression: 4d4 hit points on the first round of



cooling, 3d4 on the second round, 2d4 on the third, and 1d4 hit points on the fourth. Dropped items inflict the appropriate amount of damage to anyone who picks them up before they have fully cooled. If a character pauses halfway through the corridor, his or her metal items retain the heat already induced, growing neither hotter nor cooler. Only returning to the point of entry or exiting the field on the other side causes heated objects to cool.

Any combustibles in contact with a metal object ignite at 40 feet, or at 50 feet if dampened first. Characters carrying no metal at all feel only slight discomfort within the field, and *fire resistance* in any form protects all the wearer's metal items from the effect. Creatures who start from the north end of the corridor and move south suffer no heat induction at all.

Damaging or removing the induction plates is very difficult; any hit from a magical weapon or a fire- or cold-based spell inflicts only 1 point of damage. Each plate can sustain 50 points of damage before cracking and becoming useless. (The attendant noise of such attacks draws the attention of nearby creatures; make an additional Wandering Monster Check for each plate destroyed.)

6. Hall Watchers

This large antechamber serves as a crude billet for twelve rogue gnolls in Nightfear's service. Their instructions are simple: Lower the induction field in area 5 for anyone who calls out the password, and ambush anyone who enters area 7 without doing so.

The gnoll billet is filthy; it is difficult to distinguish the moss pallets from the fish bones and feces that form an almost sedimentary layer on the floor. Each gnoll possesses a belt pouch containing 1d10 gp, and a determined search through the filth uncovers additional booty: a diamond pendant worth 55 gp, a crystal goblet worth 20 gp, and a vial containing five applications of the mild poison that the creatures use to tip their weapons.

Rogue Gnolls (12): See "Appendix: Monster Summary."

7. Empty Chamber

This spacious, square chamber is empty and dry, but stains on the walls indicate that water once covered the floor. The short flight of stairs in the northwest corner lead upward past the level of the water stains.

Creatures familiar with this area can readily find the small, hidden switch that operates the induction field in area 5. Otherwise, a character specifically searching the west wall can discover it with a successful attempt to find secret doors.

If the PCs have traversed area 5 without calling out the password, the gnolls from area 6 are waiting here to ambush them. (Such attacks are particularly effective against targets who have divested themselves of weapons and armor.) So

long as they remain uninjured, the gnolls will abort their attack upon hearing the password, but they fight to the death if the party has injured one of their number.

A secret door leads from here to area 28, but Nightfear's forces are not aware of it. This door blends so well with the wall that elves do not have their standard automatic chances to see it.

8. Slip, Sliding Away

This long, straight, stone corridor has a door near each end of the north wall. About 10 feet into the passageway, an open pit spans the entire width of the floor. The portion of the corridor just beyond that hazard is a wondrous sight—its walls, floor, and ceiling are perfectly smooth and polished mirror-bright. Between that pristine section and the other door lies another pit, identical to the first in size and shape.

This 80-foot-long, 20-foot-wide corridor is the handiwork of the original Keraptis. The two sections labeled "A" are identical 10-foot-by-20-foot open pits. Each is 10 feet deep and studded with rusted, razorlike spikes. Anyone unfortunate enough to land in one of them suffers 1d6 points of damage from the fall, plus 1d6 additional points from the spikes. The victim must then make a successful saving throw vs. poison or contract a particularly virulent form of tetanus, which proves fatal 2d6 rounds after infection unless a *cure disease* spell is applied within that time.

The two corridor sections adjacent to the doors are made of normal stone, but a special coating covers every square inch of the 30-foot-long area between the pits (labeled "B" on the map). This silvery substance is 100% frictionless, 90% resistant to magic, impervious to normal weapons, and completely inert. Any creature or object that lands on its surface continues to move in the direction of its last horizontal impetus, bouncing off any walls or other obstructions in its path like a billiard ball until it falls into one of the pits.

There is no saving throw against this effect, though PCs who take the precaution of tying ropes around their compatriots before sending them onto the slick surface can ensure that they come to no harm in the pits. Blows from magical weapons can mar the coating, but it takes at least 50 points to render a 10-foot-square section passable. Even then, the advantage is short-lived, as the surface heals itself 1d10 rounds after such an "injury." As if this weren't enough, a permanent *dispel magic* (cast at 12th level of ability) encompasses the entire chamber, preventing magical transport.

If the PCs call out the password upon entering, three of the five gnome archers in area 9 drag planks from that chamber and use them to build a temporary bridge across the pits and the central section. Otherwise, they quietly observe the "intruders" until most are either out on the frictionless surface or in the pits. At that point, they burst out of their chamber and open fire on any available



targets, including PCs trapped in the western pit. The gnomes abort the attack and render aid upon hearing the correct password.

9. Bridge Parts

This large square chamber appears to be a more recent excavation than the surrounding corridors. A few cloth cots line the walls, and smoked fish hang from a rack in one corner. More than a dozen wooden planks, each about 20 feet long and 2 feet wide, stand neatly in the corner opposite the rack.

The ends of these boards have been cut into shapes resembling puzzle pieces to allow easy linkage. The five gnome archers posted here have orders to aid any of Nightfear's troops who wish to traverse area 8 by assembling and temporary bridges from these planks. The gnomes attack any unrecognized intruders with missile fire when the latter are busy dealing with the trap.

Gnome archers, male and female F3 (5): See "Appendix: Monster Summary."

Special Equipment: scroll of K: missile.

10. Watch Point

Immediately to the west of this point is a secret door pierced by a tiny spyhole. This opening is unnoticeable to anyone who has not already detected the door itself.

Kuhlefaran, a human cleric loyal to the Resistance, stands in the blind behind the door with her eye to the spyhole. When the PCs pass, she takes note of their apparent strength and any emblems they wear, but does not reveal her presence. Should they discover the secret door, however, she opens it before they can do so and motions them inside while surreptitiously activating her *ring of lie detection*.

If the heroes attack her, Kuhlefaran defends herself as best she can. Otherwise, she asks them about their business here, taking careful note of her *ring's* response to their answers. If she decides that they are not really affiliated with the False Kerapti, she offers to take them to someone who can explain what's really going on under this mountain. Kuhlefaran leads anyone willing to accompany her to Nix's chamber (area 25). She knows about the side effects of K-imprint spells and urges anyone who admits having memorized one to talk with Nix.

Kuhlefaran, female human C10: AC 4 (*bracers of AC 4*); MV 12; hp 47; THAC0 14 (13 with *flail +1*); #AT 1 (*flail +1*); Dmg 1d6+2; SZ M (6'1" tall); ML champion (16); Str 13, Dex 13, Con 13, Int 16, Wis 17, Cha 13; AL N; XP 5,000.

Special Equipment: *ring of lie detection* (functions 3/day as a *detect lie* spell at 9th level of ability).

Priest Spells in Memory (6/6/4/3/2): 1st—*cure light wounds* (x3), *detect evil*, *detect magic*, *sanctuary*; 2nd—*detect*

charm, *hold person* (x3), *know alignment* (x2); 3rd—*dispel magic* (x2), *feign death*, *locate object*; 4th—*cure serious wounds* (x2), *neutralize poison*; 5th—*flamestrike* (x2).

Nonweapon Proficiencies: Ancient History, Ancient Language, Direction Sense, Healing, Herbalism, Navigation, Reading/Writing, Religion, Spellcraft.

11. Waterfront

A steaming subterranean lake has intruded upon what was once a worked stone chamber, and condensation pours like sweat off the walls and ceiling. Several large outriggers are moored at the water's edge. The lake appears to be about 100 feet wide, but its length is impossible to discern.

The ten slim outriggers moored here are in good condition, and each can hold eight size M or sixteen size S creatures. Every vessel has two oars, a small cabinet at the stern, and a long compartment along the starboard side. Neither the cabinets nor the compartments are locked.

The cabinets each contain 1d4 small, wax-stoppered clay jars filled with a viscous, noxious-smelling red liquid. Any character with the Herbalism proficiency can, with a successful proficiency check, discern that the liquid is a concocted mixture rather than a natural essence. Gaining more information than this, however, would require empirical study not possible under these conditions. The fluid is actually kelp repellent, a substance despised by the kelp devils living in the lake. The contents of one jar, poured into the water during crossing, causes the creatures to retreat to their lair (area 14) for 1 hour. Nightfear's forces use it to keep the monsters at bay while they fish in the lake. The long compartment of each boat holds 1d4 crude fishing rods, 1d4 nets, and a variety of tied lures and cork bobbers.

12. Lake Sentries

The Lake of Steam has eroded away the walls that once separated it from this worked stone chamber, leaving an irregular rocky landing. Two of Nightfear's archers maintain a semipermanent camp here to ensure that no intruders cross the lake. Besides their outrigger (outfitted in the same manner as those in area 11), these gnomes possess an impressive array of fishing equipment and a good supply of firewine.

The archers challenge anyone they see on the lake, asking for the password and firing their *flaming arrows* at those who cannot supply it. Because the outriggers are damp from exposure to the steam in the cavern, each successful flaming arrow hit has only a 50% chance to start a fire. A PC taking no other actions on a given round may combat a blaze; a die roll result of 1 (on 1d4 the first round of burning, 1d6 the second, or 1d8 the



Kelp Devils

The original Keraptis stocked many of the pools and lakes inside White Plume Mountain with kelpies, hoping that their method of reproduction (splitting) could provide information useful in his longevity research. Over the course of many generations, however, exposure to the trace contaminants from his experiments mutated these aquatic plant creatures into something far more horrible—kelp devils.

An adult kelp devil resembles a 20-foot-diameter mass of thick seaweed. It can use its six 10-foot-long fronds like tentacles, attacking a different foe with each or concentrating fronds on a few targets, as desired. In addition to inflicting damage, the creature can deliver a *charm* effect via a tentacle hit up to twice per day. The victim must make a successful saving throw vs. spell or willingly dive into the water and drown.

A creature hit by two fronds in the same round must make a successful saving throw vs. paralysis or become entangled. The following round, the kelp devil pulls its victim underwater to drown (see "Quick Water Rules") while pursuing other prey with its remaining fronds. An entangled character can break free with a successful Bend Bars/Lift Gates roll (one attempt per round). Attackers can sever a frond by inflicting 5 or more total points of damage upon it, but a new 10-foot frond replaces it the following round. Furthermore, each severed frond counts as only 1 point of damage against the creature's actual hit points. Save for its fronds, the creature remains submerged in combat, thereby gaining 75% cover against attacks directed at its main body mass from the surface or above. Taking the battle underwater negates this advantage, but the creature gains a +4 bonus to all attack rolls against targets in the water.

A kelp devil must make a successful morale check to continue fighting if its hit points drop to 10 or below, or if it loses half its current hit points in a single round. When it decides to break off combat, it takes all drowned or entangled victims to its underwater lair, wraps them securely in its fronds, then slowly digests them over a 5-day period.

third) extinguishes one fire. Up to 3 PCs at a time may attempt to put out the same fire, with each player rolling the appropriate die independently. The boat sinks if any fires burn longer than 3 rounds.

Gnome archers, male F3 (2): See "Appendix: Monster Summary."

Special Equipment: four flaming arrows (burst into flame when shot from a bow, inflicting 2d4 points of additional damage and igniting flammable materials on a successful hit).

Quick Water Rules

Drowning

The length of time that airbreathing PCs can survive underwater depends on their Constitution scores and on the conditions, as noted in the following chart.

Prepared (holding breath): $\frac{1}{3}$ of Constitution score, in rounds.

Prepared but encumbered and/or exerting self: $\frac{1}{6}$ of Constitution score, in rounds.

Exerting self and unprepared: $\frac{1}{12}$ of Constitution score, in rounds (minimum 1 round).

Underwater Combat

The following rules apply to characters not trained in underwater combat.

Underwater melee: Only piercing (type P) attacks are effective, and all weapon specialization effects are negated. A -4 penalty applies to initiative and all attack rolls. At the DM's discretion, some weapons wielded by land-dwellers may inflict reduced damage.

Underwater missiles: Thrown weapons are ineffective. Crossbows and similar weapons operate at $\frac{1}{10}$ of their normal ranges.

Underwater spellcasting (with verbal components): It is impossible to articulate properly underwater without the aid of an *airy water*, *underwater action*, or *free action* effect; *waterbreathing* alone is insufficient.

Underwater spellcasting (with material components): Contact with water ruins many material components (DM's discretion required).

13. Lake of Steam

The moisture from the steaming lake drenches all your possessions in seconds. The roiling fog masks the boundary between water and air and mutes the sound of your oars. The heat is bearable, though the hot steam is most uncomfortable to breathe.

The Lake of Steam nearly fills this immense cavern, extending to within 10 feet of its ceiling. Fed by underground mineral springs and the runoff from area 35, its waters eventually drain into the Yellowflow River via subterranean streams. Volcanic activity within the mountain keeps the water hot, though it never actually boils.

The blind cavefish living here, long adapted to life in the heated waters, constitute the main source of nourishment for Nightfear's forces as well as for the kelp devils in area 14. These latter creatures, however, are quite willing



to consume anything that moves on, in, or above the water. A dose of kelp repellent (see area 11) poured into the water keeps these creatures at bay; otherwise, at least one attacks the PCs as they cross the lake.

Kelp devils (1d2): See "Appendix: Monster Summary."

14. Kelp Nest

This grotto measures almost 60 feet in diameter, but water fills it to within 5 feet of the ceiling. The six kelp devils that lair below the water have flattened out and aligned themselves end-to-end so that they can passively strain food from the water flowing from area 35 into area 13. Though the excessively hot water does not harm the kelp devils, it does inflict 1 point of damage per round to PCs in contact with it.

The current flowing from this room to area 13 is very strong, so any PC attempting to swim into this cavern must make a successful Swimming proficiency check to succeed. This same current makes the kelp repellent almost useless—an entire jar holds the creatures at bay for only 1 round before the rushing water sweeps it away.

This net of kelp devils remains peaceful under most conditions. Heroes can move through sufficiently large gaps in safety, so long as they respect the creatures and the possessions lodged in their fronds. Presently, their treasure includes a holed outrigger (with jars of kelp repellent in its cabinet), 1d20 gnome skeletons, a *shield +2*, a *crossbow of speed*, a chest (containing three *potions of healing*, five 100 gp gems, and a *ring of truth*), a *mace +4* (enruned as *Fist of Akuji*), and a *bag of holding* containing 1,342 gp and a *staff of striking*. As soon as anyone removes a piece of flotsam from the kelp devils or attacks the net, however, the edges of the mass begin to curl toward the transgressor. The heroes then have 1 round to escape the room before all six creatures attack in earnest.

Kelp devils (6): See "Appendix: Monster Summary."

15. Landing

The steaming subterranean lake laps at the edge of a cut-stone beach where five outriggers are moored. It appears that this stonework was once the flooring of a chamber before the water claimed its outer wall. Piles of cast-off fishbones and the marks of fire in the northern section indicate that numerous groups have used this landing as a campsite. A stone door rimmed in bright light highlights a large alcove to the east.

As soon as the PCs disembark on the landing, three of the gnome archers from area 17 move to reinforce those already in area 16, and both groups take up positions at the arrow slits. Should anyone attempt to examine or open the door in the alcove without loudly proclaiming the password, all the gnomes open fire. Meanwhile, the twelve rogue gnolls from area 16 move quietly through the one-

way secret doors that connect their chamber with area 15 and try to ambush the intruders from behind—or at least cut off their escape. On the fourth round of combat, one of Nightfear's personal enforcers from area 19 opens the door and enters the fray. The gnome regulars from area 18 move into area 17 and watch the combat. If the PCs seem about to prevail, they move into area 15 at the rate of three per round to reinforce their comrades. All the attackers break off combat immediately if the PCs speak the password.

Should the gnomes emerge victorious, they disarm their captives, bind their hands, and escort them to area 19 to meet Nightfear. If the PCs win, they can examine the door, which is locked and trapped with a poisoned needle. (Anyone attempting to open the door without first disarming the trap must make a successful saving throw vs. poison or suffer 1d10 points of damage per round for 1d10 rounds.)

16. Reinforcements

This filthy antechamber serves as a crude billet for twelve rogue gnolls. Their moss pallets are nearly indistinguishable from the layer of fishbones and filth that covers the floor.

Whenever visitors arrive in area 15, three gnome archers from area 17 come running to man the three arrow slits here. Meanwhile, the gnolls move into area 15 through the one-way secret doors to ambush the intruders.

Each gnoll has a belt pouch containing 1d10 gp, but a determined search through the filth on the floor uncovers additional booty: a bloodstone ring worth 25 gp, an angel-skin (light blue metal) ring worth 50 gp, and a half-full vial of the mild poison (3 applications) that the creatures use to tip their weapons.

Rogue Gnolls (12): See "Appendix: Monster Summary."

17. Gnome Billet

Six gnome archers normally stand watch in this chamber. Whenever anyone arrives in area 15, three of these gnomes move to area 16. Should the intruders approach the door without calling out the password, all six open fire through the murder holes, which allow them to attack from 90% cover.

Gnome archers, male and female F3 (6): See "Appendix: Monster Summary."

Special Equipment: four *flaming arrows* (burst into flame when shot from a bow, inflicting 2d4 points of additional damage on target and setting flammable materials afire).

18. The Rest of Nightfear's Gnomes

Carved from native volcanic rock, this chamber houses twenty leather cots arranged in neat rows. Weapon racks line the walls, and painted plaques lie scattered over both large tables in the center of the room.



Nineteen gnome regulars and their captain, Oasen, spend their free time in this chamber playing cards and drinking dilute firewine. If combat occurs in area 15, they move first to area 17, then into the fray at a rate of three per round if it appears their help is needed. Captain Oasen, who arrives with the third group of three, uses his *K: wall* to divide the enemy forces, if possible, before engaging a foe.

Oasen, male gnome F7/M2: AC 5 (chain mail); MV 9; hp 62; THAC0 13; #AT 2 (short bow) or 1 (*spear* +2); Dmg 1d6 or 1d6+2; SZ S (3½' tall); ML steady (12); Int very (12); AL NE; XP 2,000.

Spell-like Abilities (at 10th level): 1/day—*wall of force* (*K: wall*).

Special Equipment: scroll of *K: wall*.

Spellbook (3): 1st—*charm person** (×2).

*Indicates memorized spell.

19. Nightfear's Audience Chamber

Cream-colored sandstone tiles cover the walls of this chamber, providing a pleasing contrast with the coffee-colored tiles on the floor. Braziers in each corner fill the room with both light and smoke. A large chair, apparently cut from glass or crystal, stands upon a dais in the center of the room. On one arm of this throne perches a colorful bird; on the other is a large mug of carved pewter.

Nightfear spends 50% of his time in this chamber; the remainder he splits evenly between his study and his lab (areas 20 and 21). Whether or not he is present, however, his four enforcers—ogres of exceptional size—guard this chamber.

The throne is a marvel of cut glass with no magical powers. The bird is a simple illusion (a "pet"), but the mug is real and filled with firewine. Nightfear conducts all his business from this chair and even sleeps in it, when he sleeps at all.

Melee Tactics

If the heroes have fought their way to this chamber, Nightfear has already heard the sounds of battle and used both *stoneskin* and *shield* on himself. During any conflict, the enforcers try to stay between their lord and his opponents, while the gnome first calls out for his troops and then uses his spell-like abilities to best advantage. Any remaining gnolls and gnomes from the outlying rooms rally to their lord's call, arriving a rate of six per round.

Negotiations

Heroes who have agreed to an alliance with Nightfear and made extensive use of the password to get here can parley with him. After asking their names, the False Keraptis tells them that they can cement the alliance by retrieving a magical trident that was stolen from him recently. He refuses to divulge its name or properties, but says his best intelligence places the culprits behind a secret door just to the south of the landing (area 12). Should the PCs agree to

this course of action, Nightfear gives them one of the partial K-imprint scrolls he keeps in area 20.

Heroes who go so far as to retrieve Wave from Thingizzard and return it to Nightfear gain his full trust. He orders them to launch an attack on Spatterdock, giving them the use of two ogre enforcers and six gnome archers for that endeavor.

False Keraptis "Nightfear," male gnome M12: AC 9 (*robe of protection* +1); MV 12; hp 28; THAC0 16; #AT 1 (*dagger* +2); Dmg 1d4+2; SZ S (3'1" tall); ML average (9); Str 7, Dex 11, Con 12, Int 16, Wis 12, Cha 8; AL CE; XP 5,000.

Special Abilities: +4 bonus to saving throws vs. rod, staff, or wand and spell; infravision (60-foot range); detect sloping passages (1–5 on 1d6), unsafe stonework (1–7 on 1d10), approximate depth (1–4 on 1d6), and direction underground (1–3 on 1d6).

Spell-like Abilities (at 12th level): 1/day—*cloudkill*, *death spell*, *Evard's black tentacles*, *fireball*, *K: complete imprint*, *knock*, *levitate*, *mirror image*, *polymorph other*, *rope trick*, *shield*, *sleep*, *slow*, *stoneskin*, *true seeing*, *wind wall*; 2/day—*lightning bolt*, *cone of cold*; 3/day—*magic missile*.

Special Equipment: ring of spell storing (*fireball*, *lightning bolt* (×2), *teleport* (×2)).

Ogre enforcers, male and female (4): See "Appendix: Monster Summary."

20. Nightfear's Study

Sheaves of paper litter a desk in the middle of the chamber, and scrolls full of diagrams lie unfurled upon a table nearby. A bookcase and several chairs complete the furnishings. On the wall hangs an empty rack that looks as if it could hold a large polearm, spear, or other long-hafted weapon or staff.

Nightfear has been attempting some magical research based on the fragments of memory he "inherited" from the original Keraptis. Unfortunately, he has been less than successful in his endeavors—the diagrams are meaningless, and the books contain unrelated histories, fairy tales, and other works that hardly bear on magical study. The papers document both the theft of Wave and Nightfear's suspicion that those responsible have a base beyond the secret door south of the Lake of Steam. Other items of interest here are a *K: wall* scroll (in a scroll case inside the desk), several dozen blank vellum scrolls, five pots of fine ink, and a large peddler's bag containing five scrolls of *K: fire*. Also within the bag is a handsomely scribed note that reads:

Dearest Zhawar Orlyse, Greetings.

As per our agreement, I am sending this agent with five scroll copies of a potent new spell I've developed. Please transfer the monies we've agreed upon to my agent. It is a pleasure doing business with you, and I look forward to increasing contact with you in the future.

*Best regards,
Keraptis*



This bag of K-imprints represents Nightfear's first attempt to spread his hierarchical mind beyond the volcano community. If allowed to trade these sentient spells unhindered, the gnome could spread the Keraptis infection throughout the world in a remarkably short time.

21. Nightfear's Lab

Wooden counters and shelves filled with crockery ring this square stone chamber, and permanent magical lights set in wall sconces provide superb illumination. Evidently the room serves as a preparation area for various liquids—including alcohol, if the still is any indication. Nothing about the setup looks overtly arcane, however.

Nightfear uses this lab to fashion both mundane and magical concoctions for his troops. A thorough search turns up four finished *flaming arrows*, one jar of kelp repellent, and several kegs of firewine. A successful find secret doors attempt reveals one of the kegs as a secret storage space. If anyone attempts to open it without

disarming the poison gas trap on the access panel, everyone within a 10-foot radius must make a successful saving throw vs. poison or cough for 1d6 rounds, suffering 1d6 points of damage per round. The false keg holds five *potions of extra healing*, a *decanter of endless water*, and an *amulet of inescapable location* (cursed).

Nix's Domain

Areas 22–27 are under the control of the Resistance, a force of assorted creatures who formerly answered to the real Keraptis and have refused to swear fealty to any of the False Kerapti. The leader of this motley group is Nix, a disaffected efreeti who plans the eventual downfall of all the false claimants.

22. The Split

The unblunted edges and asymmetric walls of this rugged crevice make it rough and hard to navigate, although a layer of sand on the bottom helps to smooth out some of the rough spots.

Dwarves and others who are familiar with stonework can tell that this crevice formed naturally from a volcanic shift within the last twenty years. If Kuhlefaran is with the PCs,

Nix

The two efreet called Nix and Nox once served the original Keraptis here under White Plume Mountain. Later, Nox became a servant of the first False Keraptis, but Nix was not so foolish. After the death of the first pretender, Nox himself became a False Keraptis—the one now known as Killjoy—and the two friends parted ways forever.

Determined to stop the False Kerapti and restore his true master to power, Nix formed the Resistance, a rag-tag group of assorted beings who strike at all the False Kerapti from hiding. Nix can acquaint visitors with the entire situation under White Plume Mountain, including the identities and nature of all the False Kerapti, their holdings, and their movements, plus the precise fate that awaits hosts of active K-imprints. He also knows how to bring back the original Keraptis (though he expects his master to return as a functional adult), and he is always on the lookout for allies who can help in that endeavor.

As an efreeti, Nix looks quite terrifying. To avoid frightening his forces, he routinely uses his innate *polymorph self* ability to appear as a large man with reddish-gold skin and tiny nubs on his forehead where his horns should be.



she warns them of the pit trap in this chamber (see "Pit Traps") and directs them around it.

22A. Secret Blind: This roughly excavated chamber, obviously expanded from a narrow stone corridor, lies immediately to the west of area 10. The tiny spyhole in the upper part of the door has a lens angled to allow a human-sized creature standing in the blind a clear view of the corridor. Kuhlefaran spends much of her time here watching the minions of the False Kerapti.

23. It Hunts the Inverted Ziggurat

A series of descending shelves, each about 10 feet wide and deep, rings this huge chamber. Glass shards mixed with rocks and possibly the bones of large animals lie in thick layers on the lower steps. Piles of stone rubble are everywhere. The center of the chamber is clear of debris, however, and a real stairway is visible there.

This chamber has five levels, each separated from the others by a vertical distance of 10 feet. The ceiling is 10 feet above the outermost level. Once the place served as a sort of bestiary, with creatures imprisoned behind glass walls on each level. But volcanic action broke the glass prisons long ago, and the former inhabitants have been dead for many years.

Unfortunately for the members of the Resistance, Spatterdock has learned of their existence and their plan to bring low all the pretenders. While he wouldn't mind seeing the other usurpers destroyed, he is well aware that he is also on the group's hit list. Therefore, he has used his magic to place a terrible guardian in this chamber. The Resistance has yet to become aware of the creature because everyone who has passed through here since then has died.

With his foul necromancy, Spatterdock reanimated one of the long-dead creatures that previously inhabited this room—a giant crab. He also managed to affix an *amulet of repudiation* to one of its legs, rendering it immune to clerical turning. (Without it, the creature would be turnable by a cleric or a paladin as "Special.") Spatterdock then placed a permanent *improved invisibility* upon the crab and teleported it into this chamber.

The beast attacks anyone passing through this chamber. (Kuhlefaran cannot warn the PCs about it, as she doesn't know it is here.) Because the creature is so large, however, it cannot leave the chamber to pursue its prey.

Invisible undead giant crab (1): See "Appendix: Monster Summary."

24. Ready Room

The doors to this large chamber are kept locked, and iron grates set at eye level allow those inside to observe the

corridors. If Kuhlefaran is not escorting the characters when they arrive here, the room's occupants refuse them entrance unless they swear that they are not loyal to Nightfear, Spatterdock, Killjoy, or Mossmutter.

The room is multifunctional, serving as a pantry, food preparation area, bunkroom, and recreation hall for the Resistance. Twelve gnomes, a crazy meenlock, three humans (including Kuhlefaran), and an ogre all live here, and the furniture and implements reflect the diversity of their owners. A pit fire burns in the southwest corner, vented by a natural rift in the ceiling.

Heroes wishing to resolve this encounter with steel find the rebels strong adversaries, especially when Nix appears to back them up 3 rounds after any conflict begins. Those wishing to parley discover that although most of these beings are friendly and willing to talk, their information is limited. They do, however, offer to take the PCs to Nix, who can tell them anything they wish to know.

The humans Marthy and Hammond are both helpful to strangers, if a bit cautious. The ogre known as Garcon appears brutish, and he is. Henri, the meenlock, abandoned his colony long ago to work for Nix. Since he has no idea why he did this, he assumes he is crazy. To hide his true nature, Henri always wears a greatcloak with the collar drawn up over his face. Observers might very well take him for a gnome unless they get a look at his horrible visage.

Garcon, male ogre (1): AC 5; MV 12; HD 7+1; hp 40; THAC0 9 (ogre-sized flail and Str bonus); #AT 3/2 (ogre-sized flail); Dmg 1d10+6; SZ L (12' tall); ML elite (13); Int low (8); AL CE; XP 1,400.

Quote: "Smell my hands."

Gnome guards, male and female F7 (5): See "Appendix: Monster Summary."

Henri, male meenlock (1): See "Appendix: Monster Summary."

Quote: "Want to see something really scary?"

Marthy and Hammond, male and female humans F7: AC 4 (chainmail and shield); MV 12; hp 56, 52; THAC0 14 (12 with *longsword* +1 and *longsword* specialization); #AT 2 (*longsword* +1); Dmg 1d8+3; SZ M (5'8" tall); ML champion (15); AL NE; XP 975.

Special Equipment: pouch of mushroom snacks.

25. Heart of the Resistance

The walls of this chamber are bare, except for a painting framed in ornately carved marble on the south wall. A depression in the center of the floor holds a burbling magma fountain, which keeps the room inhospitably warm. Great throw pillows and ornate rugs cover the rest of the floor except for a 10-foot radius around the fountain. A very large man with reddish-gold skin lounges on the pillows, examining a parchment with some sort of diagram drawn on it.



Nix is always in this chamber, drawing up plans to oust the False Kerapti and bring back the original. A loquacious sort, he converses easily about any subject concerning White Plume Mountain and is willing to reveal his true nature and form to the PCs if they so request. He readily supplies them with the following information in response to appropriate questions:

- The real Keraptis used the power of his four enchanted weapons to open a portal to a shadowy realm wherein he thought he might find eternal life. He has not returned since he stepped through it centuries ago.
- Four beings currently claim to be Keraptis, but all are imposters. To distinguish them, the Resistance has given them other names that seem to fit their personalities: Nightfear, Spatterdock, Killjoy, and Mossmutter.
- All the False Kerapti want the four enchanted weapons of the original Keraptis. Each has obtained one—Nightfear claims Wave, Spatterdock has Whelm, Killjoy has Blackrazor, and Mossmutter has Frostrazor. Nightfear, however, recently lost Wave to Resistance thieves, who then disappeared with the weapon.
- The False Kerapti acquired the personality, memories, and abilities of the original wizard by memorizing K-

complete imprint spells. Because of this, each pretender heads a hierarchical mind that is far greater in power and scope than that of any normal being.

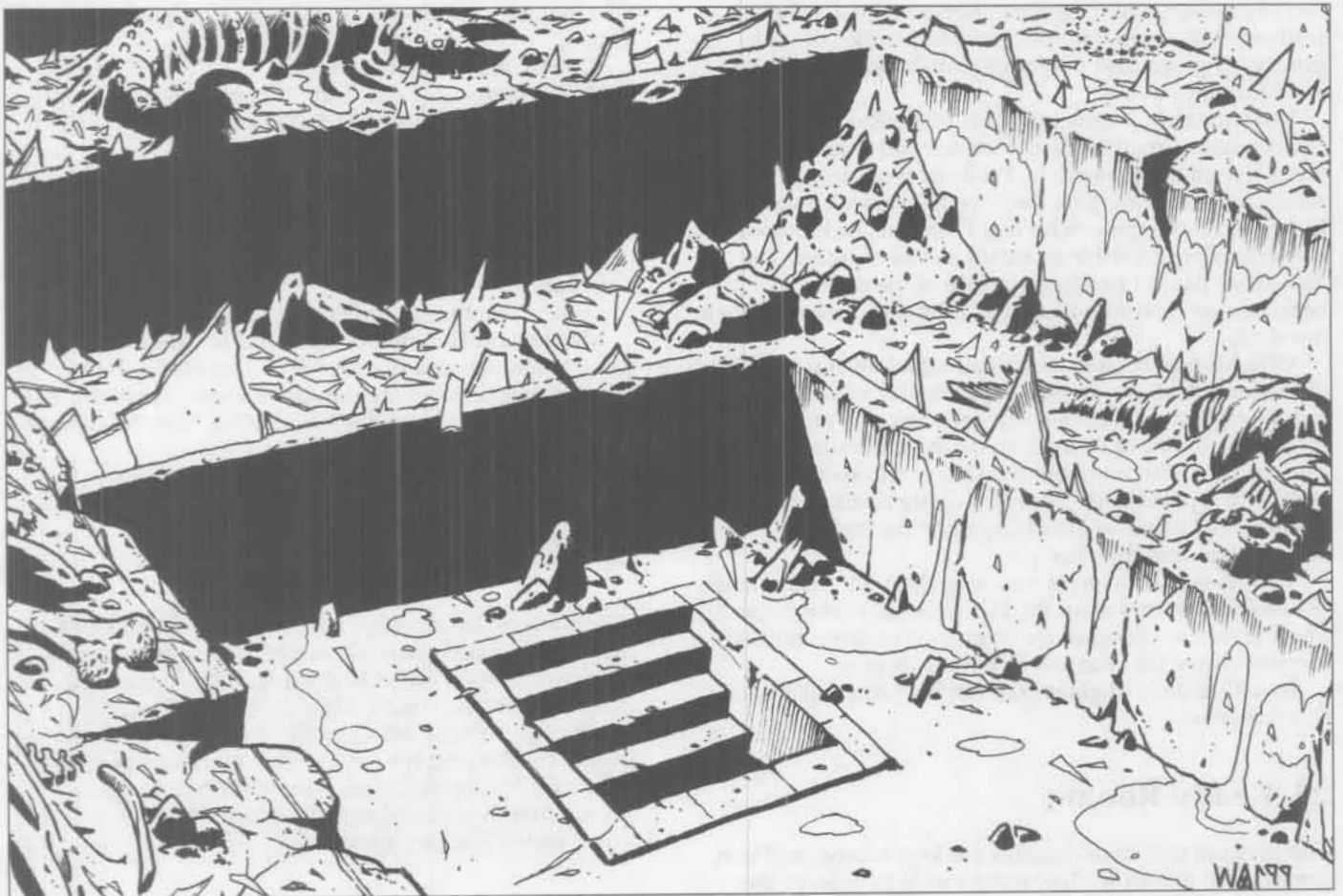
If the PCs are interested in the history of the mountain, Nix relates a distilled version of the true history of Keraptis (see "History"), touching on the wizard's desire to find immortality, his research into sentient spells, and his departure from this plane. Should the efreeti discover that one or more of the PCs has memorized a partial K-imprint, he explains the horrible fate that awaits them. He knows of only one way that they might save themselves (see "A Commission," below).

Nix has recorded all he knows about the mountain in his journal and composition book, a tome bound in orange leather that he keeps under a throw pillow.

A Commission

Nix has been working to restore the original Keraptis to this world for some time, for he longs to work with his old master again. If the PCs have reason to want the same (such as active K-imprints of their own), Nix explains what must be done and suggests they join forces with the Resistance.

To bring the wizard back, someone must bring Wave, Whelm, Blackrazor, and Frostrazor to the Fane, a chamber





that floats within the fiery magma near the very center of the volcano. Inside that magical room is an obelisk with depressions made to accommodate these weapons. As soon as all four items are in their appropriate slots, their combined power will summon back Keraptis, whose physical presence on this plane will snuff out all active K-imprints automatically. Hosts of partial imprints should survive the experience, but completely imprinted beings will probably die outright.

The Resistance managed to steal Wave from Nightfear, but lost it. Thinking it unsafe to keep the weapon inside the volcano, Nix ordered his operatives to take it out of the mountain and hide it in their choice of three locations—Plague Fields, Thingizzard’s Hut, or Castle Mukos. But those agents never came back, and the efreeti has no idea to which of these places they actually delivered Wave. Therefore, Nix asks the PCs to visit each possible hiding place, retrieve Wave, and return with it.

If the heroes accept this commission, the efreeti offers them temporary sanctuary in area 24 and assigns Henri to accompany them. Nix is willing to provide any other aid the DM deems reasonable, though he cannot grant wishes.

The Resistance leader remains generally helpful and friendly while the heroes are working in conjunction with his goals, but he does not particularly wish to aid them directly with retrieving the weapons. If they return all four to him, he accompanies them to the Fane to recall Keraptis.

Nix, male efreeti (1): AC 0 (ring of protection +2); MV 9, fly 24 (B); HD 8+3; hp 59; THAC0 11 (8 with efreeti-sized scimitar and Str bonus); #AT 1 (efreeti-sized scimitar); Dmg 4d4+8; SA spell-like abilities; SD immunities; SZ L (12’ tall); ML champion (15); Str 20, Dex 13, Con 20, Int 15, Wis 11, Cha 8; AL LE; XP 8,000.

Special Abilities: SD—immune to normal fire; –1 penalty to attack and damage rolls of opponents using magical fire.

Spell-like Abilities (at 12th level): at will—create *illusion* (with visual and audio components, lasts without concentration until magically dispelled or touched), *produce flame*, *pyrotechnics*; 1/day—*invisibility*, *gaseous form*, *detect magic*, *enlarge*, *polymorph self*, *wall of fire*.

Quote: “Keraptis will know what to do.”

26. Stores

The wooden shelves and tables crowding this room hold rations, water barrels, weapons, armor, extra clothing, and a variety of other items.

27. The Resistance’s Secret Exit

This stone chamber is bare except for a few scratches around the rough mouth of a circular puncture in west wall. Beyond this hole, a rough tunnel twists away into dim silence.

The tunnel opens into the maze of lava tubes within White Plume Mountain, and the scratches mark the path to the secret exit Nix and his followers use. (They have not yet explored the deeper lava tubes because of the malign creatures they have encountered even as close as area 48.) If the heroes follow the trail markers, they emerge onto the slopes of White Plume Mountain in short order, out of sight of the Wizard’s Mouth main entrance. They can use this same entrance to reenter White Plume Mountain later.

Spatterdock’s Domain

The False Keraptis known as Spatterdock controls areas 28–48. However, he does not post guards in the lava tunnels (28 and 46–48) within that area, since he has not yet had a chance to clean out the monsters living there.

28. Forgotten

Much of the worked stone in this chamber has cracked and fallen away, allowing small cascades of earth to flow into the room here and there. Eight ominously proportioned depressions are visible in the layer of loose dirt that almost completely covers the floor. The southeast corner of the chamber has collapsed, revealing a rough tunnel that twists away into dim silence.

The depressions are 6 feet long and 3 feet wide. Long ago they served as resting places for the eight ghouls the first False Keraptis had posted here to guard against unwanted intrusion. But these creatures ultimately proved unreliable as guardians, so other security measures supplanted them.

Spatterdock

The False Keraptis known as Spatterdock was once an ogre mage called Quesnef who served both the original Keraptis and the first False Keraptis. But his days of serving others ended when he managed to acquire a K: *complete imprint*.

Following the precedent established by other pretenders, Spatterdock managed to locate and claim one of the original implements of power: Whelm. Instead of wielding it himself, however, the False Keraptis allows his favorite servant, the vampire Ctenmiir, to carry and use the enchanted hammer in his name.

Presently, Spatterdock functions as a 15th-level wizard because of the thirty-four subsumed minds currently under his control. His real form is that of a huge ogre mage, but he typically uses his *polymorph self* ability to affect the appearance of a doughty halfling.



Elevated Ghoul

The elevated ghoul has 13 Hit Dice and inflicts extra damage with each claw attack. In addition, any human, humanoid, or demihuman creature it touches must make a successful saving throw vs. paralyzation with a -4 penalty or be paralyzed for 24 hours. Characters slain by an elevated ghoul become standard ghouls thirty minutes after death unless a cleric casts *bless* on their remains. (Note that elves are vulnerable to the paralysis effect, but do not become ghouls after death.)

The elevated ghoul has 20% magic resistance and is immune to cold-based attacks, *sleep*, *charm*, *hold*, and other mind-affecting spells, as well as weapons below +2 enchantment. Its *amulet of repudiation* renders it immune to clerical turning; otherwise it would turn as "Special." A *protection from evil* spell keeps the creature at bay for 1 round.

After a few years, the restless ghouls burrowed their way out of the chamber and into the ancient lava tubes, which they used to move about within the volcano. Most have now settled elsewhere, but one still lingers just outside this room. Because of its *amulet of repudiation*, it has become an elevated ghoul, with powers far outstripping those of its brethren. Should any intruders linger in this chamber for more than 3 rounds, it attacks, fighting to the death or until the intruders retreat. (There is only one elevated ghoul in White Plume Mountain. If the player characters have previously met it as a wandering monster, it appears here only if it survived that encounter. Conversely, if the PCs destroy it here, mark it off the Wandering Monster Table and substitute gnome guards for that entry.)

Elevated Ghoul (1): See "Appendix: Monster Summary."

29. Stairwell

This large chamber bears signs of recent excavation and expansion. Old water marks and newer bloodstains cover the floor, but the most ominous signs of past conflict are the ash and burn marks on every surface. Spiral stairs lead down from this chamber, but the wall section immediately to the east of the stairwell is peppered with murder holes.

The gnomes in area 30 keep this chamber under constant observation because of its vital strategic importance: This spiral stairway is one of the few ways of reaching the lower level. The guards here do not respond to passwords, as Spatterdock does not rely on passwords to identify his minions. If one or more of the PCs enters this room wearing Nightfear's insignia, the gnomes attack immediately. Otherwise, their leader,

Moirisun, challenges the intruders, questioning them as to their identities and intentions (see "Negotiations"). The room also contains a standard pit trap (see "Pit Traps").

The previous False Keraptis constructed the spiral staircase here some twenty years ago. It leads into a series of lava tubes unconnected with the others noted on the maps; these passages meander deep into the heart of the volcano before finally opening into the Indoctrination Center (area 49). Obsidian pillars at each branch point mark the true path for travelers unfamiliar with the route; the unmarked passages all lead to dead ends. The lava tubes are exceptionally warm, especially where they pass near lava bubbles, but the route is safe and navigable.

Negotiations

Unlike Captain Kabyle, Moirisun has already been subsumed into his leader's growing hierarchical mind. His original personality is completely gone, as are his abilities, character levels, and free will. Anything Moirisun "says" is actually articulated by Spatterdock; when not channeling the thoughts of his leader, the gnome lapses into immobility. Clues to Moirisun's condition include his white eyes, glazed stare, slow movements, and periodic drooling.

The guard captain informs the heroes that he and his troops are loyal to the *real* Keraptis, who returned to his home recently to find much of it under the control of usurpers! He then asks the player characters their business here. If their stated intentions involve killing Keraptis and stealing his treasures, Moirisun orders his troops to open fire, as above. Otherwise, he offers them a deal—safe passage and magic to help them with their quest in return for their agreement to fight the usurpers. The gnome leader hints that such an alliance may be the only way the heroes can expect to survive. The PCs may attempt diplomacy if desired, but any offer other than alliance with Spatterdock eventually results in a battle, especially if the party tries to access the stairway or the gnomes' redoubt.

Should the heroes agree to such an alliance, Moirisun points out the location of the pit trap and gives the group a scroll of *K: fire*. (If asked, he says that the spell on the scroll grants its user the ability to cast *fireball* once per day.) He also gives each PC an armband bearing Spatterdock's insignia—a letter "S" superimposed over a "K," with snakes entwined around both—and admonishes them to destroy creatures wearing any other symbols without question. Finally, he directs the PCs to area 45, where he says they must meet with Keraptis to seal their bond of service. (Though he does not have a map, he can draw a crude one for them if so requested.)

30. Wizards, All

The south and west walls of this 20-foot-square room each contain four murder holes. The eight gnome spellcasters posted here can deploy their offensive magic through



Amulet of Repudiation

Among the items of potent sorcery that the original Keraptis crafted during his stay in the volcano were eight *amulets of repudiation*, which draw their energy from the Negative Material Plane. Living creatures gain no benefit from these, but an undead being who wears one becomes completely impervious to turning. In addition, a wearer connected with the Negative Material Plane (such as an undead creature) can absorb the constant energy “leakage” from the *amulet* over time, gaining additional Hit Dice and other special enhancements at the DM’s discretion.

The *amulet of repudiation* has an XP value of 4,000.

these slits from 90% cover. Though all eight have active K-imprints (*K: fire*), five of them have already used their daily allotment today and must fight with mundane spells. Characters who ally with Spatterdock here receive an XP award equal to that for defeating all of these gnomes in melee (1435 XP).

Moirisun, male gnome: AC 10; MV 9; hp 4; THAC0 20; #AT 1 (short sword); Dmg 1d6; SA spell channeling; SW no independent action; SZ S (3½’ tall); ML steady (12); Int non- (0); AL NE; XP 35.

Special Abilities: SA—Moirisun can join with two additional subsumed “cells” of Spatterdock’s hierarchical mind to provide a channel for his spells; SW—Moirisun is incapable of acting except under Spatterdock’s control.

Special Equipment: scroll of *K: fire*.

Gnome wizards, male and female M3 (8): See “Appendix: Monster Summary.”

31. Fungal Delights

Only a 10-foot-wide walkway around the western part of this chamber is level with the corridor; the floor lies at least 15 feet below the level of the surrounding rooms. A thick profusion of fungi, including puffballs, fronds, and toadstools, grows in this depressed area. Some of the toadstool caps are so tall that they brush the ceiling of the chamber.

Spatterdock’s minions grow and tend the fungal specimens in this room for food. The gnomes have transplanted most of these varieties from larger beds growing wild in the natural caverns on the lower levels, taking care to leave the dangerous ones behind. Still, free-roaming fungoids sometimes show up here, drawn by the spore-trails that blow through the lava tubes.

At any given time, there is a 10% chance that 1d2 of Spatterdock’s gnome servants are here gathering mush-

Fungus Hulks

Centuries ago, the residual energies left over from Keraptis’s bid for immortality combined with the volcanic gases and the unusual fungi in the lava tubes. The results were the sentient, free-roaming fungoids known as fungus hulks.

From a distance, a fungus hulk resembles a bulky, hunchbacked humanoid wearing a concealing cloak. Closer inspection, however, reveals a fibrous, spore-bearing mass, surmounted by a head-shaped puffball suffused with sticky filaments.

By absorbing dissolved limestone into its outer surface, the fungus hulk can harden its carapace to resist blows more effectively. Similarly, it consciously incorporates daggerlike pieces of obsidian into its “fingertips” to use as claws. A putrid fungal byproduct constantly seeps from these junctures, staining the obsidian shards violet. Following any melee in which the fungus hulk scores damage, each victim must make two successful saving throws vs. paralyzation to avoid the deadly effects of this substance. Those who fail one saving throw contract a horrid rotting disease, losing half their remaining hit points over the next 4 rounds. Two failures indicate the rot is more virulent, causing death in 6 rounds unless a *cure disease* spell is applied. Even then, however, the victim still loses a random extremity to the rot. A vegetable or fungoid creature injured by a fungus hulk must make a successful saving throw vs. death magic after the melee or suffer 1d10 additional points of damage. Fungus hulks are immune to normal fire, *sleep*, *charm*, *hold*, and other mind-affecting spells, and they suffer only half damage from magical fire.

Fungus hulks constantly move through the lava tubes below White Plume Mountain in search of their “god.” From time to time, they agree to serve a powerful leader, but they are fickle in their service and easily agitated to violence.

rooms. Fungus hulks occasionally hide in this chamber as well (8% chance to encounter 1d2 of them); these creatures attack anyone moving within the room—even on the catwalk. If the PCs descend into the 15-foot-deep depression, the caretaker in area 32 attacks them in defense of his charges.

Fungus hulk (1d2): See “Appendix: Monster Summary.”

32. Fungus Tender

A small antechamber opens off the main fungal garden. Oversized fungi grow here as well, but here their caps and stalks seem to form furniture—specifically a table, chairs, and a bed.



In this mold-covered chamber lives Thallo, Spatterdock's fungus-tender. He has a robust immune system—even though he sports several mushroomlike growths on his skin, he appears to be in good health. (These eruptions are the result of phycomid infection, and PCs who touch the gnome risk acquiring the affliction; see area 33). Any free-roaming fungoids within range (except for myconids) aid the fungus-tender in the event of an attack, as they are fond of him.

Thallo's job is to ensure that this fungal garden remains healthy and productive so that Spatterdock can feed his forces. When the garden becomes seriously depleted, it is Thallo who must replenish it with new specimens. To that end, he often ventures into other natural caverns—some within the domains of other False Kerapti—via the lava tubes. Thallo has not thought to mention this fact to Spatterdock, however, as his single-minded obsession with fungi prevents him from ruminating on what a secondary path to the lower level could mean for his leader.

The gnome is not accustomed to company, and his interests center primarily on the details of fungus gardening. He knows little about the layout of the complex or the creatures in it, and even less about the progress of the war. If the fungus-tender does not know the answer to a question, he mutters instead about cave humidity, fiber growth, or his brother. If asked, Thallo explains that his older brother Saprophis went missing several months ago. Saprophis was once a fungus-tender as well, but he disappeared during a foray into the lava tubes. Thallo has searched for him from time to time, but to no avail. In fact, Saprophis now willingly serves Mossmutter (see 74G). If the PCs mention meeting Saprophis, Thallo immediately inquires about his whereabouts. If the PCs describe his brother's condition, Thallo offers to join them and kill Mossmutter. If he finds out that the characters have already killed Saprophis, however, he immediately attacks the party.

A search through Thallo's "furniture" reveals thirty-six finely polished obsidian chess pieces (each worth 20 gp), an obsidian ring carved in the shape of a mushroom with a face (worth 30 gp), and one *potion of spore repellent*.

Thallo, male gnome M3: AC 10; MV 9; hp 7; THAC0 20; #AT 2 (quarterstaff); Dmg 1d6; SD fungal growths; SZ S (3½' tall); ML steady (12); Int very (12); AL NE; XP 270.

Special Abilities: +4 bonus to saving throws vs. rod, staff, or wand and spell; infravision (60-foot range); detect sloping passages (1–5 on 1d6), unsafe stonework (1–7 on 1d10), approximate depth (1–4 on 1d6), and direction underground (1–3 on 1d6); SD—mushroomlike growths

Spore Repellent

This mixture renders the imbiber immune to spore infection—including indirect infection from phycomids, fungus hulks, mold wyrms, and even Mossmutter's spore cough—for one month. It does not grant immunity to direct hit point damage from spore contact. The bottle contains only enough elixir for one creature.

Phycomid

The algaelike phycomid is a fibrous blob of decomposing, milk-colored matter capped with a mushroom top. When it detects heat, sound, or vibrations, it extrudes a small tube that discharges an alkaline blob to a range of 1d6+6 feet. Anyone hit by this attack must make a successful saving throw vs. poison or begin to sprout mushroomlike growths at the point of contact within 1d4+4 rounds, suffering 1d4+4 points of damage in the process. The infection rapidly spreads throughout the host's body, causing death in 1d4+4 turns. Shortly thereafter, a new patch of 1d4 phycomids sprouts from the victim's corpse. A *cure disease* spell cast any time before death destroys the infection.

(anyone who handles Thallo roughly must save vs. poison or suffer 1d4+4 points of damage from new growths within 1d4+4 rounds and death in 1d4+4 turns; *cure disease* destroys infection).

Spellbook (2/1)*: 1st—*charm person, magic missile*; 2nd—*web*.

Quote: "Now where did my brother get off to?"

*All spells in memory.

33. Colonized

The stonework in the northeast corner of this chamber has partially collapsed. The room has been empty for many years; only a few stray fungi (including a lethal growth of phycomids) reside here now.

Phycomid (4): See "Appendix: Monster Summary."

34. Four-way Intersection

Shifting of the earth has apparently cracked this north-south corridor, creating a natural east-west passage across it. The stink of sulfur wafts from the rocky crack, while hot steam slowly drifts down the corridor from the north. The torn and rusted lintels on either side of the north-south passageway indicate that a succession of three flanged iron portals once controlled access to whatever lies in the direction of that steam.

Spatterdock's minions have long since ripped away the metal doors once placed here to forestall flooding from the north. Luckily, the boiling waters of the lake in area 35 have receded in the last few years, so a flood is less likely.



35. The Boiling Lake

The entrance opens onto a rocky balcony littered with bone shards and broken weaponry. Far below is a huge expanse of boiling water. This is obviously a vast natural cavern, though the roiling clouds of hot mist shroud its true extent.

Once, boiling water completely filled this chamber, except for a portion of the balcony that Keraptis had protected by magic. Now that magic is gone, but the water has receded to 50 feet below balcony level thanks to the new drainage channels created by the dynamic volcanic processes. An extrusion of magma trapped in the porous rock immediately below this chamber keeps the water in this superheated state. Nothing lives in the boiling lake, and any creature unfortunate enough to fall into it suffers 3d6 points of damage per round of contact. Elsewhere in the chamber the heat is still overpowering, inflicting 1d4 points of damage per turn on those herein.

Three crevices (at Points A, B, and C on the map) channel the flow of water and steam, preventing the buildup of excess pressure.

Point A: A continuous stream of hot water rises through this crevice, which lies 50 feet below the surface, to feed the boiling lake.

Point B: Back when boiling water filled this entire cavern, the only runoff point was a crevice near the ceiling. This new crack, visible from the stone balcony as a large whirlpool on the eastern edge of the lake, drains into the same channel as the old one. The water entering it cascades down through near-vertical lava tubes to the base of the volcano's blowhole, some 800 feet below. Contact with the molten rock there instantly converts the water to steam, which rises through the blowhole and out the top of White Plume Mountain. (It is this continuous geyser of steam that gives the volcano its name.)

Crab Swarm

These tiny offspring of a giant crab live together in large nests, or swarms, of 500 individuals each. Individually, these tiny, 1-inch-diameter crustaceans are merely vicious, but in a group they can be deadly. Should anyone disturb their nest, they burst forth like angry army ants to cover a 10-foot-diameter area in 1 round. Any living thing caught within the swarm must make a successful saving throw vs. paralysis or suffer 3d6 points of damage per round of contact; success reduces the damage to 1d6 points per round. Any damage-producing area effect spell (excluding those based on heat or fire) kills all the crabs within its area of effect.

Point C: This crack at the surface of the boiling lake allows water to drain to the west, passing first through area 14 and finally into area 13. This tunnel has approximately 5 feet of clearance space.

Balcony: The debris of numerous past battles litters the rocky ledge. Keraptis once kept a massive crablike entity confined here, and it fought for its life against many intruders before at last falling into the boiling lake. Amid the debris are ten burlap sacks (each containing 25 gp), four gems (each worth 100–200 gp), a *ring of infravision*, a *luckstone*, a *wand of frost* (17 charges), and a copper bracer too large for any creature of less than giant height. (This item renders a giant-sized wearer immune to psionics and spells that affect the mind.) Characters have a 50% chance of turning up one of these items per turn spent searching the debris. However, each turn of searching is also 50% likely to disturb one of the four crab swarms that gestates in the hollows of the balcony.

Crab swarm (4): See "Appendix: Monster Summary."

36. A Gathering of Husks

A layer of mud and feces covers both the floor and the occupants of this room. One large barrel holds muddy water; another holds half-rotted mushrooms and other edible fungi. Several gnomes with glazed eyes stand in a loose group at the center of the room, as though in a stupor.

Each of these gnomes has been completely subsumed into Spatterdock's hierarchical mind. They spend their days swaying, mumbling, eating, drinking, and defecating, while their higher brain functions hum in tune with their leader's thoughts.

Through the eyes of these pawns, Spatterdock notices PCs who enter or attempt to bypass this room. His consciousness immediately takes command of all nine gnomes, causing them to turn their glazed eyes upon the party and speak with one voice. If the PCs have already accepted an alliance with Spatterdock, these husks merely direct them to area 45. Otherwise, Spatterdock uses the gnomes to inquire about the characters' identities and intentions. Any openly hostile answer results in an immediate attack via channeled spells. (Since there are nine gnomes here, Spatterdock can channel three spells per round.)

Subsumed gnomes, male and female (9): See "Appendix: Monster Summary."

37. Observation Chamber

Save for a table and a few chairs, this small room at the corridor's southern terminus is bare. There is an iron grill in the door at the southwestern corner.



At one time, Spatterdock kept a guard in this chamber to watch the prisoners in area 38, but he has not been interested in maintaining captives for some time. The door to area 38 is *wizard locked* (at 14th level), but the key hangs on the wall beside it. The grill in the door provides a clear view of that chamber.

38. Interim Prison

Nine strands of rusted wire hang from the ceiling of this damp stone room. From five of them hang humanoid prisoners—or the remains thereof—by their wrists. All these beings look dead, apparently of neglect.

Each of the doors is *wizard locked* at 15th level, but their keys hang just outside. Spatterdock found this chamber an excellent prison in the early days of the war, but he became so fascinated with the growing power of his hierarchical mind that he eventually lost interest in maintaining captives. Only one of the prisoners hanging from the wires remains alive. If the heroes followed a friend or relative into White Plume Mountain (see "Adventure Hooks"), that person is the live prisoner; otherwise, it is a female werewolf named Snarla.

Long ago, Snarla and her lover Burket entered the service of the first False Keraptis as mercenaries. When Spatterdock took over this area, he killed Burket—and several

others—for refusing to serve him. However, he thought that Snarla might agree to work for him once she got over her lover's death, so he confined her in this prison to consider it. Her enchanted nature has allowed her to survive without nourishment, but starvation and the attentions of the inquisitor (area 39) have degraded her mind.

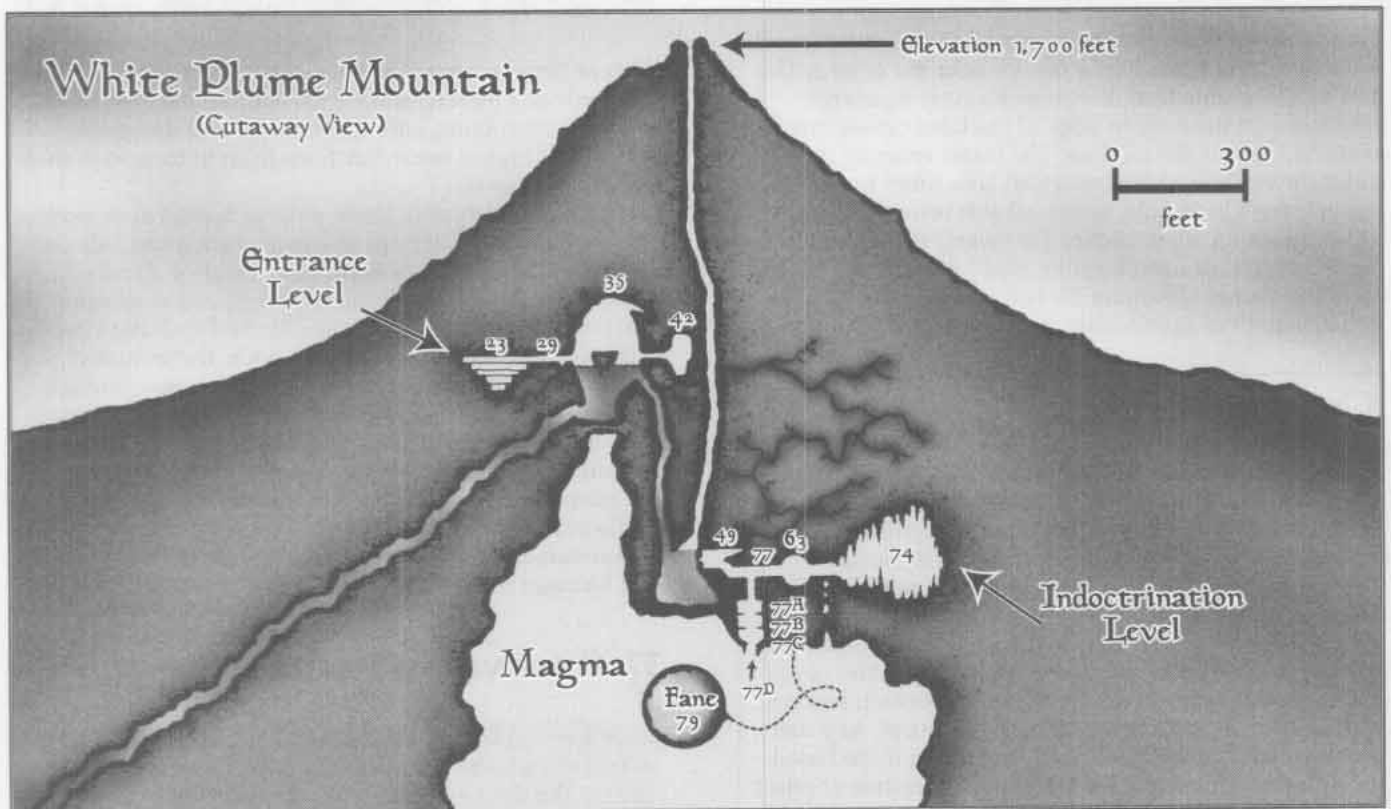
If freed, Snarla selects a random male character and begins to call him "Burket." As long as he plays along with this charade, she cooperates fully with the party. If he denies her, however, she viciously attacks him in werewolf form.

Snarla, female werewolf (1): AC 5; MV 15; HD 4+3; hp 26; THAC0 15; #AT 1 (bite); Dmg 2d4; SA inflict lycanthropy; SD hit only by silver or magical weapons; SZ M (6' tall); ML steady (12); Int average (10); AL CE; XP 420.

Special Abilities: assume giant wolf form at will; SA—victims have a 1% chance per point of damage sustained to contract lycanthropy; SD—hit only by silver or magical weapons while in wolf form.

39. Inquisition Room

Nine different torture devices constitute this room's primary furnishings. Among them is a rack, a table with wrist and ankle straps, a harness suspended above a fire pit, an iron maiden, and a seat fitted with foot-, hand-, and head-screws. A massive knot of straw and torn cloth forms a large nest in the southwest corner of the chamber.





Though he no longer cares about keeping prisoners alive in the long term, Spatterdock still routinely sends captives to this chamber for questioning in case they have important tactical information. His inquisitor—a corrupt gynosphinx named Sapho—is well accustomed to asking difficult questions.

Sapho served the first False Keraptis because of a magical compulsion he laid upon her. After his death, she agreed to serve Spatterdock rather than die at his hands. Long since corrupted by her role as an inquisitor, the mangy, bedraggled gynosphinx has become cold and cruel, though she is still quite fond of riddling. She promises that if the heroes can answer her question correctly, she will let them go and not raise the alarm for 1 hour. Should they attack her, she responds in kind if she judges them weak; otherwise she attempts to flee and warn Spatterdock, using her *dispel magic* to get past the locked door.

Sapho's Riddle

The beginning of eternity
The end of time and space
The beginning of every end,
And the end of every place.

Answer: the letter "e."

In Sapho's nest are a set of *chain mail* +2, a *shield* +1, a *potion of hill giant strength*, and a scroll inscribed with *magic missile*, *lightning bolt*, and *dispel magic* (all at 10th level).

Sapho, gynosphinx (1): AC -1; MV 15, fly 24 (D); HD 8; hp 40; THAC0 13; #AT 2 (claw/claw); Dmg 2d4/2d4; SZ L (7' tall); ML fanatic (17); Int average (10); AL NE; XP 3,000.

Spell-like Abilities: 1/day—*detect magic*, *read magic*, *read languages*, *detect invisibility*, *locate object*, *dispel magic*, *clairaudience*, *clairvoyance*, *remove curse*, *legend lore*; 1/week—*symbol*.

40. Hall Monitor

This chamber is empty except for one door in the north wall and another in the west. Standing near the northern door is an 8-foot-tall humanoid figure, its face and most of its body concealed by the swath of black cloth it wears. The creature holds a giant spear in one hand and motions for you to halt with the other.

"Number Nine" is the last remaining member of a cadre of flesh golems that once guarded this approach. If the PCs wear the armbands of Spatterdock's forces or mention that they wish to meet with "the true Keraptis," the golem carefully but silently directs them around the pit trap (marked with a "T" on the map).

Should hostilities break out, the golem moves forward just to the edge of the trap. Any character who tries to

close the distance by the most direct route must make a successful saving throw vs. paralyzation with a -2 penalty or fall headlong into pit (see "Pit Traps"). If there are no opponents in melee range, the golem preferentially attacks characters in the pit at a +4 bonus to its attack roll because of its superior position. Sounds of combat rouse the subsumed gnomes in area 41, who arrive 2 rounds later to aid the golem.

Number Nine, flesh golem (1): AC 4 (*bracers of AC 4*); MV 8; HD 9; hp 40; THAC0 11; #AT 2 (fist/fist); Dmg 2d8/2d8; SD immunities; SW fire- and cold-based spells; SZ L (8' tall); ML fearless (19); Int semi (4); AL N; XP 2,000.

Special Abilities: SD—electrical spells heal 1 point/damage die; immune to nonmagical weapons and all spells except those mentioned here; SW—*slowed* for 2d6 rounds by fire- and cold-based spells.

41. Another Gathering of Husks

This room has the same contents as area 36, except that there are twelve subsumed gnomes here. They rouse to aid the flesh golem in area 40 if combat occurs there; otherwise, they address any PCs who have tentatively allied with Spatterdock in unison, saying, "I await you in my sanctum; please do not tarry here." Should the heroes attack them, the False Keraptis responds with channeled spells.

Subsumed gnomes, male and female (12): See "Appendix: Monster Summary."

42. Chasm of Boiling Mud

A quick patter of pops breaks the silence in this massive natural cavern, where the thick, earthy odor is as oppressive as the heat. The stone platform on which you stand overlooks a sea of boiling mud some 50 feet below. Stains of past mud eruptions paint the side of the chamber all the way to the ceiling, which is at least 100 feet above the surface of the mud sea. Stretching across the cavern at the level of the stone platform is a series of iron-reinforced wooden disks, each hanging from the ceiling by its own iron link chain. The scum of past mud eruptions coats these disks as well.

These 4-foot-diameter wooden disks are separated from one another by 3 feet of open air. The iron chain supporting each one attaches at the center; any weight placed on the disk's periphery causes it to tip precipitously, forcing the user to hold onto the chain for support. Each PC who opts to cross via these disks must make one successful saving throw vs. paralyzation for the whole trip, applying either Str bonus for attack rolls or missile attack adjustment (whichever is better) as a bonus. A character using climbing skills may add an additional +3 bonus to the roll. Those who fail their



saving throws misjudge a leap between disks at some point during the crossing; such a character must make a successful saving throw vs. death magic to grab a chain or plunge 50 feet into the hot mud.

Barring mishaps, a careful PC can expect to cross the chasm via the disks in 5 minutes. Using ropes to reduce the chance of falling increases the crossing time to 10 minutes. Those who try to hurry across using neither ropes nor special care can reach the other side in slightly less than 3 minutes, but must make two successful saving throws vs. paralyzation instead of one.

Immersion in the boiling mud inflicts 10d6 points of damage per round. Residual hot mud continues to burn for 1d3 rounds after the victim has left the mud sea, inflicting an additional 1d6 points of damage per round.

Mud Geysers

The points labeled "A" and "B" on the map mark the locations of mud geysers. Geyser A erupts once every 5 minutes and Geyser B once every 3 minutes; each sends a 20-foot-diameter column of mud nearly to the ceiling. Boiling mud douses anyone within the geyser's area of effect, inflicting 1d6 points of damage. Anyone hit by the fast-moving mud must make a successful saving throw vs. death magic, with a bonus equal to his or her Strength bonus for attack rolls, or fall into the mud sea below.

Every time a mud geyser spouts, there is a 25% chance that it flings a mud mummy (a variant of a bog mummy) up past the disks. This creature grabs onto a chain during its descent and hangs on for 1d2 rounds before dropping back into the muck—unless it sees potential prey. Should a PC attempt to bypass a mud mummy on the disks, it attacks. Only two size M creatures can effectively fight in the vicinity of one disc, and each must use one hand to hold the chain, which prohibits the use of shields and two-handed weapons. Both combatants make attack rolls at -4 penalties, and each must make a successful saving throw vs. paralyzation (modified by Strength bonus as above) every time his or her opponent scores a hit to avoid falling into the mud.

Mud mummies (1d4): See "Appendix: Monster Summary."

43. Vampire Lair

In the center of this unadorned stone chamber stands a rusted metal coffin with its lid closed. It is empty, as is the secret niche in the floor underneath it. This is one of the vampire Ctenmiir's resting places, but he is here only 5% of the time—his primary residence is area 45. If the PCs make any noise in this room (such as moving the coffin), a voice from the closed door to area 45 calls out, "Come in here."

44. Final Gathering of Husks

A pleasant fragrance suffuses this chamber, and the white-washed walls seem to glow in the warm light of several oil lamps placed about the room. Several gnomes lie upon silken blankets, basking in the chamber's ambiance. All have glazed eyes and seem to be in a stupor.

In reality, this chamber has exactly the same contents as area 41. So as not to offend his own sensibilities, however, Spatterdock placed an illusion of cleanliness over the filth.

These subsumed gnomes rouse to aid Spatterdock in the adjacent room if combat occurs there. Otherwise, they ignore PCs who have made a tentative alliance with Spatterdock, except to say with one voice, "There you are! I'm through that door; please come in." The subsumed gnomes point toward area 45. Should anyone attack these gnomes, the hierarchical mind responds with channeled spells.

Subsumed gnomes, male and female (12): See "Appendix: Monster Summary."

45. Spatterdock's Study

Charts, diagrams, and arcane symbols cover the stone walls of this chamber. Two tables, a tall, narrow bookcase overstuffed with damp tomes, and a coffin constitute the majority of the room's furnishings. Various esoteric components cover one table; the other holds piles of papers and documents, plus a hamper of mushrooms and a mug. A doughty halfling and a tall human in a black greatcloak occupy stools next to the writing table.

Spatterdock spends 100% of his time in this chamber, and his right-hand man, the vampire Ctenmiir, is with him 95% of the time. As usual, Spatterdock appears as a halfling. Ctenmiir, who appears human, always wears a huge, black greatcloak, despite the heat. Spatterdock and Ctenmiir attack anyone who arrives here without having agreed to an alliance (see "Melee Tactics"); otherwise they greet the PCs genially (see "Negotiations").

On the bookshelf are several tomes dealing with magical theory—three of which are actually worth 10,000 gp each in the proper market. Save for ten scrolls of *K: fire* bundled together, the papers on the writing table and the charts on the wall are disconnected room diagrams. Some depict areas that should be familiar to the characters; others show parts of the lower level. Spatterdock has been trying to "remember" all the places that Keraptis once controlled under White Plume, but he has not been able to assemble all the pieces into a cohesive map. On the other table are all the items necessary to restock a standard wizard's spell component pouch.



Melee Tactics

Ctenmiir engages the heroes physically, using Whelm's stunning power first, then following up with his vampiric abilities. Meanwhile, Spatterdock uses *stoneskin* on himself, then employs his spell-like abilities to pick off any heroes not engaged with Ctenmiir. Any still-living gnomes from area 44 come to their lord's aid at the rate of three per round. As they arrive, Spatterdock places them between himself and the party (if possible) and begins channeling spells through them while fighting. If seriously wounded, Spatterdock assumes his menacing ogre mage form, regaining 1d12 hp in the process. This change of shape does not preclude any of his other actions for that round.

Negotiations

Heroes who have entered an alliance with Spatterdock can reaffirm their wish to serve him at this time. To cement the alliance, each character must receive the blessing of a K-imprint (specifically *K: fire*). In addition, they must bring back the head of any pretender and the implement of power he stole. Spatterdock magnanimously announces that Ctenmiir will accompany them on this latter quest.

If even one character refuses to accept a *K: fire* imprint or objects to Ctenmiir's companionship, conflict ensues (see "Melee Tactics"). Heroes who actually comply with Spatterdock's wishes gain his trust. Thereafter, he involves the heroes in all his future plans of conquest—at least until they join his hierarchical mind.

False Keraptis "Spatterdock," male ogre mage M15: AC 0; MV 9, fly 15 (B); HD 5+2; hp 42; THAC0 15 (11 with ogre-sized *two-handed sword* +1 and Str bonus); #AT 1 (ogre-sized *two-handed sword* +1); Dmg 1d10+7; SA spell channeling; SD *gaseous form*, *regeneration*; SZ L (10½' tall); ML elite (14); Str 18/00, Dex 12, Con 15, Int 16, Wis 10, Cha 13; AL CE; XP 5,000.

Special Abilities: SA—can channel one spell per round through any group of three subsumed minds in addition to other actions; SD—*regenerate* 1 hp/day; assume *gaseous form* (1/day).

Spell-like Abilities (at 15th level): at will—*fly* (12 turns before resting 12 turns), *invisibility*, *darkness* 10' radius, *polymorph self* (humanoid forms between 4 and 12 feet tall); 1/day—*charm person*, *cloudkill*, *death spell*, *Evard's black tentacles*, *finger of death*, *K: complete imprint*, *knock*, *fireball*, *mirror image*, *sleep*, *slow*, *stoneskin*, *true seeing*, *wind wall*, *wizard mark*; 2/day—*polymorph other*; 3/day—*acid arrow*, *lightning bolt*, *magic missile*; 4/day—*cone of cold*.

Special Equipment: three potions of extra healing, ring of fire resistance.

Ctenmiir, male vampire (1): AC 1; MV 12, fly 18 (C); HD 8+3; hp 40; THAC0 11 (6 with Whelm and Str bonus); #AT 1 (Whelm); Dmg 1d8+7; SA *charm gaze*, *energy drain*; SD immunities, *gaseous form*, *regeneration*; SW garlic, holy symbol, holy water, mirror; SZ M (6' tall); ML champion (16); Str 18/62, Dex 13, Con 15, Int 15, Wis 10, Cha 14; AL CE; XP 8,000 each.

Special Abilities: *shape change* (to bat), *spider climb*, *summon* 10d10 rats or bats; SA—*charm gaze* prompts save vs. spell with -2 penalty; drain 2 levels with each fist hit (can also channel energy drain through Whelm, forcing victim to save vs. death magic or lose 2 levels on a successful hit); SD—assume *gaseous form* (at will or automatically when at or below 0 hp); immune to *charm*, *death magic*, *nonmagical weapons*, *paralysis*, *poison*, *charm*, *hold*, and *sleep*; half damage from cold or electricity; regenerate 3 hp/round; SW—repelled by garlic, mirrors, and forcefully presented holy symbols; suffers 1d6+1 points of damage from contact with holy water or holy symbol.

Quote: "Now I'm going to really hurt you."

46. Lava Tubes

Faulting within the mountain has created a huge network of fissures, most of which are large enough for a human to walk through. Mats of fungus coat the floors, walls, and ceilings of these oppressively hot, moist passages. A scant few patches of this growth are weakly bioluminescent, providing light to a 5-foot radius.





Fungal Egg Mass

These gooey clumps are egg clutches that a transitory fungal nightmare (born in the basin in area 63) managed to lay in the tunnels prior to its dissolution.

There is a 20% (noncumulative) chance each round that any motion within 10 feet of the egg mass will cause it to rupture, spraying fungal goo on everything within a 30-foot radius. (A character within this range must make a successful saving throw vs. paralyzation to avoid the attack.) Since both the eggs and the sticky substrate that clots them together are highly acidic, this goo causes damage to anything it touches. It can eat through 1 inch of wood per hour, destroy a metal item (such as a section of plate armor) in 3 rounds, or dissolve living flesh at a rate of 1d4 hit points per round. Victims can remove the material by scraping, cutting, burning, or freezing it. The egg mass absorbs the remains of any victims it slays as food for the gestating fungoids and reforms into a new polyp within 3 days.

The egg mass is immune to all weapons (even magical ones) and to all spells except *cure disease*, which destroys it utterly. It is especially vulnerable to normal fire, which inflicts 1d4 points of damage per application, and to sunlight, which kills it after 1 hour of exposure. Magical fire has no effect on the creature.

47. Descent Into the Depths

This connecting tunnel angles steeply downward and eventually opens into area 67, where it connects with a system of similar tunnels

48. Egg Node

The rough passageway widens out here, forming a sizable cavern. The same dun-colored fungus that coats the corridors also dots the walls of this chamber, but a few of the fungus patches glow faintly purple. Near the center of the room stands a 6-foot-high, grayish-green toadstool capped with a sticky mass of pale sacs, each nearly 6 inches in diameter. Though the sacs are translucent, surging blots of darkness are visible within several of them.

This is not a true toadstool, but a fungal polyp whose core provides support and nourishment for the egg mass atop it. The gestation period of these eggs is measured geological time, so there is no danger that they will actually hatch while the PCs are here. However, any motion within 10 feet of the polyp can cause it to rupture.

Fungal egg mass (1): See "Appendix: Monster Summary."

Whelm

Whelm is a sentient, chaotic neutral *hammer* +3 (+5 for dwarven wielders) that inflicts 1d8+3 points of damage on a successful melee hit. On an attack roll of 20 (natural), the weapon also affects the target with a *disintegrate* spell. (After normal damage has been applied, the victim must make a successful saving throw vs. spell. Failure indicates complete obliteration for a victim of size M or smaller; a size L or larger target merely suffers an additional 20 points of damage.)

Whelm, which has an Intelligence score of 14 and an ego rating of 20, communicates with its wielder and any nearby living beings via *telepathy*. Its special purpose is to slay trolls, giants, and goblin-kin, including bugbears and hobgoblins. Should its wielder fail to slay such a creature at least once per month, the weapons attempts to force him or her to hunt one down—even if that would involve a journey of several days.

Up to three times per day, Whelm can *teleport* back to its wielder's hand (150 feet maximum) after being thrown. By striking its haft upon the ground, the wielder can generate a shockwave that forces up to 7 HD of enemies up to 60 feet away to make successful saving throws vs. spell or be stunned for 1d4 rounds. (The wielder and his or her allies are immune to this effect.) In addition, Whelm automatically detects the existence of any gold, gems, or goblin-kin within a 60-foot radius, though it cannot pinpoint their precise locations.

The hammer has one drawback: It afflicts its wielder with agoraphobia (fear of wide, open places) within 1 day of its first use. Agoraphobics suffer a -2 penalty on all attack rolls, saving throws, and proficiency checks in outdoor settings. For each consecutive 24-hour period during which the user fails to spend at least 8 hours inside or underground, this penalty increases by -1 cumulatively, to a maximum of -5. This condition persists until the wielder disposes of the weapon permanently—an action Whelm vigorously opposes if reasonably satisfied with the relationship.

Whelm has an XP value of 8,000.

Killjoy's Domain

The False Keraptis known as Killjoy controls areas 49-55. Though his troops have looted what they could from the unclaimed rooms nearby (56-63), he has not incorporated those areas into his domain. At present, he is more interested in fighting Mossmutter for possession of the lava tubes than in using his forces to hold uncontested ground. Unless otherwise noted, the worked chambers in this area are 25 feet high and finished with white marble tiles.



Killjoy

The False Keraptis known as Killjoy was once an efreeti called Nox—one-time friend and companion to Nix (see area 26). The two served the original Keraptis hundreds of years ago. Nox also served the first False Keraptis for a time before discovering a *K: complete imprint* and graduating to False Keraptis status himself. Nix named him “Killjoy” because his change of status put an end to their friendship.

Following the precedent established by other pretenders, Killjoy managed to locate and claim one of the original implements of power: Blackrazor. Out of pure love for the weapon, Killjoy openly wields it whenever possible.

Presently, Killjoy functions as a 15th-level wizard because of the thirty subsumed minds currently under his control. His real form is that of an efreeti, but he typically uses his *polymorph self* ability to affect the appearance of a bald human male with a heavily tattooed face. Unlike other efreet, Killjoy cannot grant *wishes*.

49. Indoctrination Center

Scarlet light streams through a set of thick crystal panes set into the west wall, staining the white-tiled room blood-red. This crystal window looks out on a layer of thick, white mist roiling over an expanse of violently agitated magma. On a 10-foot-high marble dais in the center of the chamber stands an iron observation chair, positioned to allow a perfect view of the fury beyond the window. Small leather straps attached to the arms and back of the chair give silent evidence that not all viewers are willing to watch the spectacle. Near the southern door of the chamber is a 15-foot-diameter pit, from which a steady stream of white smoke rises.

The crystal panes provide an impressive view of the base of White Plume’s blowhole while protecting viewers from the excessive heat and scalding steam. The original Keraptis often spent his leisure time here, staring out into the explosive fury of water meeting magma. The first False Keraptis turned the room into an indoctrination chamber, using view and the *iron seat* (see 49C below) to solidify the loyalty of potential followers. Following in his predecessor’s footsteps, Killjoy also uses the room to condition his followers, especially those whose K-imprints have not yet fully manifested.

Killjoy is 20% likely to be in this chamber at any given time; otherwise he is in area 50. If present, he is busy using the *iron seat* on some poor prisoner from area 53 and is not interested in parley. In a booming voice, he orders intruders out of the room immediately. If they do not obey, he uses *stoneskin* on himself while the burning golems (49A) engage the party. He then draws Blackrazor and slays the victim in the chair with it, gaining three levels and 12 hit points in the process, before joining the melee himself (see area 50 for his subsequent tactics).

Burning Golems

These 18-foot-tall humanoids are composed of glowing red coals covered with white-hot cinders. A burning golem radiates intense heat, and its mere touch sets fire to flammable materials.

Each blow from a burning golem’s fist showers the victim with glowing cinders that adhere to clothing and skin, inflicting an additional 1 hp per round until doused with liquid or loose earth. While burning, such victims make all attack rolls at a -4 penalty and incur a -2 penalty to their Dexterity scores. On the third round of combat, the burning golem can utter a terrible, magically enhanced cry. All foes within 80 feet must make a successful saving throw vs. breath weapon or run from the golem for 6 rounds.

Only magical weapons of +2 or better enchantment can hit a burning golem, and the creatures are immune to fire (normal and magical), electricity, and illusions. Wounded burning golems regenerate 1 hp every turn, and complete regeneration from a single dust mote is possible in a month’s time. A *quench fire* spell reduces the golem’s AC to 6 and prevents it from using its cinder attack for 1 round per caster level.

If Killjoy is not here when the PCs arrive, the burning golems emerge and attack after 1 round. The False Keraptis and his retinue of subsumed gnomes enter the chamber 1d4+3 rounds after he first hears the sounds of combat here. At that point, he may call for hostilities to cease while he evaluates the situation, or he may just join the general fray. Once he is on the scene, three gnomes arrive from area 52 each round until the conflict ends or until all twenty-one gnomes are in the indoctrination chamber.

49A. Cinder Pit: Beneath the thick layer of white-hot cinders lining the bottom of this pit live two burning golems. These guards climb forth from the pit 1 round after they hear someone enter. Unless the intruder is Killjoy or someone he has specifically designated as an ally, they attack immediately. These golems have already rebuffed several sorties by the forces of the False Keraptis enscathed higher in the volcano.

Burning golems (2): See “Appendix: Monster Summary.”

49B. Crystal Panes: Keraptis himself crafted these magical windowpanes, and they are extraordinarily difficult to damage; each of the twelve panes can sustain a total of 100 points of damage before shattering. Furthermore, only magical weapons or spells based on cold or electricity can harm the crystals at all, and then only for 1 point of damage per successful hit or spell effect. Should any pane actually break, superheated water vapor rushes into the chamber, inflicting 20d6 points of damage per round to any creature caught inside, or half that to a character who makes a successful saving throw vs. paralyzation with a -4 penalty. Furthermore, the steam fills all other open spaces within 150 feet of



the window—whether or not they lie behind closed doors. Any creature within that secondary area suffers 5d6 points of damage per round while within the affected area, or half on a successful saving throw vs. paralyzation with no penalty. Unless the characters accomplish some magical repair, much of this level quickly becomes uninhabitable, and the plume above the volcano vanishes.

49C. Iron Seat: This chair offers its occupant an exquisite view of nature's fury through the protective crystal panes to the west. By itself, the sight is awe-inspiring, but in combination with the magic of the *seat*, it induces a contemplative state in which the viewer is highly susceptible to suggestion. While watching the scene outside the window from this chair, the viewer must make a successful saving throw vs. spell each round or act on the next suggestion heard, as per the 3rd-level wizard spell *suggestion*.

To ensure cooperation with the process, the False Keraptis has installed leather straps reinforced with wire on the arms and back of the chair. Once strapped into the *seat*, a victim must make a successful Bend Bars/Lift Gates roll at a -15% penalty to break free. A head brace equipped with strips of eyelid adhesive on the eyepiece guarantees the viewer's full attention to the scene.

Killjoy typically leaves his victims in the chair for at least 10 rounds before suggesting that they surrender themselves and join with his mind. Subjects who hold a partial K-imprint become fully subsumed into Killjoy's hierarchical mind upon agreeing to this, regardless of which False Keraptis they had previously been affiliated with. Killjoy can even transfer already subsumed minds of other False Keraptis to his own hierarchy by this means. A nonimprinted being subjected to this process merely becomes Killjoy's willing servant. The efreeti never leaves a subject alone in the chair, nor does he permit others to be present in the room during the process, lest another suggestion override or conflict with his own.

Four huge bolts hold this enchanted metal chair to the marble dais. Removing it from this spot negates its enchantment forever.

50. Killjoy's Chamber

Bolts of orange silk drape the walls of this chamber, and throw pillows cover most of the floor, except for a 20-foot-deep declivity in the northwestern section. This wide alcove holds a finely carved rolltop desk, complete with a magical light. Amid the clutter of inkwells, quills, and loose parchment, an ornate tome bound in orange leather lies open.

This is Killjoy's private chamber. He is here 80% of the time, either lounging on the pillows or seated at the desk. If the heroes first meet Killjoy here, he quietly uses *stoneskin* upon himself, then frowns and asks them how they got here and what they want. (See "Negotiations" if they wish to parley.) He responds to attacks in kind (see "Melee Tactics").

A search through the desk drawers reveals a total of

3,121 loose gp, twenty-three gems (each worth 100 gp), five sticks of *incense of meditation*, and a *brazier of controlling fire elementals*. The orange tome on top of the desk contains a K: *complete imprint*, as well as three partial K-imprints: K: *missile*, K: *wall*, and K: *fire*.

Melee Tactics

If Killjoy has not yet used *stoneskin* upon himself, he does so as his first action before engaging the nearest PC. As his gnomes arrive from area 52 in groups of three, he places them between himself and the party (if possible) and begins channeling spells through them while continuing to fight. If seriously wounded, Killjoy assumes his efreeti form, regaining 1d12 hp in the process. This change of shape does not preclude any of his other actions for that round, and he can still effectively use *Blackrazor* in that form.

Negotiations

Killjoy greets any offer of alliance with open suspicion. If the PCs insist that they wish to join him, however, he gives each character a K-imprint scroll (K: *missile*, K: *fire*, or K: *wall*) and insists that all of them memorize their spells on the spot, while he watches. Thereafter, he calls for his retinue (the subsumed gnomes from area 52) to watch over the main group while he escorts the PCs, one by one, to the indoctrination chamber (area 49) to become part of his hierarchical mind. Should they object to any part of this process, Killjoy attacks with *Blackrazor*.

False Keraptis "Killjoy," male efreeti M15: AC 2; MV 9, fly 24 (B); HD 8+3; hp 65; THAC0 11 (5 with *Blackrazor* and Str bonus); #AT 1 (*Blackrazor*); Dmg 1d10+9/1d10+9; SA spell channeling; SD immunities; SZ L (12' tall); ML champion (15); Str 18/00, Dex 13, Con 20, Int 16, Wis 11, Cha 10; AL LE; XP 12,000.

Special Abilities: gaseous form, SA—can channel one spell per round through any group of three subsumed minds in addition to other actions; SD—immune to normal fire; -1 penalty to attack and damage rolls for opponents using magical fire.

Spell-like Abilities (at 15th level): at will—*produce flame*, *pyrotechnics*, create illusion with visual and audio components that lasts without concentration until magically dispelled or touched; 1/day—*cloudkill*, *Evard's black tentacles*, *finger of death*, *fireball*, *invisibility*, K: *complete imprint*, *knock*, *detect magic*, *enlarge*, *magic missile*, *mirror image*, *polymorph self*, *slow*, *stoneskin*, *true seeing*, *wall of fire*, *wind wall*; 2/day—*death spell*; 3/day—*acid arrow*, *cone of cold*, *lightning bolt*, *polymorph other*, *sleep*.

Quote: "I AM Keraptis!"

51. Throughway

The northern terminus of this corridor opens into a large, square space. Shelves line the walls here, though most are empty. Next to the northern door, an iron hook holds a keyring sporting a dozen keys.



Blackrazor

Blackrazor is a neutral evil two-handed sword +3 that inflicts 1d10+3 points of damage on a successful melee hit (or 3d6+3 points vs. size L or larger target). Its blade resembles a piece of the night sky studded with strange stars, and carved obsidian stones decorate its sheath. In reality, Blackrazor is an entity of shaped negative energy that revels in absorbing life energy from those it kills.

On any killing blow, Blackrazor sucks out and devours the soul of its victim. This action temporarily adds the dead foe's total levels or HD to wielder's, increasing his or her THAC0 and attacks/round accordingly. The user also gains the hit points the victim possessed when fully healthy, and all subsequent damage is applied against these "stolen" hit points first. Victims who have lost their souls to Blackrazor cannot be *raised*.

The sentient sword, which has an Intelligence score of 17 and an ego rating of 16, communicates with its wielder and any nearby living beings via *telepathy*. Blackrazor is almost the epitome of an evil weapon, existing solely to feed on power and souls, and no good-aligned party can retain that distinction for long with this weapon in its midst. For every three days the sword remains "unfed," its ego increases by 1 point. When it becomes capable of controlling its wielder, it compels him or her to slay the nearest living creature—preferably a friend or relative. After feeding on the slain creature's life force, the sword's ego returns to 16.

The sword does have one drawback, which it never communicates to any wielder. Should it touch a creature tied to the Negative Material Plane (such as an undead being of any type), it transfers one energy level (with corresponding hit points) from the wielder to the creature attacked. Each and every successful blow sucks yet another level from the sword's unfortunate owner, and the sword devours its wielder's soul should his or her level reach 0. A character who has lost levels in this manner can regain them only through normal adventuring, via a *restoration* spell, or by using Blackrazor to steal twice as many levels from other living creatures as they lost.

Blackrazor has an XP value of 8,000.

The keyring holds keys to the cells in area 53, and the shelves contain the belongings of the prisoners incarcerated there. A search yields several usable cloaks, boots, and gloves, as well as four full quivers of arrows and a wide range of short swords and short bows. A small satchel adorned with the initials E.O. contains the real treasure among the dross: thieves' tools of quality (+10% bonus to Open Locks and Remove Traps rolls), a long *dagger* +3, 23 gold pieces, and—in a hidden compartment—a *ring of the ram*. The satchel belongs to Ethan Orithay, a member of the Resistance presently incarcerated in 53C.

52. Killjoy's Husks

About two dozen slowly rocking forms are discernable amid the dung and muck that cover most of this large, square chamber. Half-eaten mushrooms litter the floor and float in the small watering hole in the southwest corner.

Twenty-one subsumed gnomes dwell in this chamber. Save that they belong to Killjoy's hierarchy, they are exactly like those in area 36. They rouse to aid Killjoy in area 50 if combat occurs there; otherwise, they ignore the PCs. Should anyone attack them, Killjoy responds with channeled spells until he arrives 2 rounds later to join the fray with Blackrazor.

Subsumed gnomes, male and female (21): See "Appendix: Monster Summary."

53. Holding Cells

Two banks of cells secured with thick, close-set iron bars stand back-to-back in the center of this marble chamber, six on each side. Most of the cells appear empty.





All these cell doors are locked, although only three of them (A, B, and C) currently house inmates. The keys are on the keyring in area 51.

Cell A: A figure completely wrapped in a greatcloak sits on a stone cot facing the wall. It whimpers intermittently, but makes no other noise and does not respond to questions.

This unfortunate creature was once a human fighter who entered this complex with an adventuring party. Just after Killjoy captured and incarcerated him, however, a full-scale skirmish with Spatterdock distracted the efreeti for an extended period. All his prisoners perished—including this one. Because of a pre-existing curse, however, this adventurer rose again as a unique undead creature—a remnant. Not wishing to muck about with strange undead, Killjoy left him alone.

The remnant attacks anyone who disturbs it, then phases into the ethereal plane the next round and begins to stalk the party from that vantage. It rematerializes and attacks when the PCs next make camp, attempting to overcome the guards before they can rouse the rest of the party. The remnant is turned as "Special."

Remnant (1): See "Appendix: Monster Summary."

Cell B: This cell holds a half-starved, slack-jawed gnome wearing a loincloth. He is presently part of Nightfear's hierarchical mind, but Killjoy intends to remedy that situation with the *iron seat*.

Should the PCs attempt to communicate with this gnome, they find him completely unresponsive to questions if Nightfear is dead. Otherwise, the voice of Nightfear issues an appropriate response from the gnome's mouth. If the heroes have had no previous contact with Nightfear, he offers them an alliance. If they already have an agreement with him, he quizzes them about their progress. If they made an alliance with him and subsequently broke it, he reviles them soundly, threatening them with all manner of horrible consequences.

Subsumed gnome, male (1): See "Appendix: Monster Summary."

Cell C: This cell's inhabitant is Ethan Orithay, a deep gnome loyal to Nix and the Resistance. Ethan immediately tries to befriend any intelligent creature he sees, hoping for rescue. If the PCs are unaware of the Resistance, Ethan eagerly explains its purpose and offers to lead the heroes directly to his leader if they set him free. Should the deep gnome learn that one of the heroes hosts a K-imprint, he insists that their lives are in great danger unless they free him and speak with Nix. He is as good as his word, leading them to area 25 by the fastest route if they let him out. If the characters have already allied with Nix, Ethan offers to join the party, promising to provide such aid as he can until Nix commands otherwise.

Ethan's *dagger* +3, satchel, and jacket are on the shelves in area 51, unless the PCs have taken them. Should the deep gnome notice any heroes using his equipment, he asks them to return it. Those who refuse to comply have made an enemy, although Ethan will attempt to gain the PCs' trust before taking his revenge.

Ethan Orithay, male deep gnome T5: AC 8 (natural hide or 0 with jacket); MV 9; hp 23; THAC0 18 (15 with *dagger* +3); #AT 1; Dmg 1d4+3; SA surprise, backstab; SD—surprised only on 1 (1d10), saving throw bonuses, *nondetection*; MR 20%; SZ S (3' tall); ML elite (13); Str 14, Dex 14, Con 12, Int 11, Wis 10, Cha 9; AL NG; XP 420.

Special Abilities: infravision to 120 feet; SA—surprise 90%; backstab for triple damage; SD—surprised only on a 1 (1d10); 60% undetectable when not moving; +2 bonus to save vs. poison; +3 bonus to all other saves; radiates *nondetection*.

Spell-like Abilities: 1/day—*blindness*, *blur*, *change self*.

Thief Abilities: PP 65, MS 50, HS 50, DN 40, CW 75.

54. Food Distribution

Shelves line the east, south, and west walls of this room; the north wall is hidden by barrels stacked three high and three deep. Edible fungi of various types fill the shelves, and smoked meat from some unidentifiable animal hangs in clusters from the ceiling. In the center of the room are a small table and two chairs; two cots stand next to the north wall.

This chamber serves as the food distribution chamber for Killjoy and his servants. Its caretakers are Camille and Wilde, a pair of drow who fled the Underdark to pursue a relationship outlawed by their society. These two maintain the food stores via infrequent fungus-gathering and hunting expeditions in the cavernous eastern section of the underground complex.

Camille and Wilde challenge the PCs on sight with drawn weapons, for they know that strangers this far down rarely have any business that does not involve an attempt on Killjoy's life. But the conflict is short, for Camille's K-imprint has nested in her mind too long, and the slightest shock is enough to catalyze subsumption. Thus, after 1d4 rounds of interaction with the heroes—be it combat or negotiation—Camille screams, covers her face, and drops to the ground. Wilde breaks off whatever he is doing to assist her, but to no avail. When he pulls her hands away from her face, a glaze-eyed, slack-jawed countenance greets his eyes.

Wilde is so distraught over this occurrence that he offers to join the PCs. He had long suspected that the K-imprints were too good to be true, and now he is certain. He wants to bring Camille along, but sadly agrees to leave her behind if the PCs insist. (If she does accompany the heroes, she cannot help in any way, and Killjoy can track all their movements through her.) Wilde readily tells the PCs what he knows and even offers to show them the massive cavern where the usurper known as Mossmutter lives—though he knows little of that being's abilities.

Wilde and Camille, male and female drow hunters F7: AC 3; MV 12; hp 57; THAC0 14 (hand crossbow or 12 with *longsword* +2); #AT 3/2 (hand crossbow or *longsword* +2); Dmg 1d8+2 or 1d3; SD surprised only on 1 (1d10);



SW bright light; MR 52%; SZ M (5' tall); ML elite (14); Int high (14); AL CE; XP 650.

Special Abilities: infravision to 120 feet; detect sloping passages and new tunnel construction (1–5 on 1d6), sliding/shifting walls or rooms (1–4 on 1d6), approximate depth underground and stonework traps, pits, and dead-falls (1–3 on 1d6), secret doors (1 on 1d6 in passing or 1–3 on 1d6 if searching); SD—surprised only on 1 on 1d10; SW—bright light (sunlight or *continual light*) imposes a –2 penalty to Dexterity, saving throws, and attack rolls, while opponents gain a +2 saving throw bonus against any spell effects Wilde or Camille initiates.

Spell-like Abilities: 1/day—*dancing lights, darkness, detect magic, faerie fire, levitate, know alignment*; (at 9th level)

3/day—*magic missile* (K: *missile*)

Special Equipment (drow manufacture): buckler (+1 to AC), chainmail (+1 to AC), cloak and boots (75% chance to hide in shadows or surprise, +6 bonus to saves vs. fire); *longsword* +2 (loses bonus in sunlight), hand crossbow (180-foot maximum range, victim hit by poisoned dart must save vs. poison with a –4 penalty or fall unconscious for 2d4 hours), scroll of *purify water* (Camille only).

55. X-Intersection

Just above the northwest corner of this four-way intersection is a square alcove containing a pit full of red-hot cinders.

The two burning golems living in the cinder pit are charged with preventing anyone not cleared by Killjoy from entering the western corridor. Wilde and Camille (the drow hunters from area 54) can pass back and forth unmolested, but their say-so does not clear their companions. Heroes passing out of Killjoy's territory are safe, but should they attempt to return by this route, the burning golems attack.

Burning golems (2): See "Appendix: Monster Summary."

Unclaimed Territory #1

None of the False Kerapti claim these chambers, though they are happy to loot here.

56. Empty

This chamber is empty but for dust, as generations of gnomes have long since salvaged its contents. A search reveals evidence of occasional small cookfires, but no one has passed this way recently.

57. Rockfall

Long ago, the shifting of the earth caused a rockfall that cut this chamber off from the larger space behind it. Excavating a path through this debris is just as difficult as cutting a passage through solid rock.

58. Abandoned & Looted Lab

Extreme age and outright vandalism have taken their toll on the contents of this chamber. Broken shelves, overturned tables, smashed glassware, rusted burners, shattered crucibles, cracked kettles, and dozens of less identifiable ruined items lie scattered underfoot beneath a thick patina of dust.

To facilitate his research into immortality, Keraptis built a complex of connected laboratories and staffed them with his more magically inclined followers. Now, however, the doors to all the chambers marked with this number stand open, and nothing remains of the arcane experiments once conducted in them.

59. Abandoned Lab, Unlooted

The chambers marked with this number are magical laboratories. Though these too have suffered the depredations of time, their contents remain intact because of the physical or magical locks on their doors. Roll 1d4 and consult the following list to determine the type of lock on each chamber:

1d4 Lock Method

- 1 Physical lock for which the key has been lost. Anyone who sets off the poisoned needle trap must make a successful saving throw vs. poison or lose 25% of his or her original hit points each round until dead (4 rounds maximum).
- 2 Magical lock for which the entry phrase has been forgotten. Intoning an incorrect phrase or bashing down the door detonates a 10d6 *fireball*; anyone within 20 feet of the door must make a successful saving throw vs. spell to halve the damage. (The door and the contents of the room are immune to magical fire.)
- 3 Sentient door ordered to open only for the original Keraptis. The door bites anyone attempting to pick its lock for 3d6 hit points. Furthermore, each successful bite has a 50% chance of severing the offending hand. PCs may, however, bash this door down with three successful Open Doors rolls.
- 4 Wizard lock set in place by a 15th-level caster.

Though age, moisture, and structural damage (such as cracked walls and ceilings) have ravaged these chambers, many usable items remain. A search yields intact vials and beakers of all sizes, working alembics and burners, unbroken crucibles, distillation coils, mortars and pestles, weights and scales, and a variety of other equipment germane to magical research. Additionally, each lab contains 1d4 special magical items. Roll 1d12 on the table below for each turn of searching until the PCs have either found the maximum number of items for that chamber or given up. Whenever a



unique item is found, cross it off the list; a second roll of the same number indicates that nothing was found..

1d12 Lab Items & Features

- 1 *Potion of longevity*
- 2 *Elixir of youth*
- 3 *Periapert of health* (unique)
- 4 *Periapert of foul rotting* (unique)
- 5 *Phylactery of long years* (unique)
- 6 *Phylactery of monstrous attention* (unique)
- 7 *Time stop scroll* (unique), inscribed by a 15th-level caster
- 8 *Dragon's heart* (unique)—This was once the heart of Dragotha, the undead dragon mentioned in "Lair of Dragotha" earlier in this book. In its current form, the *heart* resembles a dessicated piece of ancient jerky. Anyone who eats the entire *heart*—a task in itself, as the meat is exceptionally tough, dry, and fibrous—gains the benefits of a double-strength *potion of longevity*, along with the everlasting enmity of Dragotha. (The *heart* represented the dragon's only chance to regain biological life.) Eating only a portion of the *heart* provides no benefits and still incurs Dragotha's wrath.
- 9 *Delaying Glass* (unique)—Anyone touching this item causes the bone dust that fills the bottom portion to run upward for 1 hour, during which the user does not age. If the glass is shattered while the dust is "falling" up, the affected being must make a successful saving throw vs. death magic or instantly age to a point only minutes away from a natural death. Thereafter, he or she must make a successful System Shock roll each turn to avoid dying of old age until anti-aging magic can be applied. The *delaying glass* is usable twelve times per day.
- 10 *Gauntlet of Life Theft* (unique)—This leather gauntlet allows the wearer to steal 2 months of life from any creature touched and add it to his or her natural lifespan. The victim must make a successful saving throw vs. death magic to avoid this effect. The gauntlet is usable six times per year.
- 11 *Skull of prophecy* (unique)—This blue crystal skull speaks to anyone who picks it up, loudly proclaiming its ability to predict how a questioner will die. Unfortunately, the skull actually has no such ability; it merely creates a fictional account of its user's death on the spot. The skull is usable once per day.
- 12 *Vessel of Life Translocation* (unique)—This 6-foot-tall, sealed glass tube contains the living body of a male humanoid with mirrorlike skin, suspended in some sort of clear liquid. On one side of the tube is a single humanoid palmprint, painted in red ink. Any living creature who places its hand against the palmprint immediately switches minds with the silvery form. (At present, the mind within the captive is that of an insane gnome.) There is no saving throw against this effect, but

transferred minds remain intact, retaining any memorized spells. The silvery body is immortal as long as it remains within its glass cage. Should the glass shatter for any reason, the body within the tube dies, along with the body and mind of the creature inhabiting it at the time. Those freed from the *vessel* are violently opposed to placing their hands against the print again.

60. Sentient Spell Research

Hundreds of scrollcases lie shattered upon the floor of this chamber, their contents pilfered. In the central portion of the room is a heap of rotted wood and soggy parchment—all that remains of several writing desks—and along the walls are empty wooden shelves.

This scriptorium is where the original Keraptis penned his scrolls, referenced ancient documents, and researched his next projects. It was here that he devised his spell manifestation project and created the various K-imprints, including the *K: complete imprint* that contained his entire personality and memory. But when push came to shove, Keraptis lost his nerve about initiating the transformation, giving in to his basic mistrust of immortality schemes that involved extreme changes in his physical form.

Rather than destroying the fruits of his research, however, he filed the K-imprints away among the other scrolls and magical documents he kept here. The magical wards with which he protected the scriptorium kept the scrolls safe until the gnomes broke open the chamber centuries later.

Though the False Keraptis and their servants have ransacked this area, there are still a few interesting scrolls and tomes among the mounds of moldering parchment. Roll 1d10 and consult the table below for each turn the PCs spend sifting through the mass. Once they find a particular item, cross it off the list.

1d10 Unique Scriptorium Treasure

- | | |
|----|--|
| 1 | <i>Scroll of K: missile</i> |
| 2 | <i>Scroll of K: wall</i> |
| 3 | <i>Scroll of K: fire</i> |
| 4 | <i>Scroll of K: resistance</i> |
| 5 | <i>Scroll of K: door</i> |
| 6 | <i>Scroll of protection from fire</i> |
| 7 | <i>Scroll of protection from possession*</i> |
| 8 | <i>Manual of bodily health</i> |
| 9 | <i>Manual of gainful exercise</i> |
| 10 | <i>Deck of destinies</i> (see below) |

*K-imprints memorized while *protection from possession* is in effect do not establish a connection between the user and any hierarchical mind; therefore, the user gains only the benefits of the spell.



Deck of Destinies

A bound demon created this magical deck of vellum cards for Keraptis in return for its freedom. Suspicious of fiendish gifts, even when he himself had commissioned them, Keraptis filed the *deck* away for later research.

Anyone drawing a card from this deck becomes the recipient of its magic, for better or worse. No form of divination allows knowledge of any card's nature prior to a draw. The designs fade away upon expending their magic; thus, no card can be used twice.

The DM may, if desired, use the face cards and aces from a deck of standard playing cards to simulate *deck of destinies* cards according to the table below.

The *deck of destinies* has an XP value of 1,500.

Playing Card	Destinies Card	Playing Card	Destinies Card
AD	Druid	AC	Magma
KD	Black Sword	KC	Hammer
QD	Skull	QC	Vampire
JD	Gauntlet	JC	Giant Crab
AH	Hand of Youth	AS	Withered Hand
KH	Ice Sword	KS	Trident
QH	Ogre	QS	Crow
JH	Sea	JS	Djinni

The Deck of Destinies cards have the following individual effects:

Black Sword: Character gains 1 level.

Crow: Character grows a pair of black, feathered, wings that bestow the benefits of a *cloak of flying*. The wings are permanent additions to the character's body.

Djinni: Character gains one *wish*, which must be used within 24 hours.

Druid: Character gains the enmity of nature. At least once every 2 months, a natural disaster (DM's choice) affects the character and everything within a 10-mile radius of him or her.

Gauntlet: Character's off-hand and forearm grow a layer of slimy fungus, which returns in 1d12 hours if removed. The character's touch upon the earth or any

other fertile surface causes a 1-foot-diameter ring of mushrooms to grow within 1 turn.

Giant Crab: Character permanently grows 60% larger. The giant character gains an additional 20 hit points and 5 points of Strength (to a maximum of 20 Str), but loses 3 points of Dexterity. Lost Dexterity returns at a rate of 1 point per month as the character adjusts to the new size. Items do not grow to match the character's new size, however.

Hammer: Character inflicts 5 points of damage over and above normal with a fist attack.

Ice Sword: Character can use *chill touch* as a 12th-level caster once per day.

Magma: Character sinks into the earth over the course of 4 rounds. The tunnel so created closes up 10 rounds after descent begins, expelling any other being within it to the surface and inflicting 1d6 points of damage in the process. The user reaches magma at the beginning of the 5th round unless a *dispel magic* (against an effect cast at 20th level) negates the effect before that time. (Rate of descent and distance traveled vary with the depth of the magma.) Immersion in magma inflicts 20d6 points of damage per round and negates the victim's ability to breathe.

Hand of Youth: Character's natural lifespan increases by 1d10 × 100 years.

Ogre: Character's Strength increases to 18/00, but Intelligence drops by 7 (to a minimum of 5).

Sea: Character gains the enmity of the sea. Every time the character journeys on a large body of water, roll 1d4 to determine to determine which creatures of the deep attack: 2d10 sahuagin on a 1, 2d4 giant sharks on a 2, two sirines on a 3, or one giant squid on a 4.

Skull: Character's forehead visibly swells as his or her Intelligence increases by 5 points (to a maximum of 21).

Trident: Character gains the at-will abilities to breathe water, swim at a movement rate of 15, and use *friends* on all natural marine creatures as a 12th-level caster.

Vampire: Character loses 2 levels as if drained by a vampire's touch.

Withered Hand: Character ages to a point only minutes away from a natural death and must make a successful System Shock roll each turn thereafter to avoid dying of old age until anti-aging magic can be applied.

61. Anteroom

The stained marble of this large anteroom shows the effects of extreme age. Large brown spatters decorate the east wall and the adjacent floor section, where three particularly emaciated gnome corpses lie.

These three gnomes met their end after drawing the attention of the bloodwights occupying area 62. A search of the area reveals a trail of dried blood, such as a slug or other wormlike creature might leave, connecting the site where the bodies lie with the exit in the southern wall.

Examination of the corpses reveals extraordinary blood loss, as well as what might be described as massive pore enlargement. The bodies are completely dry and likely to crumble if handled or moved. Characters with the Healing proficiency can determine, with a successful proficiency check, that the blood in these bodies was not sucked out, but expelled.



62. Edgeworks

This marble-paved room measures almost 60 feet on each side, except for the northeast corner, which falls away into the depths of an even larger basin. A profusion of rusted iron coils covers the southern wall, and in the heart of this metallic nest is a broken iron bowl. A particularly wide pipe extends from this assembly over the edge of the basin to the northeast—a clear indication that it must once have collected the distillate from these coils. A dank, coppery odor suffuses the air; it seems to swell and fade in conjunction with the movements of several undulating, man-sized blobs of ruby-red mucous on the floor.

These seven jellied red blobs are bloodwights—creatures born from the Basin of Boundless Life (area 63), which connects with the northwest corner of this room. They attack any living creature that enters this chamber and pursue those who flee until they or their quarry are dead.

The original Keraptis wanted to manufacture a pool of pure life-principle, which he hoped would grant immortality to any living being submerged in it. To that end, he crafted an ingenious device to distill a very special alchemical sample from the reinforced iron-alloy vessel in the distillery's heart. No surviving scroll or tome records the actual nature of the sample he used; however, all four False Kerapti "recall" that it was an actual sample of a forbidden timespace—possibly a halfworld or demiplane. Whatever the truth, Keraptis managed to distill a significant quantity of magical liquid and collect it in the adjoining basin chamber (area 63). Unfortunately, this wondrous elixir proved too volatile to advance the wizard's ultimate goal, so he eventually abandoned this line of research.

Bloodwights (7): See "Appendix: Monster Summary."

63. Basin of Boundless Life

A vast basin, measuring some 80 feet in diameter, adjoins three equidistant ledges. About 20 feet below the level of the entryway, the surface of a pool shines brightly, illuminating the entire cavern. A strange silvery material coats the sides of the basin itself, reflecting the light from the pool. The shifting of the earth has evidently breached the wall in the southeastern section of the chamber, opening a wide fissure and cracking the side of the basin itself. It appears that much of the shining fluid has already leaked out through this crack; what remains is viscid, phosphorescent, and constantly in motion, swirling slowly in random currents generated by no visible source.

The basin holds the remaining pure life principle distilled from the apparatus in area 62. Like *potions of healing* and healing spells, the liquid does accelerate life; however, as

Bloodwights

Bloodwights are not undead creatures; they are living clots of animate blood created by the too-concentrated life energies in the Basin of Boundless Life. Mystically enhanced surface tension gives a bloodwight its definition and shape, though it does not possess a normal physical body.

When a bloodwight senses red blood within 30 feet, it elongates to form a 10-foot-long, sluglike shape, which moves toward the blood source at a fast crawl. When it closes to melee range, the bloodwight raises the front half of its "body" upright and extrudes long arms with which to attack its prey. In this position, it resembles a headless humanoid with a sluglike tail instead of legs. Often, the visages of past victims form and submerge in its "chest" as it moves, bulging out like relief sculptures.

The creature's touch causes the target's body to expel a portion of its own blood through the pores, inflicting 2d4 points of damage. The bloodwight immediately absorbs the expelled blood, gaining the victim's lost hit points on a 1 per 1 basis, up to the maximum its hit dice allow (66). The creature retains the added hit points permanently, as though they were its own, until it reaches the maximum. At that point, it stops attacking for 1 round and divides into two bloodwights of 33 hp each, which then resume the battle.

The bloodwight can melee only one target per round, but if both its attacks hit, the victim must make a successful saving throw vs. death magic to avoid catastrophic blood expulsion. Those who fail lose a percentage of their remaining blood and hit points. Roll 1d4; a result of 1 indicates a 25% loss, 2 a 50% loss, 3 a 75% loss, and 4 a 100% loss.

Only magical weapons of +1 or better enchantment can hit a bloodwight, and even then the creatures suffer only 1 point of damage per successful hit from piercing or slashing weapons and half damage from blunt weapons. In addition, bloodwights suffer no damage from normal fire and half damage from magical fire (or none with a successful saving throw vs. spell). Cold-based attacks affect the creatures as a *slow* spell, and they are immune to *sleep*, *charm*, *hold*, and other mind-affecting spells. Furthermore, so long as its hit point total remains above 0, a bloodwight regenerates 1 hit point per round up to its current maximum. However, a *purify water* spell instantly kills one bloodwight.

there is no priestly intent or deity involvement to direct this, it remains a volatile, dangerous solution. No living creature can safely take more than two sips from the pool; a third drink is fatal, as is submersion.

The sides of the basin are extremely slippery, and there is no catwalk around the edge. Special climbing techniques, ropes, or magic may allow PCs to reach the liquid safely, but without such assistance, any character who tries to inch down the side for a sip must make a success-



ful Dexterity check at -6 or slide into the liquid at the bottom (see "Submersion," below).

The first sip from the viscid pool grants the combined benefits of a *heal* and a *restoration* spell. A second sip grants the same benefits as the first and also reduces the imbiber's age by 50% (to a minimum of 18 years). A third sip is lethal, affecting the imbiber as described in "Submersion," below.

Submersion

The liquid life-principle in the pool immediately suffuses anyone who falls into it, adding 2d6 hp per round to the affected creature's current total, even after direct contact with the liquid has ceased. At first this may not seem so bad, as the extra hit points first go toward healing any

damage, then continue accruing in excess of the recipient's normal total, bestowing unbelievable vitality. At double normal hit points, however, the affected creature's body can no longer handle the burgeoning life energy, so it explodes into gobbets of pulverized flesh. Though the victim dies instantly, his or her blood takes on a horrible life of its own, coalescing into 1d2 new bloodwights. Unlike other living things, bloodwights are immune to the effects of the liquid life-principle and can swim freely in it if they choose.

Inanimate objects submerged in the pool take on life-like properties after 10 rounds, as though under the influence of the priest spell *animate object*, except that they are under no one's control. Animated objects attempt to get clear of the pool by any means at their disposal. Those unable to escape within 10 rounds of gaining life become overinfused and burst into so much monatomic mist. Thus, only the special inert coating of the basin can safely contain the liquid life-principle. Any vial, wineskin, or other container eventually animates, then blows asunder.

Note that the spell *protection from positive energy* (the reversed form of *protection from negative energy*) delays the effects of submersion. When its duration lapses, however, the lethal buildup of life energy begins.

Mossmutter

The False Keraptis known as Mossmutter began life as a mold wyrm. Already a product of leakage from the Basin of Boundless Life (see area 63), the creature accidentally fell into the pool of pure life-principle while fleeing from hungry fungus hulks. Of course, the eventual explosion blew the creature into tiny pieces, but some of its spores survived that process. They germinated, grew into a colony, and eventually became a new mold wyrm—one with rudimentary sentience. As chance would have it, this evolved mold wyrm swallowed a gnome who had just become a False Keraptis. This new pretender had just used his entire working complement of spell-like abilities in a battle with several fungus hulks. (This certainly amounted to overkill, but this gnome was not known for wisdom.) As the gnome lay dying inside the mold wyrm, his mind took the only other action it could and ejected the *K: complete imprint* as an attack against the mold wyrm, thus creating the first fungus-based False Keraptis.

Unlike the other False Kerapti, Mossmutter prefers to accumulate subsumed minds through direct fungal infection. Instead of passing out K-imprint scrolls, he transmits imprints through his infected spores. Because of this, victims of his spore cough become vegetative skin puppets in his service rather than young mold wyrms. At present, he functions as a 17th-level wizard because of the fifty-one skin puppets in his hierarchy. Mossmutter envisions an underworld realm controlled by one dominant, contiguous bed of fungal consciousness: him!

The mold wyrm's "memories" of being Keraptis are even more hazy and damaged than those of the other False Kerapti. He "remembers" being human once, but rationalizes his current fungal incarnation as a magical experiment that, though he's forgotten its particulars, was obviously a success. Despite his imperfect memory, however, the mold wyrm did manage to locate and claim one of the original implements of power: Frostrazor. Unable to use it personally, he allows his trusted follower Saprophis to wield the weapon for him.

64. Connections

A bright glow from the room beyond this fissure bathes the rough passageway in light. The rocky tunnel is empty, except for a few piles of rubble and standing pools of dank liquid.

Some years ago, an earthquake forcefully connected the maze of lava tubes below White Plume Mountain with one of the ledges overlooking the Basin of Boundless Life (area 63). That same event cracked the basin, allowing a substantial amount of the liquid life-principle it contained to leak into the bowels of the earth, generating astounding consequences.

Three bloodwights pool innocuously in earthy depressions here, waiting to attack any living creature that passes.

Bloodwights (3): See "Appendix: Monster Summary."

Mossmutter's Domain

The False Keraptis Mossmutter claims areas 65-74, though his forces are constantly at war with those of Killjoy and Spatterdock in all rooms except 68 and 74. The lava tubes, fissures, and natural caverns in this section vary in height between 10 and 20 feet, unless noted otherwise. The prevailing temperature and humidity are quite high, causing characters to tire twice as quickly as normal. The heat is not sufficient to inflict damage, except where explicitly noted.



65. Lava Tube Node

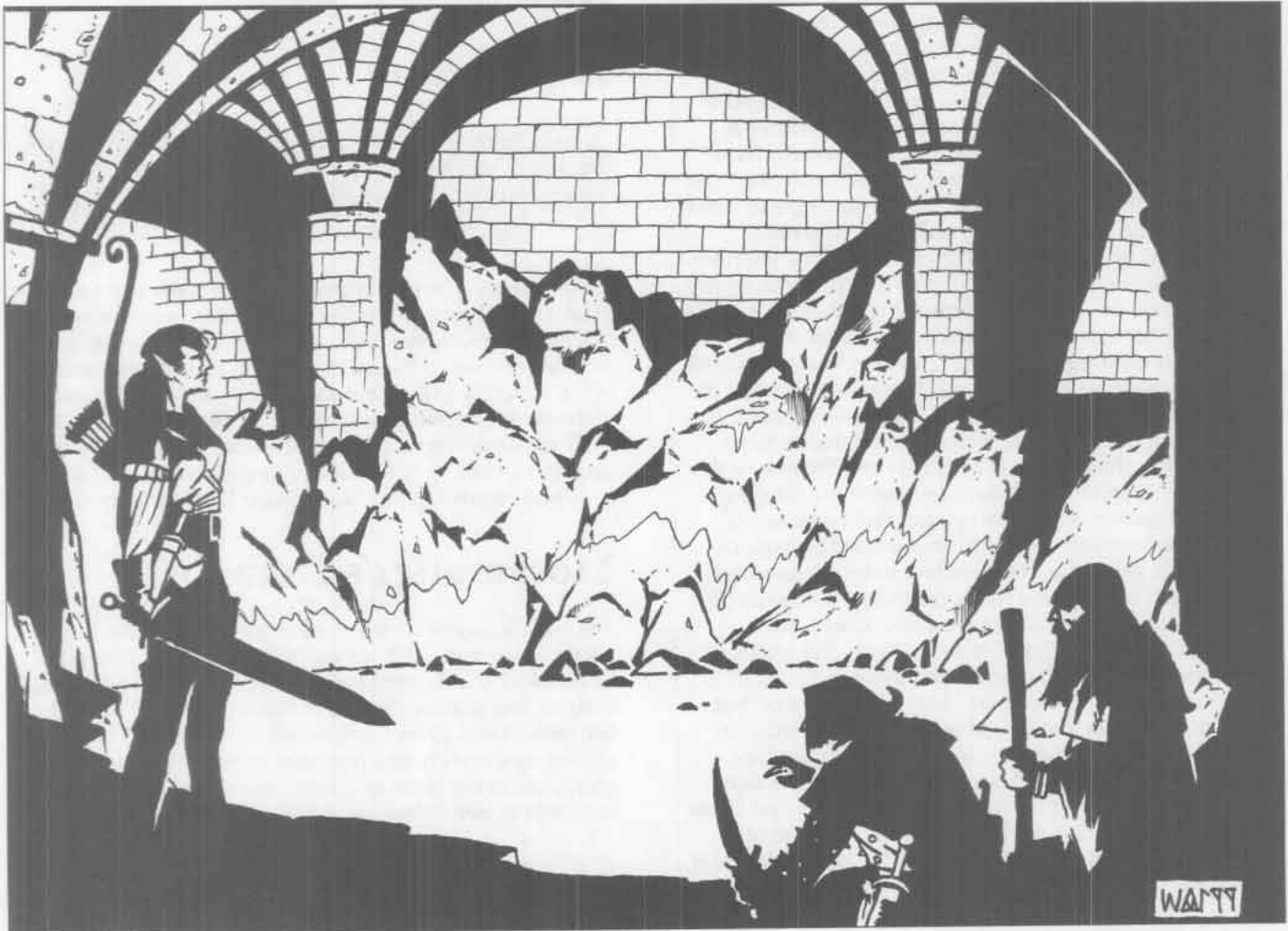
The tunnel widens here, forming a natural cavern. Like the nearby passageways, this node is hot, humid, and home to various small colonies of fungus and lichen.

Each chamber keyed to this entry contains one of the unique items on the list below. (Roll 1d6 to match items with chambers, ignoring any results that would duplicate an item.) The PCs have a 50% chance to discover the item in any given room for each turn they spend searching.

1d6 Unique Node Items/Features

- 1 Two half-rotted shells of fungus hulks lie amid the rubble. They evidently died of grievous wounds inflicted by a mouth the size of a dragon's.
- 2 A skeletal hand protrudes from beneath a large rock. Investigation reveals a humanoid skeleton (actually that of a drow) crushed beneath a rockfall. Amid the rags and tatters on the body is one interesting item—a *wand of paralyzation*.

- 3 Against one wall, under some debris, are three dead gnomes. Apparently they died from a strange fungal infection in their mouths and lungs.
- 4 Hidden under a layer of lichen on the wall is a display of graffiti (written in Common) that reads: "The Leviathan, born of the arcanowaste Keraptis left behind, swims the molten seas at the center."
- 5 Among a growth of bulbous fungal polyps stands one that looks strangely like a mouthless man. Investigation reveals that the apparition is wholly vegetable and fungoid in nature. Its shape must be just a coincidence—right?
- 6 A cool breeze blows from a fissure in the floor, bringing with it the faint scents of lilac and pine. This crack eventually opens onto the surface many miles to the south of White Plume Mountain—though most of its connecting fissures are only inches wide.





Mold Wurm

This creature is a fungal behemoth created by leakage from the Basin of Boundless Life. It has both a passive and an active form.

In its passive state, the mold wurm spreads out over a surface area roughly 60 feet in diameter, appearing as a continuous layer of grayish, scaly mold on the floor, walls, and ceiling of a tunnel or cavern. The resting mold wurm simply covers up any nonambulatory natural molds and fungi already growing in the area it occupies. In this state, it always keeps a pile of jagged stones (usually obsidian) resembling a cairn somewhere on its thinly spread body.

When aroused by movement or vibration within its chamber, the fungus layer liquefies, flowing into a huge animate shape over the course of a single round. As it activates, it incorporates the jagged obsidian shards into its mouth to serve as teeth, placing them in several circular rows. In its fully active state, the mold wurm appears as a mold-covered, gray-scaled worm with a huge, toothy maw, but no eyes and other sensory apparatus.

If the mold wurm's bite attack exceeds the required "to hit" score by 4 or more against a size M or smaller target, the latter must make a successful saving throw vs. death magic or be swallowed whole. A swallowed victim suffers the effects of the spore cough (see below) every round while inside the mold wurm (no saving throw). Those victims not immediately overcome may attempt to cut their way out with small slashing or piercing weapons such as daggers. Anyone who delivers 20 points of damage in this manner against the wurm's AC 9 interior creates a slit large enough to permit escape at the beginning of the next round. Though the wurm cannot swallow size L or larger creatures, this attack inflicts double normal damage against them.

Three times per day, the mold wurm can cough forth a cloud of greenish-gray spores. Any nonvegetable creature within a 30 × 30 foot area must make a successful saving throw vs. death magic or cough for 1d4+2 rounds, suffering 1d6 points of damage per round and incurring a -2 penalty on all attack rolls, saving throws, ability checks, and proficiency checks until the coughing stops. A *slow poison*, *neutralize poison*, or *cure disease* applied during this time dispels the coughing fit and prevents the infection

that would otherwise follow. Victims who stop coughing without benefit of healing magic have incorporated the mold wurm spores into their own bodies. This infection suspends all natural healing and causes victims to become ravenous. If they do not eat double their normal rations each day, they begin to waste away, losing 10% of their original hit points each day. Though *slow poison*, *neutralize poison*, or *cure disease* can remove the affliction instantly, infected characters become very protective of the "warmth" they feel growing within, refusing all magical healing and escaping at the earliest opportunity from any companions who try to cure them. After 1d6+6 days of infection, the victim's skin sloughs away, revealing a gelatinous mass of grayish mold that has replaced his or her internal organs. This goo splashes down like a column of viscous water to form a scaly mold layer covering a 30-foot-diameter area. The victim is now a brand-new mold wurm with one-fourth of such a creature's normal Hit Dice. The new wurm must rest for 8 hours before it can assume its active form.

Even with a successful saving throw against the spore cough, any creature within the spore cloud's area of effect breathes in a whiff of the disruptive spores and coughs violently, suffering the same damage and action penalty as those who failed their saving throws, but for only 1 round. They do not, however, become infected with spores. Vegetable- and fungus-based creatures (such as fungus hulks) that fail their saving throws suffer 1d10 points of damage from invading spores, but no infection.

Because of the trace of pure life-principle in the mold wurm's body, it suffers only 50% of normal damage from physical attacks (including those of magic weapons) and can regenerate all lost hit points with 4 hours of rest in its passive state. The creature also has 10% magic resistance and is immune to *sleep*, *charm*, *hold*, and other mind-affecting spells.

Mold wurms cannot remain active all the time, however. The creature must spend 8 out of every 24 hours resting in its passive state or begin losing 20% of its original hit points per hour. It can arrest this hit point loss at any time by resuming its passive state. While passive or shifting between states, the mold wurm suffers double normal damage from damage-producing area effect spells. Attacks of any sort cause the creature to resume its active state immediately, regardless of the consequences.

66. Egg Node

This cavern contains a fungal egg mass like that in area 48.
Fungal egg mass (1): See "Appendix: Monster Summary."

67. Ascent

This connecting tunnel angles steeply upward and eventually opens into area 47 of the Entrance Level, where it connects with a system of similar tunnels.

68. Guarded Node

The tunnel widens here, forming a natural cavern. In the dim light provided by the phosphorescent lichen, you can see four hulking, human-shaped figures standing near a large, rounded boulder.

The two caverns keyed to this entry are the most obvious entry points to the massive lava bubble (area 74) that currently serves as Mossmutter's base of operations. He has



posted four fungus hulks at each entrance to guard against incursions by the other False Kerapti, as well as the depredations of wandering vegetable and fungoid creatures. Unless Mossmutter specifically commands them otherwise, these guards attack any creature that attacks them first or attempts to enter the lava bubble.

The large boulder in each cavern blocks the actual entrance to the lava bubble. A single fungus hulk is strong enough to roll the stone away in a single round. For PCs to accomplish this, at least two characters must combine their Strength against the boulder, and one of those characters must make a successful Bend Bars/Lift Gates roll.

Fungus hulks (4): See "Appendix: Monster Summary."

69. Coils of the Wyrms

A strange gray fungus obviously has the upper hand over other varieties in this natural cavern. It coats almost every surface, spreading in a thin, scaly layer that even covers other outgrowths of lichen, mold, and fungus. In the center of the chamber is a large cairn built of sharp obsidian rocks.

Centuries of leakage from the Basin of Boundless Life have nurtured abnormal subterranean vegetable and fungus populations within the caverns keyed to this entry. The gray, scaly-looking fungus is a particularly lethal example known as a mold wyrm. Any creature entering one of these caverns is subject to its attack.

Mold Wyrms (1): See "Appendix: Monster Summary."

70. Dug In

Tumbled rock and earthy debris are all that remains of the north and south walls of worked marble chamber. Stacks of rock and loose floor tiles form two rough walls, each 8 to 10 feet high, in the central portion of the room. These crude barriers provide cover for two groups of combatants—some gnomes and a burning humanoid near the western door and several grayish-pink humanoids in the company of a large fungus creature near the eastern entrance.

In this chamber, the forces of Killjoy (nine subsumed gnomes and a burning golem at Point A) contest with those of Mossmutter (nine skin puppets and one fungus hulk at Point B). Regardless of where the PCs enter, each side sees them as reinforcements for the enemy. The conflict quickly becomes a massive free-for-all as both groups include the newcomers in their attacks. Both False Kerapti are watching the battle through their subsumed

minds. If either has reason to want the PCs alive for the moment, his group stops attacking the party after 1d3 rounds; otherwise, neither side responds to any attempts at parley.

Burning golem (1): See "Appendix: Monster Summary."

Fungus hulk (1): See "Appendix: Monster Summary."

Skin puppets (9): See "Appendix: Monster Summary."

Subsumed gnomes, male and female (9): See "Appendix: Monster Summary."

71. Collapsed Chamber

The original Keraptis once used this chamber as his personal study, but the constant skirmishes of the False Kerapti have long since collapsed the ceiling, forming a new wall of hardened earth, stone, and sand to the south. The basalt boulders scattered here and there have left grooves and scratches on a once-polished marble floor.

72. Deadly Inhalations

A few patches of fungus on the walls, floor, and ceiling of this large cavern emit a faint, blue phosphorescence. The light is brightest around the many silent, still forms lying on the floor. A slight breeze flows through the room toward the southeastern exit.

Twenty-two corpses are slowly decomposing in this chamber. Most are gnomes, although there are a few random creatures of the Underdark as well (two cavefishers, a duergar, and one kuo-toa). A character with the Healing proficiency can make a successful proficiency check to determine that they died from asphyxiation.

A combination of natural ventilation and magic ensures that habitable conditions exist throughout most of the worked chambers in the mountain. But some time ago, earth movements broke open a magma reservoir that now connects directly with this chamber and its neighbor via numerous small cracks in the walls. Pressurized gases from the magma chamber find release through those openings, flowing through the two rooms and eventually dissipating to the outside through the mountain's natural ventilation tubes. Unfortunately, there is no oxygen in the gaseous mixture that continually floods this room. A rare kind of fungus that grows particularly well in the absence of oxygen is what produces the blue phosphorescence.

The gas filling this room is completely indiscernible from normal air, but the lack of oxygen extinguishes open flames within 1 round. After 2 rounds in this chamber, any air-breathing creature must make a successful saving throw vs. death magic each round (unpenalized the first time, but with a cumulative -2 penalty thereafter) to remain unaffected. Failure indicates that the victim loses consciousness, perishing after 1d4+2 rounds of exposure. Any unconscious character dragged free of the affected area may attempt one



more saving throw vs. death magic; those who succeed revive after 1d4 rounds and those who fail die.

A thick layer of glowing blue fungus covers the bodies of the past victims. Two turns of searching reveal a set of *chainmail* +1 and a *battleaxe* +1 on the body of the duergar. In addition, his rotted leather pouch has spilled 261 gp and 19 gems (each worth 20 gp) onto the ground. This duergar, Kadurgud by name, was part of a larger force that came to White Plume Mountain on a special mission (see area 73).

73. Victims

Blue phosphorescence dimly illuminates this rough cavern. In the far corner, three small forms covered with glowing fungus lie unmoving, curled into fetal positions.

As in area 72, lack of oxygen extinguishes any open flames here within 1 round. These three duergar—Gadar, Tothguer, and Landis—made it only a little farther than their friend Kadurgud in area 72 before succumbing to asphyxiation.

These four came to White Plume Mountain on behalf of a duergar priest named Naentoth, who sought the aid of the fabled wizard Keraptis in overthrowing the corrupt leaders of his city. Unfortunately, the diplomatic force chose these chambers in which to hide from a hungry mold wyrm. The duergar, usually experts on the dangers of the Underdark, died before they even suspected their peril.

Two turns of searching here reveals two sets of dwarf-sized *chainmail* +1, one set of *chainmail* +2, two *shields* +1, one *shield* +3, two *warhammers* +1, a *short sword* +1, and a *short sword* +3 with the word "Tanglelance" carved into the hilt. (This weapon affects its wielder as a *ring of free action*.) The duergars' rotted belt pouches yield a total of 672 gp and 45 gems, each worth 20 gp. Attached to Gadar's belt is a bone scrollcase containing a letter written in Common:

Greetings to the noble wizard Keraptis!

A devout priest of Laduguer seeks your aid in a pressing matter and is willing to reward you handsomely for your indispensable attention. If you wish to learn more, send an envoy back to me; my duergar escorts will show the way.

—Naentoth of Selvandel's Colony.

Vampire Moss

This pale green, netlike mass is a parasite that can draw nourishment from nearly any creature, though it attacks mammals preferentially. Any warm-blooded creature passing within 30 feet of vampire moss feels a prickling sensation and must make a successful Constitution check to avoid a life drain attack. Failure indicates that the moss has established a psychic feeding link with its target. Thereafter, the moss drains 1 hit point per round from the victim until it has drawn four times its own hit point total ($4 \times 4 = 16$ points), or the victim dies or leaves the area. Any victim whose hit points drop to 50% of normal while a link is in force must make a successful Constitution check for every subsequent round of draining or fall unconscious.

Vampire moss can attempt a feeding link each round that potential victims remain within range. A single specimen can link with only one victim at a time, but multiple mats in the same vicinity could attempt links with multiple targets, or all of them could try for the same target. While the moss feeds, its green color intensifies, eventually becoming a vivid emerald. A patch of vampire moss becomes satiated for twelve hours after draining 16 hit points.

The only way to kill vampire moss is to rip it into tiny shreds or burn it. The creature regenerates all other damage at the rate of 2 hit points per week.

74. Mossmutter's Lair

Before you stretches an eerily beautiful fungalscape, colorful enough to rival the finest flower gardens on the surface. Gigantic mushrooms, small polyps, toadstools, puffballs, molds, fungi, and lichens of every shade run riot. Green phosphorescent mists float over and through this strange garden, obscuring what lies beyond and above. Bioluminescent caps on towering toadstools provide additional light, bathing the garden in a cool, blue-green glow. The odor, a combination of citrus, baking bread, and pure rot, drowns out every other competing smell.

This vast cavern harbors its own miniature ecosystem. The original Keraptis seeded and tended this garden while he remained on the Prime Material Plane, but centuries of residual leakage from the Basin of Boundless Life (area 63) have added considerable diversity and vitality to the garden. A small natural hot spring at Point B provides moisture to maintain the incredible profusion of life that exists here.

The green mist is actually a haze of innocuous, slightly phosphorescent spores that limits vision to a 60-foot radius. The spores also muffle excessive sound, confining normal conversation to a 60-foot radius and louder sounds (such as shouts and battle noise) to a range of 120



feet. Because of this, conflict in one keyed section of the cavern does not draw foes from any other area.

74A. Vampire Moss: An especially nasty strain of vampire moss infests the areas keyed to this entry. As there are so many similar lifeforms in this chamber, only a character specifically on the lookout for this type can spot it before entering its area of influence (a 30-foot radius of the plant), and then only with a successful saving throw vs. death magic.

Vampire Moss (1d6+4): See "Appendix: Monster Summary."

74B. Hot Spring: The soft moss on the cavern floor gives way to warm, swampy soil around the natural hot spring that bubbles up into a pool at this spot. A strong stench of sulfur wafts from the surface of water, which is boiling hot. Any mammal, bird, or reptile drinking the water from this pool must make a successful saving throw vs. poison or become nauseated for 1 turn (-4 penalty to all attack rolls, saving throws, ability checks, and proficiency checks). Because the pool serves as a water source for the entire cavern, roll for wandering monsters each turn that the heroes remain within 30 feet of the pool.

74C. Refugees: Mossmutter has managed to eradicate most of the myconids in the mountain, except for one last group holed up in this cavern. In hopes of preserving themselves, these myconids have placed a pit trap (marked with a "T" on the map) at the entrance to their hidey-hole. Mats woven of treated fungus fibers and camouflaged with loose dirt cover a 20-foot × 20-foot section of the cavern floor. More than 40 pounds of weight on any of these spots causes a 5-foot × 5-foot section give way, dropping victims onto a bed of jagged rocks 20 feet below. A falling character who makes a successful saving throw vs. paralysis with a -3 penalty manages to catch the edge of the pit and avoid falling. Those who fail suffer 2d6 points of damage from the fall, plus 3d6 additional points from the rocks. As long as any myconids remain alive, they reset the trap within 6 hours.

Whether or not the PCs run afoul of the trap, they encounter the surviving myconids shortly after entering this subcavern.

In the center of this small cavern stands a structure resembling a low, round ziggurat. Clear liquid fills a basin carved into the center of its highest level. On a platform around this artificial pool stand five large humanoid figures who have far too much in common with toadstools.

The myconids defend themselves if the PCs attack; otherwise they greet the party cautiously via their rapport spores (see below). Even casual inspection reveals that all these creatures are wounded and haggard. Arrayed behind them, in the rear of the cavern, are the bodies of several more of their kind.

Myconids

Myconid flesh is bloated and spongy, varying in color from purple to gray. Myconids' dark eyes burn with intelligence. They have no mouth orifices.

These peaceful fungoids can emit spores of various types (depending on their Hit Dice) that affect all life forms—including vegetable- and fungus-based creatures—in the same way. A 1-HD myconid can emit only *distress* spores, which alert all other myconids to danger within a 120-foot radius. At 2 HD, they gain *reproducer* spores, which sprout from any suitable soil or compost on which they land to form new myconids. At 3 HD, the creatures can produce *rapport* spores, which allow them to communicate telepathically with all intelligent creatures. A 4-HD myconid can emit a 40-foot-radius cloud of *pacifier* spores. Any creature caught within this cloud must make a successful saving throw vs. poison or stand totally passive for a number of rounds equal to the Hit Dice of the myconid that produced the spores. At 5 HD, the creature can fire a puff of *hallucinator* spores at one target, who must then make a successful saving throw vs. poison or suffer violent, debilitating hallucinations for a number of turns equal to the HD of the attacking myconid. Such a victim can take no actions until the effect ends.

Once convinced that the PCs are not pawns of Mossmutter, the myconids visibly relax. They offer the heroes sanctuary here whenever they require it, as well as safe-to-eat food and any other amenities they can provide. In addition, they are willing to treat one PC (and one only) with a special spore that grants immunity to spore infections for 1 month, though not from actual damage resulting from spore attacks.

These creatures can also provide the party with useful information about Mossmutter, including his exact location (74G), appearance, and defenses (including Saprophis and Frostrazor). Though they do not know precisely what he is, they speculate that he is related to a mold wyrm because of his spore cough. In addition, the myconids are well aware of the whole situation below White Plume Mountain. If the PCs have not yet discovered the nature of the threat and how to avert it, the fungal creatures happily provide them with the same information as the Resistance leader Nix would have (see area 26).

If PCs promise to overthrow Mossmutter, 1d4+1 of the myconids offer to accompany them and render such aid as they can, though they refuse to leave the confines of the greater chamber (area 74). Once Mossmutter is dead, the surviving myconids thank the PCs wholeheartedly and return to their peaceful lives in the chamber.

Myconids (5): See "Appendix: Monster Summary."

74D. Phycomids: Keraptis seeded his fungal garden with only passive specimens, but dangerous fungoids have since colonized this cavern. A cluster of phycomids grows at each point keyed to this entry. These fibrous blobs of



decomposing, milk-colored matter blend in well with the other fungi in this riotous garden, so only a character specifically on the lookout for them can spot a colony before entering its area of influence (a 12-foot radius around the growth), and then only with a successful saving throw vs. death magic. When a phycomid detects heat, sound, or vibration within that area, it extrudes a small tube that discharges a dangerous alkaline blob to a range of 1d6+6 feet.

Phycomid (1d4+1): See "Appendix: Monster Summary."

74E. Slug of Remarkable Size: The bane of the lifeforms in this area is a giant slug that slithers through the cavern, dining on choice mushrooms and lichens. This creature, like many others here, owes its immense size to years of feeding on lichens suffused with Boundless Life residue. The giant slug defends itself against any PC attacks; otherwise it ignores the party. Heroes with the appropriate types of magic may attempt to *charm* the creature and use it as either an ally or a diversion.

Giant Slug (1): See "Appendix: Monster Summary."

74F. Skin Puppet Rings: A ring of twelve skin puppets resides in each of the three areas keyed to this entry. The dense fungal foliage and spore haze makes it difficult to spot one at a distance, especially since unmoving skin puppets resemble bulbous polyps. A PC specifically on the lookout for the creatures can spot a ring at a distance of 50 feet with a successful saving throw vs. death magic; otherwise, the characters and skin puppets notice each other simultaneously at a distance of 20 feet.

Because skin puppets are part of Mossmutter's hierarchical mind, he sees the heroes as soon as they do. The False Keraptis instructs the group nearest the intruders to attack and calls the others to his side to bolster his strength. Thus, once the PCs have finished dealing with one set of skin puppets, they meet no others until they reach 74G. All that remains at the other two points labeled "F" are depressions in the soil where the ring once stood.

Skin puppets (12): See "Appendix: Monster Summary."

74G. Mossmutter: The False Keraptis known as Mossmutter inhabits this portion of the great cavern.

Like the adjacent vault, this cavernous antechamber is flush with unrestrained fungal growth. Here, however, the phosphorescent mists swirl in a visible maelstrom centered upon a 50-foot tower in the center of the chamber. Nearby, several humanoid figures attired in strange suits of fungal webbing tend some unique fungal specimens. A large gnome in full plate armor directs the garden tenders, emphasizing his commands by waving around what could be a long crystal staff. A single, hulking, hunchbacked figure stands idly by.

The 50-foot-tall, 10-foot-diameter tower is Mossmutter himself. He spends 100% of his time in this chamber, as he

Skin Puppets

Skin puppets are victims of Mossmutter's special spore cough. Most are humanoid, though a few were once creatures of other species.

As the name implies, the skin of this monster resembles an ill-made garment, torn and patched in numerous places. A gray fungal goo oozes forth from cracks and gaps in the skin, eventually hardening into "patches" of crusty material. Hundreds of fibrous threads cover the skin puppet like a too-tight bodynet; without this support, the whole creature would collapse into so much fungal jelly.

When a skin puppet dies, its confining skin splits, allowing the gray gel inside to spill forth onto the ground. The resulting pool of goo is actually a brand-new, quarter-strength (15 hp) mold wyrm that must rest in its passive state for 8 hours before it can assume active form.

Skin puppets are subsumed minds in Mossmutter's hierarchy. Unlike other subsumed minds, however, skin puppets have a modicum of free will and can decide to forego channeling spells to take their own autonomous actions, such as physically attacking foes.

Bone fragments incorporated into the skin puppet's fingertips serve as claws for physical attacks, inflicting 1d4 points of damage per successful hit. Furthermore, the gellike material of the creature's inner body seeps down over the claws constantly, inflicting a lesser version of the mold wyrm's spore cough on those who come into contact with it. Thus, every time the skin puppet inflicts damage with its claws, the victim must make a successful saving throw vs. paralyzation or suffer 1d6 points of additional damage and cough violently for 1 round. While coughing, the victim receives a -2 penalty to all attack rolls, saving throws, ability checks, and proficiency checks. Multiple failures in the same round result in cumulative penalties; that is, a -4 penalty for two failed saving throws, -6 for three, and so forth.) No secondary infection results from such contact, however.

When not acting on Mossmutter's orders, skin puppets arrange themselves in loose circles of 3d4+6 members, who sit separated from one another by 3 feet. This ring formation facilitates operations of the hierarchical mind, although there is no immediate detrimental effect on Mossmutter if several skin puppets break ranks to attack an intruder.

is rooted to the ground. The large gnome is Saprophis, the six creatures working the garden are skin puppets, and the hunchbacked figure is a fungus hulk loyal to Mossmutter.

As he lacks vocal cords, Mossmutter can communicate only through intermediaries, such as his gnome servant Saprophis or any one of his skin puppets. (The former speaks for his master; the latter channel his thoughts directly as unison speech.)



Frostrazor

Frostrazor is a *two-handed sword* +3 that inflicts 1d10+3 points of damage on a successful melee hit (or 3d6+3 points vs. size L or larger creatures). This archetypal weapon is completely composed of enchanted ice, but this causes no discomfort to anyone who grasps the hilt. Though the weapon constantly steams and drips, a magical recondensation process ensures that it never permanently loses any of its substance.

Proficiency with any type of sword allows wielders of less than size H to use Frostrazor without penalty. Each time the user rolls a 17, 18, 19, or 20 (natural) for a successful attack, a 6-inch ice shard breaks off in the wound, draining life in some form from the victim and transferring it to the wielder. Undead and nonliving foes are immune to such draining. The following table lists specific effect for the various shards.

Attack Roll	Shard Effect
17	Shard drains 1 hp per round from foe and transfers it to wielder.*
18	Shard drains 3 hp per round from foe and transfers them to wielder.*
19	Shard drains 1 Strength point from foe every 2 rounds and transfers it to wielder (to a maximum Strength score of 24).
20	Shard drains 1 level or HD from foe upon first embedding. If still lodged in the wound after 10 rounds, the shard has a 50% chance to drain one additional level before melting. The wielder gains any and all lost levels, increasing THAC0 and attacks/round accordingly.

*Damage to the wielder accrues against stolen hit points first.

The heroes may not immediately realize which entity is in charge here. Saprophis, wearing full plate armor (with no helm) and holding a two-handed sword made of steaming ice, steps forward upon seeing intruders and orders them to stop. He does not initiate combat at this point, but readily defends himself and his lord if attacked (see "Melee Tactics"). Otherwise, he questions the PCs about their business in the demesne of Keraptis (see "Negotiations").

Other than the gnome's possessions, the only items of value here are fungi growing in the garden. Mossmutter, himself a miracle of fungal evolution, is very interested in developing new varieties of useful fungus. Someday, he hopes to augment himself by splicing such creations into his own physical form. Anyone proficient in Herbalism, given 1 hour of uninterrupted study per specimen and a successful proficiency check, discovers rare specimens that offer the following benefits:

- **Regenerator:** Two applications of this fungus to a wound allow an injured character to regenerate 1d4 hp/turn for 10 turns. The patient must, however, avoid

This effect allows the wielder to exceed normal hit points, Strength, and level limits. All stolen benefits fade after 30 minutes, including excess hit points not lost in combat. Victims who survive an encounter with Frostrazor regain drained hit points and Strength points at a rate of 1 per turn; level loss, however, is permanent.

A victim who forsakes all other actions for 1 round and makes a successful saving throw vs. death magic can remove one shard, thus halting the draining effect. Upon removal (or after 10 rounds of draining), the shard melts—even in freezing conditions—and its substance magically returns to the sword, restoring the blade to perfect condition. Nothing can prevent this reacquisition process; even a *wish* merely delays it for 1d10 rounds. In exceedingly rare instances (1% chance), a shard fails to melt. Such lingering shards are 99% unusable, but 1% of them function as *daggers* +2. The potent weapon known as Icerazor was created in just this way.

In addition to all this, any killing stroke with Frostrazor (including death caused by an embedded shard) instantly freezes the opponent solid. Any touch is 50% likely to shatter the frozen victim, and a solid hit automatically splinters the body into so much debris, negating any possibility of the victim's being helped by a *raise dead* spell.

Unlike the other three enchanted weapons that once belonged to Keraptis, Frostrazor is not sentient and does not communicate with its wielder. If it does possess Intelligence and a special purpose, it successfully harbors that secret.

Frostrazor has an XP value of 8,000.

melee and other strong physical exertions throughout that time or forego all benefit from the treatment.

- **Disinfector:** One inhalation of the spores from this fungus immediately cures any type of spore infection, though it does not restore any lost hit points.
- **Insulator:** Two applications of this fungus directly to the skin cause mold to grow over the user's entire body, covering it completely within 1 hour. Though this sheath reduces the character's Charisma by 5 points, it negates the first 10 points of damage from any directed fire-based attack and half of all damage from boiling mud or magma for 3 rounds. Thereafter, it burns away, leaving no residue (and no further protection). If desired, the user can simply scrape away the moldy epidermis without risk of any harm.

Melee Tactics

If the PCs have encountered any group of skin puppets prior to entering this chamber, Mossmutter has already summoned the other two groups (6d4+12 skin puppets) to his side as backup for the six who always work here. If the



heroes bypassed all three skin puppet rings, the False Keraptis mobilizes them as soon as the party arrives. All 9d4+18 skin puppets begin moving to this chamber, arriving at a rate of six per round, beginning 3 rounds after Mossmutter notices the characters.

The False Keraptis can bend his gray, scaly length with ease to position his mouth anywhere within a 50-foot-radius of his base. He uses his rows of gnashing teeth to bite opponents or coughs his spores over a group of foes. Meanwhile, Saprophis engages the nearest fighter with Frostrazor, the fungus hulk attacks any convenient foe with its horrible violet-dripping claws, and the six skin puppets initially in the chamber attack physically. As more skin puppets arrive, three from each group of six find a relatively safe location and channel spells for Mossmutter while the other three wade into melee. Note that Saprophis will not attack his brother Thallo under any circumstances, but Mossmutter is more than willing to cough on the gnome and infect him with spores.

If Mossmutter dies, so too does his hierarchical mind. Any remaining skin puppets immediately split and burst, forming new, quarter-strength, passive-state mold wyrms. (Because of Mossmutter's unique inception, none of his subsumed minds have the capacity to contain his fungoid consciousness.)

Negotiations

Saprophis is not subsumed, so Mossmutter does not speak directly through him. He does, however, see through his servant's eyes and issue telepathic instructions. If questioned as to his identity, Saprophis merely replies, "I speak for Keraptis!" He acknowledges his name if the PCs mention it, but he declines to return with them or discuss the particulars of how he came to serve Keraptis. The gnome does not reveal Mossmutter's location under any circumstances.

Should the heroes convince Mossmutter that they wish to form an alliance, he demands (through Saprophis) that they join with him, body and soul. If anyone in the group agrees, the "tower" bends down and coughs upon the whole party. If no one agrees to this request, conflict ensues (see "Melee Tactics").

False Keraptis Mossmutter, enhanced mold wurm M17: AC 6; MV 9, burrow 9; HD 17; hp 105; THAC0 6; #AT 1 (bite); Dmg 5d4+5; SA spell channeling, swallow whole, spore cough; SD immunities, regeneration; SW rest, area effect spells; MR 25%; SZ G (50' long, 10' in diameter); ML elite (14); Int genius (17); AL CE; XP 13,000.

Special Abilities: SA—swallows opponent whole with bite attack 4 or more greater than score needed to hit (save vs. death magic to avoid, 20 points of slashing or piercing damage against AC 9 to escape, spore cough automatically affects swallowed victims); spore cough (3/day, 30' × 30' × 30' area) inflicts 1d6 points of damage/round, penalizes attack rolls, saving throws, ability checks, and proficiency checks by -2 for 1d4+2 rounds, and infects victim with spores (save vs. death magic drops duration to 1 round and prevents infection; active infection negates nat-

ural healing and turns victim into a skin puppet in 1d6+6 days if not cured; infection is curable only by a *cure disease* cast at 20th level, a *wish*, or a dose of *disinfectant* spores from Mossmutter's garden); SD—immune to *sleep*, *charm*, *hold*, and other mind-affecting spells; half damage from physical attacks; regenerates all damage after 4 hours in passive state; SW—must rest 8 out of every 24 hours or lose 20% of original hit points/hour; double damage from damage-producing area effect spells while passive or shifting states.

Spell-like Abilities (at 17th level): 1/day—*cloudkill*, *death fog*, *Evard's black tentacles*, *fireball*, *knock*, *mirror image*, *prismatic wall*, *reverse gravity*, *Serten's spell immunity*, *slow*, *stoneskin*, *true seeing*, *wind wall*; 2/day—*charm person*, *death spell*, *finger of death*, *polymorph other*; 3/day—*acid arrow*, *cone of cold*, *lightning bolt*, *magic missile*.

Saprophis, male gnome F13*: AC -3 (dwarf-sized full plate armor and Dex bonus); MV 9; hp 110; THAC0 8 (3 with Frostrazor, Str bonus, and specialization); #AT 5/2 (Frostrazor, Str bonus, and specialization); Dmg 1d10+8; SD fungal growths; SZ M (4'9" tall); ML fearless (19); Str 18/23, Dex 18, Con 14, Int 12, Wis 7, Cha 7; AL NE; XP 6,000.

Special Abilities: +4 bonus to saving throws vs. rod, staff, or wand and spell; infravision (60-foot range); detect sloping passages (1-5 on 1d6), unsafe stonework (1-7 on 1d10), approximate depth (1-4 on 1d6), and direction underground (1-3 on 1d6); SD—mushroomlike growths (anyone who handles Saprophis roughly must save vs. poison or suffer 1d4+4 points of damage from new growths within 1d4+4 rounds and death in 1d4+4 turns; *cure disease* destroys infection).

Special Equipment: *toe-ring of spell turning*, pouch containing 156 gp, 198 pp, and 10 gems each worth 100 gp.

*Permanently surpasses gnome level limit through overuse of Frostrazor.

Fungus hulk (1d2): See "Appendix: Monster Summary."

Skin puppets (3d4+6): See "Appendix: Monster Summary."

Unclaimed Territory #2

No one currently holds the access corridor for the Fane, as the False Keraptis feel uncomfortable about this area.

75. Closet

The door to this chamber is a single sheet of inch-thick iron. Not only is it obviously locked, but a layer of rust has rendered the lock unpickable. A *knock* spell triggers a quiescent defense system that sends a 2d6-point lightning bolt at the transgressing wizard, though a successful saving throw vs. spell halves that damage. A successful



Open Doors attempt is sufficient to bash the door down.

Inside, rusted iron sheathing lines every surface of this square chamber. An iron cauldron sealed with a lid of the same material rests in the center of the room. This vessel belonged to Thingizzard until the original Keraptis stole it, hoping to gain insight into her potion-brewing ability by studying its contents. But other projects occupied his attention, so he *wizard locked* the cauldron's latch (at 20th level), then sealed it into this room and forgot about it.

Any heroes who contrive to open the cauldron discover that the contents, whatever they once were, have long since turned to dust. If collected into a single small container or pouch, however, this powder acts as a *luckstone* for anyone who carries it. Any attempt to divide, study, or otherwise manipulate the dust destroys its positive effect permanently.

76. Battleground

The funerary smell of rotting flesh wafts south along the corridor leading to this chamber, alerting PCs to its contents long before they arrive.

The iron doors that once secured this chamber lie on the floor—warped, buckled, and nearly rusted through. Within the iron-lined room is a scene of terrible carnage. Bodies of gnomes, both long-dead and freshly slain, lie intermingled with corpses of beings that seem to have more in common with toadstools and other fungal oddities than with humans.

Just to the north of this room is access shaft for the Fane. Each of the False Keraptis has, at one time or another, assumed control of this chamber, but none has ever posted more than a token force here. (Since the original Keraptis did not renew his interest in the Fane until after he had concluded his abortive spell manifestation project, every one of the False Keraptis possesses an uncomfortable and ominous memory lapse about this area.) The most recent conflict left the area completely untended.

Although the troops of the various False Keraptis loot the area as a matter of course, some booty still remains. For each turn PCs spend searching here, there is a 75% chance that they will uncover one of the following items (each only once): a cloth bag containing 124 pp, a gem worth 5 gp, a gem worth 100 gp, 23 loose cp, or an *earring of protection +2*.

77. Fane Access Shaft

The iron doors that once secured this chamber lie bent and rusted on the floor. Red rust covers all the surfaces of this iron-lined chamber, whose only feature is a round, dark opening in the center of the floor. Torrid heat rises from this hole in waves.



This shaft is part of a transport mechanism that the original Keraptis constructed to access the Fane (77C). A winch in the next room moved a magical gondola up and down the shaft, bypassing the traps along its length. The gondola is long gone, though the cables and the shattered winding mechanism that operated it are still in area 78.

Smooth iron sheathing covers the inside of the 20-foot-wide shaft, offering no easy handholds even to master climbers. The tunnel leads straight down for 60 feet without any noticeable feature or change. At that point, the tunnel widens to a diameter of 60 feet, though permanent *darkness* and *silence* effects (each from a 20th-level caster) disguise that fact. The heat in the shaft is truly oppressive, inflicting 1 point of damage per turn to all those within it.

Objects or creatures dropped straight down through the shaft fall into the bubbling magma at 77C, but this is not obvious to anyone above, as the *darkness* hides the roiling magma pool from view, and the *silence* prevents verbal communication between those below and above it.

77A. Severing Trap: This segment begins 60 feet below the shaft's opening in area 77. The vertical passage widens to 60 feet in diameter here, though the permanent *darkness* and *silence* that fill this 30-foot-long section make that difficult to perceive. Both magical effects are vulnerable to *dispel magic* (remember that the *darkness* and *silence* were created by a 20th-level caster), but one (or both) will automatically regenerate 1 hour after being negated.

Any object weighing 40 or more pounds triggers a scythe blade upon entering this section. One round later, the blade swings across the full width of the passage, severing any rope or other fibers in its path. The iron cable from area 78, however, stops the blade cold, and metal chains also remain intact with a successful item saving throw vs. crushing blow. Any PC in the scythe's path must make a successful saving throw vs. paralysis or suffer 3d10 points of damage. After one swing, the blade resets itself in a niche at the side of the shaft.

77B. Dispelling Trap: This 60-foot-diameter shaft section begins just below the *darkness* and *silence* effects. If these are still in force in the section above, neither light nor sound can pass from here to the surface. From this vantage, a pool of magma is visible at the bottom of the shaft, some 60 feet below. A character who studies the pool for 1 turn notices a ledge of inert material surrounding it.

Any object weighing 40 or more pounds triggers a *dispel magic* (at 20th level) upon entering this section. The effect goes off 1 round later, covering this entire 30-foot-long shaft section. Check all temporary magic items and active spell effects (including *fly*) within the affected area to determine whether they remain in force.

77C. Shaft Base: This last section of the shaft is 60 feet in diameter and 30 feet long. A 20-foot-diameter pool of magma surrounded by a 10-foot-wide walkway bubbles and roils at the shaft's base. An enchantment suffusing the area keeps most of the heat at bay; otherwise no mortal creature could possibly come this close.

The enchantment does not prevent damage from actual contact with the magma, however. The slightest touch inflicts 2d6 points of damage, while submersion inflicts 20d6 points per round. Residual magma continues to burn the victim for 1d3 rounds after full contact ceases, inflicting half its normal damage.

Carved into the western wall of the shaft, about 4 feet above the walkway, are two palm-shaped depressions and a short message in Common that reads: "I, Keraptis, claim the protected heart beneath White Plume, the crucible of the Elder Druids known as the Fane. As long as my handprints endure, so too does my claim on the Fane, and a door between." Someone has chipped away at these carvings, but the damage has not been extensive.

77D. A Door Between: Any humanoid who places his or her hands into the two depressions activates the magical access system for the Fane. A filmy forcebubble envelops all creatures and loose items anywhere within 77C. (Anyone wishing to avoid this entrapment must make a successful saving throw vs. spell to remain outside.) The translucent bubble then contracts to a diameter of 20 feet, falls into the pool, and begins to float across the magma, reaching the Fane in 1d4+4 rounds. The bubble protects its contents from harm throughout the journey, though each passenger must make a successful saving throw vs. paralysis every round to remain standing. Should anyone be so foolish as to attack the bubble from inside, it dissipates completely after sustaining 10 or more points of slashing or piercing damage, dropping its passengers into the magma. Upon reaching its destination, it phases its contents directly into the Fane (area 79), then disappears.

78. Engine No More

The iron doors that once secured this chamber lie broken upon the floor. Iron sheathing covers the walls except for the northeast corner, which is filled with rocky rubble and bits of metal sheathing. Beyond that debris, a rough fissure leads away into darkness. Bolted to floor in the center of the room is a complex iron mechanism supporting a massive wheel with thick metal cable wound around it. Rusted cogs, gears, chains, and pieces of cable litter the remainder of the chamber's floor.

This mechanism once operated the gondola that Keraptis used to access the magical doorway to the Fane (77D). But Killjoy's troops accidentally dropped the gondola into the



Aegwareth, Shade of Vengeance

Keraptis slew the enigmatic Elder druid Aegwareth, who had protected the Fane for decades, and threw his remains into the surrounding sea of magma.

Unbeknownst to Keraptis, however, the druid's spirit lingered within the magma pool, growing ever stronger with the passage of years. Now he openly seeks vengeance for his wrongful murder.

The shade appears as a ghostly human, though his eyes, hair, limbs, and garments blaze with ethereal flame. In his normal, semisolid form, he can physically attack his foes, inflicting 6d4 points of damage with a successful hit. In addition, any intelligent creature he touches must make a successful saving throw vs. death magic or age 1d10+4 years on the spot. Only silver weapons and those of +1 or better enchantment can hit Aegwareth in this form.

The shade of vengeance is immune to *sleep*, *charm*, *hold*, *cold*, *poison*, *mind-affecting* spells, and *death* magic. In addition, he can fade into obscurity at will, becoming almost completely transparent. In this form, he is invulnerable to attacks and damage of any type, but cannot affect the physical world himself. (This obscurity power does not involve a retreat to the Border Ethereal, however, as that dimension is inaccessible from the Fane.) While obscure, the shade regenerates 1 point of damage per turn.

Aegwareth has utilized the centuries since his death to strengthen his ties with an elemental entity of surpassing power called the Leviathan, which lives within the magma pool. Should he be unable to slay the original Keraptis upon his return, Aegwareth will call the Leviathan to complete the task, even though he knows that such a call will end his own existence.

magma some years ago, and the mechanism itself has long ago succumbed to the ravages of time and deliberate vandalism. Nothing short of a month's work by an engineer and a wizard can repair the engine, and nothing short of a *wish* can retrieve the long-melted gondola.

On the other hand, PCs looking for sturdy iron cable can find more than 200 feet of it here. This cable is impervious to the scythe blade at 77A, but it is much heavier than rope. Therefore, anyone wishing to use it as a climbing support should be sure to tie it off before lowering it into the shaft; otherwise, those attempting to hold it from above simply fall into the magma along with it.

79. The Fane

You stand within a sphere of crystal, bathed in the bloodred glow of magma from every direction. Molten rock roils and swirls beyond the walls, striated into bands of scarlet, vermilion, and a hundred shades of red.

Inside, the air is as cool and fresh as that in a mountain meadow. Miscellaneous debris lies scattered all over the curved inner surface—on the floor, on the sides, and even above, in abject defiance of gravity. Three black obelisks, equidistantly attached to the interior surface, all point toward the sphere's center.

Hanging in midair at the very center of the crystal is a blot of dimness. Like a whirlpool, it exhibits a subtle circular movement, seemingly drawing the furious red glare into its swirling interior and obliterating it.

The Fane is a 180-foot-diameter, transparent sphere made of a unique crystal mined from some distant dimension. Anchored by a chain fashioned of the same crystal, it floats unharmed in a vast magma pocket below White Plume Mountain. Built in an age long past to house the Druids' most cherished icons and reliquaries, the Fane kept its contents safe and secret until Keraptis discovered it, defeated its lone Elder druid protector, and claimed it for his own. It was here that he found both Frostrazor and the statuette that he used to gain revenge on distant Tostenhca.

Carved into the crystal of the Fane itself, about 20 feet from Point A, is a pair of palm-shaped depressions similar to those in 77C. The pressure of a living humanoid's hands against these prints activates a forcebubble that encapsulates everything within 10 feet, then phases through the crystal walls, floats back up to area 77C, and safely disgorges its contents onto the walkway. No other method, magical or mundane, provides passage into or out of the Fane, and its crystal material is impervious to all damage while its chain is intact.

Thanks to a small twist of physical laws within the Fane's confines, gravity is normal to the interior surface of the sphere at all points, so PCs can walk anywhere inside it without fear of falling. The heroes' presence here draws the attention of the chamber's former protector.

Negotiations

When Aegwareth sees intruders traveling through the magma, he becomes semisolid and activates the forcebubble located at 77D, arriving within the Fane 10 rounds after they do. Unless attacked immediately, he asks in a hollow voice, "Keraptis, have you returned?" Any False Keraptis with the group immediately answer in the affirmative, as do completely subsumed minds belonging to any of the four hierarchies. Should anyone claim to be Keraptis, Aegwareth shouts, "Then die!" and attacks.

If all the intruders deny being Keraptis, the shade asks



them their business in the Druid's Fane. Any response that involves working for the greater glory of Keraptis also provokes the shade's ire, but he keeps it in check, saying only, "Go and fetch your master then, for his presence here is the key." If the PCs are openly displaying one of the four enchanted weapons, the shade guesses that they intend to summon back the original Keraptis and asks them pointedly if this is the case—even breaking off hostilities to do so if necessary. An affirmative response to this question couldn't make Aegwareth happier—if the real Keraptis returns, he can exact his vengeance! But instead of revealing this intention to the party, he merely says, "If you seek to bring Keraptis back from the distant dimensions he inhabits, I will not stop you. I, also, desire his presence." Explanations of plans to destroy all the False Keraptis and active K-imprints make the shade happy as well, as he cannot wander far enough from the magma sea to deal with the False Keraptis who live above. However, he informs the characters that they must restore the original Keraptis to accomplish this goal.

Should Aegwareth decide against attacking the characters, he answers no further questions. Fading to near obscurity (and invulnerability), he simply waits while they explore the Fane at their leisure, staring expectantly at the blot of dimness until Keraptis appears (see 79D).

Aegwareth, Shade of Vengeance: AC -2; MV 12, fly 12 (A); HD 14; hp 99; THAC0 14; #AT 2 (fist/fist); Dmg 6d4; SA aging touch, call Leviathan; SD regeneration, immunities, obscurity; MR 35%; SZ (6' tall); ML fearless (20); Int average (9); AL LE; XP 7,000.

Special Abilities: SA—touch ages victim 1d10+4 years (save vs. death magic to avoid); call Leviathan (one time only); SD—hit only by silver and +1 or better weapons; immune to *sleep*, *charm*, *hold*, *cold*, *poison*, *mind-affecting* spells, and *death magic*; fade into obscurity (gains invulnerability to all attacks and damage and regenerates 1 hp/turn, but loses ability to affect physical world).

79A. Treasury Obelisk: This onyx obelisk is 10 feet wide and 10 feet tall. Signs and symbols from a former Age cover three of its sides; even characters with appropriate skills cannot decipher their meaning without aid. Four inset onyx shelves on the obelisk's open fourth side once held exotic items of power. Though a few treasures remain, Keraptis took most of what was once here, including Frostrazor.

Two powerful weapons remain in the obelisk. One is a *molten blade* that functions as a *sun blade*, though it appears to be composed of molten magma. The other is a warhammer with a molten head that functions as a *hammer of thunderbolts*, except that it requires neither *girdle of giant strength* nor *gauntlets of ogre power* to work at full capacity.

In addition to the weapons, the shelves hold a scintillating molten-gold greatcoat (*coat of the archmagi*), a piece of *philosopher's stone*, three *ioun stones* (roll randomly on the tables in the *DUNGEON MASTER Guide* to determine type), and a chunk of purple alien crystal. (This last item functions as a *talisman of pure good*, except that its power can affect a priest of any alignment who fails a saving

throw vs. death magic. Any attempt to use the crystal against a druid, however, causes the baneful effect to backfire upon the user with no saving throw. The crystal has 6 charges remaining.)

79B. Null Enigma: This obelisk looks much like the first, though it is only 5 feet tall and solid on all four sides. It too is made of onyx, except for a detachable 6-inch section at the top. This piece of stone once held the potent force that Keraptis used to bring down ancient Tostenhca (see "History"). Now, however, it is nothing more than a crumbling chunk of talc. Heroes attempting to *detect magic* on the stone or *identify* it note only a residue of some vast power, now long gone. Rough handling causes the stone to disintegrate completely.

79C. Obelisk of Summoning: The largest of the three onyx obelisks, this one stands 7 feet tall and bears the same indecipherable symbols as the others. Unlike those, however, this pillar has obviously undergone extensive modification since its original construction—specifically, a long, regular depression has been carved in each of the four sides. Any PC who makes a successful Wisdom check notices that each niche is shaped like of a weapon. Two resemble two-handed swords, one a hammer, and one a trident. Direct comparison of the depressions and the four enchanted weapons reveals that each item fits handily into one of the carved niches. Furthermore, each named weapon and its corresponding niche glow slightly when within 10 feet of each other.

The original Keraptis carved these weapon-shaped depressions, then layered complex enchantments on the obelisk, the four weapons, and himself, creating a very specific magical capacitor. When he placed his weapons into their niches, the device channeled their combined energies into a single, monumental burst of power that bore him away to the shadowy realm where he hoped he would find immortality. For centuries, a luminous portal marked the point of his departure—it was by this means that he planned to return after achieving immortality. Unfortunately for Keraptis, adventurers came to the Fane and removed the four weapons from the obelisk, thereby destroying the doorway and preventing his return (see "History").

Any False Keraptis who becomes aware of the PCs' intent attempts to follow them into the Fane and stop them from recalling the original wizard. (Though nothing can convince a False Keraptis that he is not the real article, all four of them feel a great sense of danger associated with such a plan.) If the characters have any servants of the False Keraptis along, they also attempt to prevent the recall by any means possible. Aegwareth aids the PCs in defeating any such interlopers, as does Nix, if he is present.

Placing up to three of the four weapons into their appropriate niches has no effect, but as soon as the fourth weapon clicks into place, the recall begins. Nothing short of a *wish* can then remove any of the weapons until the process has ended. Go to "Recalling Keraptis" and read or paraphrase the boxed text there.



79D. Swirling Blot: Although ominous in aspect, this blot is really only a “stain” on reality marking the point where Keraptis exited the dimension. It does not radiate magic, nor does any physical or magical prodding affect it in any way. Objects or creatures that fall into the blot emerge unscathed on the other side, without leaving the dimension.

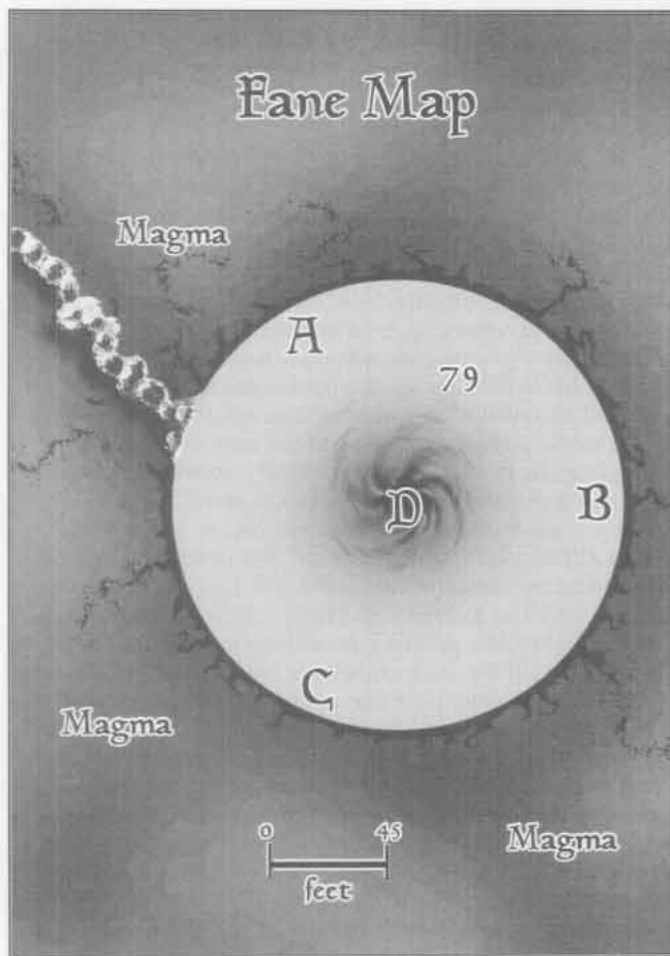
Recalling Keraptis

Read or paraphrase the following when the PCs place the four weapons into their niches:

As the last weapon clicks into place, the obelisk begins to glow with a light as incandescent as the naked sun. A staggering thunderclap accompanies the discharge of a jagged energy bolt from its tip directly into the blot of dimness above. The whirlpool absorbs the bolt, then closes in on itself, shrinking to the size of a human heart. It pulses once, twice, thrice—then flowers open, shedding a light so pure and bright that it drowns out the scarlet magma-glow. The radiance begins to wane as a humanoid silhouette fades into view and floats slowly downward, feebly waving its pink arms. As it begins to cry helplessly, you recognize the figure for what it is—a newborn child!

This child is, in fact, the original Keraptis. Before the PCs can come to grips with this surprising turn of events, however, several things happen at once:

- The return of the original Keraptis to the Prime Material Plane generates a psychic wavefront that moves through the world with the speed of thought. The laws of reality, bent too far already, refuse to absorb any more contradictions, so the hierarchical minds of the False Kerapti all burn away simultaneously, along with whatever physical bodies were housing them at the time. (The same fate befalls any PC housing a *K: complete imprint*.) All the subsumed minds associated with these hierarchies become empty vessels, without identity, knowledge, or purpose. Most of these beings will eventually die of starvation unless the PCs or their agents offer them care and retraining.
- When the hierarchical minds die, all unsubsumed PCs and NPCs who ever hosted a partial K-imprint feel a strange sensation. A sharp pain rips across their temples, then vanishes, taking with it all residual traces of the sentient spell. In the wake of that removal, the affected characters feel intense spiritual relief.
- Recalling Keraptis places considerably more stress on the magical capacitor than did his original expulsion from this world. As a result, 1d3 of the four enchanted weapons disintegrate on the spot. The DM can either roll randomly or select which weapons are affected, sparing any that have become campaign favorites if desired.
- The shade of vengeance rematerializes and moves to catch the newborn as it floats down from above. (If Nix is present, he moves immediately to grab the child.) Any hero wishing to intercept the child can easily do so if he or she acts immediately; in that case, Aegwareth continues to advance upon the newborn and the PC holding him. Whether the shade has the child or not, he gazes at the small bundle and intones, “Keraptis you are, regardless of the form you wear. For your desecration of this Elder Fane and the murder of its protector, you have earned retribution. I am the executor of that



Leviathan at the Core

The immense Leviathan swims the molten core of the world as whales swim the terrestrial seas. Though the gargantuan creature has existed as long as the world, it awakened only a few centuries ago from three ages of slumber. Contamination from the Basin of Boundless Life altered the creature in some unknown way, perhaps granting it a measure of intelligence and even curiosity that drew it closer to the surface of its world. In the years since it moved into this lava pool, the spirit of Aegwareth has managed to set up a sympathetic tie with it. Should he ever call the creature, the Leviathan rises, reclaims the Fane, and sinks once again into the world’s burning core. The Leviathan is completely impervious to all weapons and magic originating from the mortal world.



long-delayed vengeance, as I am the spirit of the druid you murdered." The newborn begins to cry helplessly.

Final Assault

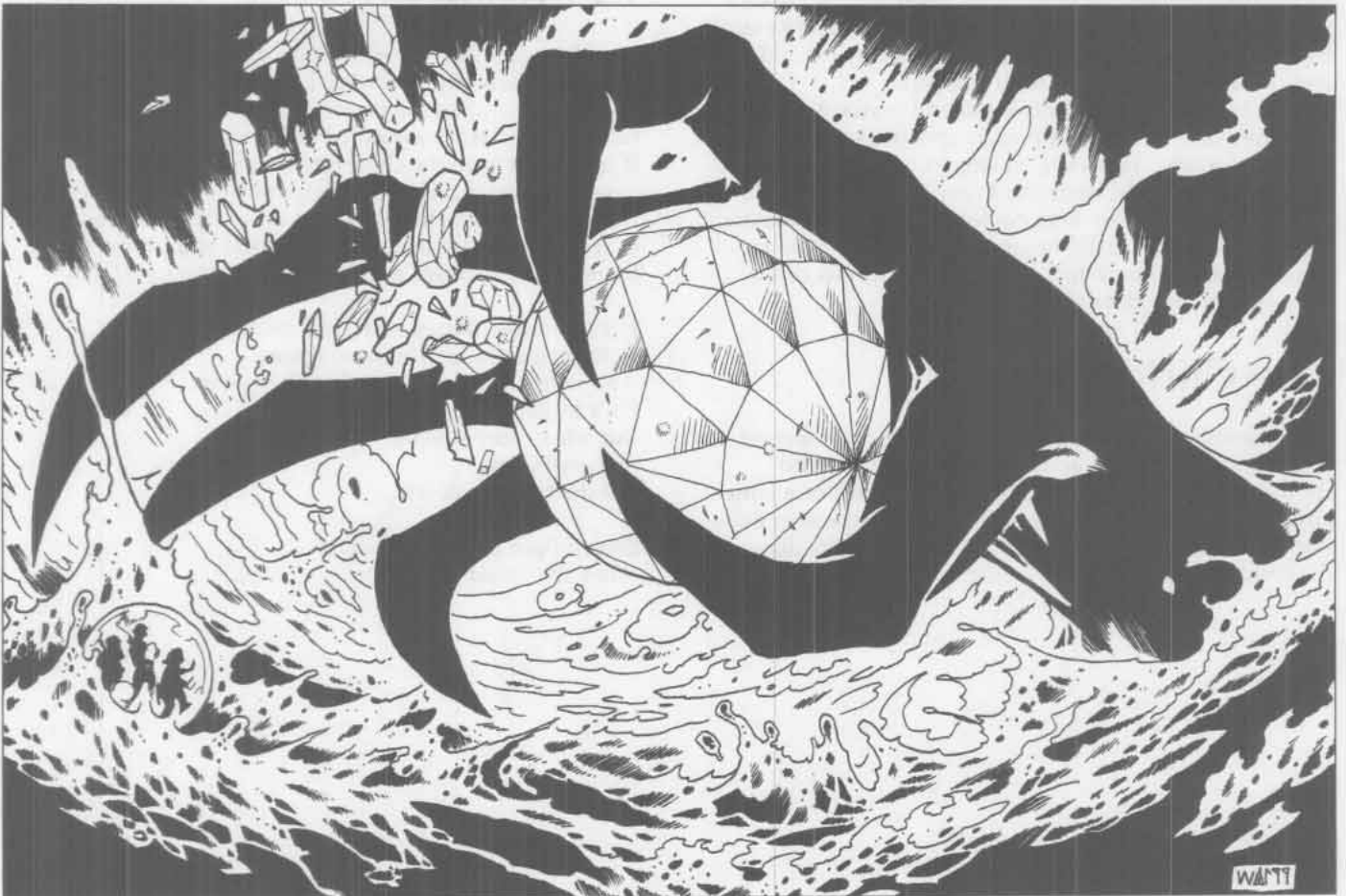
This newborn is in fact the original Keraptis. The ancient wizard's journey through space and time and his precipitous recall have conspired to create his current surprising manifestation. Whether this babe is a purified, reborn Keraptis with a new life ahead of him, or a time-traveler snatched from his cradle in the past is a decision left to the DM. Either way, however, this babe is a complete innocent. Like any other newborn, his alignment is Neutral. Under the circumstances, the shade's proposed vengeance would be a travesty of justice and a consummately evil act—therefore, good-aligned PCs should not permit it.

If Aegwareth has the child-Keraptis, he slays the babe instantly with an ethereal claw on the round after making his speech unless the PCs somehow prevent it. (This is not an easy task; even if they attack him, he directs his first blow at the child.) If a hero has the infant, protecting him is as simple as declaring that intent. At that point, the shade must make its attacks against the PC instead. The protecting character can take no offensive actions while holding the child, but suffers no defensive penalties either. Nix, if present, also moves to defend the baby against all attackers, regardless of previous alliances.

When Aegwareth realizes that he cannot prevent the PCs from leaving this place with a live Keraptis, he calls the Leviathan to finish the job. Throwing back his head, he screams, "Come to me, Swimmer Below! Appease your hunger, and end this blasphemer's life!" With this proclamation, the shade dissolves and is no more.

Three rounds after that call, something jostles whatever container the PCs inhabit—be it the Fane or a forcebubble—so violently that all within lose their footing (no saving throw). This inflicts no damage to anyone except the newborn's protector, who suffers 1d4 points of damage in the process of shielding the babe from harm. An eye almost half the size of the entire Fane appears above the swirling magma, gazing at the characters as though deciding what to do. Two rounds later, the eye sinks below the magma and an immense, clawed, ebony hand reaches up toward the crystal sphere. With a simple yank, the Leviathan tears the Fane free of its mooring chain, then returns to its natural environs with its trophy. The Fane, now bathed in the raw fires of the earth, slumps and melts away.

Hopefully, any characters still inside the Fane when the Leviathan first appears use the 2 rounds that it spends in contemplation to leave via the forcebubble transport. Any who do not must suffer the full damage of lava submersion when the crystal melts.





Conclusion

If the heroes have successfully recalled Keraptis, prevented the shade of vengeance from killing him, and escaped from the Fane before the Leviathan claimed it, your players may have had enough excitement for the moment. Allow them some time to collect themselves before you reveal that their problems are not yet over.

The movements of the Leviathan so near the world's surface have upset the volcanic equilibrium below White Plume Mountain. Canny dwarves, gnomes, or similarly earth-conscious PCs can easily interpret the sudden rumblings, the frequent shaking, the appearance of tiny fissures in worked hallways, and the whiffs of hot, sulfuric air as clear signs that White Plume Mountain is about to erupt! The heroes can do nothing to prevent the explosion but, with a concerted effort, they can get themselves and anyone else they wish to rescue to safe ground before the spectacular explosion. At the DM's option, this event can either destroy the dungeon below White Plume Mountain for good and all, or sink its remains still deeper into the earth.

If the heroes do not erase every last active K-imprint, either by recalling the original Keraptis or by destroying all the False Kerapti and their subsumed minds, the sentient spells continue to present a threat. The False Kerapti begin to subsume minds outside the volcano, expanding their power exponentially until stopped.

The destruction of all active full and partial K-imprints does not erase the inactive ones in spellbooks or on scrolls, of course. However, so long as the original Keraptis remains alive and upon the Prime Material Plane, all attempts to memorize these copies fail. But if the original Keraptis should ever die or journey into distant dimensions again, any surviving quiescent K-imprints could once again prove dangerous.

The Child-Keraptis

No divination, foretelling, or augury-magic can foresee this child's future; it is up to the PCs to decide who should raise him. If any members of the Resistance remain alive, the PCs encounter them again some time after exiting White Plume Mountain. Should these beings discover the child's true identity, they offer to assume custody and

raise him in a manner "appropriate to his birthright." This verbiage is a clear enough warning that Nix and his followers plan to restore Keraptis to all his former power. If the characters refuse to let the Resistance take the child, they have yet another fight on their hands.

Alternatively, the PCs can foster the child with a temple, an ordinary family, or NPCs of their own acquaintance. Most such arrangements require that the heroes help with the expense of raising the child; either a lump donation of 500 gp or a monthly stipend of 5 gp for the next 10 years is sufficient to ensure his welfare. If the PCs take some care in choosing a foster home, his guardians prove to be goodhearted, hardworking, and willing to accept the child as their own. Assuming the characters haven't already named him something else, the foster parents call the child-Keraptis "Kelvan."

Characters who periodically check on the child's upbringing note that Kelvan is precociously bright. It soon becomes abundantly clear that he possesses a special talent for magic, but only time will tell whether he will use that talent for good or ill. Whatever kind of storyline the DM chooses to follow, Kelvan's upbringing can afford the heroes years of roleplaying enjoyment.

XP Awards

The characters may be eligible for additional experience points based on their actions. Each character actively involved in ending the threat of the False Kerapti should receive an XP story-award of 1,000 times his or her level. If the heroes save the child-Keraptis from the shade of vengeance, each receives an additional 2,000 XP. If they refuse to give the child-Keraptis up to the Resistance (the easy way out), but instead find a good and proper foster home for him, award each PC an additional 3,000 XP.

His fontanelle pulses with lives he's lived
With memories he'll learn to ignore,
And when it is closed, he already knows
He's forgotten all he knew before.
But when sleep sets in,
History begins.
But the future will win.

Steven Page & Ed Robertson,
When You Dream



Appendix: Monster Summary

Statistics for the denizens of White Plume Mountain and its environs are gathered on the following pages for convenience. For maximum ease of play, photocopy these pages and refer to them during play when the specific monsters appear.

Bloodwight: AC 4; MV 9; HD 6+6, hp 33; THAC0 14; #AT 2 (touch/touch); Dmg 2d4/2d4; SA catastrophic blood expulsion; SD immunities, regenerate 1 hp/round, +1 or better weapon to hit; SW *purify water*; SZ M (5' tall); ML fearless (20); Int non- (0); AL N; XP 10,000.

Special Abilities: gains victim's lost hit points (up to a maximum of 66 hp) after a successful attack, dividing into two bloodwights (33 hp each) at that point; SA—two successful hits on the same foe in 1 round cause the victim to save vs. death magic or lose 25%, 50%, 75%, or 100% of remaining hp (1d4 roll); SD—hit only by +1 or better weapons; suffers 1 point of damage from piercing or slashing weapons and half normal damage from blunt weapons; regenerates 1 hp/round until hp total drops to 0 or below; immune to normal fire, *sleep*, *charm*, *hold*, and other mind-affecting spells; *slowed* by cold-based attacks.

Bog golem: AC 6; MV 7; HD 11; hp 55; THAC0 9; #AT 1 (fist); Dmg 3d10; SD +1 or better blunt weapon to hit; immune to most spells; SW *move earth*, *disintegrate*, *earthquake*; SZ L (8' tall); ML fearless (20); Int non- (0); AL N; XP 6,000.

Special Abilities: *haste self* (1/day for 3 rounds); SD—+1 or better blunt weapon to hit; immune to all spells except those noted as weaknesses; SW—*move earth* drives golem back 120 feet and inflicts 3d12 points of damage; *disintegrate* affects golem as by a *slow* spell for 1d6 rounds and inflicts 1d12 points of damage; *earthquake* paralyzes golem for 1 round and inflicts 5d10 points of damage.

Bog mummy: AC 3; MV 9, swim 9; HD 8; hp 36; THAC0 13; #AT 1 (claw); Dmg 1d12; SA *fear*, *disease*, *surprise*; SD immunities; SW cold-based attacks, holy water; SZ varies with corpse; ML champion (16); AL CE; XP 4,000.

Special Abilities: *infravision* to 30 feet; moves normally through swamp and quicksand; link to Thingizard (enables the witch to see through the eyes of any bog mummy); slain victims rise as bog mummies in 1d4 days unless either a *resurrection* or a combination of *cure*

disease and *raise dead* is applied within 6 rounds of death; SA—surprises prey on 1–6 when attacking from below the waterline; *fear aura* (victims who see a bog mummy must save vs. spell with a -1 penalty or be paralyzed with fear for 1d6 rounds); inflicts bog rot with a successful hit. (Unless victim saves vs. death magic, the disease negates normal healing and halves the benefits of magical healing. Victim must save vs. death magic once per hour thereafter or lose 1 point from a randomly selected ability score (Str, Dex, Con, or Cha; no score can be reduced below 3). The disease causes death in 24 hours; *cure disease* removes affliction and reverses ability score losses at the same rate.); SD—immune to normal weapons, normal fire, *sleep*, *charm*, *hold*, and other mind-affecting spells; half damage from magical fire and copper weapons; turned as a special undead; SW—suffers double damage from cold-based attacks and 2d4 points from holy water.

Burning golem: AC 4; MV 12; HD 14, hp 60; THAC0 7; #AT 2 (fist/fist); Dmg 2d8/2d8; SA cinder shower, *keening*; SD +2 or better weapon to hit, immune to fire, electricity, and illusions, regenerates 1 hp/turn; SW *quench fire* reduces AC to 6 and prevents cinder shower for 1 round/caster level; SZ H (18' tall); ML fearless (20); Int semi (3); AL NE; XP 10,000.

Special Abilities: SA—victim of a blow that inflicts damage also suffers 1 additional hp/round of scorch damage, plus a -4 penalty to attack rolls and a -2 penalty to Dexterity until glowing cinders are doused; *keening* activates on third round of combat, forcing all foes within 80 feet to save vs. breath weapon or flee for 6 rounds; SD—hit only by +2 or better weapons; immune to fire, electricity, and illusions; regenerates 1 hp/turn; SW—*quench fire* reduces AC to 6 and prevents cinder shower for 1 round/caster level.

Elevated ghoul: AC -1; MV 9; HD 13; hp 85; THAC0 7; #AT 3 (claw/claw/bite); Dmg 1d4+4/1d4+4/2d4+8; SA paralyzation; SD +2 or better weapon to hit, regenerate 1 point per round, spell immunities; SW *protection from evil*; MR 20%; SZ M (6' tall); ML fearless (20); AL N; XP 4,000.

Special Abilities: slain victims become standard ghouls in thirty minutes unless *blessed*; SA—touch paralyzes humans, humanoids, and demihumans (including elves) for 24 hours (save vs. paralyzation with a -4 penalty to avoid); SD—immune to cold-based attacks, *sleep*, *charm*, *hold*, and other mind-affecting spells; +2 or better weapon to hit; SW—*protection from evil* keeps ghoul at bay for 1 round; turns as "special" without an *amulet of repudiation*.

Special Equipment: *amulet of repudiation*.

Fungal egg mass: AC 9; MV 0; HD 2; hp 16; THAC0 Nil; #AT Nil; Dmg 0; SA rupture, acid; SD immune to



weapons and spells; SW *cure disease*, normal fire, sunlight; SZ M (10' diameter); Int non- (0); ML steady (12); AL N; XP 65.

Special Abilities: SA—20% noncumulative chance per round to rupture and spew acid to a 30-foot radius in response to movement within 10 feet; contact with acid inflicts 1d4 points of damage per round on exposed flesh; dissolves metal in 3 rounds or wood in 1 hour; SD—immune to all weapons and all spells except *cure disease*; SW—*cure disease* kills instantly; sunlight kills after 1 hour of exposure; normal fire inflicts 1d4 points of damage per application.

Fungus hulk: AC 1 (limestone carapace); MV 9; HD 6+6, hp 30; THAC0 13; #AT 2 (claw/claw); Dmg 1d4+5/1d4+5; SA violet touch; SD immunities; SZ M (6' tall); ML steady (12); Int low (5); AL NE; XP 3,000.

Special Abilities: SA—touch inflicts rotting disease with a successful hit (victim must make two successful saving throws vs. paralyzation or become afflicted, losing half of remaining hit points in 4 rounds with one failure or dying in 6 rounds with two failures; victims who receive a *cure disease* avoid death but lose a random extremity); SD—immune to normal fire, *sleep*, *charm*, *hold*, and other mind-affecting spells; half damage from magical fire.

Giant slug: AC 6; MV 9; HD 15; hp 60; THAC0 6; #AT 1 (bite); Dmg 3d6; SZ H (25' long); ML elite (14); Int animal (1); AL CN; XP 4,000.

Special Abilities: climb grades of 80 degrees or less; sense environment via vibrations/scents within a 100-foot radius.

Gnome archer, male or female F3: AC 5 (chain mail); MV 9; hp 18; THAC0 18 (15 with short bow and Dex bonus, short bow specialization, and point-blank range); #AT 2 (short bow); Dmg 1d6/1d6; SZ S (3½' tall); ML steady (12); Int very (12); AL NE; XP 120.

Special Abilities: +4 bonus to saving throws vs. rod, staff, or wand and spell; infravision (60-foot range); detect sloping passages (1–5 on 1d6), unsafe stonework (1–7 on 1d10), approximate depth (1–4 on 1d6), and direction underground (1–3 on 1d6).

Gnome guard, male or female F7: AC 4 (chain mail and shield); MV 9; hp 36; THAC0 14 (12 with short sword, Str bonus, and short sword specialization); #AT 3/2 (short sword); Dmg 1d6+3; SZ S (3½' tall); ML steady (12); Int very (12); AL NE; XP 975.

Special Abilities: +4 bonus to saving throws vs. rod, staff, or wand and spell; infravision (60-foot range); detect sloping passages (1–5 on 1d6), unsafe stonework (1–7 on 1d10), approximate depth (1–4 on 1d6), and direction underground (1–3 on 1d6).

Gnome wizard, male or female M3: AC 10; MV 9; hp 6; THAC0 20; #AT 1; Dmg 1d6 (quarterstaff); SA active K-imprint (K: fire), SZ S (3½' tall); ML steady (12); Int very (12); AL NE; XP 175*.

Special Abilities: +4 bonus to saving throws vs. rod, staff, or wand and spell; infravision (60-foot range); detect sloping passages (1–5 on 1d6), unsafe stonework (1–7 on 1d10), approximate depth (1–4 on 1d6), and direction underground (1–3 on 1d6).

Spell-like Abilities (at 5th level): 1/day—*fireball* (K: fire).

Spellbook (2/1): 1st—*magic missile**; 2nd—*web**.

*Indicates memorized spell.

Invisible undead giant crab: AC -2; MV 15; HD 13; hp 56; THAC0 8; #AT 2 (pincer/pincer); Dmg 3d4+3/3d4+3; SD permanent *improved invisibility*; +2 or better weapon to hit, regenerate 1 hp/round, immune to cold-based attacks, *sleep*, *charm*, *hold*, and other mind-affecting spells; SW *protection from evil*; SZ G (30' in diameter); ML fearless (20); Int non (0); AL N; XP 4,000.

Special Abilities: SD—permanent *improved invisibility* (does not turn visible upon attacking); +2 or better weapon to hit, regenerates 1 hp/round, immune to cold-based attacks as well as *sleep*, *charm*, *hold*, and other mind-affecting spells; SW—*protection from evil* keeps crab at bay for 1 round; turns as "Special" without an *amulet of repudiation*.

Special Equipment: *amulet of repudiation*.

Kelp devil: AC 0; MV 9, swim 12; HD 8+1; hp 49; THAC0 12; #AT 6; Dmg 1d6/1d6/1d6/1d6/1d6/1d6; SA grapple, *charm*; SD immunities, regenerating fronds; SZ H (20' in diameter); ML elite (13); Int low (5); AL NE; XP 6,000.

Special Abilities: SA—can target up to six different foes within 20 feet simultaneously; two frond hits on the same target in 1 round require the victim to save vs. paralyzation or become entangled (successful Bend Bars/Lift Gates roll to break free); +4 bonus to attack rolls vs. targets in the water; *charm* 2/day with a successful tentacle hit (victim must save vs. spell or dive into the water and drown); SD—immune to blunt weapons and electrical attacks; half damage from cold- and fire-based attacks while in water; regrows any severed fronds in 1 round; each severed frond counts as only 1 point of damage.

Meenlock: AC 7; MV 9; HD 4; hp 20; THAC0 17; #AT 2 (claw/claw); Dmg 1d4/1d4; SA fear, paralyzation, stealth; SD *dimension door* (see notes); SW bright light; SZ T (2' tall); ML steady (12); Int very (12); AL LE; XP 650.

Special Abilities: SA—appearance causes creatures of 4 or fewer HD to collapse from fear for 1d4+4 rounds (save vs. spell halves duration); paralyzes target for 1d6 turns with successful claw hit (save vs. spell to negate



effect); 80% chance to surprise watchful targets and 100% chance to surprise sleeping victims; SD—*dimension door* (usable every other round) allows meenlock to travel up to 60 feet; SW—bright light requires meenlock to make a successful morale check or flee (success indicates meenlock attempts to extinguish the light).

Mold wyrm: AC 6; MV 9, burrow 9; HD 12, hp 60; THAC0 9; #AT 1 (bite); Dmg 4d4+4; SA swallow whole, spore cough; SD immunities, regeneration; SW rest, area effect spells; MR 10%; SZ G (25' long, 10' in diameter); ML steady (12); Int semi (4); AL N; XP 6,000.

Special Abilities: SA—swallows opponent whole with bite attack 4 or more greater than score needed to hit (save vs. death magic to avoid, 20 points of slashing or piercing damage against AC 9 to escape, spore cough automatically affects swallowed victims); spore cough (3/day) inflicts 1d6 points of damage/round, penalizes attack rolls, saving throws, ability checks, and proficiency checks by -2 for 1d4+2 rounds, and infects victim with spores (save vs. death magic drops duration to 1 round and prevents infection, infection negates natural healing and turns victim into quarter-strength mold wyrm in 1d6+6 days if not cured, *slow poison*, *neutralize poison*, or *cure disease* removes infection); SD—half normal damage from physical attacks; immune to *sleep*, *charm*, *hold*, and other mind-affecting spells; regenerates all damage after 4 hours in passive state; SW—must rest 8 out of every 24 hours or lose 20% of original hit points/hour; double damage from damage-producing area effect spells while passive or shifting states.

Mud mummy: AC 3; MV 9, swim 9; HD 8; hp 36; THAC0 13; #AT 1 (claw); Dmg 1d12; SA fear, disease; SD immunities, +1 or better weapon to hit; SW cold-based attacks, holy water; SZ M (6' tall); ML champion (16); AL CE; XP 4,000.

Special Abilities: move normally through mud; slain victims rise as mud mummies in 1d4 days unless either a *resurrection* or a combination of *cure disease* and *raise dead* is applied within 6 rounds of death; SA—fear aura (victims who see a mud mummy must save vs. spell with a -1 penalty or be paralyzed with fear for 1d6 rounds); inflicts mud rot with a successful hit. (Unless victim saves vs. death magic, the disease negates normal healing and halves the benefits of magical healing. Victim must save vs. death magic once per hour thereafter or lose 1 point from a randomly selected ability score (Str, Dex, Con, or Cha; no score can be reduced below 3). The disease causes death in 24 hours; *cure disease* removes affliction and reverses ability score losses at the same rate.); SD—immune to natural heat, weapons of less than +1 enchantment, *sleep*, *charm*, *hold*, and other mind-affecting spells; half damage from mag-

ical fire and copper weapons; turned as a special undead; SW—suffers double damage from cold-based attacks and 2d4 points from holy water.

Myconid: AC 10; MV 9; HD 5; hp 20; THAC0 15; #AT 1 (fist); Dmg 5d4; SD spores; SZ L (10' tall); ML steady (12); Int average (10); AL LN; XP 420.

Special Abilities: SD—distress spores alert other myconids within 120 feet to danger, reproducer spores grow new myconids from suitable soil; rapport spores allow telepathic communication with any intelligent creature; hallucinator spores cause a single target to suffer violent, debilitating hallucinations for 5 turns (save vs. poison to avoid; victim can take no actions while under the influence); pacifier spores cause all victims within a 40-foot radius to stand passively for 5 rounds (save vs. poison to avoid).

Ogre enforcer: AC 0 (*ogre-sized chain mail* +5); MV 12; HD 7+1; hp 36; THAC0 13 (*two-handed sword* +1); #AT 1 (*two-handed sword* +1); Dmg 1d10+1; SZ L (12' tall); ML elite (13); Int low (8); AL CE; XP 1,400.

Phycomid: AC 5; MV 3; HD 5; hp 20; THAC0 15; #AT 2 (alkaline blob/alkaline blob); Dmg 1d4+2/1d4+2; SA spore infection; SZ T (2' in diameter); ML elite (14); Int non- (0); AL NE; XP 650.

Special Abilities: SA—successful hit requires victim to save vs. poison or suffer 1d4+4 points of damage from fungus growths within 1d4+4 rounds and death in 1d4+4 turns; *cure disease* destroys infection.

Remnant: AC 0; MV 12; HD 11; hp 67; THAC0 10; #AT 1 (fist); Dmg 2d8; SA freezing touch; SD immunities, +2 or better weapon to hit; SW holy water; SZ M (6' tall); ML fearless (20); Int average (9); AL NE; XP 3,000.

Special Abilities: move between Prime Material and Ethereal planes 2/day; SA—victims hit for damage must save vs. death magic or permanently lose 1 Con point; SD—hit only by +2 or better weapons; immune to normal fire, *sleep*, *charm*, *hold*, and other mind-affecting spells; SW—holy water inflicts 2d6 points of damage.

Ringland regular, male or female human F3: AC 4 (chain mail and shield); MV 12 (unencumbered); hp 21; THAC0 18 (17 with longsword and specialization); #AT 3/2 (longsword); Dmg 1d8+2; SZ M (6' tall); ML average (9); Int average (9); AL N; XP 120.

Rogue gnolls: AC 5 (chain mail); MV 12; HD 2+3; hp 19; THAC0 17; #AT 3/2 (spear); Dmg 1d6; SA—poison-tipped spear; SZ L (7½' tall); ML steady (11); Int low (5); AL LE; XP 120.

Special Abilities: SA—poison-tipped spear (victim must save vs. poison when hit or suffer an additional



1d10 points of damage; those who succeed still suffer an additional 1d2 points; poison wears off after three successful hits).

Skin puppet: AC 10; MV 9; HD 2, hp 6; THAC0 19; #AT 2 (claw/claw); Dmg 1d4/1d4; SA spell channeling, spore touch; SZ S (3½' tall); ML steady (12); Int non- (0); AL NE; XP 250.

Special Abilities: SA—each skin puppet can join with two additional skin puppets to provide a channel for Mossmutter's spells; victim of any successful claw hit must save vs. paralyzation or suffer an additional 1d6 points of damage and cough for 1 round (-2 penalty to attack rolls, saving throws, and ability/proficiency checks while coughing; multiple failures inflict cumulative penalties).

Subsumed gnome: AC 10; MV 9; hp 4; THAC0 20; #AT 1 (short sword); Dmg 1d6; SA spell channeling; SW no independent actions; SZ S (3½' tall); ML steady (12); Int non- (0); AL NE; XP 35.

Special Abilities: SA—can join with two additional subsumed minds from the same hierarchy to provide a channel for spells; SW—cannot take independent actions.

Crab swarm (500 crabs each): AC 10; MV 6; HD 1-1 each; hp 1 each; THAC0 20; #AT 1 each (pincer nip); Dmg 1; SA swarm attack (collective); SD immune to normal heat and fire; SZ T (2" in diameter); ML elite (14); Int animal (1); AL NE; XP 1 each.

Special Abilities: SA—all creatures within a 10-foot diameter area must save vs. paralyzation or suffer 3d6 points of damage/round (or 1d6 points/round with a successful save) from the swarm attack; SD—immune to normal heat and fire.

Vampire moss: AC 9; MV 0; HD ½, hp 4; THAC0 Nil; #AT 0; Dmg nil; SA life drain; SD regenerate 2 hp/week; SW fire, ripping attacks; SZ T (2' diameter); ML nil; Int non- (0); AL N; XP 7.

Special Abilities: SA—drains 1 hp/round (to a maximum of 16) from any creature within 30 feet unless the victim makes a successful Constitution check to reject the link (victims drained to 50% of normal hp must make a successful Constitution check or fall unconscious); SD—regenerates 2 hit points per week (except damage from fire or ripping); SW—does not regenerate damage from fire-based or tearing attacks.

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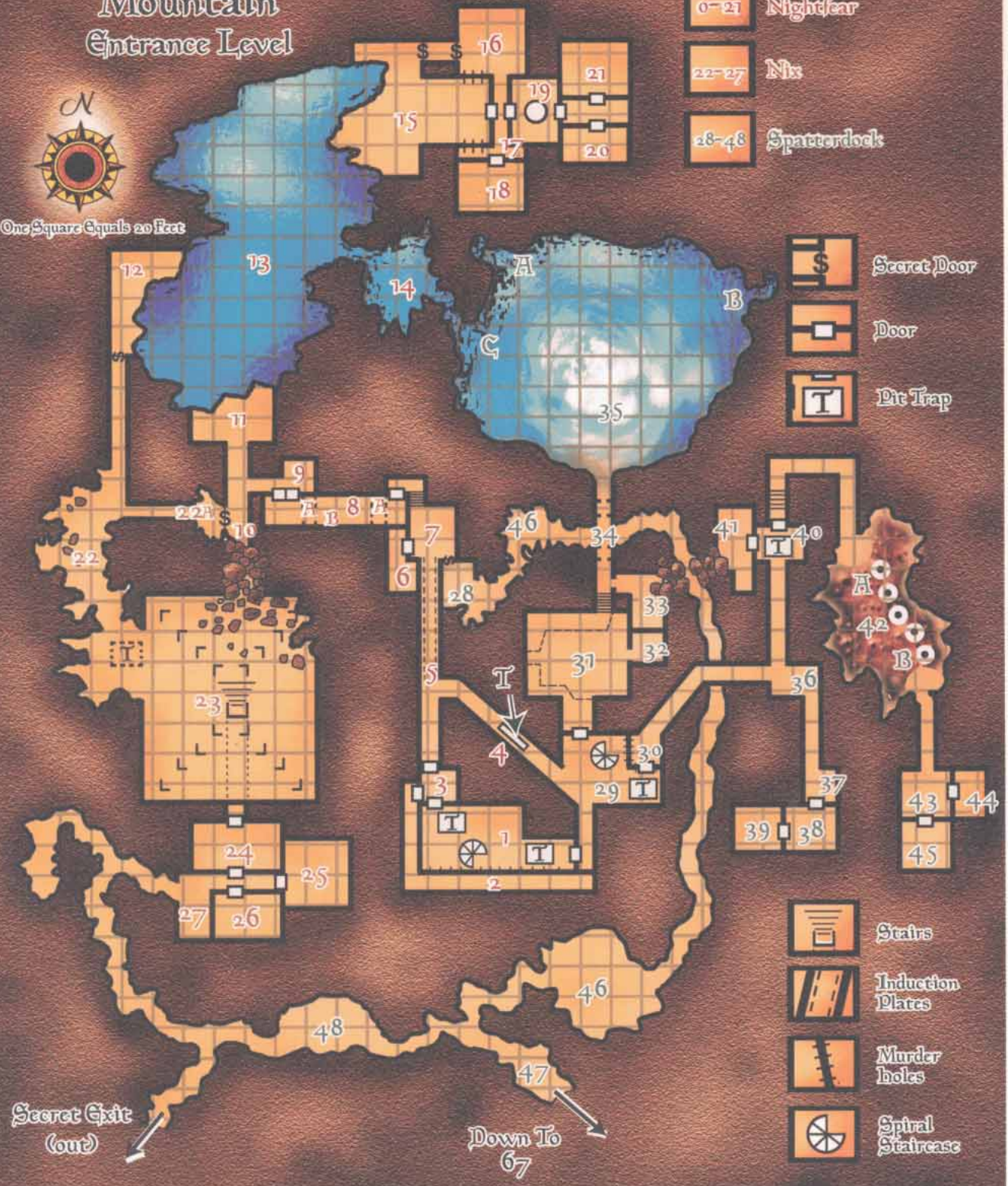
White Plume Mountain Entrance Level



- Key**
- 0-21 Nightfar
 - 22-27 Nix
 - 28-48 Spatterdock

- Secret Door
- Door
- Dirt Trap

- Stairs
- Induction Plates
- Murder Holes
- Spiral Staircase



White Plume Mountain Indoctrination Level

One Square
Equals 20 Feet



One Square
Equals 20 Feet

Plume
Generation

49-55 Killjoy

65-74 Mossmutter

56-64
75-78 Unclaimed

Key



Cinder Pit



Shaft



Distillation
Apparatus

Underdark



Dirt Trap



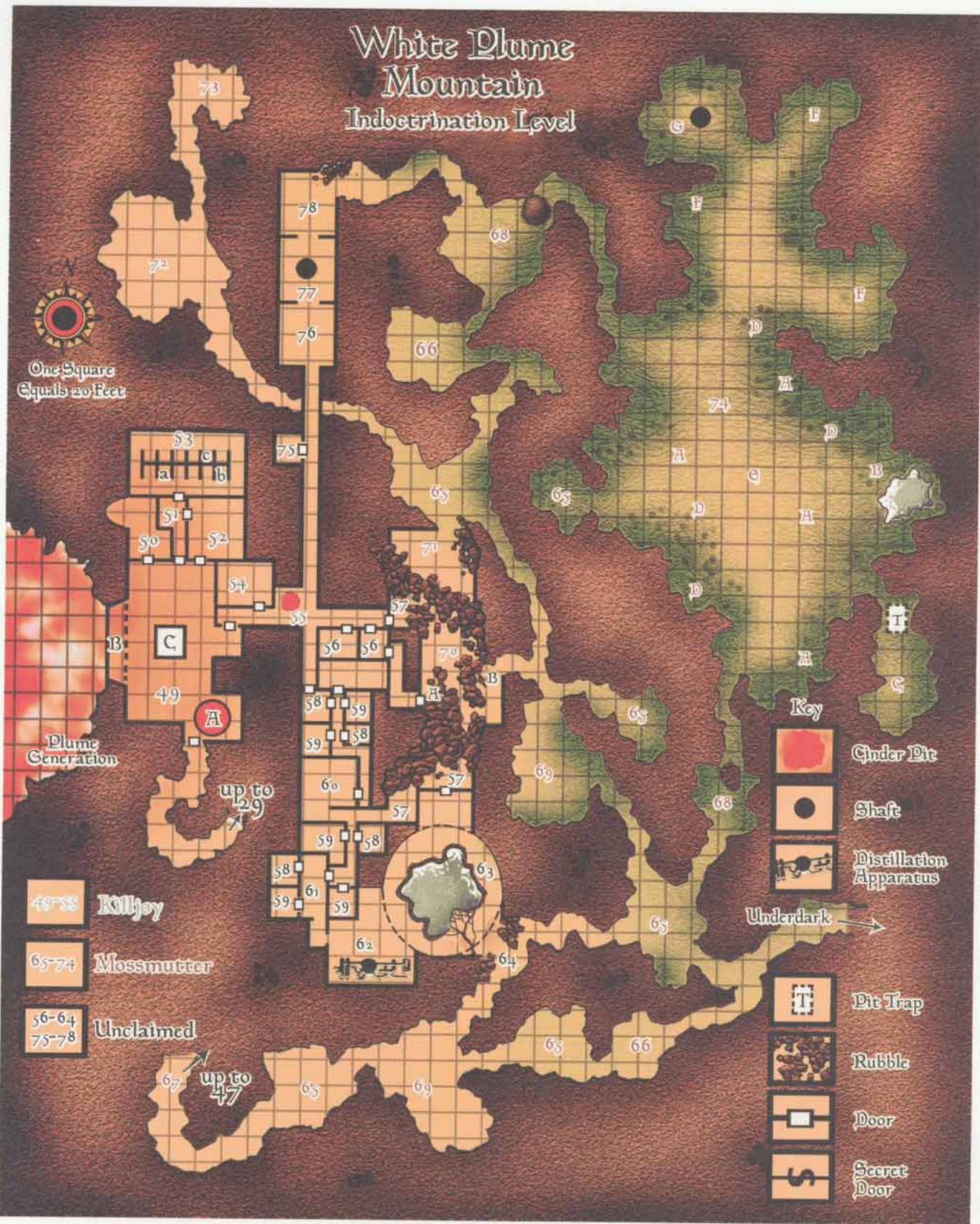
Rubble



Door



Secret
Door



GREYHAWK

ADVENTURE

RETURN TO WHITE PLUME MOUNTAIN

Bruce R. Cordell

Immortality at any price breeds a menace beyond measure!

In ancient times, a sorcerer named Keraptis searched for eternal life. Within the magma domes and steam vents of an active volcano, he conducted his arcane experiments. Eventually he faded into legend, and the world heard no more of Keraptis for more than a millennium.

Two decades ago, however, Keraptis reappeared in White Plume. The mountain and its insane lord proved too much for most, but eventually courage and justice triumphed. Keraptis was finally dead . . . or so the world thought.

Now, twenty years later, a face has appeared in the volcano's smoke—the face of Keraptis himself, say those who should know. Is the vile wizard immortal after all? Or is there an even greater threat building beneath White Plume Mountain?

The original *S2: White Plume Mountain* by Lawrence Schick, released in 1979, was one of the first scripted scenarios to appear for the AD&D® game. If you have your own fond memories of experiences within the volcano, you will find this adventure just as fascinating, and just as deadly, as its predecessor. If you are about to tackle White Plume Mountain for the first time, it will be an experience you'll never forget.

For four to ten characters of 7th to 10th level

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