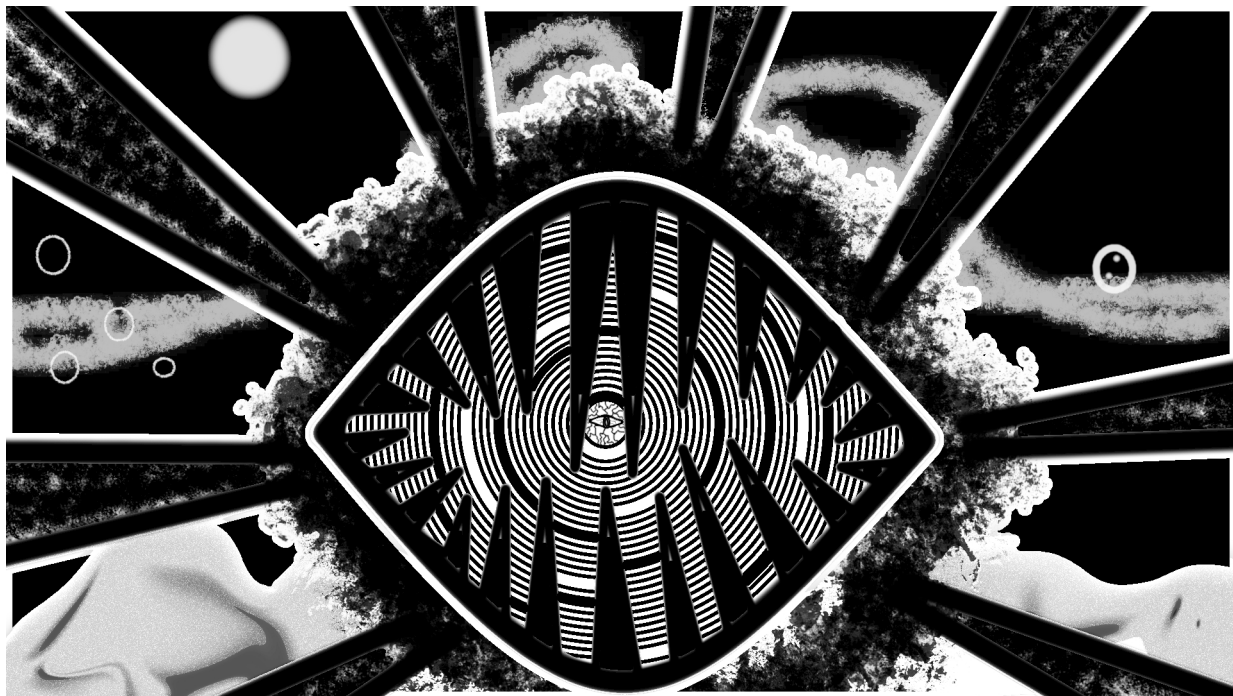


No **F**OR
SUN **A**
WICKED
MOO**N**



A Mid Level Labyrinth Lord Adventure

No Sun For A Wicked Moon

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By
Unbalanced Dice Games



No Sun For A Wicked Moon

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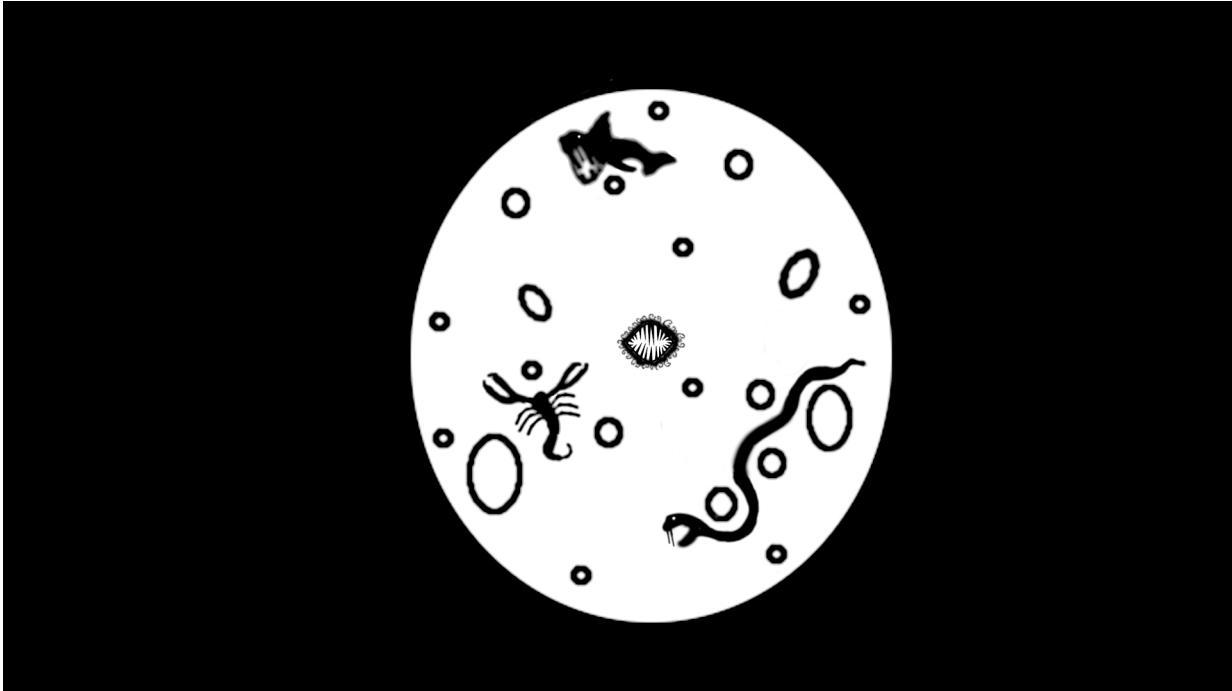
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Introduction

Again the minions of Pucka-Cruck have struck. Upon the moon they have built the Shaymbol. From it great shadows cover the moon, creating the symbol of Pucka-Cruck for all to gaze at. The moon has become the snake, the scorpion and the shark.

Pucka-Cruck wills that all who look upon the moon will know his symbol by heart. At night they will gather beneath it and worship him, the great Ull Lord who spares their lives but gives them no love. Each time they gaze upon the moon their hearts fill with his symbol more and more. Their heart beats will be for Pucka-Cruck, the great one who has claimed them from the night sky.

The Adventure Uses Labyrinth Lord

The adventure uses Labyrinth Lord and Advanced Edition Companion. Armor Class is descending and starts at 9.

The Journey To The Moon

A moon goddess appears to the party, emaciated and bloody. Her

once beautiful clothes are dirty and in tatters, most of her head is covered by the symbols(snake, scorpion or shark) of Pucka-Cruck, only her mouth remains untouched. Her once blond hair is dark now and wraps around her throat, as if a snake was strangling her.

She tells them that a thing has grown on her moon. The party she knows of and wishes that they go to her moon and cut the thing off of it. Will they do this? If they agree she gives them gold to provision with (1000 GP each) and after they have done this they will find themselves standing before the Shaymbol. They hear the goddess speak to them again "Slay Sun-no and Lord Kran, heal the rip and all will be good."

What Has To Happen To Win

As the Moon Goddess has told the party: Sun-no and Lord Kran must be killed. And the rip in reality must be healed. Kran's 2nd in command or his next clone do not need to be destroyed. If the rip is healed but Sun-no or Lord Kran live then in a month they will open the rip up again.

What happens after that is up to the Labyrinth Lord. At some point the Shaymbol begins to disappear after all 3 goals have been accomplished.

When it is gone award the party 10,000 XP. The Moon Goddess will give each character a moon necklace

that allows them to regenerate 1 HP a round for 1 hour each day. She will return them to the world and the adventure is over with.

What The Moon Is Like

The moon is desolate. It is covered with green sand. The moon has an atmosphere that is not air of the world but of a world lost. Creatures of the moon breathe this and they are fine. Those that are not of the moon can breathe it as well but it takes some time to adjust to it. For the first day on the moon they lose 10% of their movement rate. For the first 8 hours they attack at -1.

Enough light is present to see well at all times, its sources vary, even the sand has a glow to it. Depending on what type of life is nearby it will change its color very slightly. When evil is close it starts to turn red, neutral it is clear and when good dominates it turns golden.

Gravity is stronger on the moon than on the party's world. This does not hinder anything and will make a character stronger the longer they are here. For every week they are on the moon their Strength increases by $1/4^{\text{th}}$ a point. When it reaches 1 their Strength increases by 1 point. It will only increase by 1 point. When they leave the moon the process reverses itself at the same pace as the

increase.

The terrain is basically flat and is broken up by periodic dunes and rock hills. There were mountains all over the moon but when the Shaymbol came they sunk into the ground, not wishing to offer their riches to the moon's new evil masters.

Food and water will be given to the party as they travel on the moon's surface. Most of the life of the moon has hidden itself away from Sun-no and Lord Kran. But they will know that the party is here because of the Moon Goddess. When the party is resting creatures, perhaps some Dwarfs Of The Lost Moon, will dig upwards, open a hole and leave food and drink for the party to consume when they awaken. No traces of where it came from will be found. It will be enough to nourish the party for a day. Once every 3 days the party will find fresh ammunition for their missile weapons with the food. One quiver of arrows, a restock of bullets, etc... .

If the party has stayed away from the Shaymbol for more than a week the Moon Goddess herself will appear before them. She will want to know what they are doing. If the party is staying away from it because they have become too damaged or drained she will restore them. And if they are more than a day's journey from the Shaymbol she will transport them again before it.

The moon used to be a planet that was inhabited by a different type of dwarf. They covered their moon with great cities, built cities on top of their cities, built more cities on these cities. Their towers grew so tall that they touched far away stars. Then the dwarfs wondered why they had built it all and their world collapsed. Out of the rubble this moon floated and eventually became a satellite of this world.

Random Encounters Outside On The Moon

Though the moon is desolate there is still the chance while the party is wandering around it that a random encounter can occur. There is a 1 in 4 chance every 8 hours of one, roll a D20 to determine the encounter:

1-2: 2D12 Dwarfs Of The Lost Moon confront the party. They will want to know why they are on the moon. Are they Cruckians? They don't seem like them. If the party explains things to them there is a 1 in 6 chance that they will join the party. If they don't join the party they will leave them with a potion of Cure Light Wounds and be on their way.

Dwarfs Of The Lost Moon
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Fist,
DG Fist 1D2,
SV D1, MR 6, XP 10)

HP: 3 each

3-4: 2D4 Scorpion Snakes rise up out of the sand and attack.

Scorpion Snakes
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 110)

HP: 14 each

5: The moon warps briefly and the party is moved 1 mile in a random direction. As this happens they see the world(not the moon) exploding but then it returns as it was after they have been moved.

6-8: 3D4 Rip Raiders I appear half a mile away and begin pursuing the party.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Short Sword 1D6 or
Club 1D6,
SV F1, MR 10, XP 13)

HP: 6 each

9-10: A Moon Sharkull appears, coming out of apparently nothing, and confronts the party. He walks right up to the party and attacks. As he is damaged Moon Shadows rise up around the party to aid him. When he is at 75%, 50% and 25% of his HP 1D4 Moon Shadows rise up to aid him. When he is killed 3D4 Moon Shadows appear.

Moon Sharkull
(AL LE, MV 120'(40'),
AC 5, HD 4,
AT 1(See Description),
DG 1D6(See Description),
SV F4, MR 12, XP 290)

HP: 20

Moon Shadows
(AL LE, MV Float 90'(30'),
AC 3, HD 2,
AT See Description,
DG See Description,
SV F2, MR 12, XP 38)

HP: 7 each

11-12: The atmosphere changes and becomes completely evil, blood red air everywhere. Any good character must make a save against spells or be paralyzed for 1D8 hours. The air is this way for 30-60 minutes(3-6 turns). During this time the party can hear people screaming for mercy in all directions. Exploding Dwarfs Of The Lost Moon appear everywhere.

13-14: 2D4 Rip Raiders I and 2 Rip Raiders II appear half a mile away from the party and begin pursuing the party.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Weapon,
SV F1, MR 10, XP 13)

HP: 6 each

Rip Raiders II
(AL CE, MV 120'(40')
Fly 150'(50'),
AC 6, HD 3, AT 2,
DG Short Sword 1D6 or
Fists(See Description),
SV F3, MR 10, XP 80)

HP: 15 each

15-16: 3D4 Moon Shadows float down from the sky and attack the party.

Moon Shadows
(AL LE, MV Float 90'(30'),
AC 3, HD 2,
AT See Description,
DG See Description,
SV F2, MR 12, XP 38)

HP: 9 each

17: Time moves backwards. The party finds themselves where they were 1D8 hours earlier. They will be in the exact same state as they were at that time. The time between this event and that time has not happened and may not happen again.

18: 5D4 Mice Hopper Men appear. They are looking for the Shaymbol. If the party can point out where it is at they will reward the party. Each character will be given a bag made of shark skin. Inside of it will be a glowing shark tooth. Each tooth has 3 charges that if used against a minion of Pucka-Cruck reduces their current HP by 25%, no save. They explain that the teeth are good against the evil people in the Shaymbol. Regardless of whether or not the party can point the way to the Shaymbol the Mice Hopper Men will not join the party and quickly disappear.

Mice Hopper Men
(AL CN, MV 150'(50'),
AC 5, HD 2,
AT Big Cheese Stick(1 or 2),
DG 1D6,
SV T2, MR 7, XP 38)

HP: 11 each

19: 4-8(1D4 +3) Rip Raiders I, 2-4(1D4, 1 becomes a 2) Rip Raiders II and 1 Rip Raider III appear 1/4th a mile away and begin pursuing the party.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Spinning Razor
2-5(1D4+1),
SV F1, MR 10, XP 13)

HP: 7 each

Rip Raiders II
(AL CE, MV 120'(40')
Fly 150'(50'),
AC 6, HD 3, AT 2,
DG Short Swords 1D6 or
Fists(See Description),
SV F3, MR 10, XP 80)

HP: 18 each

Rip Raider III
(AL CE, MV 120'(40')
Fly 90'(30'),
AC 4, HD 6, AT 6
(See Description),
DG Weapons/Long Swords
1D8,
SV F6, MR 12, XP 820)

HP: 33

20: Lord Kran or Sun-no(50% chance of each) can be seen on the horizon watching the party. They stand there and let the party get close. When they are in melee distance, or attacked, they disappear as if they were illusions. Each character must make a saving throw against spells. If they fail they are replaced by a Toothurr. When the Toothurr that replaced the character is killed the character returns. The character was not turned into a Toothurr it was just replaced by one. The characters return to the party 1 hour later if they retreat/escape from the Toothurrs.

Toothurrs
(AL LE, MV 120'(40'),
AC 3, HD 4, AT 1,
DG Fist 1D8
Spear(See Description),
SV F4, MR 12, XP 190)

HP: 20 each

The Shaymbol

Like a large space monster it sits on the moon. Large 50' diameter black bone shark jaws serves as a gate. The rest of the place doesn't seem to exist. Endless dark rays shoot out across the moon from a larger dark mass that is always changing shape and size. The dark mass can be anywhere from 3-5 miles in diameter. Anyone that walks into it will find that there is nothing there. It is just darkness, one's sight is cut in half. Only by walking through the giant jaws will the party be able to enter the Shaymbol.

Inside it is much the same, fluctuating darkness along the walls and beams of darkness shooting through the air. The walls have solid substance and cannot be passed through. Those that live here thrive in the darkness, those that do not will need light to see. The darkness is like light to them.

For the most part passages are 10' high, areas 20' high. In areas that have tall objects the ceiling will be high enough that they will be given at least a 10-20' clearance. The Shaymbol will distort its size on Level 1 to allow any creature that belongs here free passage.

Below Level 1 the darkness does not shoot out of the walls. Level 2 starts out with pitch black stone walls. It is pitch black on this level.

Level 3 becomes more grayish/green. The light becomes a weaker version of what it is like on the surface of the moon. On Levels 4-6 the walls are completely green. The light is exactly like it is on the surface of the moon.

Sun-no and Lord Kran control the Shaymbol. They are not in dispute with each other but they fear each other. Would not Lord Kran like the Shaymbol for himself? Does Sun-no even need Lord Kran? None of these thoughts are true, it is just the madness of Pucka-Cruck infecting their minds.

Dangers

Shaymbol Seduces/Seduction Points

As people on the world below have their hearts filled with Pucka-Cruck's symbols and become his, the same thing happens here. Each day the party is here there is a 1 in 4 chance for each character that they will need to check to see if they might acquire a Seduction point. Roll a saving throw for each character that needs to against spells. If they fail they gain a Seduction point.

When the points go beyond 5 the character is lost to Pucka-Cruck. Let the player run the character until an opportune time arrives when the character can sneak away and seek

out Sun-no. During that time the party will notice that there is something not right about the character. Maybe his voice sounds deeper, he mutters things like "I love Pucka-Cruck", he becomes a shadow for a few seconds, etc... . If the character's Seduction points are lowered to 5 or less before he runs away then things are returned to "normal".

When the party finally encounters Sun-no the character will be embedded in the floor of her Star Plane, a trophy for her. The character is in suspended animation below an impenetrable glass barrier. To free the character Sun-no must be defeated. When the party does this the barrier breaks up and the character awakens, free from the domination of Pucka-Cruck.

To remove a Seduction point a holy man(cleric most likely) must place his hands on a character and release all the magic they had learned for the day. The holy man must not have cast any of his spells. When this has been done roll to see what happens:

- 1-5:** 1 Seduction point removed.
- 6-7:** 2 Seduction points removed.
- 8-9:** As 1-5 but every character in the party is affected.
- 10:** As 6-7 but every character in the party is affected.

Also for every 50 HD of Pucka-Cruck's servants destroyed every character in the party can roll a

save again at -1. If they make it then they have one Seduction point removed.

Characters will notice that they have acquired a Seduction point. They will find themselves talking of the great Pucka-Cruck and how they should join him each time one is acquired. The character does this for several minutes for each point. Every time they talk this way it becomes longer.

Every time a Seduction point has been acquired there is a 1 in 4 chance that the Moon Goddess will appear briefly and tell them what is happening. She will also instruct them on how to eliminate the points. The Moon Goddess will only do this once.

The Eye Of Pucka-Cruck

Pucka-Cruck is very aware of what goes on here. He will sense the parties presence in the Shaymbol and wish to gaze upon them himself. Every 8 hours there is a 1 in 4 chance that his "eye" will manifest and look at the party for a few minutes. Out of the floor or the ceiling a black globe, 3' in diameter will appear. On the surface is a smaller red spot, 1/2' in diameter that floats around the globe. Where the spot looks, they eye sees. The eye is immaterial and will follow the party around until Pucka-Cruck is satisfied, 10-30 minutes. Then it

leaves the way it exited.

If one looks close at the globe for a minute or more they will begin to see inside of the globe, or through it. There appears a human like eye, almost squinting, with black vessels flowing from it in all directions. Only an eye they see, but it belongs to something larger.

After any encounter with the eye all random encounters have a 3 in 6 chance (instead of a 1 in 6) of occurring for the rest of the hour. If the party has acquired a Bright Ball the eye retreats immediately and random encounters stay the same.

The Eye Of Pucka-Cruck is only in effect on Level 1. Below that Pucka-Cruck's presence is not as firmly established. In time though he will be able to see as clear on those levels as Level 1.

Important Magical Items

A Piece Of Reality

An irregular shaped piece of cloth that is 10' x 10' roughly. The outer half of it is pure white. The center half pulses with a darkness that pushes against the white and then recedes. When moved dark and white sparks fall from it. If left to rest on anything it wiggles and flip flops there.

This is the piece of reality that

was torn from the Shaymbol Center area. While the party has it in their possession none of the shadow areas will negatively effect them. All their Seduction Points are wiped away and they cease to acquire any while it is in their possession.

The only thing that can safely touch it is The Staff Of Pucka-Cruck. Anything else that picks it up must make a saving throw vs. death or be disintegrated by it. If the save is made an explosion occurs that releases the piece of reality from the holder's grasp and deals 1D10 HP of damage to him. Powerful beings like Sun-no or Lord Kran cannot be disintegrated by it but they suffer damage.

When anything approaches it to pick it up the piece begins to throw off sparks at a very quick rate. The closer it is to being picked up the more sparks that are thrown off.

The Staff Of Pucka-Cruck

These staffs are 5'. One end has a replica of the moon. The other has a golden scorpion stinger, a silver snake head and a bronze shark head. These are created by Pucka-Cruck himself. Its purpose is to transport the A Piece Of Reality, for it destroys whatever touches it.

Upon the wielders will the staff's stinger, snake head and shark head will grasp the A Piece Of Reality and

not let it go until willed. The A Piece Of Reality will become still while held by the staff. It loses all its destructive abilities and anything can touch it in safety.

It can also be used as a weapon. If the wielder hits with the moon end it does 1D6 HP of damage and the target will have to make a save or be stunned for a round. If the other end is used then it attacks 3 times, one for each head. Each hit can do 1D4 HP of damage. When the staff holds the A Piece Of Reality this end can only be used as a club and it does 1D4 HP of damage.

If the staff is held by anyone he will feel as though he should use it to grab the A Piece Of Reality with it. He has some idea what it looks like but he may not know what it is at this point. Any character that wields it as a weapon will feel an urge to serve Pucka-Cruck. After one week of possessing it he will have gained 1D4 Seduction points. This only happens once.

When the Shaymbol is destroyed the staff begins to fall apart. Every week after it is gone the staff loses one of its beast heads. When the beast heads are gone, one week later the moon crumbles and it becomes a regular staff.

Bright Ball

It appears as a glowing white 1' diameter energy ball. Anyone who puts their hand in it and grasps it is now holding it.

With the ball in hand shadow creatures can be attacked. Each hit does 1D12 HP of damage and requires a saving throw vs. spells. If failed the shadow creature is stunned for 2D4 rounds. Against non-Shadow opponents it does 1D6 HP of damage. Bright Balls also function as a Continual Light spell. A Bright Ball can be distorted, stuck on surfaces and retrieved from surfaces.

Ongo

It appears as a 1' tall black question mark with a white dot floating at its end. The "handle" part of it has a grasping diameter of 3 inches. If pointed at something and the wielder says "Ongo" a ghost head of a moon man appears. Pure white, immaterial, bald, scarred and with one eye in the center of its forehead. The ghost can answer 3 questions about the thing pointed at. The head can be summoned once a day.

It answers all questions like so "Ongo thinks that the answer was... (put some answer here)". Roll to determine how accurate each of its answers are:

1-5: Vague reply, answers in generalities.

6-8: More specific reply, like 1-5 but gives one very specific piece of information amid the generalities.

9-10: Accurate reply. Answers the question very specifically.

Ongo can only answer one question once. It takes 6 months to try it again, Ongo may have learned something new in that time or become more confused.

Ongo also floats in the air if the wielder places it there. It remains stationary, waiting for someone to grasp it again.

Small Stairs

A 6 inch diameter clear glass orb with a miniature stairs in the center. If rubbed on any level it transports the holder and his party to the Level 6 Start area. If rubbed in any Level 6 area it transports the holder and his party to the spot/level they left from. If broken anywhere on Level 6 the party is immediately transported to the spot/level they left from.

Any rubbing of the orb starts the transport. It must be rubbed for a couple of rounds for the transport to finalize. As it is rubbed the party starts to shift from the level their on to the other level. During that time they

can be attacked on the level they are transporting from.

For a party member to be transported they must be in the rubbers line of sight. If they are behind walls, in another room, on another level, etc.. they are not transported.

The stairs to Level 6 were removed by Pucka-Cruck when the Little Kills threat emerged. Once they have dealt with it Pucka-Cruck will restore the stairs. These items are the only way to get to Level 6.

Kran's Death Dagger

This is a +1 dagger but has been enchanted with an additional power. Using the dagger against Lord Kran, or any clone of him, is deadly. A hit requires a saving throw against death or he dies instantly.

These daggers were created by Sun-no. Pucka-Cruck demanded that she prepare for exterminating Lord Kran. Something had gone wrong in his mind he thought, how far this would go he could not say. She listened and reached into the rip in reality and willed these daggers into existence. Quickly she forgot about them, not taking Pucka-Cruck's warning seriously. Now the daggers are in different places within the Shaymbol, lost to Sun-no.

New Spells

Claw Blast

Level: 3

Range: 30'

Duration: Instantaneous

1D4 scorpion claws + 1 more per 3 levels shoot out of the caster's hand at an opponent. Each one attacks at the level of the caster. If a hit occurs 1D4 HP of damage is done. If more than 3 claws hit the target must make a saving throw vs. spells or be knocked back 10'. If 5 or more hit the target must make a save or be stunned for 2 rounds.

Shark Rises

Level: 2

Range: 50'

Duration: Instantaneous

A shark rises up and bites a target. The caster can choose to do 1D6 HP of damage. Or he can have the shark roll to hit. It attacks as a 5 HD monster. If it hits it does 2D6 HP of damage.

Shoot Snake

Level: 1

Range: 10'

Duration: Instantaneous

The caster shoots a snake out at a target. Roll a saving throw vs. spells and if it fails roll a D10 to see what happens:

1-3: Poisoned for 2 rounds, arms become paralyzed. Cannot hold anything or cast spells.

4-10: 1D4 HP of damage

Heal Us, Shield Us Pucka-Cruck

Level: 1

Range: 50'

Duration: Instantaneous/See Below

The caster and all friends of Pucka-Cruck heal 1D4 HP of damage. In addition the next time any one of them is hit there is a 1 in 4 chance that the damage will be cut in half. Pucka-Cruck's shield appears between the attacker and the

attacked.

Sun-no's Scream

Level: 1

Range: 10'

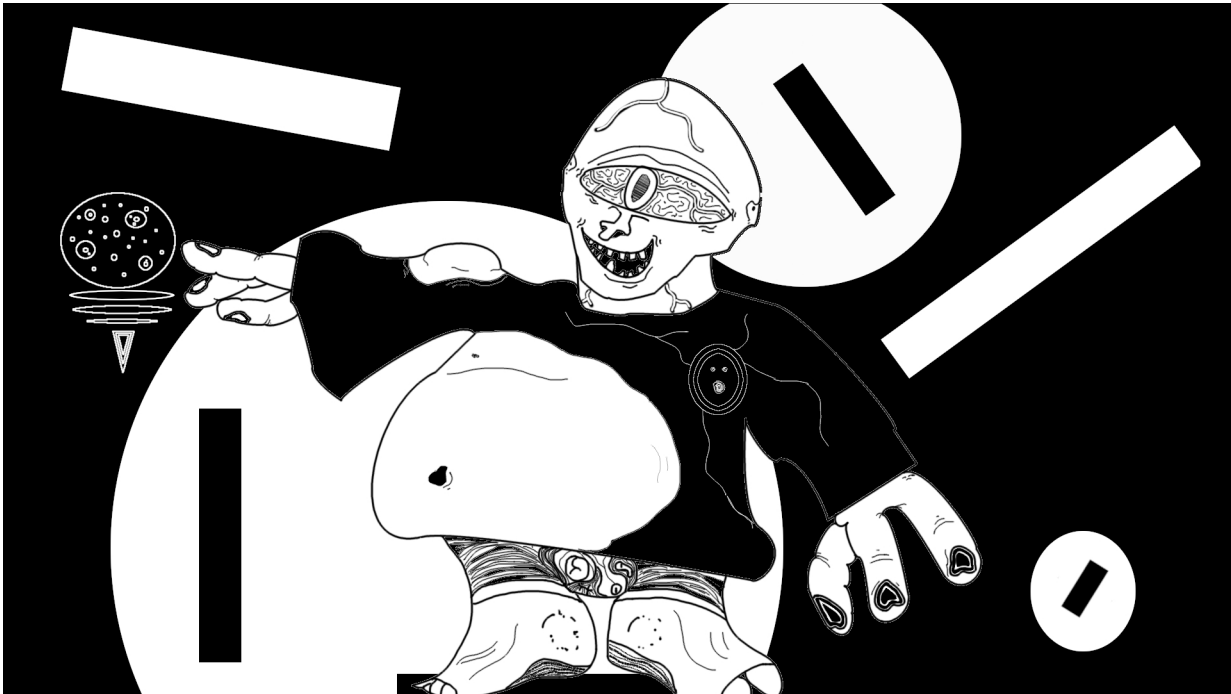
Duration: See Below

The caster screams at a target in a hideous woman's voice. The target must make a save or they cannot hear anything else but the scream for 1D4 rounds.

The scream makes it impossible to hear what others are saying. If they try to cast a spell there is a 50% chance it will fail. And finally if they attack there is a 50% chance that they will grab their ears instead of attacking their foe.

Frequent Encounters

Dwarfs Of The Lost Moon



No. Enc.: 10-20

Alignment: Lawful Good

Movement: 120'(40')

Armor Class: 9

Hit Dice: 1

Attacks: 1

Damage: Fist 1-2 or Weapon

Save: D1

Morale: 6

Hoard Class: I

XP: 10

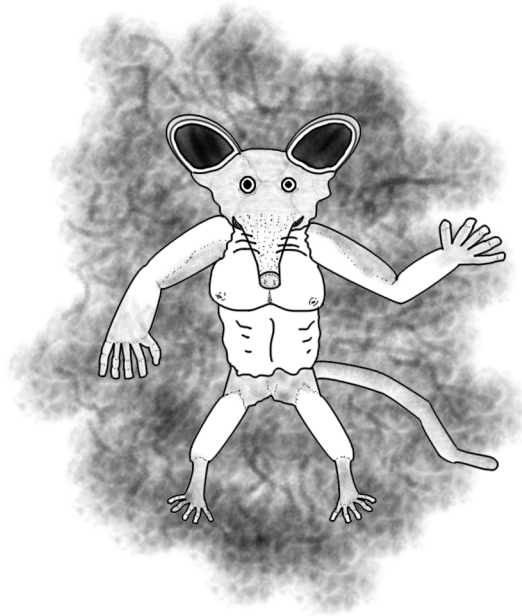
They appear with a dwarfish build and have one large eye where a two eyed person's eyes would be. Long ago there was a different moon in the night's sky. They were its people and then a new era started for the world. A forgotten event took their moon away and left them adrift on asteroids.

They waited on their asteroids, not knowing where to go. Then the new

moon came and they became one of its people. Now with Sun-no's rule it is hard to say how many are left. Could be the few that are found in the Shaymbol. But maybe more are hiding elsewhere?

Dwarfs Of The Lost Moon can breathe in airless vacuums. Where there is no air there is air for them. Underwater is a different story, if they are submerged in water they will drown like other living beings.

Mice Hopper Men



No. Enc.: 4-11(1D8 +3)

Alignment: Chaotic Neutral

Movement: 150'(50')

Armor Class: 5

Hit Dice: 2

Attacks: 1 or 2(See Below)

Damage: By weapon type

Save: T2

Morale: 7

Hoard Class: IV

XP: 38

Creatures with human torsos and the arms, legs, tails and heads of mice. They are immune to poison and are the sworn enemies of all Scorpions and Snakes. Instead of walking they hop around, foot by foot.

Into the Shaymbol they have snuck to conduct guerrilla raids on those that worship the symbols of their enemies. They can sneak around like 10th level thieves.

In addition to being able to fight with a weapon they emit a howl once an encounter. Anyone that is friendly with them and hears the howl gains a +1 to their initiative roll for 5 rounds. This does not stack if many of the Mice Hopper Men howl at the same time.

They favor short swords. Sometimes they use their tails as the wielder of their weapons. When they do this they suffer -2 to damage (minimum of 1 HP of damage) but are able to attack twice a round.

Priests Of Sun-no



No. Enc.: 1-4

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 6

Hit Dice: 3

Attacks: 1

Damage: Rod 1D6

Save: C3

Morale: 9

Hoard Class: V

XP: 65

People of the world who were priests but have turned to the worship of Sun-no. They are 3rd level Clerics. They carry special weapons that look like a rod bent into a L shape. At the end of each end is a stone replica of the moon. If they hit anyone with the rod it does 1D6 HP of damage. If more than one priest hits with their bent rod in that round then whomever is hit will need to

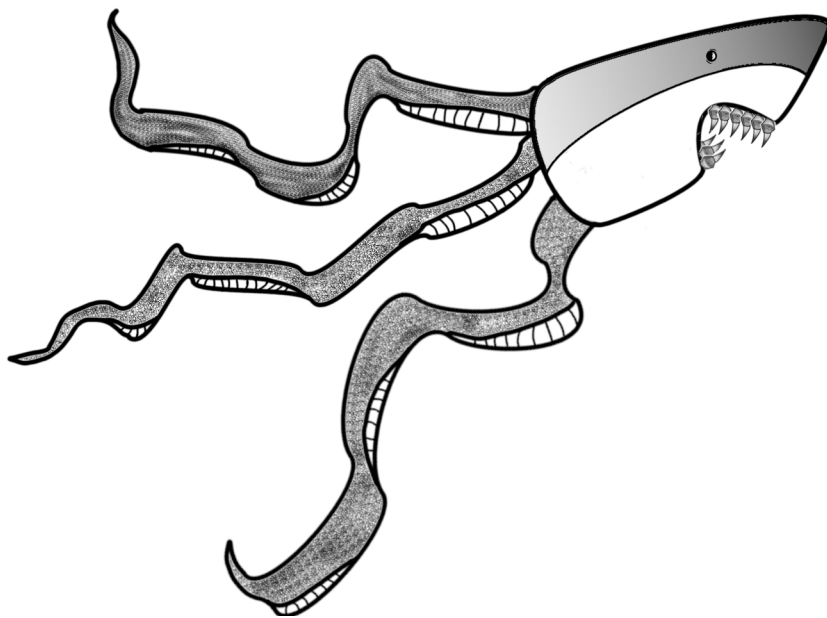
make a save or be stunned for 1-4 rounds.

Suggested Spells:

1: Sun-no's Scream, Shoot Snake

2: Shark Rises

Priests Of Pucka-Cruck



No. Enc.: 1-4

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 5

Hit Dice: 5

Attacks: 1

Damage: 1D8 or See Below

Save: C5

Morale: 9

Hoard Class: VI

XP: 650

It is hard to say who these people are. They may not even have been born on the world. All they know is the worship of Pucka-Cruck and whatever task has been given to them.

They have the abilities of a 5th level Cleric and physically attack as a 4th level Monk(damage + a 2nd attack on the 3rd round). 3 times a day for one round they can turn themselves into a creature that has 3 long snake bodies attaching

to one large shark head. For teeth the shark head has scorpion stingers. A bite does 1D12 HP of damage and requires a save. If the save is failed the target comes under the control of the priest for 3 rounds. Each time this happens in the next 24 hours the number of rounds increases by 3. Every 24 hour time period from the bite cuts that time down by 3 rounds.

Suggested Spells:

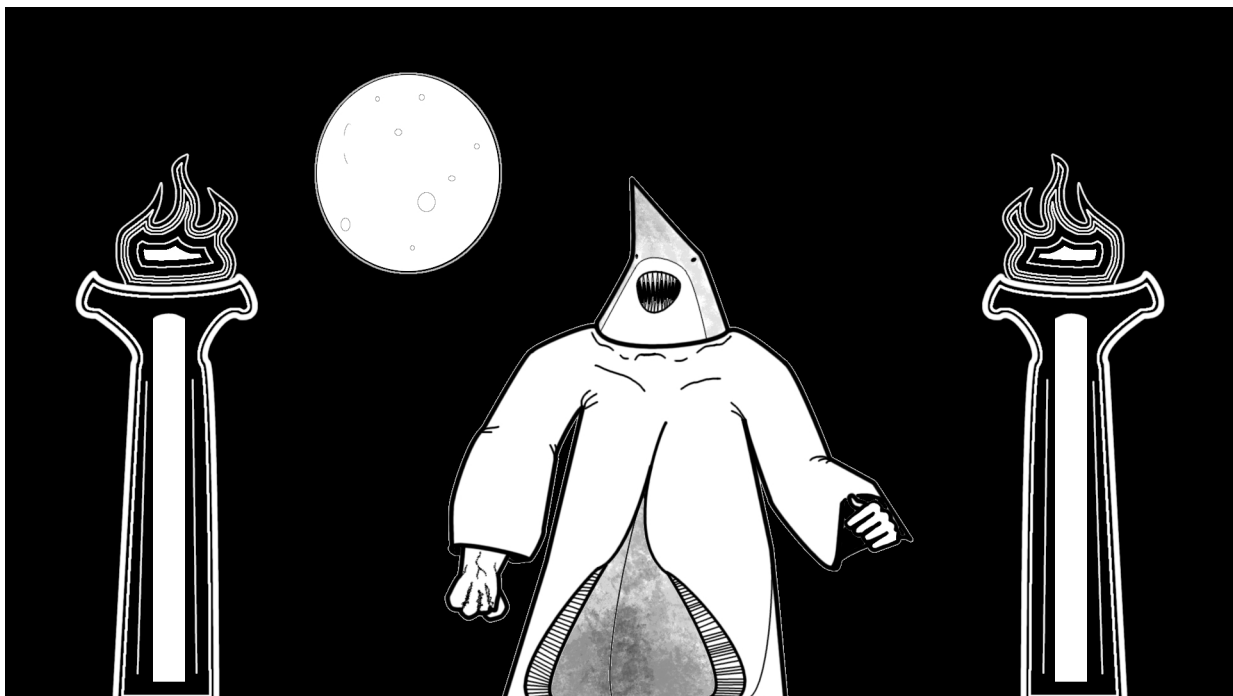
1: Heal Us, Shield Us

Pucka-Cruck x 2, Shoot Snake

2: Hold Person, Shark Rises

3: Claw Blast

Sharkull



No. Enc.: 1-4

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 5

Hit Dice: 4

Attacks: 1(See Below)

Damage: 1D6(See Below)

Save: F4

Morale: 12

Hoard Class: None

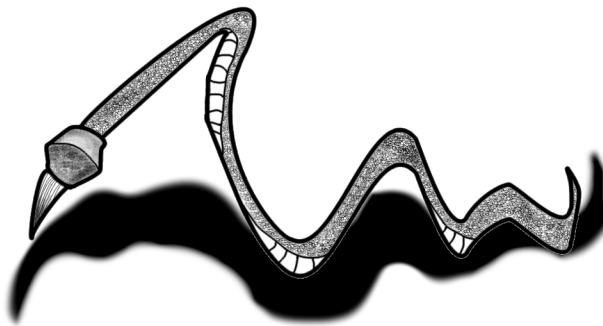
XP: 290

Creatures Sun-no has bred in the dust of the moon. They appear as 8' tall white hairless men in white robes. When they enter combat their heads change to that of a sharks.

They attack by punching their opponents. Each hit causes 1D6 HP of damage and a save vs. spells must be made. If 5 saving throws are failed during the encounter the character turns into a Sharkull and joins the Sharkull's side. This continues until all the Sharkulls that hit the character and caused a failed saving throw are killed. Then the character returns to normal.

If they hit the same character 2 rounds in a row they will get a bite attack. If they succeed in biting it does 4-10(1D6 + 3) HP of damage.

Scorpion Snakes



No. Enc.: 1-4

Alignment: Lawful Evil

Movement: 150'(50')

Armor Class: 5

Hit Dice: 3

Attacks: 1

Damage: See Below

Save: F3

Morale: 12

Hoard Class: None

XP: 110

Creatures that have the bodies of 10' long snakes. Instead of heads a scorpion stinger takes its place. They attack with the scorpion stinger. If hit a save must be made or one of the following will happen(roll a D10):

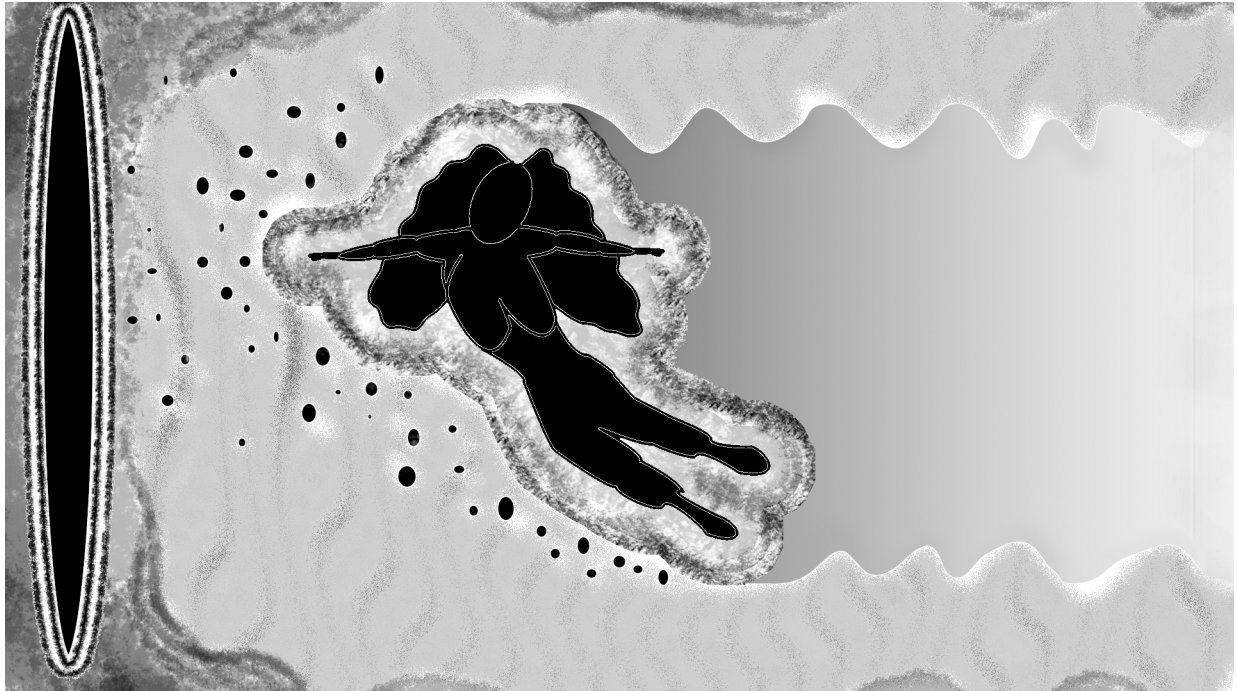
1-5: Takes 1D6 HP of damage.

6-7: Attacks at -2 for 1D6 rounds.

8-9: Loses 1D6 Strength points for an hour. If brought to 0 or lower the target cannot move, attack or do anything.

10: Death in 3 rounds from poison.

Moon Shadows



No. Enc.: 2-8(2D4)

Alignment: Lawful Evil

Movement: Float 90'(30')

Armor Class: 3

Hit Dice: 2

Attacks: 1

Damage: See Below

Save: F2

Morale: 12

Hoard Class: None

XP: 38

People of the moon whom Sun-no has deprived of all light. Now nothing can illuminate them, all one will ever see of them is the vague dark shape of a man or woman.

Moon Shadows float as they move. This is like flying but they can remain stationary in the air.

When they attack they partially enter their foe. Each round they try to push themselves deeper inside. After 5 hits the Moon Shadow is inside. To dislodge a Moon Shadow, before killing it, a magical light spell must be cast on it.

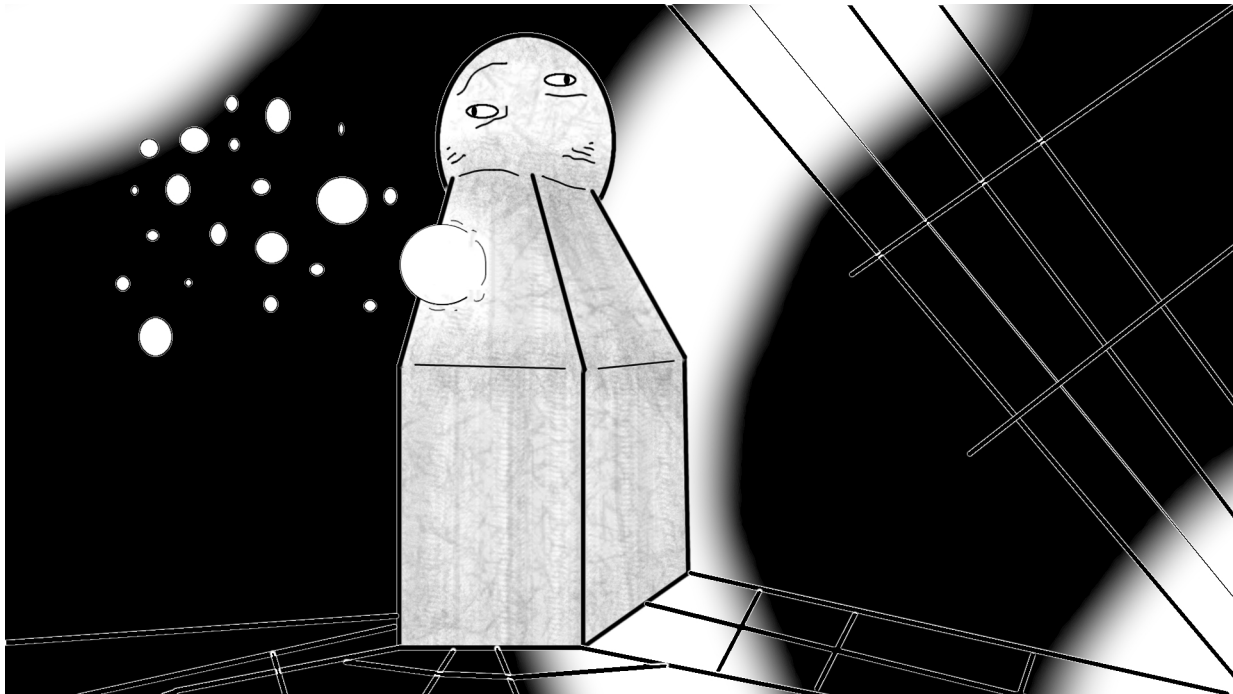
Once inside the Moon Shadow sucks at the characters life force, draining 1 HP every hour. When the character dies the Moon Shadow rises up as a dark

copy of the dead character. It can do everything the character could do. Its weapons mimic the magic of the character. Any Moon Shadows inside of the character emerge, ready to search for new living beings to enter.

To exorcise a Moon Shadow from a character a cut must be made and a light spell must be cast in the wound. Then the Moon Shadow flows out and is dead. While the Moon Shadow is in the character he will feel an urge to put light inside of himself. If light is pressed against the skin he will feel a need for it to be put deeper.

Multiple Moon Shadows can be inside of a character, each one increasing the damage done each hour. But when the character dies they all merge and only one duplicate rises from the dead character.

Lost Lunes



No. Enc.: 2-6(1D6, 1 becomes 2)

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 2

Hit Dice: 3

Attacks: 1

Damage: See Below

Save: F3

Morale: 12

Hoard Class: None

XP: 80

People who have given themselves freely to Pucka-Cruck's moon symbols

and have made the journey to the moon. How they got here is a mystery but they are turned into something that Pucka-Cruck finds beautiful. They are encased in substances drawn from the moon itself, their human part is forever lost beneath it all. They appear 10' brown and gray clay things that are oval at the top and rectangular at the bottom. Despite their size and lack of limbs they move swiftly.

Their attacks are deadly, bubbles form on their surface and shoot out at an amazing speed. If a bubble hits its target roll a D10 to see what happens:

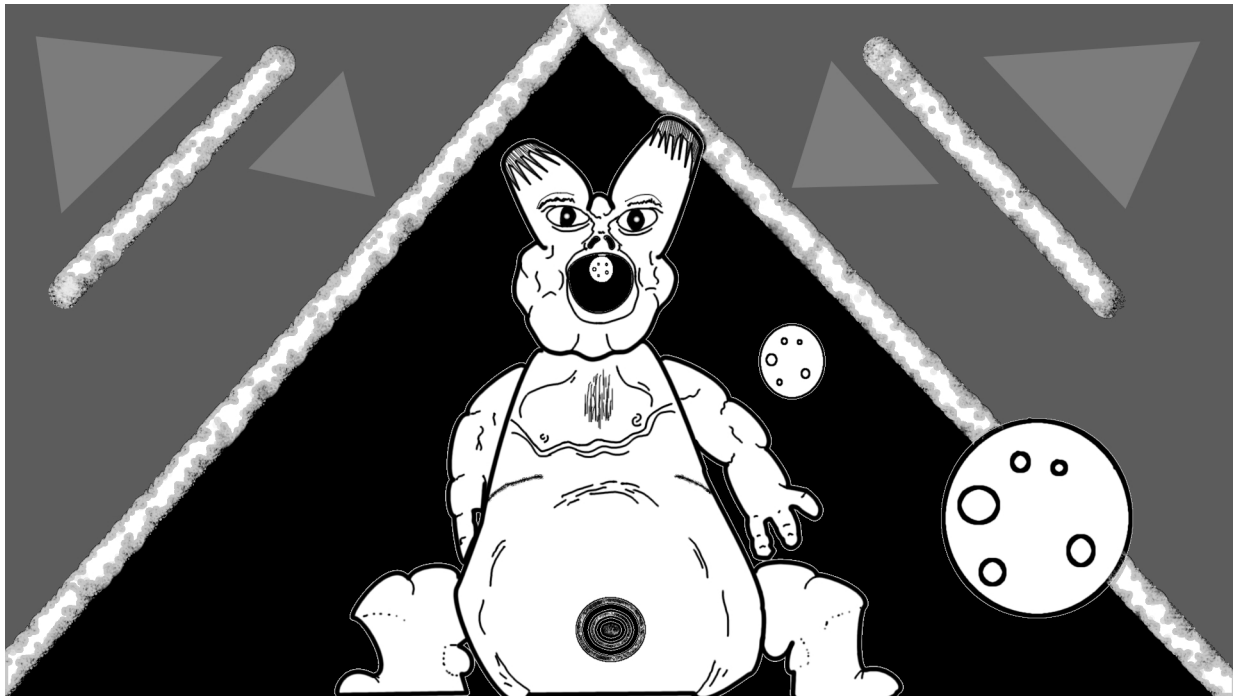
1-7: 1D6 HP of damage.

8-9: As above and target is immobilized for 2 rounds. Can't move, attack or cast spells. A saving throw vs. spells negates this but not the damage.

10: As 8-9 but the duration is increased to 10 rounds.

To damage a Lost Lune a sharp weapon must be used. It must penetrate the outer layer and hit the human inside. Blunt weapons do no damage. Spells do normal damage. Food, drink, air, water, etc.. they no longer need. The Lost Lunes will never die of old age, they have become an immortal people of Pucka-Cruck.

Moon Giant



No. Enc.: 1-2

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 7

Hit Dice: 7

Attacks: 1

Damage: 3-24(3D8)

Save: F7

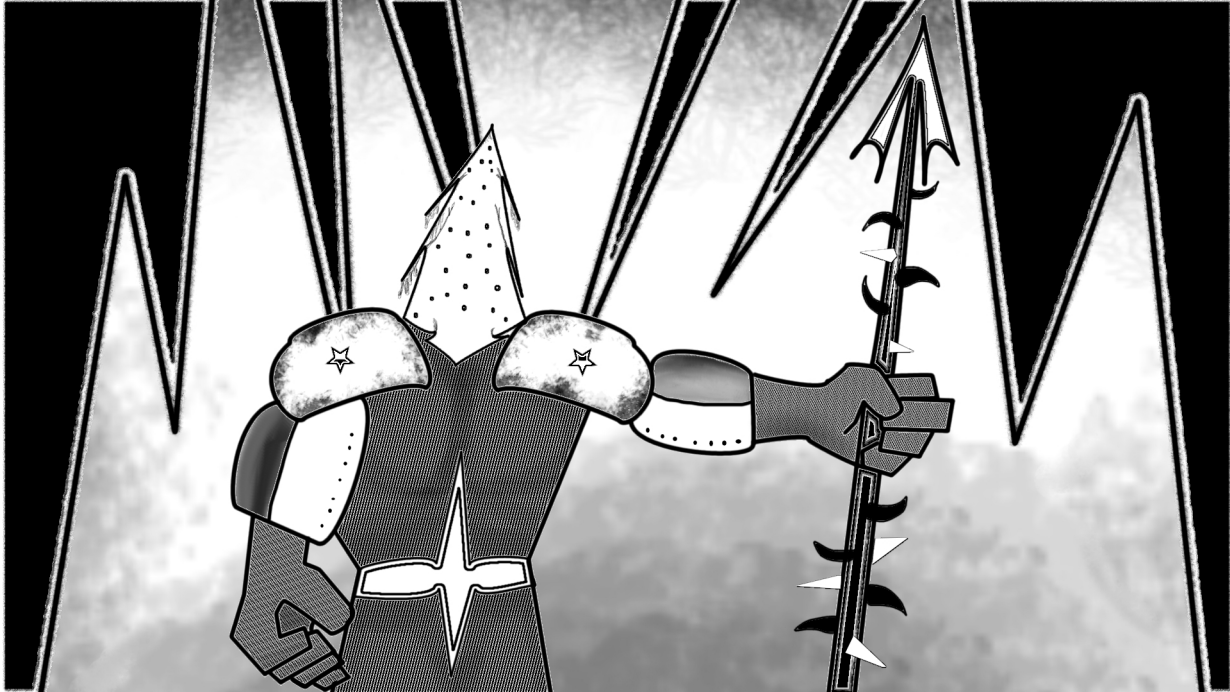
Morale: 10

Hoard Class: VII

XP: 790

A creature that is similar to a Stone Giant but have bellies that hang to the ground. Instead of having one top of a head, they have 2. The tops part ways in the middle, forming a Y shaped head. They attack by spitting small moons, 5' diameter, out of their mouths at opponents. These do 3-24 HP(3D8) of damage per hit and can reach 50' away. Each spit moon seems to shrink their bellies some. Every 5 rounds all the spit moons fly through the air and back to their giant. Down the Moon Giant's throat the moons return. Its belly expands with each one consumed.

Toothurrs



No. Enc.: 3-6(1D4+2)

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 3

Hit Dice: 4

Attacks: 1

Damage: Fist 1D8 or Spear,
See Below

Save: F4

Morale: 12

Hoard Class: None

XP: 190

The imaginary warriors of Sun-no's childhood that have come into being to serve her, with a few modifications from Pucka-Cruck himself! They appear as very muscular beings, ogre sized. They carry spears that have shark teeth and scorpion stingers all over them. Their heads are gone, in their place large shark teeth have been implanted. Multiple little shark eyes are drawn on the teeth.

They attack with either their spear or their fist. A fist does 1D8 HP of damage. The spear does 1D6 and a roll to see if one of the poisons on the spear is injected. The weapons are dangerous to handle, anyone besides a Toothurr that does so will suffer a automatic poison roll with each use. This does not preclude the poison from affecting others that are hit with it. Roll a D8 to see what the poison does:

1-4: A save against the poison or suffer a 1D4 penalty to any die roll for the next 5 rounds. Roll each round to determine the penalty.

5-6: A save against the poison or the character starts to sputter for 10 rounds. If the character wins initiative and fights before the foes then there isn't a penalty. If not then he is affected and attacks at -2.

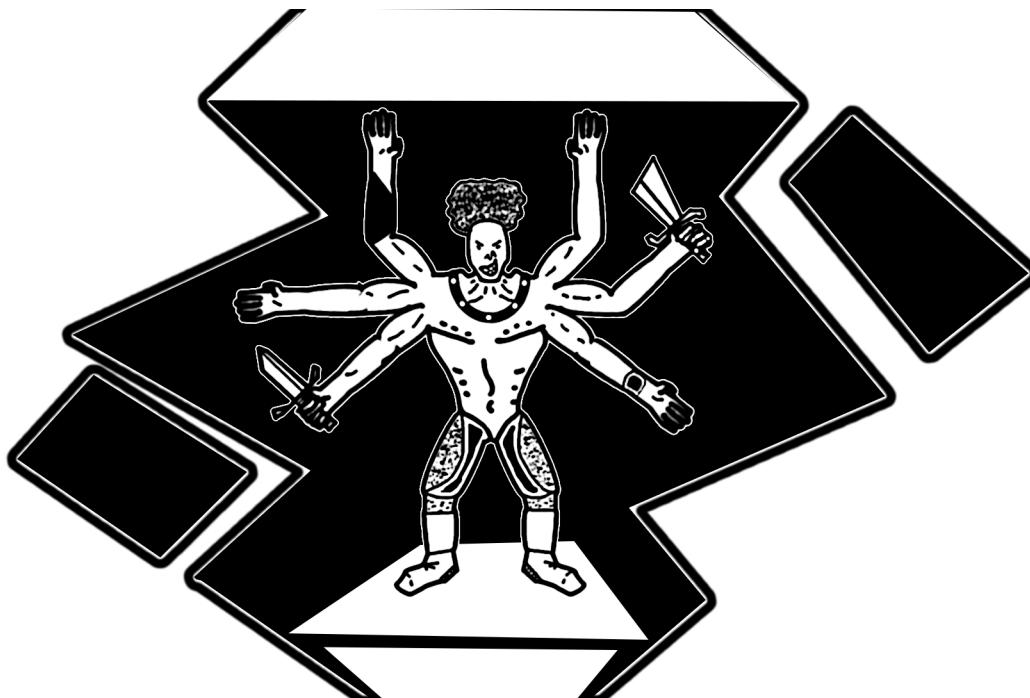
7-8: A save against the poison or the character will be dead in 10 rounds. The character can feel himself dying, each round the feeling becomes stronger.

(When one of the above occurs and is already in effect nothing additional happens. If 5-6, for example, is in effect and 5-6 is rolled again nothing else happens.)

Rip Raiders

Rip Raiders are beings from the other side of the rip in reality. They have sworn to keep the rip open on this side. Pucka-Cruck they have begun to worship, he is seen as their savior. He is the one who has liberated them from the other side of the rip.

Rip Raider I



No. Enc.: 5-10(1D6 +4)
Alignment: Chaotic Evil
Movement: 120'(40')
Armor Class: 9
Hit Dice: 1
Attacks: 1

Damage: By Weapon Type
Save: F1
Morale: 10
Hoard Class: I
XP: 13

They appear as men with 6 arms. One of them wields a weapon of some sort. They toss the weapon from hand to hand when they fight. Every 3rd round they switch the arm they use to fight. This has the effect of lowering their AC by 2(to 7) and increasing their chances to hit by 1 for that round.

Rip Raider II



No. Enc.: 2-5(1D4 + 2)

Alignment: Chaotic Evil

Movement: 120'(40') Fly 150'(50')

Armor Class: 6

Hit Dice: 3

Attacks: 2

Damage: Weapon type or See Below

Save: F3

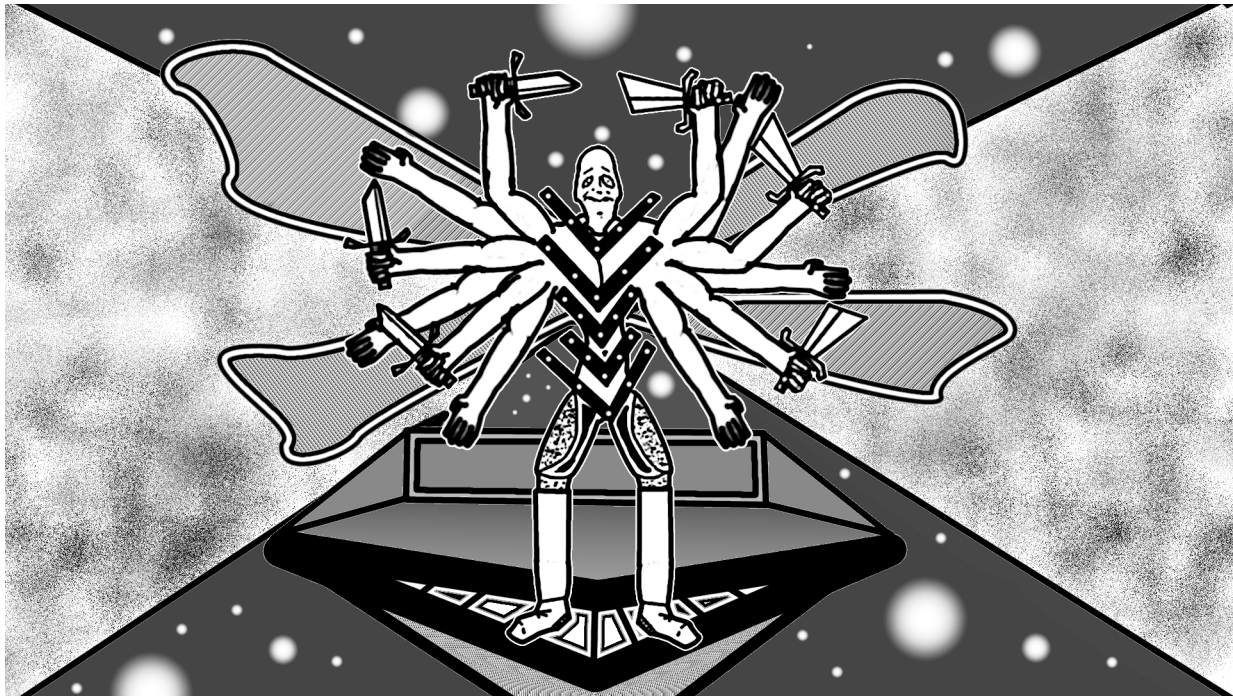
Morale: 10

Hoard Class: II

XP: 80

They appear as men with 4 arms and a pair of wings. They carry 2 weapons. Each round they can attack twice, with a weapon or a free hand. If it is a weapon then it does the weapons damage. If it is a free hand and they hit a target the target takes 1D4 HP of damage if one hand is used, and if it is attacking with 2 hands that round it is 1D6 HP of damage. In either case if one of the hands hits the target must make a save or go last in the round for the next 2 rounds regardless of the initiative roll.

Rip Raider III



No. Enc.: 1

Alignment: Chaotic Evil

Movement: 120'(40') Fly 90'(30')

Armor Class: 4

Hit Dice: 6

Attacks: 6

Damage: By Weapon Type

Save: F6

Morale: 12

Hoard Class: VII

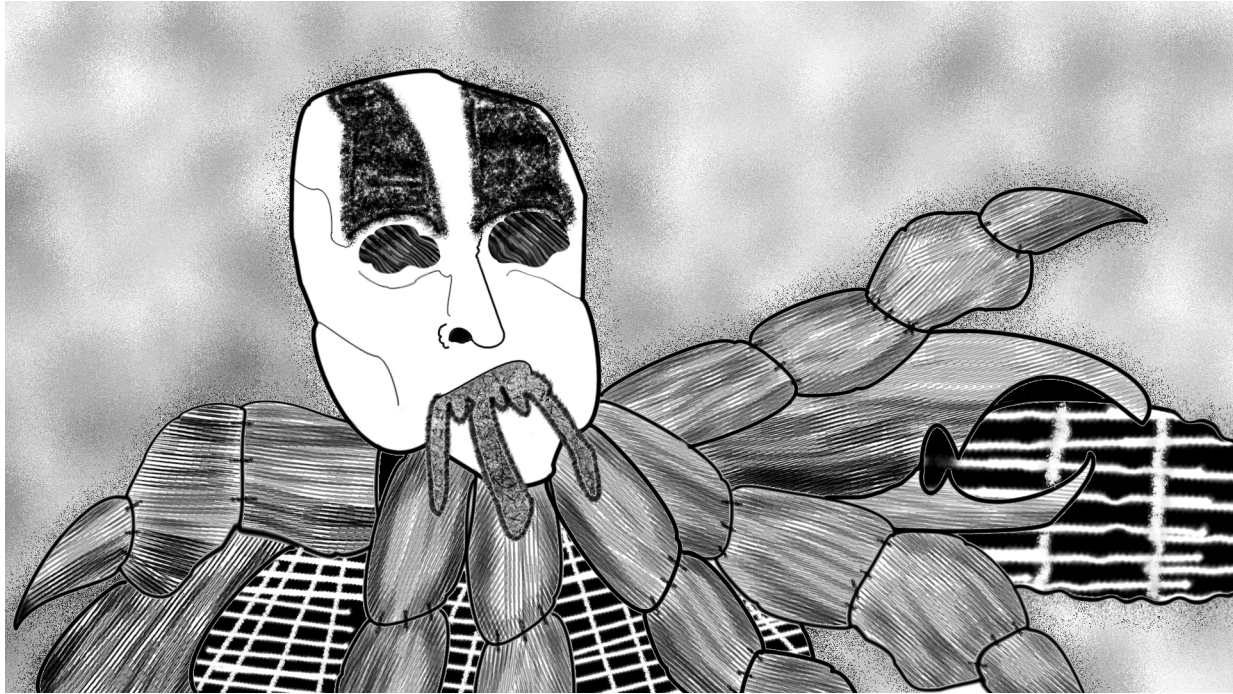
XP: 820

The appear as 10' tall men with 12 arms and 4 wings. They carry 6 weapons. Each round they attack with their 6 weapons.

With their free hands they work magical incantations. A magical energy forms on 2 hands every round: 2 hands on round 1, 4 hands on round 2, 6 hands on round 3. If the Rip Raider III is hit during these 3 rounds the energy disappears and it must start creating the energy again the next round.

On the round after all the free hands have energy on them they release 1 beam per hand. Each beam can shoot 50' away and automatically does 1D4 HP of damage. Then they must start creating the magical energy over again.

Lord Kran



No. Enc.: 1

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 1

Hit Dice: 8(50 HP)

Attacks: See Below

Damage: See Below

Save: F8

Morale: 10

Hoard Class: XIV

XP: 2560

His skull white head is bald and his eyebrows ascend to the top of his head. His eyes are so deep in his head that only darkness can be seen. His lips constantly move and snake poison pours out from them over his scorpion plate mail. Scorpion tails extend out from the neck. His shoulder blades have scorpion claws. The man is 7' tall but he seems much taller the closer one stands to him. Anyone normal being taller than he will feel as though they have become a dwarf.

Lord Kran, brother of Sun-no and a devout servant of Pucka-Cruck. He waits for Pucka-Cruck to arrive. Perhaps he will take Sun-no with him and leave him in charge of the Shaymbol?

When in battle the scorpion tails and claws become weapons. He has these attacks:

1: The tails around his neck shoot out and try to hit anyone(up to 6 foes) within 10' of him. He must roll to hit each target in this range and if he hits they get a save vs. poison. A failure means they are paralyzed for 1-4 rounds. He can use this ability every 5 rounds.

2: The claws on his shoulder blades become weapons. His arms shrink into his body while these expand outwards to take their place. He can attack twice a round with them. If any target is paralyzed from his neck tail attack he gets a free attack against them if they are within 10'. Each hit from these tails/blades does 1D10 HP of damage. Any paralyzed character that is killed by these weapons erupts open in 2 rounds, a large scorpion comes crawling out to attack. The scorpion is under Lord Kran's command.

Scorpions

(AL CE, MV 150'(50'),
AC 2, HD 4, AT 3(2 claws,
sting),
DG 1D10, 1D10, 1D4, poison
SV F2, MR 11, XP 190)

HP: 20 each

If a claw hits its stinger gets a +2 to hit. If the stinger hits the target must make a save or die in 3 rounds from the poison.

3: He can call on the spirit of Pucka-Cruck 3 times a day. His head turns into that of a great white shark and reaches out, up to 50', on a snake's body. While in this state he can attack 3 times a round. Each bite does 2D8 HP of damage if he hits. The spirit will stay in him for 5 rounds. He must wait 10 rounds before he can call on the spirit again.

If severely damaged he can retract one of his claws, his arm returns to normal. The arm begins to glow a deep red and his wounds begin to heal. Every round in this state he heals 5 HP of damage. Lord Kran can maintain this state for 5 rounds and then must wait 5 rounds before entering it again. While in this state he can still attack with his other claw and use his tails(Attacks 1 and 2 but not 3).

Sun-no



No. Enc.: 1

Alignment: Lawful Evil

Movement: 150'(50')

Armor Class: 0

Hit Dice: 10(60 HP)

Attacks: See Below

Damage: See Below

Save: F10

Morale: 12

Hoard Class: XV

XP: 10,100

A worshiper of Pucka-Cruck who was born on the moon. She has lived here for her entire existence. For years she was to become a moon master until she saw the shadows dance as snake, scorpion and shark. Then she knew she was one of those shadows and communed with Pucka-Cruck through them.

She appears as a 5-50' tall white skinned woman who wears a dark robe. Her size varies as she desires it. On her face the symbols of Pucka-Cruck dance. Her white hair is in two braids that are twisted and stick out of the sides of her head. They look as if they are scorpion claws. She has these attacks(#8 has additional attack information in it):

1: Attack with her hair. The hair acts reaches out and tries to slash an opponent. Does 2D8 HP of damage. 2 foes a round can be attacked this way. The hair/claw can reach up to 20' away.

2: Snake scream. She can do this every 5 rounds. Those within 50' of her scream must make a save or find themselves being crushed by a shadow snake. The snake does 1D6 HP of damage for 1-4 rounds. Only one shadow snake can crush an opponent at a time.

3: Attack with her great scorpion tail. Her belly expands and she rips it open. Out of it a scorpion tail strikes. Anyone who is hit by it must make a save or die in 2 rounds. The tail can reach up to 30' away. She can use this once every 3 rounds.

4: Attack with her lesser scorpion tail. She rips the top of her head open and out of it a scorpion tail strikes. Anyone who is hit by it must make a save or be under her control for 1D6 + 4 rounds. A neutralize poison spell will end this. The tail can reach up to 10' away.

5: Unleash the cold in her heart. From her wave of cold shoots out. Anyone within 30' of her must make a save or take 8D4 HP of damage. Also they are slowed for 5 rounds. She can use this once every 10 rounds.

6: The Claws Of Pucka-Cruck rise up and grabs every opponent within 20'. Each opponent must make a save or be caught by the dark claw that grabs at them. If they fail they are immobilized as if they were caught in the Web spell. The claw holds them for 3-6 rounds(1D4 + 2). She can use this once every 3 rounds.

7: Charge and knock a smaller foe back 50'. She must be able to charge the foe from at least 25' away and be at least twice as large. If she hits the foe must make a save against spells or be knocked backwards at an angle that Sun-no wishes. The foe will be knocked to the ground for the rest of the round.

8: When Sun-no assumes a large shape that is at least 10' taller than her opponent she gains a +1 bonus to hit. Also she can leap(her full movement rate) through the air and try to land on that opponent. The opponent must be at least 10' away. This attack is at -5(+1 bonus to hit is not in effect). If she hits she does 2D12 HP of damage and the opponent is knocked to the ground for the rest of the round. This is her only attack for the round and occurs when she moves. No other movement is possible.

9: Summon a Wall Of Ice, as the spell. A 10' x 10' x 1' wall of ice she can create 3 times. All the times can be used in one round. After the 3 times are used up she must wait 5 rounds to be able to use this ability again. The walls last 10 rounds and then melt away.

Sun-no regenerates 1 HP a round. When she kills/incapacitates an opponent she heals 10 HP of damage. Also she is immune to cold, sleep and mind manipulation powers/spells. 5 times a day she can cast Shark Rises. Once a day she can cast Invisibility, Greater that lasts for 10 rounds.

If she is killed she shrinks back down to 5' in height. A dark shadowy presence appears over her that seems like 3 things: a snake, a scorpion and a shark. They pull the body away and it disappears into darkness. Some guttural screams can be heard and then the darkness is gone. The killers can feel her soul flying around them for a bit and then it is quiet. Pucka-Cruck has claimed her and it will be determined by him if she lives again.



Random Encounters/Events

There is a 1 in 6 chance of a random encounter occurring every 2 turns. When one occurs roll a D6. 1-5 indicates it is a Regular Random Encounter. If a 6 comes up use the Rip Raider Encounter.

Regular Random Encounter

Roll a D20:

1: Moon Goddess Appears. She heals all the party's wounds and then she is gone. Any dead characters are resurrected. When it is done she fades away and warns the party "that there are many barriers to pass through to get to Sun-no, LIGHT IS THE KEY!". When she is gone a scroll lies where she was standing. It has 3 Continual Light spells on it.

2: Moon Goddess Appears. She tells the party to find the cloth that was ripped from reality and put it into the center of the Shaymbol. Heal the rip and end the shadows. She gives each character's weapon a boost of +1 to hit and damage. Lasts an hour.

3: Moon Shadows attack! The dark beams change into Moon Shadows. 2-8 appear(2D4).

Moon Shadows
(AL LE, MV Float 90'(30'),
AC 3, HD 2,
AT See Description,
DG See Description,
SV F2, MR 12, XP 38)

HP: 8 each

4: Priests of Sun-no appear. The party comes upon a hole in the ground. Out of it rises 2 priests every round for 3 rounds. When the last exit the hole closes up. Characters that enter the hole are ejected.

Priests Of Sun-no
(AL LE, MV 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

HP: 14 each

Spells:

- 1: Sun-no's Scream,
Shoot Snake
- 2: Shark Rises

5: A large eye appears in the darkness, the entire party can see it. It blinks a couple of times and is gone. A hour later a Dwarf Of The Lost Moon approaches the party. "Did you see my eye?" he asks. He looks around and hands the party a white crystal. "Find the barriers that need light to open, this will open them for you. Sun-no is through the jaws, walk through them without fear." he says before he skips off into the darkness. The white crystal will open any barrier that requires a light spell to open. Just touch the crystal to it and the barrier will open.

Dwarfs Of The Lost Moon
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Fist,
DG Fist 1D2,
SV D1, MR 6, XP 10)

HP: 8

6: As the party is walking the Shaymbol disappears and they are outside. Coming towards them are 2-4(1D4, 1 is a 2) Priests of Sun-no, 1 Priest of Pucka-Cruck and 3 Moon Shadows. After the fight is over with the Shaymbol reforms and the party finds themselves where they were when the fight started.

Priests Of Sun-no
(AL LE, MV 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:

1: Sun-no's Scream,
Shoot Snake
2: Shark Rises

HP: 12 each

Priests Of Pucka-Cruck
(AL LE, MV 120'(40'),
AC 5, HD 5,
AT As Monk (See Description),
DG 1D8(See Description),
SV C5, MR 9, XP 650)

1: Heal Us, Shield Us
Pucka-Cruck x 2,
Shoot Snake
2: Hold Person, Shark Rises
3: Claw Blast

HP: 26

Moon Shadows
(AL LE, MV Float 90'(30'),
AC 3, HD 2,
AT See Description,
DG See Description,
SV F2, MR 12, XP 38)

HP: 9, 12, 13

7: 2 Toothurrs carrying a dead Dwarf Of The Lost Moon each. They will drop their dwarfs and point at the party "More dwarfs for Lord Kran's soup!" and begin to attack.

Toothurrs
(AL LE, MV 120'(40'),
AC 3, HD 4, AT 1,
DG Fist 1D8
Spear(See Description),
SV F4, MR 12, XP 190)

HP: 26, 19

8: Close to the party reality rips open like in the Shaymbol Center. The forces unleashed are so powerful that the party is knocked to the ground. Each character must make a save or begin to be pulled into the rip. The rip only stays open for 3 rounds, no character will be pulled into it.

9: 2 Priests Of Pucka-Cruck come towards the party. They ask them which of Pucka-Cruck's aspects do they serve? The Snake, the Scorpion or the Shark. If any of them answer the shark the priests look at each other and walk off for a few moments. Then they return and begin attacking the party. If they answer the Snake or the Scorpion they seem relieved and give the party some bread to eat. Inside of the bread loafs they will find an eye, nice and warm. An eye from a Dwarf Of The Lost Moon. If

the party does not answer at all or differently they will not express any emotion and quietly leave the party. In an hour they will return with a Toothurr for each character. "Lord Kran knows you are not supposed to be here. Toothurrs deacease them!" one of them shouts. The Toothurrs will form a line between them and the priests and attack. The Priests will stand back and use their spells. When there are no more spells they join the combat.

Priests Of Pucka-Cruck
(AL LE, MV 120'(40'),
AC 5, HD 5,
AT As Monk(See Description),
DG 1D8(See Description),
SV C5, MR 9, XP 650)

Spells:

- 1: Heal Us, Shield Us
Pucka-Cruck x 2,
Shoot Snake
- 2: Hold Person, Shark Rises
- 3: Claw Blast

HP: 30, 18

Toothurrs
(AL LE, MV 120'(40'),
AC 3, HD 4, AT 1,
DG Fist 1D8
Spear(See Description),
SV F4, MR 12, XP 190)

HP: 20 each

10: The Shaymbol disappears and the party is able to rest for 24 hours. At the end of that time the Shaymbol returns and they find themselves where they were when it disappeared.

11-12: Mice Hopper Men raid! 20 of them surround the party with their short swords drawn, half of them with their swords in their tails. They will want proof that the party does not serve the scorpion or the snake. The shark bothers them too, why is it being so friendly with the other two? If the party lets them sniff them they will be able to tell if they have fought a snake or a scorpion in the last week. If they haven't then they must agree to fight with them against a Scorpion Snake they have been tracking. Once the party has agreed to do so it will take 5 rounds and then they run into a Scorpion Snake. If the party has not agreed then they mumble among themselves and disappear into the shadows. Something about "saving their strength against the Scorpion Snake".

Mice Hopper Men
(AL CN, MV 150'(50'),
AC 5, HD 2, AT Weapon
(1 or 2),
DG Short Sword 1D6,
SV T2, MR 7, XP 38)

HP: 9, 8, 12, 13, 14,
11, 10, 8, 6, 5,
5, 9, 12, 15, 12,
16, 7, 7, 11, 9

Scorpion Snake
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 110)

HP: 22

13: 10 good Dwarfs Of The Lost Moon come stumbling down the corridor. They are all chained together. Behind them a couple Priests Of Sun-no are marching them. They intend to put them into the rip in the Shaymbol Center as a sacrifice to Sun-no. The dwarfs will fall to the ground and cover their heads if hostilities occur. While the party is fighting the priests a couple of the dwarfs turn into Moon Shadows every 3 rounds. If the priests are killed they return to normal. The Dwarfs will ask the party to free them. If they do so they will give the party directions to the World Portal area. They tell them that there is an odd item called "Ongo" behind the world, just

go through it and you'll eventually find it. Hold it and say Ongo, it will try to answer your question.

Dwarfs Of The Lost Moon
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Fist,
DG Fist 1d2,
SV D1, MR 6, XP 10)

HP: 4 each

Priests Of Sun-no
(AL LE, MV 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:

- 1: Sun-no's Scream,
Shoot Snake
- 2: Shark Rises

HP: 14, 19

14: 10 evil Dwarfs Of The Lost Moon appear. They will be carrying hammers, 3 of them will be +1 hammers. They tell the party that they have been hammering the darkness into a better shape for them. A couple of them hammer an opening in the darkness and tell the party to go through it. Any character that does so will be lost for 1-12 months and then reappear on the world below. After all the characters that will go through the portal have done so the dwarfs

enter it and disappear. Later on 2 portals open on both sides of the party and the dwarfs come jumping out of it and attack the party. The party is surprised for a round.

Dwarfs Of The Lost Moon
(AL LE, MV 120'(40'),
AC 9, HD 1, AT Fist or
War Hammer,
DG Fist 1D2 or
War Hammer 1D6,
SV D1, MR 6, XP 10)

HP: 6 each

15: The party sees themselves entering these giant shark jaws, each being chewed to pieces in turn. The voice of the Moon Goddess tells them not to fear these jaws. Our prey lurks through them. Just walk through, there really is no chewing.

16: The party finds themselves transported into the Shaymbol Center area. Reality distorts and the ground beneath their feet opens up. Out of the ceiling they fall. Each character will be stunned for a round and not be able to move.

17: The party sees 5-10(1D6 + 4) people beckoning to them up ahead. They look like some people they ran into before they came to the moon. As they stand there they tell the party that they do not feel well. They felt so strange back

home and then they appeared here. While they are in the midst of talking they all make the final transformation into Lost Lunes. The party will be surprised for a round and the new Lost Lunes will attack.

Lost Lunes
(AL LE, MV 120'(40'),
AC 2, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 80)

HP: 14 each

18: Any characters who have Seduction points from the Shaymbol are brought back to 0 points. The voice of the Moon Goddess speaks, "stay with me, do not let the darkness make your hearts beat for Pucka-Cruck.". The characters after this point no longer can be seduced by the Shaymbol. They gain no Seduction points no matter what.

19: A Moon Giant appears. "Ready to feel the weight of my moons small people?" it says and gets a free moon spit at the party.

Moon Giant
(AL LE, MV 150'(50'),
AC 7, HD 7, AT 1,
DG 3-24(3D8),
SV F7, MR 10, XP 790)

HP: 41

20: The Moon Goddess shakes the Shaymbol, trying to destroy it while the party is inside of it. Each character is thrown to the ground and each has a 1 in 4 chance that a pit will open up beneath them. Characters will fall 10'-30' feet down the pit. Gravity will act odd as they fall and the characters will take no damage when they land. They will be stuck there for 5 rounds and then the pit floor will rise, returning them to the party. The Shaymbol appears to have withstood the attack of the Moon Goddess.

Rip Raider Encounter

Roll a D10:

1-5: 2D8 Rip Raiders I come marching towards the party. They are armed with a short swords.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Short Swords 1D6,
SV F1, MR 10, XP 13)

HP: 6 each

6-7: 2-5 Rip Raiders I(1D4 + 1) and 1 Rip Raider II comes marching towards the party. The Rip Raiders I are armed with clubs. The Rip Raider II wields 2 long swords.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Clubs 1D4,
SV F1, MR 10, XP 13)

HP: 5 each

Rip Raiders II
(AL CE, MV 120'(40')
Fly 150'(50'),
AC 6, HD 3, AT 2,
DG Long Sword 1D8 or
Fists(See Description),
SV F3, MR 10, XP 80)

HP: 20

8-9: 2 Rip Raiders II come marching towards the party. They are armed with 2 long swords each.

Rip Raiders II
(AL CE, MV 120'(40')
Fly 150'(50'),
AC 6, HD 3, AT 2,
DG Long Sword 1D8 or
Fists(See Description),
SV F3, MR 10, XP 80)

HP: 14, 19

10: 4 Rip Raiders I and 1 Rip Raider III attack the party. The Rip Raiders I are armed with short swords. The Rip Raider III has 3 long swords, 2 short swords and a mace +2.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Short Swords 1D6,
SV F1, MR 10, XP 13)

HP: 8 each

Rip Raider III
(AL CE, MV 120'(40')
Fly 90'(30'),
AC 4, HD 6, AT 6
(See Description),
DG 3 x Long Sword 1D8,
2 x Short Sword 1D6,
Mace + 2 1D6 +2
SV F6, MR 12, XP 820)

HP: 38

Dungeon Section

1 Start

A great swirling darkness storm jolts the party here. There is no wind but the waves of darkness push them as if there is a great one. Every 10 rounds anyone in here must make a saving throw vs. spells or they will flee to the outside and be unable to re-enter until a day has passed. Every round in the build up the characters can feel the terror increasing in them.

The first time the party is here they can briefly see a group of dwarfs with chains around their necks in one of the hallways out of here. There are large man sized mice swinging swords at the chains. Then the darkness intensifies, returns to normal and they are gone.

2 Some Moon Shadows

As the party enters these areas the dark stormy nature of this place seems to weaken. Along the surfaces crawl 10 Moon Shadows, the party will have a hard time noticing them. What they will do is study the party and attack any character that gets 10' away from the rest of the group. If the party stays together they will not do anything.

Moon Shadows
(AL LE, MV Float 90'(30'),
AC 3, HD 2, AT See Description,
DG See Description,
SV F2, MR 12, XP 38)

HP: 8, 11, 13, 9, 8,
6, 5, 9, 11, 13

3 Little Shrine Of The Moon Goddess

There is a little white stone statue of the moon goddess, 3' tall built into an alcove that isn't that much larger. 5 black candles are lit and placed around her feet. Their bottom ends have melted into the floor. The statue has a very sad look on its face. The flames in the candles appear to assume faces that mock the statue. Every character feels like they should get the statue out of the alcove and away from the candles. If the candles are destroyed or moved away from the statue new ones sprout out of the ground to take their place.

If the party touches the statue it seems to be made of wax and begins to melt in their hands. The candles go out and the room goes pitch black, no one can see anything regardless of their light sources. From this point on it is impossible to see anything in this area.

4 Dark Flames

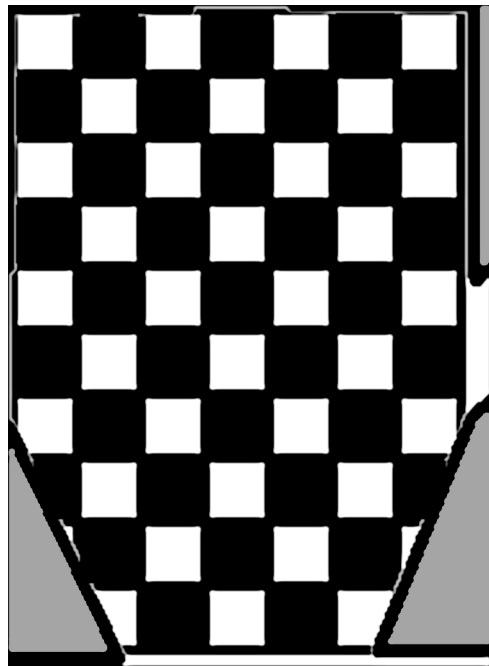
A couple of stone braziers, built into the floor, with dark flames shooting out of it are on the sides of one of the passages out of here. The floor seems very mushy as the party approaches it, as if they are sinking a little into the ground as they walk. If they get within 3' of the braziers or in between them they will fall over and burn anyone within 10' for 1D8 HP of damage.

On 2 walls opposite the braziers is a small dark gem embedded in each of the walls. They are half an inch in diameter. Pushing one deactivates a brazier. Pushing the 2nd one deactivates the other. Pressing them again after deactivation activates them again. One button push for activation, just the reversal of the deactivation. The braziers return to normal, even after falling over, when reactivated.

5 Disappearing Characters

A grid of white and black squares, 3' x 3', cover the floor here. They are placed at intervals, black followed by white by black, etc... . If any character walks on 2 white ones in a row or if they walk on 3 black ones in a row the character disappears. An hour later they reappear where they were last at or as close as possible.

Area With Grid:



6 Pits

The room has 5 pits across the room. They are 15' x 15' and covered by a white rectangle. The rectangles will act as normal floors until 2 characters are on it and then they break open, dropping the characters below. The white rectangles cannot be moved for they are part of the floor. They become paper thin when 2 characters are on them. Each pit is 20' deep.

When the first character walks on one of the white rectangles it will seem that there might be coins underneath. The sound of coins clinking together is heard with each step. It is impossible to break through the white rectangle, it is too hard to cut through.

7 Airless Void

The party will need to move quickly through here, there is no air to breathe in it. If they don't make it through quick enough they will die of asphyxiation. Each character has 3 minutes to get through it. The last minute they move at 50% their normal rate.

8 Below Our Goddess

Chiseled into the wall is 10' x 5' mural. It shows a large group of men kneeling before the words "Sun-no". It is at the bottom of 3 levels with stairs connecting one level to the next. Beneath the men are the words "Below Our Goddess".

9 Kran Statue

A 30' tall and 20' wide stone statue of Lord Kran stands here. The torso is black but the arms, legs and head are pure white. As soon as everyone in the party is close enough for them to see the statue(maybe 20' away) it raises its right arm. Its clenched fist opens up and its hand faces the party. The lips appear to move and it says "I warn you not to come any further here. This is a sacred place for those who belong to Pucka-Cruck. When you have become his you may return.". Then the statue does nothing else but maintains its pose.

10 Stairs To Level 2

The stairs are covered with yellow sweet smelling and tasting slime on every step. There is enough clear spots on it that anyone can descend on the steps without touching it. These lead to the Start area on Level 2.

11 Warning Blast

As the party goes down this passage there is a loud boom and a pitch black darkness comes shooting down it and goes over the party. It travels the passage in a matter of seconds, there is no escape. Anyone in the passage takes 1 HP of damage. Every time the passage is moved through this happens. So anyone going to the Discarded Things area will be hit twice, once when going there and once when leaving.

The blast originates in the direction they are heading. If something strange happens and the party is coming from multiple directions use multiple blasts. The Labyrinth Lord should wait until everyone who will go into the passage has entered it and perhaps after they have gone some distance into it.

12 Discarded Things

Around the area are some things that have been left here:

A gallon of water in a sphere. There are holes all over it. Sucking on a hole lets the water out. Water can be put back in by submerging it in water.

A robe with a moon painted on the back of it. If worn it gives the wearer +1 to their AC and Saves against anyone who is a servant of Pucka-Cruck. Keep this as a surprise until someone fails their saving throw by 1 (without the bonus added in) and tell them something seems to be protecting them.

A white dagger +3, made from a bone of the moon goddess herself. It can be used 10 times before it breaks in two and is useless.

A long sword +3 with the long hair of the moon goddess wrapped around the blade. Each hit cuts some of the hair away. After 10 hits it becomes a normal sword again, the hair is gone.

Some incense that if burned makes it impossible for any character to die for the next 24 hours. Any character that has taken enough damage to die gets a saving throw

against death. If they make it they heal 5 HP immediately. If not they are knocked unconscious with only 1 HP. There is enough incense for 3 uses. Characters must be within 10' of it to take effect. It will burn for 1 minute and then a use is gone.

A little white rock, 1 inch in diameter, that if picked up will emit light as the Light spell for an hour. After that 1 hour it burns out and becomes a little black rock.

There is also a black skull. If picked up it will howl at the party. Every character must make a saving throw vs. spells, if any fail then the whole party cannot use any of the items in the room. It's a special kind of curse that is blocking them. To be able to use the items each member of the party must have a Remove Curse cast on them.

13 Place For The Black Skull

A black skeleton without a skull is partially sticking out of the ground. The party will not be able to remove the skeleton from the ground. The two appear to have fused together. Attacking the skeleton can destroy it but still does not give the party access to what's below it.

If the skull from the Discarded Things area is placed on the skeleton

then it begins to animate. First the head starts to shake like crazy for a few minutes. Then the skeleton pulls itself out of the ground. It laughs hysterically and points at a character's weapon which flies through the air and into its grasp. At that point it begins to attack the party.

Black Skeleton
(AL LE, MV 90'(30'),
AC 0, HD 5, AT Weapon,
DG Weapon,
SV F5, MR 12, XP 350)

HP: 40

Treasure:

If the party looks into the hole out of which the skeleton crawled they will find something, a blood encrusted dagger. It is the magical item Kran's Death Dagger.

This skeleton used to be his love. She found that Sun-no had fashioned a weapon to kill him with, the dagger, and stole it from her. He sensed his death in it and decided she was trying to kill him. His Toothurrs crushed her and drove her into the ground here. Her skull they placed with some things that they could not move, treasures of the Moon Goddess.

14 The Right Buttons

A door that cannot be broken through stops the party from moving forward. It is made of some dark metal. On it is a 3 x 3 grid of bone buttons. There are 3 buttons each with a snake, a scorpion and a shark inscribed in black ink on them. Each button is 3 inches in diameter.

Only this sequence of button presses will open the door: snake, scorpion and then shark. Each time a character presses the wrong button all the buttons disappear. They will not return for 24 hours.

When the right combination of buttons are pressed, the door turns into a bunch of bone buttons and scatters on the ground. 1 hour later the door will reform and the right combo will have to be pressed again. The buttons appear on both sides of the door.

15 Ceremony Chamber

A large triangle encompasses the area. Where the lines meet there is either a Snake, Scorpion or a Shark drawing. A burned corpse in the fetal position is in the middle. Writing fills the triangle. Anyone with magic or priestly training will be able to decipher it. This appears to be the

room where some ritual occurred that has created the Shaymbol. It will become clearer very soon that something in the chamber up ahead is there and the Shaymbol's existence is tied to it. Destroy its connection to the Shaymbol and it will become undone.

16 Blob Of Deceit

Much of the room is filled with this big black blob. It has two small eyes at the top that are looking around the area crazily. The eyes spend much of the time looking at a cord that runs from its top to the ceiling of the area.

The blob can take tremendous amounts of damage, 1000 HP, AC 9. The cord is different, it can take 20 HP and has an AC of 9 as well. When the cord is destroyed the blob is destroyed as well. The party only gets 100 XP for destroying the defenseless blob.

If the blob or cord are destroyed the room shakes and the party finds themselves outside. The Shaymbol collapses within itself and is gone. A portal opens up and the party can hear the voice of the Moon Goddesses say "it is done, return home". If the party travels through the portal they find themselves back on the world, where they left.

The Shaymbol is not actually

gone. It has ceased to exist for the party for 24 hours. They can't see it or any of its shadows on the moon for that time. At the end of that time they can see it again. If they stayed close by they will be standing before the entrance.

If the party beseeches the Moon Goddess to return them to the Shaymbol she will do so. But first she will want to know why the party has left.

17 Secret Way Forward

A 10' diameter replica of the moon hangs from the ceiling, it is attached to it with a multitude of dark threads. It is about 7' from the floor. If it is pulled downwards it will be movable by 1' a round. If released it goes back up 1' a round until it occupies its former position. When it touches the ground a door appears(close to the 17) in the wall and opens up. The door will remain open until the moon returns to its former position then it seals up again.

On the other side of the door is a grid of buttons like in The Right Buttons area. The same formula must be used to open it up from this side. The door will return in 7 rounds after it has been opened.

The door will remain open if something is in its space. So it is

possible for the party to put something minor, like a dagger, in its space and keep it open.

18 Random Tunnels

Those that take the tunnels marked as a Random Tunnels will find themselves randomly moved to a different Random Tunnels tunnel after every 2 rounds(use that movement rate) of moving, this does not have to be continuous. The party will likely be broken up and they will be put in random spots. If characters are holding(2 at least) on to each other as they move through the tunnels they will not be transported.

There are skeletons littered everywhere in the tunnels. Every one except for one will have nothing on them. One will have an Amulet Of The Moon around its neck. Those that wear the amulet will have a better connection with the Moon Goddess. Against Sun-no, Lord Kran or any of their minions they gain a +1 to hit and damage. The amulet will not be found until the 4th skeleton is examined. While worn the character and everything that is on her will turn completely white, a sign of the connection to the Moon Goddess. The amulet is her creation.

There are 2 maps associated with this area. The normal one which is part of the Level 1 Part 2 map is

one. The other is the Level 1 Area 18 Expanded map. The Expanded map is intended to provide an additional challenge when moving through the area. Its size can make it more difficult. If the map is placed over the regular map it will be apparent that it intersects with already existing areas. While in the Expanded map area the areas they intersect with do not exist. This is a strange area the party is moving through, this is another odd aspect of it.

Residents of the Shaymbol are not affected by the transport magic of the area, they can move around it freely. Also if any character grabs a skeleton and carries it around with her it will be like she is holding on to another character. She will not be randomly moved.

19 Stuff Room

Two evil Dwarfs Of The Lost Moon are in here. They are moving stuff around from the dead they have found in the Random Tunnels area. There are piles of stuff everywhere, if searched the party will find:

- 10 suits of plate mail
- 30 large shields
- 20 small shields
- 20 long swords
- 20 suits of leather armor

- 20 suits of chain mail
- 10 short swords
- 5 daggers
- 3 staves
- 10 quivers with 50 arrows in each.

6 months of rations for 1 character.

6 months of water for 1 character in individual flasks.

The dwarfs will be looking the stuff over and talking about how many adventurers have made it so far but gotten lost in the tunnels. They know the secret to moving around in it but they didn't. If they notice the party they will arm themselves with short swords and shields.

When one is killed the other will surrender and tell the party how to walk about the Lost Tunnels: hold on to each other. A couple rounds after the dwarf has surrendered and given them the information a very powerful evil presence enters the area. The dwarf falls to the ground and vomits up a large quantity of blood. With his last gasp he whispers "Sun-no, she forgives nothing...". Then the dwarf is dead.

One large shield hangs 2' above the floor on one of the walls. If removed it reveals a tunnel through which 1 man sized character at a time can crawl through. It leads to the Secret Treasure area. Any item that is placed in the tunnel is sucked to it and placed on the star shaped table.

Coins, Jewels and Gems will be placed around it on the floor. Non-valuable or ordinary things will be spit back at whoever placed it in the tunnel.

Evil Dwarfs Of The Lost Moon
(AL LE, MV 120'(40'),
AC 8, HD 1, AT Fist or
Short Sword 1D6,
DG Fist 1D2 or
Short Sword 1D6,
SV D1, MR 6, XP 10)

HP 8 each

20 Secret Treasure

The room is illuminated from the glow of magical items. There is a 20' diameter, 5' high white wooden 6 pointed star shaped table. It is painted with black snakes, scorpions and sharks. The following can be found:

10 potions of Cure Light Wounds
A Scroll with 3 Fireball spells on it
10 potions of Cure Poison
a Bright Ball

Around the foot of the table is gold. There are 5,691 GP.

21 Forgotten Yot

Sitting in the room and talking apparently to itself is a pale white odd creature, Yot. Its head is bald and most of it is filled with a mouth and one large eye. For a body it has one long pole, 10' tall. It has no legs or arms.

Yot was a pillar of moon society. All beings that lived here at one time or another would be instructed by him on the ways of the Moon Goddess. Even Sun-no and Lord Kran were taught by him. As long as the Moon Goddess reigned people would make the pilgrimage to him and hear how to worship her right from Yot. With her fall, Lord Kran moved Yot in here. He had no heart to slay his old teacher nor did Sun-no. Must everyone die to appease Pucka-Cruck? Here Yot will spend all eternity, continuing his teachings of the Moon Goddess.

Yot will not answer any of the party's questions. If he is interrupted he will tell them to "Listen well!" and continue on talking about the Moon Goddess. He does not seem to understand that she no longer rules the moon.

Yot
(AL LG, MV 0,
AC 9, HD 5, AT None,
DG None,
SV C5, MR 12, XP 200)

HP: 40

22 Way To Kran's Gift

The area is filled with cobwebs, dust is everywhere. Hanging from the ceiling is a moon replica like the one found in the Secret Way Forward area. If pulled to the ground a doorway appears in the floor. If opened up it is hard to see where it goes, the party will see a stone and some vague things. Going through the door will land them in the Kran's Gift area. They cannot come back here through that area's ceiling.

Lord Kran comes to see Forgotten Yot from time to time, thinking of disposing him in one great act of fealty to Pucka-Cruck. Usually he decides not to do this and sneaks back to his quarters through the portal the moon replica opens up. He does not want much attention called to him by visiting Forgotten Yot. Sneaking in is one thing but sneaking out is another. What if Sun-no thinks he is relearning the ways of the Moon Goddess?

23 Small To Big

A wall here blocks the passage forward. There are little holes all over it and the darkness flowing over it

seems less intense. If someone looks through the holes they will see a passageway beyond. The holes in the wall open up automatically to any of the residents of the Shaymbol. Others need to coax the holes to open up.

The first thing a character can do is put a finger in a hole. When this is done it opens up and becomes as big as a fist. Putting a fist in it causes it to open up large enough that a character can place their head in it. When this is done it opens up wide enough that the character can walk through it. Once this is done it will stay this size for 10 rounds. It takes 1 round to open it up through its different stages.

24 Mice Hopper Men Spying

5 Mice Hopper Men are listening to the Scorpion Snakes in the 3 Patrolling Guards area. 2 of them will turn their attention to the party and tell them to be quiet. After a couple of rounds all of them walk up to the party and tell them that there are Scorpion Snakes just ahead. They are going to go tell the others.

Before they leave they give the party 3 arrows. Each one has an anti-poison on it. Each can either be used to cleanse a character of poison from the Scorpion Snakes or it can be used against a Scorpion Snake. In

either case the arrow can be used once. If used against a Scorpion Snake it does its usual damage. But the Scorpion Snake must make a save against poison or be paralyzed for 1D4 rounds.

If the party kills the Scorpion Snakes they will track them down and give them a piece of gold that is worth 100 GP 1 hour after they have done this.

Mice Hopper Men
(AL CN, MV 150'(50'),
AC 5, HD 2,
AT Short Sword(1 or 2),
DG Short Sword 1D6,
SV T2, MR 7, XP 38)

HP: 12, 10, 8, 13, 10

25 3 Patrolling Guards

Patrolling the area are 3 Scorpion Snakes. Each one has its own circular route that it uses to go around the room. When one of them senses a threat they all converge at it and attack.

Scorpion Snakes
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 110)

HP: 18, 16, 14

26 Shark Symbol

A shadow shark(20') swims in the air. It is nothing but a symbol and poses no threat to the party. It may attack the party if marked, see Symbols Sentinel area.

27 Scorpion Symbol

A shadow scorpion(10') walks in the air. It is nothing but a symbol and poses no threat to the party. It may attack the party if marked, see Symbols Sentinel area.

28 Snake Symbol

A shadow snake(15') slithers in the air. It is nothing but a symbol and poses no threat. It may attack the party if marked, see Symbols Sentinel area.

29 Symbols Sentinel

A 7' man completely covered in dark chain armor is here. He wears a white cloak with the snake, scorpion and shark symbols painted in black on it is here. For a helmet it seems as though there is a pail on his head. There are no outlets for eyes, ears, mouth, etc... . He raises one hand at the party and says "Halt! You are trespassing through the sacred Symbols of the Shaymbol. For your violation I must give you to them." he says in a very rough voice. With that he begins throwing small snakes, scorpions and sharks at the party.

He can throw 2 a round and up to 30' away. When one hits the target takes 1D6 HP of damage. Which symbols are thrown are important as they indicate to the Shark, Scorpion and Snake Symbol areas that the characters are not supposed to be there. Any character hit will be attacked by the appropriate symbol if they enter its area in the next 24 hours. They attack as 10 HD monsters and do 1D8 HP per hit. They cannot be attacked as they are just shadows.

After each character is marked there is a 2 in 4 chance that he will move to the area of the symbol he has just thrown. He will continue doing this after a character has been marked by a symbol.

Symbols Sentinel
(AL LE, MV 120'(40'),
AC 5, HD 5, AT 2,
DG 1D6(See Description),
SV C5, MR 12, XP 350)

HP: 32

30 Staff Of Pucka-Cruck

A black triangular table (10' diameter, 5' tall), with a single triangular leg in the center, sits in the center of the area. One each of its sides stands a Sharkull. They have their heads bowed and are mumbling prayers to both Pucka-Cruck and Sun-no. As they do so the table begins to descend into the ground, it disappears in a couple of rounds. Then the Sharkull's awake. If attacked prior to that they awake and the table keeps on descending. The party will have surprised them.

10 rounds after the table has descended and disappeared it reappears but only rises 1' out of the ground. Standing in the center of it is a Priest Of Pucka-Cruck. Above his head he holds a Staff Of Pucka-Cruck. He will attack the party, alternating between using the moon end of the staff and the 3 headed side. "No you will not be grasping reality with my staff you deniers of the snake! You haters of the scorpion. You foes of the shark! Die by the

power of Pucka-Cruck!" he shouts as he enters combat.

Sharkull
(AL LE, MV 120'(40'),
AC 5, HD 4, AT 1(See Description),
DG 1D6(See Description),
SV F4, MR 12, XP 290)

HP: 20, 19

Priest Of Pucka-Cruck
(AL LE, MV 120'(40'),
AC 5, HD 5, AT As Monk
(See Description)
Attacks With Staff Of
Pucka-Cruck,
DG 1D8(See Description)
See Staff Of Pucka-Cruck,
SV C5, MR 9, XP 650)

- 1: Heal Us, Shield Us
Pucka-Cruck x 2,
Shoot Snake
- 2: Hold Person, Shark Rises
- 3: Claw Blast

HP: 33

31 3 Patrolling Guards 2

This area is just like the 3 Patrolling Guards area. Once the party has engaged them in combat 5 Mouse Hopper Men will show up after round 4. They yell "Death to the Scorpion and the Snake!". They will try to outdo the party in killing them,

every round they will go before the party.

If the party has done 20 or more HP of damage to the Scorpion Snakes they will be convinced that they are Mice Hopper Men. After the fight is over the Mice Hopper Men will tell them of their healer. See the Mice Hopper Man With Herbs area. They can't take the party to him but they will point in the direction of where he should be at. He will be able to help the party out greatly. They will want the Healer to know that they are really Mice Hopper Men so one of them will give them a silver coin with a black x on it.

Scorpion Snakes
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 110)

HP: 19, 17, 15

Mice Hopper Men
(AL CN, MV 150'(50'),
AC 5, HD 2, AT Long Sword
(1 or 2),
DG Long Sword 1D8,
SV T2, MR 7, XP 38)

HP: 11, 9, 8, 12, 13

32 A View From Space

The ceiling, 100' up, is full of small stars and in the center floats the moon(50' diameter). Over its surface move the shadows of the scorpion, snake and the shark. This area exists in outer space(beyond the moon's gravity), giving those here a perfect view of the moon at all times. It is possible to leave through the ceiling but whoever would do so would be floating in outer space and no way to get back into the Shaymbol. Also there is no air in outer space. The ceiling exit is not an entrance on the other side.

Gravity is different in here. Characters are able to fly/float at half their normal movement rate. No one can take falling damage as they float down, they do not fall. Walking on the ground can be done at normal movement.

33 Priests Worshipping The Moon

6 women in dark robes who are wearing shark masks stand with their hands stretched in the air. Above them is a ceiling/moon like the one in "A View From Space" area. The ceiling is full of small stars as well but these move and collide with the moon. New ones flicker into existence to replace the ones that are gone.

These are just the imaginings of the priests, Sun-no has dreamed that the moon would become a star one day. Maybe if the priests cover it with imaginary stars her dream will become true? The women are Priests Of Sun-no

One of the priests will see the party and begin to attack. Every round he points at a character and a sharp beams of light shoot down from the moon, through the other priests, out them and into the attacking priest. The beam shoots from the priest and into one of the characters doing 1D12 HP of damage. Roll to hit each time. The priests that are not shooting the light beam attack the party.

When a priest is killed another one takes her place. Every dead priest reduces the damage done by the moon by 1D2. 1D12 becomes 1D10, 1D10 becomes 1D8, 1D8 becomes 1D6 and 1D6 becomes 1D4. It will go no lower than 1D4. When the last priest is killed the area ceases to exist and the party finds themselves in the Start area of Level 1.

Priests Of Sun-no
(AL LE, MV 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:
1: Sun-no's Scream, Shoot Snake
2: Shark Rises

HP: 13, 19, 18, 20, 14, 16

34 Small Holes

Little holes cover the ground here, maybe an inch in diameter. If one puts their ears to them they can hear creatures moving around. The holes connect with the Scorpion dens in the Holes area. Any character that lifts his head from the hole will hear a distinctly different noise, like a small animal squeak.

35 Holes

The floor has 3 10' wide holes in it. If the party disturbs any of them Scorpion Snakes start slithering out of them and attack. 1 Scorpion Snake arrives a round for 5 rounds. After the 5th one has arrived, on the next round, 3 Mice Hopper Men come sneaking out of the holes. They have been stalking these Scorpion Snakes for awhile and now seems the perfect time to deal with them.

The party can crawl down the holes, they descend 20' down and open into small damp caves. Snake skins cover the cave floors. One of the caves has a short sword + 2 under some skins.

Scorpion Snakes
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 110)

HP: 11, 19, 13, 9, 14

Mice Hopper Men
(AL CN, MV 150'(50'),
AC 5, HD 2, AT War Hammer
(1 or 2),
DG War Hammer 1D6,
SV T2, MR 7, XP 38)

HP: 9, 7, 14

36 Jaws In The Walls

The walls are covered with shark jaws, all are open. If any are touched they all begin opening and closing their mouths. Anyone who is inside one of the jaws when it closes takes 1D12 HP of damage for each round they are in the jaws.

Every round that the party is in the room there is a 1 in 8 chance that the jaws will activate on their own. When this happens each character has a 1 in 4 chance of being attacked by some jaws. One comes flying out of the wall and attacks as a 1 HD monster. If it hits it does 1D12 HP of damage and falls to the ground broken. There are 30 jaws in total along the walls. To destroy them requires dealing 20 HP of damage to

the jaws against an AC of 5.

After the jaws have activated and the party has left the room a Moon Giant will appear, 1 turn later. It will tell the party that he heard what the jaws were saying about them and it wasn't too good. He'll stick each one of them in a jaw and then they won't be saying much at all. "Ha ha ha" and he spits his first moon at them.

When the Moon Giant is reduced to 50% or less of its HP it becomes very angry. The next round the party is teleported back to the center of this area. One of the exits disappears and the Moon Giant stands blocking the other one. The Moon Giant wins initiative and attacks with 1D4 of its moons during this round. When the Moon Giant is killed the closed exit reopens.

Moon Giant
(AL LE, MV 150'(50'),
AC 7, HD 7, AT 1,
DG 3-24(3D8),
SV F7, MR 10, XP 790)

HP: 26

37 Inspector Priest

Standing examining a wall is a Priest of Sun-no. He is pulling a dark substance out of it, looking it over and then puts it back into the wall. He will mutter to himself when he sees the party "I knew there was something wrong, look the Shaymbol has spawned these beings". He thinks that he must drive the party back into the Shaymbol's substance.

Each round he reaches into a surface and a surface next to a character begins to suck him in. The character must make a saving throw vs. paralyze or be partly pulled into the surface.

When pulled in he cannot move. Once pulled in he can be pulled deeper into it 2 more times. After the 3rd time the character is gone until Sun-no is killed. After that he can be found unconscious outside of the Shaymbol.

Priests Of Sun-no
(AL LE, MV 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:

- 1: Sun-no's Scream, Shoot Snake
- 2: Shark Rises

HP: 20

38 Tearing Down The Temple

Here one of the last temples to the Moon Goddess has been moved. Around it are Priests Of Sun-no taking hammer and chisel to it every hour of the day. In time it will be completely destroyed. All that's left of it now is crystal rubble and 2 white crystal statues of the Moon Goddess. The statues are 20' wide and 40' tall each. One is partially deconstructed, the other is still untouched. The one that is untouched show that the Moon Goddess as she truly is, a beautiful woman with a child's face.

The Priests Of Sun-no will waste no time and put down their hammers and chisels to fight the party. The Moon Goddess still watches. Every time a priest is killed in here the untouched statue animates and attacks for 1 round as a Stone Golem(14 HD, 1 attack at 3D8). After that it resumes its position.

When the priests are defeated the temple begins to reform. In a day's time it will be pristine again. The statues will be whole and the crystal will turn into altars, floating moons and small statues of the Dwarfs Of The Lost Moon.

After the temple has repaired itself the party can come here and 3 characters can be completely healed each day. Disease, insanity, level drain, etc... is removed.

After a week of it being repaired another group of priests will return to work on tearing down her temple. It will be in bad shape when the party returns and the same fight as before will have to be fought.

Priests Of Sun-no
(AL LE, MV 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:

1: Sun-no's Scream, Shoot Snake
2: Shark Rises

HP: 13, 14, 11, 8, 10,
16, 19, 9, 13, 10

39 Scorpions Stingers Attack

A couple of dead Mice Hopper Men are lying on the ground. There is a disturbance in the ceiling as the party enters but then it is still. Some large drops of green liquid fall 10' in front of the party and cease.

Everything becomes still and quiet.

As the party walks through the room large scorpions stingers come shooting out of the ceiling and attack one character each round. For every character 5 scorpions stingers come downwards but only one will be attacked. The stingers attack as 1 HD monsters. If a character is stung he must make a save against poison or

die in 5 rounds.

The one way to avoid the stingers is for the characters to get on their hands and knees and crawl through the room. The stingers still come down but can't reach the crawling characters.

The stingers can be attacked and take 5 HP of damage against an AC of 9. A destroyed stinger falls to the ground, dripping green poison for 3 rounds. A character could harvest 3 doses of poison from the stinger. 1 a round. The ceiling generates an endless supply of stingers, so there is no way for the party to clear the room out. Fresh ones are generated each round.

40 Mice Hopper Man With Herbs

If the party has been wounded by any type of Scorpion or Snake in the Shaymbol the Healer of the Mice Hopper Men will be here waiting for them. He gives them herbs that will neutralize any poison or negative effect that they have suffered. 3 of the characters he can cast Cure Light Wounds on. He cautions the party to be careful. Once a day he will be here and able to offer his services to them, fellow fighters against the Scorpion and the Snake.

They should give him information of things they have found out about this place if they can. He's

not sure what these other creatures are that are walking around. Once the Scorpions and the Snakes are defeated they are heading off to another bad place to fight their enemies. He has to get back to his band but remember, once a day!

If the party has the coin with a black x on it and give it to the Healer he will seem most perplexed. How is this possible he will say. Then he will get down on his knees and say a prayer. From this moment on the party will appear as Mice Hopper Men to other Mice Hopper Men. If they look in a mirror long enough they will appear as Mice Hopper Men as well. Around other Mice Hopper Men they will feel calm and will be immune to any mind spell.

Mice Hopper Healer
(AL CN, MV 150'(50'),
AC 5, HD 2, AT Weapon(1 or 2),
DG Green Stick 1D6,
SV T2, MR 7, XP 38)

HP: 16

41 Path Surrounded By Rocks

Large 10' rocks line the path here. Every 10' square has one on each side. 6 of them are Lost Lunes waiting for the party to get halfway through the path. When that happens 6 of them immediately surround the

party. Each round 2 more show up, until 6 more have arrived.

Most of the rocks are not Lost Lunes. Beneath one of them hides a Dwarf Of The Lost Moon. The party will think that it is a Lost Lune that is being sneaky for a bit. If they hit it the rock will roll over revealing the Dwarf. He will tell them that there are 2 very important Dwarfs being kept here in the Shaymbol. He is one of the unimportant ones that has escaped from the Yellow Pools. He tells the party not to stay too long in the Shaymbol center. He has seen many a Dwarf turn into a Moon Shadow by trying to understand what it is. Someone here must have the answer to that. The Dwarfs Of The Lost Moon have never seen anything like it before, there are no stories handed down that explain it.

Lost Lunes
(AL LE, MV 120'(40'),
AC 2, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 80)

HP: 12, 11, 9, 9, 13, 14,
10, 8, 9, 14, 14, 18

Dwarfs Of The Lost Moon
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Fist,
DG Fist 1D2,
SV D1, MR 6, XP 10)

HP: 2

42 Dead Priests

The bodies of 5 dead Priests of Pucka-Cruck lie here. They have been cut into with some sharp thing the party will not recognize. If they search the bodies they will find some empty flasks, must have been healing potions. The vapors from the bottle make anyone who smells them feel good.

43 Shadow Of Puckus

When Sharp Fingered Puckus(see area of the same name) ripped out A Piece Of Reality it immediately responded by creating a shadow of him. 2 rounds after the party enters here something runs at a very quick speed and flies through the party.

Each round it attacks as a 5 HD monster and every hit does 1D6 HP of damage. It runs from the darkness and runs back to the darkness. Only one character a round has a chance to attack it, the party must decide who. It has an AC of 2 and 30 HP. Only damaging magic works on it.

When destroyed it falls to the ground. Its head breaks open and the party can see into the Sharp Fingered Puckus area and it is quickly revealed where A Piece Of Reality is hidden. Then they seem themselves being cut into pieces by Sharp Fingered

Puckus. After that the body fades away.

Shadow Of Puckus
(AL LE, MV Very Fast,
AC 2, HD 5, AT 1,
DG See Above,
SV F5, MR 12, XP 350)

HP: 30

44 Linked Chasms

What appears to be two large chasms that lead deep into the moon are here. Dropping anything into the one chasm results in having the thing come shooting out of the other chasm a round later. Whatever was dropped in will land safely on

the ground next to the other chasm. Anyone who drops or flies down into it will find themselves only going so far and then suddenly they are in the other chasm shooting upwards. They land on the ground close to the chasm.

45 Negat

A broken throne, a bent scepter, a smashed orb and the remains of a map of an unknown world are scattered around. The party hears the sounds of something whooshing in the air.

Suddenly they find themselves pulled to the center and a fire ring surrounds them. Down in front of them a 12' tall man in a large white bug shell lands. His head wears a bug shell as a helmet. Each eye socket has 2 eyes in each, both pupils are green. His lips are pursed and he waves his hand and the fire ring disappears.

"I am Negat the god that never was. This moon was supposed to be the place where people would look up to me and worship. No, she came and took my place before that happened. For eternity I was stuck wandering the moon waiting for her to leave. At last I heard Pucka-Cruck in my head, telling me of Sun-no. He has not offered me worshipers but a place here in the Shaymbol. What can you offer me in turn for letting you leave my presence unharmed?" he asks.

Negat can easily be bargained with. Anything of more than 1000 GP in value will please him. Gold or other coins he will not accept. Nothing less than something worth 1000 GP will be accepted. When the party trades with

him he will seem pleased and give them a minor blessing of +1 to hit and save for the next 2 fights. Then he returns to what he was doing before, flying in the darkness.

Failing to bargain successfully with Negat ends up in a fight breaking out. Negat will act arrogant and march into the midst of the party thinking he can easily take them out. Only when he is at 25% of his total HP will he wake up and begin to use his other powers.

The ceiling in the area is 100' high. Yet the darkness is so intense it makes it seem like it is 20' high. Negat spends much of his time in this high darkness.

Negat's Attacks:

Negat can soul suck once every 10 rounds. Every character within 15' of him must make a save. If they fail they are drained of 1D8 HP. Half of those HP heal Negat.

Every 3 rounds he can point his finger at a foe. If the foe doesn't make his saving throw vs. petrify he is sucked into the Shaymbol for 1D6 rounds. During that time Negat can poke his finger into the Shaymbol and drain a HD worth of HP out of his foe (a fighter would have 8 HP drained out, for example if he gains 1D8 HP every level). With his other finger he can blast another foe 50" away and deliver this as damage. No need to roll to hit.

3 times a day he can fly upwards and disappear for a round. After that round he returns and comes crashing into the ground. Where he crashes a magic wave shoots out 100' in all directions. Those in it must make a save vs. petrify or find themselves disrupted for 3 rounds. Everything they try to do fails except moving.

Negat
(AL LE, MV 120'(40') Fly 240'(80'),
AC 0, HD 8, AT 2 Fists,
DG 1D8 per fist,
SV F8, MR 12, XP 2560)

HP: 60

Treasure:

On Negat's body is a small sack. It has 3 diamond necklaces in it worth 1000 GP each. There is also a ring of poison protection, +2 to one's saves vs. poison. The first save with the ring though is at -2.

46 Shadow Beam Bridge

A great chasm is before the party. A beam of shadow traverses the chasm. Every 10 rounds it flickers out of existence and reappears 2 rounds later at a different position. The Labyrinth Lord must decide where it is. Any characters that fall into the chasm will be lost until Sun-no and Lord Kran are destroyed. Then they will appear outside of the Shaymbol.

Every other time through the bridge the party will be attacked by 6-12 Moon Shadows. These ascend out of the chasm. When brought to 0 HP they are pulled back into the chasm.

Moon Shadows
(AL LE, MV Float 90'(30'),
AC 3, HD 2, AT See Description,
DG See Description,
SV F2, MR 12, XP 38)

HP: 9 each

47 Shadow Bridge Control

A niche is carved out in one of the walls. Inside is a dark stone that is attached to the bottom part of the niche. It can be rotated. When rotated it can put the Shadow Beam Bridge into 3 states: Off, Normal and Full On. Off turns off the bridge

completely. Normal is how it is described in the Shadow Beam Bridge area. Full On causes the whole chasm to be covered with a Shadow Beam Bridge.

48 Outside For A Fight

As the party enters this area the Shaymbol ceases to exist for them. They are standing outside. From 4 different points comes marching 3 Sharkulls(12 total).

"Far have you come to see the shark, snake and scorpion but we can let you go no further." one of them says to the party. Then the combat commences. If the party survives the fight they find themselves back in this area, all traces of the Sharkulls gone.

Sharkull
(AL LE, MV 120'(40'),
AC 5, HD 4, AT 1
(See Description),
DG 1D6(See Description),
SV F4, MR 12, XP 290)

HP: 12, 13, 9, 12, 14, 16,
11, 8, 10, 13, 13, 16

49 Message From The Moon

As the party enters the area large letters appear above them. The letters begin to form words and the words become sentences. After 10 rounds a poem has come into being:

A happy moon for people to see
Gone it is, ruined by a rip in reality
Now shadow covers all at night
Below their hearts lose the light
Snake, Scorpion and Shark
Rule the moon with darkness art
A happy moon for people to see
You have come to make it free
A Moon Goddess scorns she so low
Bring down the rule of Sun-no
Goodbye Snake, Scorpion, Shark
Take back the moon from the dark!

After the party has read the poem it scatters again, hiding its message from others in the Shaymbol. From sentences to words, from words to letters, from letters to nothing. Who put the message here? Maybe it was the moon herself?

50 Some Dwarf Heads

Floating slowly in the walls around the door are the heads of 17 Dwarfs Of The Lost Moon. The heads can be removed and replaced without any problem. When removed they make a popping noise and the eyes

will blink. When put back in the wall the mouths will make a hissing noise and darkness will come shooting out briefly of where they were placed.

51 Expulsion From Reality

A set of large iron doors, 10' x 10' each is built into the wall. It has several chains crisscrossing it. One end of each is built into the wall, the others end in a large lock at the center. The lock is the body of a scorpion that is missing its claws. It is red colored and made of metal.

The doors cannot be opened until the lock is opened and the chains moved. Jib Jab has the keys to the lock. The keys are the missing claws to the scorpion body. Both claws must be touched to the body at the same time and then it opens.

When opened a terrible force enters the area that almost knocks the party to the ground. Something that seems like the rip in reality in the Shaymbol Center area can be seen. Anyone who enters this will find themselves in the Lost In The Reality Rip area. If characters enter at different times they will end up in the same area, maybe a couple thousand feet apart.

The doors will be closed and locked if the party opens it and returns later on. Most likely Jib Jab or some unknown jailer will close it up. She

fears that other things may enter from the other side as do others. Things cannot enter through the rip in reality but for some reason they can here. It's a mystery that they will answer some day. When the rip in reality is healed a solid wall will be found behind the doors instead of the entrance.

52 Dead Dwarf Cages

The room is filled with little cages. A 100 are strewn across the ground. Hanging from the ceiling are another 100. The hanging ones are suspended by dark ropes, they are not normal ropes but made of darkness pulled out of the Shaymbol. Each of the cages holds 1-3 dead Dwarfs Of The Lost Moon. They are dried out and most of them are missing their one eye. The eyes that are still there are rotten, yellow liquid drips from them.

As the party moves through the area dwarfs start to animate and shake their cages. It gets louder and louder the longer the party is in here. Eventually, after 10 rounds, the dwarfs explode into dust in their cages. Attacking any of the dwarfs(vs. AC 9) causes that dwarf to explode if hit.

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53 Old Dwarf Weeping

Sitting in a 20' cube cage is a creature with the build of a dwarf. One large bulging eye is in the center of his forehead, red from the tears that have dropped. He is sobbing, in his arms he holds what looks like the moon. "She's dying and I can't stop it!" he explains to the party. He goes on about how things changed so fast, one day they were growing moon children in the fields, the next he was here tending to a sick one.

He will tell the party that he has seen where the darkness comes from. They almost threw him into it, a rip in reality. The party must not wait there long. He has communed with another Moon Goddess and she has told him that "A Piece Of Reality" is here someplace in the Shaymbol. They will know it by its sparks. Place it in the rip and the moon will no longer be covered with the shadows. He thinks a special staff is needed to pick this piece up, a staff that seems to have a claw on one end.

The party will find it difficult to get him out of the cage. There is no door and anytime they try to break the cage open it cuts the dwarf for 5 HP of damage. The bars become like blades long enough to hurt him.

If the dwarf dies the thing he was holding falls to the ground and breaks into several pieces. Every

night for a month the characters will be awoken to the cries of a child.

Dwarf Of The Lost Moon
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Fist,
DG Fist 1D2,
SV D1, MR 6, XP 10)

HP: 8

54 Captured Mice Hopper Men

In one big cage are 10 Mice Hopper Men. The cage is a 20' cube and is in the center of the area. A 3' wide, 10' tall door is on one side, facing the way the party came in.

The Mice Hopper Men tell the party that a strange scorpion creature somehow captured them. It has been trying to hurt them with small snakes. They pretend that they are in pain but the snakes do nothing to them. Their not sure when it will figure out that nothing is happening, they've been doing the same thing everyday for at least 2 weeks!

If the party tries to open the cage they find that the door opens easily, it was never locked! The Mice Hopper Men will be confused by this. Why didn't they try to open the door? Half will be willing to join the party while the other half will try to regroup with their band. Their short swords are in a pile close to the cage. The

ones that join the party will stay with them for the rest of the adventure. Their names are "Squeekie, Sqookie, Sqeebie, Skeea and Sniff".

Mice Hopper Men
(AL CN, MV 150'(50'),
AC 5, HD 2, AT Short Sword
(1 or 2),
DG Short Sword 1D6,
SV T2, MR 7, XP 38)

HP: 9, 11, 13, 9, 8

Squeekie, Sqookie, Sqeebie,
Skeea and Sniff
HP: 16, 14, 12, 12, 10

55 Jib Jab The Dwarf Torturer

There are several large green, blue and yellow jars(15' tall, 10' diameter) situated around the room. Someone is walking around in here making a noise. "I've got some fresh ones for the dwarfs... eh what's in this one" someone says and a shaking noise can be heard.

Finally the party will get a glimpse of what it is. Standing 13' tall is a woman in a pink shawl. At first it seems she has long blond hair and then she moves revealing that she has 2 heads, the other with long dark hair. She turns to face the party revealing that it is not a woman's body beneath the shawl but a very large

scorpion body with the heads of two women attached. Besides the heads she has two large human legs that elevate her. The other scorpion legs allow her to move as a scorpion on the ground but she prefers to walk.

The blond head says "Jab, let's sting them" and the dark haired one replies "Jib, they are not our dwarfs!". Regardless of their disagreement the thing called Jib Jab begins its attack.

Jib Jab's attacks:

For the first couple of rounds it will try to sting and claw the party. Every 3 rounds it will add two bite attacks(from the heads) to its attack. Her sting does 2 HP of damage. It can reach up to 20' away from Jib Jab. Those stung must make a save against poison or(roll a D6):

1-5: Paralyzed for 1 round.

6: Paralyzed for 1D10 rounds.

Once she has lost 25%(10 HP) of her HP every other round it will hit a jar with her tail. She can strike a jar up to 20' away. The force of the blow will shake it and a mass of small snakes will come flying out. Every character within 10' of the jar must make a save or be poisoned. The poison will kill the character in 5-10(1D6+4) rounds. They will immediately know something is wrong. Jib Jab will laugh "I've been sticking Dwarfs in there for so long its

nice to give them something else to bite!". This consumes her sting attack for the round. The 2nd blow against a jar will not release poison but will reveal that the jar holds gold coins. Inspecting the jar the party will find 6,439 GP hidden away.

Jib Jab

(AL LE, MV 120'(40'),

AC 2, HD 8, AT 2 Claws, 1 Sting,
2 Bites every 3 rounds,

DG Claw 1D8 Claw 1D8

Sting 2 HP/Paralysis

Bite 1D4 Bite 1D4

SV F8, MR 12, XP 1560)

HP: 40

Treasure:

Jib Jab has the keys to the lock(red metal scorpion claws) in the Expulsion From Reality area. She has thrown so many dwarfs through the doors that it is impossible for her to really know how many she has put through them. Sometimes her poisons are not good enough for the ones she really dislikes.

56 Two Eye And His Band Of Bad Dwarfs

Two Eye is a strange Dwarf Of The Lost Moon. He has a big eye where its supposed to be and another one just like it on the back of his head. He claims that his line was never on any lost moon but dwelt on an asteroid that was theirs until stolen by the one eyed dwarfs.

He has gathered a band of one-eyed dwarfs, 9 of them, that believe everything he says. He tells them that the other dwarfs have stolen their back eyes. They have to keep hunting them down to find their lost eyes. When he has them he will put them back in for them. Then they will move to their new asteroid and be a big happy two eyed dwarf family.

When the Shaymbol was created Two Eye went into the service of Sun-no and led many of the dwarfs here into her clutches. Now he is planning on finding the rest of the dwarfs. He knows some hiding places they use.

When that is done Sun-no will have an asteroid made like the one his ancestors had. This will be his. At last his family will be restored to something like their rightful home! The other dwarfs will die in time, except for a female one he has with him here.

The Dwarfs are standing in a circle around Two Eye who is telling them a story of their lost asteroid. The story will change into a command to attack the party when they arrive. Two Eye will lead the charge against the party. He will yell at the other Dwarf's that these must be the ones that have their eyes. Kill Them!

Two Eye
(AL LE, MV 120'(40'),
AC (Splint Mail + 2) 2, HD 5,
AT Battle Axe +1,
DG Battle Axe 1D8 + 1,
SV D5, MR 10, XP 250)

HP: 30

Evil Dwarfs Of The Lost Moon
(AL LE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Short Sword 1D6,
SV D1, MR 6, XP 10)

HP: 8 each

57 Gateway

In the center of the area is a mass of fast moving dark particles. It is 20' in diameter. Looking into it one can see to the other side and also into quickly changing places on the moon. This is a gateway to anywhere on the moon.

Two Eye and his band of Dwarfs

have arranged with Sun-no to create this gateway so they can quickly go where they wish to. This helps him capture dwarfs. Of course he has to transport them back here on foot.

To use it correctly one must have been taught by Sun-no how to use it. But even if one has not been taught they can still enter it and exit the Shaymbol.

If the party, or anyone else untrained in its use, goes through the gateway they will end up some place outside but close to the Shaymbol. The longer each character waits after the last character enters it the further apart they will be from each other. Waiting an hour will end up in the characters being a mile apart.

Even if Sun-no trains the party to use it they will have a hard time mastering it. The moon is too foreign of a place for them to control where they will end up. Only with good moon knowledge could they use the training to end up where they wish to go.

58 Shadow Party

The beams of shadow are especially intense in here. As the party enters they find themselves becoming shadows. While in this area they lack physical substance and can't do much of anything but move. 6 Moon Shadows enter the area after the party has changed to shadow. These are especially dangerous to the party, instead of sneaking inside of them with each hit they do 1D10 HP of damage.

The party will have to leave the area to return to normal. After they have left it for 2 rounds, each character returns to normal. The Moon Shadows will be chasing them, after they have returned to normal the Moon Shadows attack as normal.

Moon Shadows
(AL LE, MV Float 90'(30'),
AC 3, HD 2, AT See Description,
DG See Description,
SV F2, MR 12, XP 38)

HP: 10, 11, 9, 6, 14, 9

Rotating Areas

These areas turn in a circle within the Shaymbol. It is not by the design but is a side effect of the rip in reality. While inside the rooms the party will sense that they are moving but it has no effect on them. Entrance is gained through the Floor Sizzling area, which is possible every 20 rounds. If the doorway is examined the party will see movement and hear it as well.

Sun-no and Lord Kran are unconcerned about this at the time. They've placed some of their minions inside to monitor what is going on. The party will most likely be recognized as a manifestation of the rip in reality that must be suppressed. These areas affected are Floor Sizzling, Frozen Floor, Floating Watchers, Bad Beast, Crugluths, Odd Sword, Solid Liquid Floor, Spray and the Coin Mouth areas.

Every area in this section is altered by the rip in reality. They display unusual properties that can be deadly or in some cases rewarding to the party.

59 Floor Sizzling

The floor in this area sizzles. Anyone who has bare feet will need to put something to cover them up. If not they can only move at 50% their normal rate and suffer a -1 to their AC.

60 Frozen Floor

The floor in this area is ice cold. Anyone who is wearing coverings of any kind on their feet will find them stuck to the floor. If they do not remove them they will only be able to move at 25% their normal rate and suffer a -2 to their AC.

61 Floating Watchers

5 Priests of Sun-no are floating in the air. They have been given the ability to fly by the Head Priest of Pucka-Cruck here. This keeps them from suffering from any of the odd effects of the floors in this area.

They are currently monitoring a beast that has manifested in the Bad Beast area. The party will seem to them as another manifestation. The floor in here switches every 3 rounds from being like the Floor Sizzling area to the Frozen Floor area, back and forth.

Priests Of Sun-no
(AL LE, MV Fly 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:

1: Sun-no's Scream, Shoot Snake
2: Shark Rises

HP: 12, 14, 8, 15, 18

62 Bad Beast

A 20' tall creature that looks like the Moon Goddess with 20 Dwarfs of The Lost Moon fused to her body stands here. She looks at the party and yells "Reality ripped! Dwarfs ticked! Goddess flipped!". Then she stands still and 2-5(1D4+1) Dwarfs of The Lost Moon jump off of her body every round. They attack the party. Every time the Dwarfs jump off she loses a foot in height. When she reaches 10' tall the dwarfs stop jumping off and she will enter the fight.

Attacking her causes her damage and 1 HP of damage to each of her spawned Dwarfs. This happens every time she is damaged. When she is at 50% of her HP she can no longer produce dwarfs.

The floor in here steams, the sizzling and cold floors coexist and cancel each other out. At most the

floor seems slippery.

Bad Beast

(AL LE, MV 120'(40'),
AC 6, HD 8, AT 1,
DG Fist 1D10,
SV F8, MR 12, XP 1060)

HP: 36

Evil Dwarfs Of The Lost Moon

(AL LE, MV 120'(40'),
AC 9, HD 1, AT Fist,
DG Fist 1D2,
SV D1, MR 12, XP 10)

HP: 4 each

63 Crugluths

The room has 50 creatures in it that look like Dwarfs of The Lost Moon, about half as tall and they lack mouths. When they attack their central eye opens up and black juice squirts out. They are wandering around in groups of 10, squirting the floor as they move. Some of them jump up and down while others eye squirt.

They will ignore the party for 2 rounds then 10 a round will start to attack the party. Only 10 each round attack the party, no more than that.

If the party defeats the Crugluths a couple of Priests of Sun-no come

floating in here. They will seem displeased. "Sun-no has ordered us not to touch the Crugluths! What have you done!" one of them yells. Then they start to fight the party.

The floor in here steams, the sizzling and cold floors coexist and cancel each other out. At most the floor seems slippery.

Crugluths
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Eye Squirt,
DG 1 HP,
SV D1, MR 12, XP 10)

HP: 2 each

Priests Of Sun-no
(AL LE, MV Fly 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:
1: Sun-no's Scream, Shoot Snake
2: Shark Rises

HP: 11, 13

64 Odd Sword

The room seems empty. The outer area(15' in) is cold like the Frozen Floor area while the inner area is hot like the Floor Sizzling area. The different parts of the rooms have the

same effects as those areas.

If the party walks through both areas a sword materializes in the air next to the party's best fighting man. It will be a sword he would like to use, his preferred weapon. If he grasps it he finds that he wants to get rid of the rest of his weapons. He must make a saving throw vs. spells or he will throw the rest of his weapons to the ground and not be able to use them until the sword agrees to let him use it.

He must fight in 3 encounters before the sword will let him use the other weapons. When he fights without any other weapons on his person it functions as a +2 sword. When there are others it functions as a -1 weapon. If he gives the weapon to another character the sword loses all potency and turns into a tree branch. When he reclaims it the thing turns back to a sword.

65 Solid Liquid Floor

The floor in this area changes from solid to liquid every 5 rounds. When liquid it goes down 10'. Anyone in the liquid when it changes will be moved to the top of the floor as it becomes solid.

As a liquid it is not water but just a liquid version of what the floor is made out of. Anyone who drinks it must make a saving throw vs. petrify

or be turned to stone, as in the Flesh To Stone spell. A Stone To Flesh spell will reverse this.

66 Spray

This area is very dangerous. The first thing the party will see are 3 human sized stone statues of beings that look like the Priests Of Sun-no. The colors and details are the same as a live one. Every time a character moves 10' in the area there is a 1 in 4 chance that he will be sprayed from some liquid that can come from one of the area's surfaces. If he fails his saving throw vs. petrify he is turned to stone, as in the Flesh To Stone spell. A Stone To Flesh spell will reverse this.

Anyone turned will look exactly like they were when flesh. The colors and shapes are the same. The major difference is that they are made out of stone.

67 Coin Mouth

The area has a gold color. Every 3 rounds that a character is in here there is a 1 in 4 chance that he will find himself spitting something out of his mouth: 1 GP. After 15 GP have been spit out the character will not spit anymore out.

Instead, when a 1 comes up on the D4 check, he will notice that he is turning into something that is golden colored. If this happens 3 times the character will have been turned into a golden colored stone, as in the Flesh To Stone spell. A Stone To Flesh spell will reverse this.

Leaving the area before being turned to stone begins to reverse this. Every hour after having left reduces the times by one. So, for example, if a character had been turned golden 2 times after an hour it would have been like he had been turned golden 1 time. After another hour he will be normal again.

68 Rip Raider Entrance

The shape of a large 10' tall man is carved into the wall. Within the carving is a churning darkness. This is where the Rip Raiders enter the Shaymbol from the other side of the rip in reality. The carving is enchanted to only allow Rip Raiders in and out of it. It will keep other unknown beings on the other side out.

Every round that the party is here there is a 1 in 6 chance that:

1-8: 4 Rip Raiders I come through. They are unarmed.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Fists 1D4,
SV F1, MR 10, XP 13)

HP: 6 each

9-11: 2 Rip Raiders 2 come through. They are armed with a club and a short sword.

Rip Raiders II
(AL CE, MV 120'(40')
Fly 150'(50'),
AC 6, HD 3, AT 2,
DG Club 1D4 Short Sword 1D6
or Fists(See Description),
SV F3, MR 10, XP 80)

HP: 14 each

12: A Rip Raider III comes through. It is armed with 6 clubs.

Rip Raiders III
(AL CE, MV 120'(40')
Fly 90'(30'),
AC 4, HD 6,
AT 6(See Description),
DG 6 x Club 1D4,
SV F6, MR 12, XP 820)

HP: 26

When this happens there will not be any more Rip Raider checks for an hour.

69 Rip Raiders Resting

10 Rip Raiders I are resting in here. They have finished roaming the Shaymbol and are partaking of delicacies from the other side of the rip.

Some are chewing on a silver colored steaks. Others are devouring strange looking fruits that have meat inside of them. Every once in awhile one burps and the others in the room pretend to burp as well.

The only weapons they have in here are clubs(10 of them) that are placed against the wall. It will take a round for them to put their food down and grab their clubs.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Club 1D6,
SV F1, MR 10, XP 13)

HP: 5, 4, 8, 4, 6,
7, 3, 8, 5, 7

70 The Big Rip Raider

A Rip Raider III sits on a makeshift throne made of wood, bone and large pillows. It seems sad. The Rip Raider will talk to the party a bit. "We were unhappy on the other side and thought that we'd find bliss here. It seems so much worse here. There is little rest and we still are eating only the foods from where we came. All of us have fallen for the words of Pucka-Cruck, the great unknown one. There is no escape for us. But we will live." it tells the party.

The Rip Raider III rises from its throne and pulls 6 glowing red maces up with it. It kicks the throne to the side, its pieces scatter everywhere. A pillow flies through the air and lands on a character. Then it moves towards the party and tries to divide its attacks up among 2 characters at a time. "We will not be content to let 2 armed freaks get in the way of this becoming our new home. Pucka-Cruck will die, Sun-no will die

and Lord Kran will die. The one with infinite arms will come through the gate and I will be allowed to rub his greatness!" he will tell the party as they fight. Things haven't turned out right and some Rip Raiders want the whole of the Shaymbol for themselves.

Rip Raider III
(AL CE, MV 120'(40') Fly 90'(30'),
AC 4, HD 6,
AT 6(See Description),
DG 6 Mace + 1 1D6 +1
SV F6, MR 12, XP 820)

HP: 48

Under the throne, or a piece of its remains, is a bag. Opening it up reveals a small stash of 1000 GP worth of green jewels. There is also a wand in it that if used against any Rip Raider requires them to make a saving throw against death or die instantly. There are 17 charges left.

71 Wall

There appears to be a wall here but it is obscured by fast moving dark beams. Anyone who tries to go through it is pushed back. To get through it a light spell of some sort must be cast on it. When this is done the wall will disappear for the duration of the spell. For the denizens of this place the wall will disappear as they approach.

72 Story Of The Shaymbol

On the area's walls are painted in white the visual depiction of the creation of the Shaymbol. It shows Sun-no, Lord Kran and the Eye Of Pucka-Cruck standing behind Puckus as he rips A Piece Of Reality out. Several Toothurs are shown trying to pick the ripped out piece up and being destroyed.

At last a Priest Of Pucka-Cruck appears holding the Staff Of Pucka-Cruck. He picks up the piece of reality and presents it to Sun-no and Lord Kran. Sun-no, Lord Kran, Puckus and the Priest Of Pucka-Cruck take the piece and place it on an altar and seal the room shut.

73 Giant Sentinel

A Moon Giant sits before the tunnel that leads to the "Entrance To The Center" area. He will sit there and spit moons at the party. Under no circumstances will he allow anyone to bypass him. By sitting there he keeps those who should not reach the first entrance any access to it.

Moon Giant
(AL LE, MV 150'(50'),
AC 7, HD 7, AT 1,
DG 3-24(3D8),
SV F7, MR 10, XP 790)

HP: 34

74 Entrance To The Center

5 Priests of Sun-no stand at attention. They are meditating on the glory of Sun-no and the Shaymbol. If the party gets in 10' of them they break from their meditation.

4 of them will engage the party in hand to hand while the one that doesn't tries to summon Moon Shadows from the Shaymbol Center. Each round she has a 1 in 4 chance of 2 Moon Shadows coming out of the Shaymbol Center and joining the fight. Every 4 rounds the check automatically succeeds if there hasn't been a successful check during those

rounds.

Priests Of Sun-no
(AL LE, MV 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:

1: Sun-no's Scream, Shoot Snake
2: Shark Rises

HP: 20, 19, 15, 20, 22

Moon Shadows
(AL LE, MV Float 90'(30'),
AC 3, HD 2, AT See Description,
DG See Description,
SV F2, MR 12, XP 38)

HP: 16 each

75 Shaymbol Center

From the center of the area is a rip in reality, out of it flows endless darkness. The party must not tarry in here for long, they have 20 rounds to move through the area. At the end of that time each character will have turned into a Moon Shadow. Touching the rip speeds up the process for whoever did this, it becomes 10 rounds. The characters will notice that they are changing, with each round they can become more and more a Moon Shadow.

If the party puts A Piece Of Reality in the rip it disappears into it. The darkness is sucked into the rip and it looks like a large cut. Then the rip heals and the darkness that was seen over the moon is gone. What is left is a scar where the rip was.

The party will hear the voice of the Moon Goddess speak "Part of the quest is done." If they have not killed Lord Kran or Sun-no they will hear her tell them to continue here until they are dead.

76 Entrance To The Center 2

4 female Priests Of Sun-no are arguing with a Priest of Pucka-Cruck. The Priest of Pucka-Cruck thinks that the Pucka-Cruckian priests should be the ones guarding the entrance and not Sun-no's. Who is the Shaymbol ultimately dedicated to, Sun-no or Pucka-Cruck?

When the party is noticed they all join in the fight but 2 rounds after it starts up the Priest Of Pucka-Cruck will try to escape. He will want to tell the other Pucka-Cruckians and Lord Kran what is happening. Is this not proof that they should be in charge of the entrances?

Two rounds after he leaves or is killed two more female Priests Of Sun-no will appear, they wish to bolster their devotion to Sun-no by guarding the entrance. "Sun-no is the true goddess of the moon! No Ull Lord will ever be worshiped by us. Lord Kran will never hear a prayer to him from us. The Shaymbol is Sun-no!" they yell as they enter the area. If the body of the Priest Of Pucka-Cruck is here they spit on it.

When they are reduced to 50%(3 out of 6) or less of their numbers the remaining ones do not attack for a round. They say a prayer in unison to Sun-no. Before the doors to the Shaymbol Center Sun-no appears. She stays a round but does

nothing. During this round and the round of the prayer the remaining priests cannot be damaged. Sun-no does nothing for she really isn't there. The party can attack her with her normal AC but she ignores damage. After the round is up she quickly disappears.

Priests Of Sun-no
(AL LE, MV 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:
1: Sun-no's Scream, Shoot Snake
2: Shark Rises

HP: 21, 16, 16, 21, 23, 19

Priest Of Pucka-Cruck
(AL LE, MV 120'(40'),
AC 5, HD 5, AT As Monk
(See Description),
DG 1D8(See Description),
SV C5, MR 9, XP 650)

Spells:
1: Heal Us, Shield Us
Pucka-Cruck x 2,
Shoot Snake
2: Hold Person, Shark Rises
3: Claw Blast

HP: 36

77 Shaking Shadow

In a corner of the area is a shaking shadow, about 10' in diameter. Anything that walks through it will find themselves thrown out of the rip of reality in the Shaymbol Center area. Also a very loud noise will be emitted from the shaking shadow. Those in the Entrance To The Center 2 area will be alerted.

3 of the Priests of Sun-no will come here to investigate while the remaining priest will look into what is happening in the Shaymbol Center area. The Priest Of Pucka-Cruck will leave immediately and pass through this area, he will show up with the Priests of Sun-no that come here. The extra Priests Of Sun-no will pass through here on their way to the Entrance To The Center 2 area. They will show up 2 rounds after the Priest Of Pucka-Cruck passes through.

78 Giant Sentinel 2

This area is jut like the Giant Sentinel area except the giant is guarding the tunnel to the Entrance To The Center 2 area. This giant will be asleep until the party attacks him. But each round he snores and a moon comes out of his mouth and attacks a random character.

Moon Giant
(AL LE, MV 150'(50'),
AC 7, HD 7, AT 1,
DG 3-24(3D8),
SV F7, MR 10, XP 790)

HP: 40

79 Another Outside Fight

Like the "Outside For A Fight" encounter the area ceases to exist and the party finds themselves outside on the moon. Coming straight at them are 5 Sharkulls riding 5 Scorpion Snakes. They circle around the party and attack.

Each rider and mount has a 50% chance of attacking, neither both at the same time. If one is killed the other attacks every round. When there are free Sharkulls and free Scorpion Snakes the Sharkulls will mount them. This is a free action.

When all are killed the party finds themselves back in this area with no trace of the Sharkulls or Scorpion Snakes.

Sharkull
(AL LE, MV 120'(40'),
AC 5, HD 4, AT 1
(See Description),
DG 1D6(See Description),
SV F4, MR 12, XP 290)

HP: 20, 18, 18, 21, 14

Scorpion Snakes
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 110)

HP: 12, 14, 10, 16, 15

80 Moon Shadow Summoning

An altar is placed close to a wall. Behind it in the wall is a white statue of the Moon Goddess, 10' wide, 15' tall. A dark dagger rests on the altar. The statue of the moon goddess has several slashes in it, perhaps from the dagger.

If the dagger is used to slash, cut, stab, etc... the statue a new wound in it will be made. When this is done the statue begins to bleed dark blood. The blood covers the entire floor within a round. One round after this 2D6 Moon Shadows rise out of the blood. The blood is sucked up by the Moon Shadows as they rise. They attack the party the round after this.

Moon Shadows
(AL LE, MV Float 90'(30'),
AC 3, HD 2, AT See Description,
DG See Description,
SV F2, MR 12, XP 38)

HP: 8 each

81 Confused Mice Hopper Men

10 Mice Hopper Men are crouching and talking about what to do. They had a strong smell of the Scorpion and a Snake that they were following. But when they got to the "A Feeling From Before" area it stopped and they started to feel these evil chills.

They think it's a trap ahead and warn the party. They have also encountered a strong goddess, a Moon Goddess, that wants them to kill someone called "Lord Kran". They know the way to him. Maybe the party would like to join them in the fight? If they do they help sneak the party to the Approaching Lord Kran area and then Lord Kran himself. If not the party will find their dead bodies in the Approaching Lord Kran area.

Mice Hopper Men
(AL CN, MV 150'(50'),
AC 5, HD 2, AT Weapon(1 or 2),
DG Weapon,
SV T2, MR 7, XP 38)

HP: 9, 8, 11, 13, 14
8, 10, 10, 13, 12

82 A Feeling From Before

If the party has encountered Pucka-Cruck's minions before in another adventure they will suddenly feel as though they are back there in that adventure. Something very close to them must be near. If they haven't then they will feel a great unease. Something unholy is very close by, they must be on their guard.

83 Pucka-Cruck's Moon Shrine

The room lacks any floor, the chasm is like the Shadow Beam Bridge. In the center floats a 50' diameter white disc. In the center of the disc are 3 10' dark statues of a shark, a snake and a scorpion. Around the edges of the area is a walkway that the party can use to move around on.

If the party makes it to the disc they can hear Pucka-Cruck calling them. Characters that respond and willingly give themselves to Pucka-Cruck will gain a +1 to hit and damage for the next 24 hours. At the end of that time the Shaymbol devours them, if they are still in it. 1-2 hours after that they will reappear somewhere in the Shaymbol, transformed into Lost Lunes.

84 Head Priest Changing

In this chamber the Head Priest Of Pucka-Cruck sits. This used to be the chamber for all the priests of Pucka-Cruck but Pucka-Cruck has willed that only the head priest be in here. They are not to disturb him. The head priest is gradually changing into a creature that will eventually take charge of the Shaymbol, take it away from Lord Kran and Sun-no. Pucka-Cruck does not trust those that are born on the moon. He will bring both of them to him and leave this thing in charge of it. Neither knows this at this time.

The Head Priest looks like a man's head with a 30' snake body. At the end of its tail is where his arms and legs are, they are useless to him except for spell casting(which he does not do these days, he favors his energy blasts). "It is not time for me but your time here is over." the Head Priest says.

Head Priest Beast attacks:

The Head Priest fights with the energy of Pucka-Cruck himself. Each round his face is consumed by a bright light and an energy beam shoots out of it. It can hit something 50' away. Each hit does 2D6 HP of damage.

Every 3 rounds he can triple the amount of beams and shoot 3 different characters. If there are not at least 3 characters then he does not

get to use all 3 of the beams. One beam for one character. Each attack requires a roll to hit.

Once every 10 rounds he can heal himself of 50% his HP(24 HP). This he can do in addition to his energy attacks. He laughs at the party when he does this and says "Pucka-Cruck gives me the power to destroy you, I cannot be destroyed, I AM ETERNAL!".

Head Priest Beast
(AL LE, MV 150'(50'),
AC 2, HD 8, AT See Above,
DG See Above,
SV C8, MR 12, XP 1560)

HP: 48

Treasure:

When the Head Priest is destroyed his body starts to dissolve in some acid that is released from inside. It takes 5 rounds and the the body is gone. Resting on the ground where the body was is a Staff Of Pucka-Cruck.

85 Beasts Fighting

This area is strange. The whole air is like a breathable black goo. Walking and swimming is possible in it. What the party sees is a multitude of large scorpions, sharks and snakes fighting each other. When one is destroyed a new one forms in the goo and rejoins the fight.

If the party explores it they find that the beasts are just shapes in the goo, shadows that lack real physical power. The more they explore the more they will be exposed to the danger. Every 5 rounds after round 5 there is a 1 in 4 chance that the goo will pull into itself and form either a scorpion, shark or snake. The first check happens on round 10. At that point the party will have to fight what is spawned. These things will move on the ground.

Roll a D6:

1-2: Snake

3-4: Scorpion

5-6: Shark

Goo Shark
(AL N, MV 180'(60'),
AC 4, HD 8, AT 1,
DG 2D10,
SV F4, MR 7, XP 1060)

HP: 36

Goo Snake
(AL N, MV 90'(30'),
AC 6, HD 5, AT 1,
DG 1d8,
SV F3, MR 8, XP 200)

HP: 30

Goo Scorpion
(AL CE, MV 150'(50'),
AC 2, HD 4, AT 3(2 claws,
sting),
DG 1D10, 1D10, 1D4,
SV F2, MR 11, XP 190)

HP: 20

If a claw hits its stinger gets a +2
to hit.

86 Bright Burning Barrier

A very intense light fills the 10' square here. Anything passing through it will take 5D10 HP of damage. Damage occurs halfway through but one can feel their bodies burning as soon as they enter the square.

Hanging on the walls before it are 10 dark robes. Anyone wearing one of these robes will take no damage when they pass through it.

87 Ball Guards

A locked metal door stands before the party in the darkness. It has a triangle in the center of it with one point each covered by a small metal head of a snake, scorpion or shark. Their mouths are open, they are keyholes. To open it a thief will need to pick each of the heads. When each has been picked the door opens up.

In the 6 alcoves before the door are black stone statues of the snake, scorpion or shark. In actuality they are Lost Lunes that have been changed slightly by Lord Kran to hide what they are. When a lock has been picked 2 of them lose their new shape and become regular Lost Lunes. The furthest ones change first. Unless the party is watching closely, the first time this happens they will be surprised. The 2nd and 3rd time the party will not be surprised. The Lost Lunes do not attack until changed into their regular form.

Lost Lunes
(AL LE, MV 120'(40'),
AC 2, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 80)

HP: 20, 18, 18, 16, 22, 12

88 Ballallelo

Around the room a man with a glowing head walks. He has a leather bag in one hand that is about the size of a head. A voice comes from the bag "Your here to steal my head aren't you? What if I tell you everything about this place and you let me keep my head? A deal?".

If the party agrees he explains to them that his name is Ballallelo. Much of his life has been focused on creating great places. The Shaymbol is a degraded version of something he had drawn at home. Lord Kran and his band of thugs brought him to the moon where he made this place for them. As a gift from Sun-no she placed his head in the bag he holds here. To make things worse she keeps him alive with a Bright Ball, which sits where his head is.

This place was nothing, he couldn't understand why they wanted a lesser version of something he had dreamed up. Then it became clear, their changes were put in place to focus reality. Somehow they were able to rip a piece of reality out and this created the shadows that emanate out of the Shaymbol.

The exact process can be reversed, put the piece that was ripped out of the Shaymbol core and the shadows will stop. The piece must be picked up with a Staff Of Pucka-Cruck, he describes what one

looks like.

But to end it all they must kill Lord Kran and Sun-no. Otherwise they'll just rip another piece out of reality. He explains to them where the Shaymbol Center is. The party will recognize it from this point on.

If the party has not attacked Ballallelo, before they enter the Devouring Door he walks out of it. "I am here to help, it is time for me to face Sun-no and this place." he says to the party. If they accept him in the party he will fight Sun-no for 3 rounds. At the start of the 4th she points at him and the bag with his head explodes. That is the end of Ballallelo. This does not consume her attack for the round.

Ballallelo's attacks:

If the party attacks Ballallelo he reaches up with his free hand and grabs the Bright Ball. He uses it as a weapon. "So you are servants of Sun-no are you? Or maybe your Lord Kran's? I will bring light to this place but first I will bring it to you. Prepare yourselves servants of the Ull Lords!" he says as he grasps the Bright Ball.

If killed he drops the Bright Ball and the bag with his head in it. The head is shaved bald. On the skin are tattooed design pieces for the Shaymbol. His lidless eyes stair forward. Inside the eyes the moon can be seen floating. Though dead, his mouth keeps mumbling design ideas which will not make any sense to the party.

Ballallelo
(AL LE, MV 120'(40'),
AC 2, HD 6, AT 1,
DG 1D6
(See Bright Ball description),
SV MU6 , MR 10, XP 80)

HP: 28

89 Redesigner

Drawings of something that looks like the Shaymbol are posted on all the walls. They are drawn on small pieces of cloth that look like smaller versions of A Piece Of Reality.

In the center of the room a large pen floats and makes degraded copies of these designs. Close to the pen is some hardly visible particles that are directing the pen. It drops the pen every 10 rounds and goes back to a design and studies it for another 10 rounds. Then its back to the pen and drawing.

The thing is some elementary intelligence that Sun-no has found. She has given it a new purpose which is to make new designs of the Shaymbol. The original ones were made from Ballallelo's altered designs. These are just weird new versions of those. Sun-no hopes that a new darker, more effective Shaymbol will emerge from this. So far she has found 3 that may suit her purposes, these are glued to the

ceiling.

90 New Shaymbols

3 10' diameter moons float about 5' above the ground. On each of them hangs a design of a future Shaymbol. Sun-no has favored these over all the others the Redesigner has made. But why? Each of them has a giant tank tread underneath it. But otherwise they are completely different from one another.

If the party takes these and encounters Sun-no she will let them go and any characters she has captured if they give her the designs. She will know that they have them and before combat will make the peace offering.

91 Strong Suction

The air is being pulled strongly towards the A View Of The Moon area. As the party heads towards it garbage will come randomly flying through the air. Some will hit the characters, bounce off and continue onward. Abruptly 10' before that area things will return to normal. There is no sign of where the garbage has gone or where it came from.

92 A View Of The Moon

This is a balcony from which one can get a good view of the shadows across the moon. A large throne is situated in the middle, much larger than any normal human could sit in. At least three people can sit in it. As the party looks outwards it appears as though the shadows are starting to reach further than the moon and to the world itself.

The balcony seems to be thousands of feet in the air. If the party exits it they will float to the ground and be in the middle of the exterior darkness. The balcony will no longer be there if they go back up to it. It can be accessed again from the inside. There is no way for the interior and exterior world to interact, one must be in one or the other.

The party will be able to see Cruck's Cave from here. A large plume of what appears to be black smoke is shooting into the sky.

93 Spit The Moon

2 Moon Giants are here. They are bored and are playing a game of spit the moon. One spits a moon while the other one tries to catch it with its mouth and swallow it. They are at opposite sides of the area.

They will be oblivious to the

party until they are halfway through the area. Then one of the giants misses catching a moon and it crashes dangerously close to the party. "Hey! Do you see those mice by that moon I just tossed at ya?" one asks. The other nods in agreement and begins spitting moons at the party as does the other.

Moon Giants
(AL LE, MV 150'(50'),
AC 7, HD 7, AT 1,
DG 3-24(3D8),
SV F7, MR 10, XP 790)

HP: 32, 36

94 World Portal

An image of the world is upon the wall here, it is 15' in diameter. It spins slowly. The world is an illusion, anyone can pass through it and into the "All The People Of The World" area.

95 All The People Of The World

Almost every 10' square has a couple of headless human sized stone statues in it, a male and a female. Some are a foot or two apart, others shoulder to shoulder.

As the party walks around ghostly heads appear on them, people

the party have never seen before. Just regular people. Male heads for male bodies, female heads for female bodies. The heads disappear at irregular intervals and are replaced by different heads.

These are the heads of the people who have gazed at the shadows of the moon and started to become Pucka-Cruck's. The more there are the quicker the heads switch. Sun-no, or perhaps Lord Kran, can monitor the progress of what they are doing from here. She wishes to see a mad flicker of heads on the statues. When that happens she will know that all the people of the world are falling under the spell of Pucka-Cruck.

96 The Takers

Two statues like the ones in the All The People Of The World area are in the middle of the area. A man and a woman's face are in the head positions. These do not change but appear to becoming more real. Floating between the 2 statues is a black question mark with a white dot at its end.

These statues are slightly different than the others. They find people who have willingly given themselves to Pucka-Cruck. They grow them new bodies over the statues and fill them with these souls. On the world below their empty bodies

fall to the ground dead. In most cases they are then turned into the Lost Lunes. In time the room will be filled with more of these statues. As Pucka-Cruck's power grows below so will the number of people who will give themselves willingly to him.

If the party even touches the statues 3 Toothurrs and 2 Sharkull will appear out of a door that the party did not see. This closes behind them and cannot be found again. The party will be surprised by their appearance the first round.

The question mark is the magic item called Ongo.

Toothurrs
(AL LE, MV 120'(40'),
AC 3, HD 4, AT 1,
DG Fist 1D8
Spear(See Description),
SV F4, MR 12, XP 190)

HP: 20, 22, 26

Sharkull
(AL LE, MV 120'(40'),
AC 5, HD 4, AT 1
(See Description),
DG 1D6(See Description),
SV F4, MR 12, XP 290)

HP: 19, 25

Sanctuary Areas

Random encounters do not occur between Standing There and Standing There 2 for 2 days (from when the party appears in one of them). The areas affected are Standing There, Moon Substance Flows, Voice Of The Goddess and Standing There 2. If the party is being pursued the areas do not stop their pursuit.

The darkness in these areas is not as strong during this time. At times the party can see the outside moon through it. The party will feel very safe during this time. Instinct will tell them that evil will not attack them.

After the 2 days are up the power of the Moon Goddess fades. Her image disappears and the stream dries up in the Moon Substance Flows area. Random encounters begin again. The party loses the safe feeling they had while here.

97 Standing There

In the middle of the area is a translucent image of the Moon Goddess. It is just an illusion, anything can pass through it.

4 days after the 2 day period is up 2 Toothurrs will be standing guard here. Lord Kran thinks intruders let

the Moon Goddess back in, he doesn't want it to happen again.

Toothurrs
(AL LE, MV 120'(40'),
AC 3, HD 4, AT 1,
DG Fist 1D8
Spear(See Description),
SV F4, MR 12, XP 190)

HP: 18, 24

98 Moon Substance Flows

A small stream of moon substance, 10' wide and 1' deep, flows across this spot. It appears as white light with darker particles embedded in it. Touching it reveals that it has a liquid feel. It is flowing out of the darkness and into it. A dead Priest Of Sun-no is in the water. Darkness shoots out of his body. If removed from the water the darkness ceases.

If the substance is bottled up and used like Holy Water against the evil denizens of the Shaymbol it affects them. A hit will lower their saving throws by 1 for 2 rounds. This does not stack, the penalty will only be -1. A gift not from the Moon Goddess but from the Moon itself it must be! Each hit causes darkness to come shooting out of their bodies and lost into the surrounding environment.

If any of the evil servants of Pucka-Cruck enter the stream the penalty is greater. They lose -2 to their saving throw and the darkness leaving their bodies seems unending. Leaving it ends the penalty.

99 Voice Of The Goddess

The party can hear the faint voice of the Moon Goddess here: "Worry not for nothing will harm you while you are guarded by my image. I have beaten Sun-no here for now. There are a few days of peace here.". If the party rests here during this time(2 days) their natural healing doubles. An 8 hour rest, for example, that would heal 4 HP turns into 8 HP of healing.

If the party is pursued into this area during the 2 day safe time the Moon Goddess strikes at them each round. The room flashes with moon power each round and she attacks all the enemies of the party as a 15 HD monster. Every foe she hits takes 2D10 HP of damage.

100 Standing There 2

This spot is just like the Standing There area. After the two day period is up a Moon Giant will be here investigating why the Moon Goddess was here. He will try to question the party before attacking them. Each question the party answers of his keeps the fight from starting for a round. When a question is not answered right the Moon Giant attacks. Question away!

Moon Giant
(AL LE, MV 150'(50'),
AC 7, HD 7, AT 1,
DG 3-24(3D8),
SV F7, MR 10, XP 790)

HP: 22

101 Yellow Moon Sickness

Terrible sweet smells and a yellow fog permeate the area, floating out of the ground from some connection to the Yellow Pools up ahead. Characters must make a saving throw vs. poison or become infected. Failure means that the character has got the "Yellow Moon".

Every day lumps will appear on the characters body, 1-3 of them. Every day each lump a 1 in 4 chance of bursting open and letting yellow liquid come squirting out. When 3 of them have burst like this the character takes 1 HP of damage. If 10 or more of these have accumulated on the characters body then they all burst at once. The character will take 5 HP of damage. A Cure Disease will begin to get rid of the sickness. How many will be needed depends on how many lumps have appeared on his body:

1-10: 1 Cure Disease

11-20: 2 Cure Diseases

21+: 3 Cure Diseases

3 Cure Diseases always gets rid of the Yellow Moon. After the character has been cured of it he will suffer a -1 to hit for a month whenever the moon is above him and in sight.

102 Yellow Pools

The floor here is the moon's surface. Strangely, large pools of yellow liquid are flowing out of it. There are 3 10' wide and 15' deep pools here, each next to the far wall from the entrance.

All over the ground of the area small mounds appear and burst open releasing more of the yellow liquid. The party will think it is similar to some kind of puss.

If the party gets too close to one of the pools, 5', a yellow gas shoots out of it and burns anyone within 10' of the pool for 1D6 HP of damage.

103 Priests Digging

4 Priests of Sun-no are digging pools in the ground here. Each digs her own pool. The pools are maybe 2' deep and 10' wide.

A 5th one sits in the center of a completed pool. The pool is 5' deep and 15' wide. She is scratching the symbols of Pucka-Cruck into the ground around her. Yellow liquid rises out of the symbols and is slowly filling the pool. In a day or so the pool will be filled.

Priests Of Sun-no
(AL LE, MV 120'(40'),
AC 6, HD 3, AT 1,
DG Rod 1D6,
SV C3, MR 9, XP 65)

Spells:

- 1: Sun-no's Scream, Shoot Snake
- 2: Shark Rises

HP: 18, 15, 14, 9, 24

104 More Yellow Pools

This area is just like the Yellow Pools area. It has the same number of pools, same pool size but the pools do not shoot out gas.

One of the pools has an alien spirit is trapped in it. If a character gets within 5' of it an "arm" reaches out and grabs the character. The character must make a save vs. death or be pulled into the pool. He has 3 rounds to break free or his body is destroyed and becomes part of the pool.

To break free the yellow arm that has pulled him in must be dealt 10 HP of damage with a blunt weapon against AC 9. When done the spirit is disrupted for 10 rounds. The arm disappears. Then the character is freed. When the disruption is over the arm reforms. It will continue to try and pull characters into the pool if they get too close.

At the bottom of its pool are some things:

A long sword that can act as a +3 weapon for 10 rounds. This it can do twice a day.

A shield with a large eye painted on it. At will the shield will blink. Any creature with a gaze attack must make a save against spells or not be able to use its gaze attack for 2D6 rounds. This it can do 3 times a day.

A blue gauntlet. If worn and placed in water it allows the wielder to drink the water.

105 Standing In The Empty Pools

4 pools like the ones in the Yellow Pools areas have been dug here. They do not have any yellow liquid in them. In each of them stands 10 Dwarfs Of The Lost Moon. They seemed frightened of the party. It will take some coaxing to get them to talk. After being captured and tortured by Lord Kran they do not wish to anger him at all. So many of them were ripped to shreds by him for doing the simplest things wrong.

Some are taken from here every day and new Dwarfs show up to take their place. All they want to do is return home but home is gone. Deep in the moon they will make their new homes, where no one will ever find them nor will they ever lose a moon again.

Dwarfs Of The Lost Moon
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Fist,
DG Fist 1D2,
SV D1, MR 6, XP 10)

HP: 4 each

106 Moment Of Weirdness

The party starts to see random body parts turn into a black goo that begins dripping away. The longer they tarry the more they lose. They have 10 rounds to get out of the area. If they are not out of the area by then they will turn into a bunch of black goo forever. If they leave before that they gradually return to normal.

One round to return to normal for each round in the area. Their black goo body parts do not hinder the characters in any way.

107 The Hypearion

Standing swinging a great sword in the air is a giant of some sort. The giant is 15' tall. Its eyes are gone and its mouth is sewn shut. Its ears dwarf its bald head, their twice the size. It is encased in chain mail up to its chest, nothing above that. The creature is called The Hypearion, a champion of Sun-no's.

The Hypearion detects things by sound. The more noise the party makes the easier it is for it to attack them. After the party has declared what they will do for the round determine what The Hyperarion will do.

When the party is 50' away from this area it will be alerted to their presence. If they are moving in complete silence will they surprise it.

Hypearion attacks:

Depending on what the party does it can:

1: Total silence, it can only attack once at -3.

2: Party only moves, it can attack only once.

3: Party attacks. For every 2 characters that attack it can attack once. It will be able to attack a minimum of once.

4: Party attacks and casts spells, as #3 but it has +2 bonus to hit.

Its sword does 2D6 HP per hit.

Hypearion
(AL LE, MV 120'(40'),
AC 5, HD 7, AT See Above,
DG Sword 2D6,
SV F7, MR 12, XP 790)

HP: 40

Treasure:

A pouch is inside of the chain mail. Opening it up reveals 459 CP. There is also a Horn Of Blasting.

108 From The Gut

A large black shark head is embedded in one of the walls. 2 rounds after the party enters it opens its mouth up and a Fighter in the service of Pucka-Cruck walks out. This happens every round. After 5 rounds, the 6th round, a Wizard walks out and then the 5-Fighter-1Wizard sequence starts over.

To stop this the party must destroy the shark head. It has an AC of 0 and can take 25 HP of damage.

Fighters
(AL LE, MV 120'(40'),
AC 5, HD 3, AT 1,
DG Short Sword 1D6,
SV F3, MR 12, XP 50)

HP: 12 each

Wizard
(AL LE, MV 120'(40'),
AC 9, HD 5, AT 1,
DG Scorpion Wand 1D4+1,
SV MU5, MR 12, XP 350)

HP: 13 each

1: Magic Missile x 2
2: Ray of Enfeeblement x 2
3: Fire Ball

109 Moons

Around the area are different sized balls. They are close to the ground but not touching. Each floats where it rests. Upon inspection it appears that each is a small replica of the moon the party has known in the night sky. An inventory of the moons:

- 13 1' diameter ones
- 7 2' diameter ones
- 3 3' diameter ones
- 1 7' diameter one

Sun-no has started creating her own moons, copies of the one she has began ruling. What she wishes is to fill the night sky with more moons. Upon each moon she will erect a new Shaymbol. None will escape the Snake, the Scorpion or the Shark. But first she must master the cloning.

110 Moon-yes

A creature of a dwarf build and one large red eye in his forehead sits with a chain around his neck. The chain extends outwards and attaches to a 20' diameter copy of the moon. The moon slowly floats around the ceiling.

He is chewing on a big white piece of stone that is 10' tall and just as wide. If looked at closely it will be clear that the stone is becoming

another copy of the moon.

The creature's name is "Moon-yes". He is Sun-no's prisoner and is behind the moons that are in the Moons area. He cannot escape her. He is chained to the biggest moon he has been able to create. It cannot leave the room, nor can he. If he gets more than 1000' away from it he dies. He thinks he lost something of himself in it when he created it.

Sun-no wants him to keep making them bigger but he does not know how to do it. The one above was an accident. It does not matter how big the stone is as he makes a copy, what matters is the quality of its enchantment. He thinks that has something to do with where the moon is in the sky at the moment of its casting.

Moon-yes used to be a maker of moons for other planets. Not that these were big planets, he made small ones on a regular basis for the little people. Sun-no expects too much out of him.

He will tell the party to go and grab the smallest moons from the Moons area. They can use them against Lord Kran and Sun-no. He put a nasty surprise in them for those two. They can be thrown at them from 10' away and if they hit one of those two they do 2D6 HP of damage and they need to make a save. If they fail the save they attack at -2 the next time they attack. This does not stack, only one penalty awaits them at a time.

Moon-yes will tell them who Lord Kran and Sun-no are, what they look like. Both need to be destroyed in his opinion. If Sun-no dies Lord Kran will take over and the Shaymbol will continue.

Moon-yes
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Fist,
DG Fist 1d2,
SV D1, MR 6, XP 10)

HP: 8

111 The Debate

3 10' wide, 15' tall black stone statues stand in a line in the center of the area. They are in the image of a Snake, a Scorpion and a Shark. In front of the statue is a triangular black rug, 20' x 10'. On each of the tips is a sword without a handle.

In front of the statues, on the rug, are 5 Priests of Pucka-Cruck holding a large dead shark. They are debating if they should make a great cloak out of it for Lord Kran. He has served Pucka-Cruck so well. But Pucka-Cruck gave them his child for them to eat. Will this not anger Pucka-Cruck? They have been arguing like this for hours.

The dead shark is 10' long. Its belly area bulges, something must be inside of it. If opened up will reveal a couple of dead Dwarf like creatures.

Each has a big red eye in the center of their forehead. One of the eyes is false, it is actually a big pearl worth 5000 GP.

Priests Of Pucka-Cruck
(AL LE, MV 120'(40'),
AC 5, HD 5, AT As Monk
(See Description),
DG 1D8(See Description),
SV C5, MR 9, XP 650)

Spells:

- 1: Heal Us, Shield Us
Pucka-Cruck x 2,
Shoot Snake
- 2: Hold Person, Shark Rises
- 3: Claw Blast

HP: 30, 25, 22, 24, 18

112 Approaching Lord Kran

The floor ascends slightly at a not very steep incline. The floor here is made of the ground up shells of a white scorpion. 7' feet on the sides are opened up into an abyss. As the party walks forward they must make a save every 30'. If any fail they will enter a strange state and slowly walk towards the edge and jump in. The party has 2 rounds to stop this from happening. All they have to do is touch or talk to the character, "What are you doing", and they will wake up and stop. After the first time a character will be immune to it. At

least one character will not be under the spell at a time. Denizens of the Shaymbol are immune to this.

Those that fall into it will be found floating in the space around Sun-no's Star Plane. They will be in suspended animation like they have been knocked into it by Sun-no.

113 Lord Kran

Lord Kran sits on a throne with 6 Toothurrs at his sides. He is holding a skull in each hand and is acting as if they are talking to each other. The Toothurrs laugh each time he does this though it does not sound like he is making any jokes.

Lord Kran when he notices the party will throw the skulls at the parties feet. "Soooo, do these skulls not remind you of your own? I always need more skulls." he says. Then he claps his hands and the Toothurrs take up defensive positions around him.

Lord Kran will be pleased to see the party. "Ahh, a new sacrifice for Pucka-Cruck. Yes, one of you will please him this time, I just know it. Perhaps there is a lady among you he can play with for awhile? Ha ha, lets us not worry about that. My Toothurrs will carve you up and then we can put you back together again for the sacrifice. Does this not please you?" Lord Kran says. He waves to his

Toothurrs who begin to attack the party. As the fight goes on and on he takes out a plate and begins to bang it with a fork. "Hurry up my Toothurrs, Pucka-Cruck must be appeased!" he shouts as the fight goes on. Only when the Toothurrs are defeated will he rise and attack the party.

There are a couple of large shark teeth embedded in the side of the throne. One of them functions as a button. If pressed the door(K on the map) to Lord Kran's Sanctuary Entrance appears and opens up.

Toothurrs

(AL LE, MV 120'(40'),

AC 3, HD 4, AT 1,

DG Fist 1D8

Spear(See Description),

SV F4, MR 12, XP 190)

HP: 20, 22, 15, 28, 16, 19

Lord Kran

(AL LE, MV 120'(40'),

AC 1, HD 8(50 HP),

AT See Description,

DG See Description,

SV F8, MR 10, XP 2560)

HP: 50

114 Lord Kran's Sanctuary Entrance

This area has a throne just like the one in the Lord Kran area, it is close to a wall. Pressing the right shark tooth on it closes and opens the door(K on the map). Along the walls are placed different statues of Lord Kran embracing and kissing snakes, scorpions and sharks.

The throne has a scroll on it. On the scroll it is written:

"Lord Kran, I have watched you since you were an infant. A pathetic life you led until I called you to the night cave(this is Cruck's Cave). Did you not feel ashamed for never entering it before hand? The night cave is where you felt my kiss and my embrace. Now you know the truth. When all is complete here I will elevate you further. Do not turn on Sun-no for you would also be nothing without her. All these years and finally we have a Shaymbol to touch the hearts of all those that have never heard my name or felt my breath. You will make them declare their love for me when I send you forth. For I Pucka-Cruck am now the night sky, the truth that the sun will never tell them. Lord Kran, steel yourself for the days ahead!".

Next to the throne is a small black chest that is shaped like a shark. To open it one must pry open

the jaws. In it one can find:

5 potions of Neutralize Poison

5 potions of Cure Light Wounds

5 potions that if drunk will make one immune to the suspended animation effects on Sun-no's Star Plane. Anyone who is knocked off it will float back down to the Star Plane. This happens the same round they are knocked off it. Lasts 10-60 rounds (D6 x 10).

A small hand held crossbow with a bolt in it that looks like a scorpion tail. On one side is painted the face of Sun-no. Treat it as a light crossbow. It breaks after the bolt is shot. If the bolt hits Sun-no she must make a save vs. poison or she will not be able to attack for 3 rounds. During that time on the Star Plane she can still summon her Toothurrs.

A Gem that has been colored and carved to look like the Eye Of Pucka-Cruck. It is worth 7,500 GP.

115 Air Of Sleep

Large pillows float through the area, 20 of them in all. They will float to any character that reaches for one. The air in here feels like a cushion. Characters will feel great comfort while in the area.

They find that the atmosphere in here supports them and they do not need to fear falling down if they relax completely. They will begin to feel sleepy and in 1 turn(10 minutes) they will fall asleep for 8 hours. If anyone enters the area they will awaken instantly.

While asleep the character has dreams of snakes, scorpions and sharks. He runs with them and he watches them devour helpless people. Each time this happens it feels as though the character is doing it. To those of a good disposition it is a terrible nightmare. When they wake they will fight at -1 to hit for the next 24 hours. To those of an evil way they will awake alive and ready to make the dream a reality.

Lord Kran uses this area to rest in. There is no way for anyone to sneak in and do him harm while he sleeps here.

116 Mind To Mind

Another throne is placed in here like the one in the Lord Kran area. The shark button if pressed opens the floor. Up rises a triangular table. On it rests a translucent plate with a large brain on it. Fluid flows from the brain and it moves as if it is breathing. Sticking in it is a two-headed fork. The head not stuck in the brain has pieces of flesh stuck to it. Pressing the button again causes the table to descend into the floor which closes.

The brain belonged to Yinglus, an Ull Lord that Pucka-Cruck has decided to turn into a thing of almost pure mind. Lord Kran takes the free side of the fork and presses it into his own head. This does not kill him but allows him to join his mind to Yinglus. Once a week he does this and each time he does so he takes another step to becoming an Ull Lord himself. Lord Kran knows this is happening and continues to do this. He also knows that to complete the change he needs Pucka-Cruck to perform the ascension ritual. Then he will fight directly under Pucka-Cruck and not be kept from his master's embrace.

Any character that does this will be in a trance for 2-8 hours. At the end of that time he reaches up and pulls the fork out of his head. The fork enters the head without any resistance, like it was supposed to go in there. If the character remains in

the trance for the full duration he will gain +1 to hit and damage for a week and will be able to cast Cure Light Wounds 3 times a day. The brain of Yinglus will be severely damaged from the experience and be dead within a week. Any further fork communication with it is impossible.

117 Kran's Gift

A large rock is being chiseled into. It is partly done, slowly it is becoming a statue of Sun-no with the symbols of Pucka-Cruck surrounding her. This is to be presented to Sun-no at some future date when the victory on the world below is achieved.

On a triangular table next to it are a chisel and hammer that Lord Kran has been using. A letter has been written from Lord Kran to Sun-no. It reminds his sister of the day they went into Cruck's Cave and submitted to Pucka-Cruck. Then it mentions how they can see the cave from the A View From The Moon area. It gives precise instructions on where to look. If the party goes there they will see Cruck's Cave. The Cruck's Cave description gives more details on this. Also on the table is the magic item the Small Stairs. He uses this to visit his people down on Level 6.

118 Insanity Guards

4 Toothurrs stand guard by the door that leads to Sharp Fingered Puckus(the door to the Dwarf Pieces area). His mind is slipping and Lord Kran does not want him to leave his room. Though Puckus could leave if he thought about it, he hasn't yet.

Toothurrs
(AL LE, MV 120'(40'),
AC 3, HD 4, AT 1,
DG Fist 1D8
Spear(See Description),
SV F4, MR 12, XP 190)

HP: 12, 16, 19, 23

119 Dwarf Pieces

All around the room are what appear to be dwarf sized parts to some kind of construct. There are piles of arms, heads, legs, bodies, etc... there is even a pile of big eyes. It will take awhile but it will dawn on the party that they are looking at pieces of cut up Dwarfs Of The Lost Moon. At first the parts seem to be made of metal or stone but then it dawns on whomever is inspecting them that they are flesh.

To keep Sharp Fingered Puckus preoccupied they give him Dwarfs to cut up. He seems to think that they are Pucka-Cruck and the key to him

being able to sleep is inside one of them. He must be careful when he cuts them up, what if he destroys the key. He never seems to find it.

120 Sharp Fingered Puckus

A large round black bed, 50' diameter and 5' high, bed sits close to the wall opposite the entrances to this area. A man jumps up and down on it yelling "Pucka-Cruck, let me sleep!" over and over again. Puckus, the man, is trying to get Pucka-Cruck to drain him of the overwhelming energy he gained when he ripped a permanent hole in reality.

Puckus is the one that has ripped the A Piece Of Reality out of the Shaymbol Center area. He sleeps with a copy of it on his bed, using it as a cover. It is on top of the bed. The copy wiggles and flops on the bed but does nothing else. The party if they have seen the pictures in The Story Of The Shaymbol area will recognize that it looks like the thing that was ripped out by Puckus. If they touch it the thing does nothing to them but wiggle and move. The real one is in the next chamber. The bed pushed up close against the wall conceals the door that leads to that area. Every 10-20 rounds the door has a flash of dark that the party will notice if looking in the door's direction. If the spot is inspected where the door is for 1D4 rounds it will appear to the party.

Puckus is partly here and partly not. Only the ghostly outline of his head and body can be seen. All the ripping of reality he has done through his life has ripped much of his own reality away. Only his arms and legs appear normal. He wears no pants. He seems bald one moment and with long flowing hair the next.

His fingers are shaped like blades, they glow red. At his command they can extend out of his hands up to 10' away. Once a day he can cut a hole in reality with them and slip away. The hole seals up behind him. It takes another day for him to go wherever he wills, he must cut another hole in the nether verse he has escaped to.

Ripping reality in the Shaymbol Center was not something he could do alone. Only with Lord Kran, Sun-no and the Eye Of Pucka-Cruck present could enough power flow through him to make the rip permanent. For Puckus the after effects have not been pleasant. He has not been able to rest since and his mind is starting to collapse. Pucka-Cruck has been indifferent to him.

Puckus will think that the party is Pucka-Cruck himself. Every character he addresses he thinks is Pucka-Cruck. He will implore them to drain him. After asking each character several times he will grow angry and say "Damn you Pucka-Cruck!" and begin cutting the party with his fingers. He will try to

stay on his bed while he is doing this. He can jump to any part of the bed at will. Nothing can block his movement.

Puckus attacks:

His finger attacks are devastating. Each hit does one of the following, roll a D4 to see what:

- 1:** 1D10 HP of damage
- 2:** The character's weapon or whatever he is holding disappears for 5-10 rounds(1D6 + 4). At the end of this it returns and falls in front of the character. If nothing is held roll again.
- 3:** As 1 and 2.
- 4:** The character takes damage as in 1 and disappears for 5-10 rounds(1D6 + 4). At the end he reappears where he was when he left.

Puckus will only let the party do so much damage to him. If he is below 50% of his HP there is a 3 in 10 chance each round that he will use his fingers to rip a hole in reality and escape.

Puckus
(AL CE, MV 120'(40'),
AC 3, HD 8, AT 1,
DG See Above,
SV F8, MR 10, XP 1060)

HP: 40

121 The Piece Of Reality

Light beams flow in here instead of the darkness that permeates the Shaymbol. On a marble altar a piece of darkness wiggles and flops around. It is A Piece Of Reality.

Removing it from this area causes a disruption in the Shaymbol and the area begins to collapse in on itself. The party has 3 rounds to get everyone out. Anyone who is in it when it finally collapses is gone forever. The collapse does not start until the piece is removed, it stops collapsing if brought back in here.

122 Sun-no's Old Room

Sun-no has taken up residence in on her own plane, the Star Plane. This is where she resided until she and Pucka-Cruck created it. She has not returned here since she entered the plane.

At a 45 degree angle hanging from the ceiling is a large bed, 20' x 20' and 5' high. Pillows and sheets are strewn around it, somehow staying in their position even if upside down. Characters that try to get in the bed will find themselves falling to the ground. The bed does not keep them in it.

Built into one wall is a 5' x 5' door. If opened up there is a

3' x 3' x 3' black shark shaped chest in it. The chest contains nothing at this moment. On the outside it is written in an alien tongue "Only my will or my death will fill this chest.". If Sun-no is killed the chest fills with a 10,000 GP purple diamond for each character. Inside of each diamond a shadow scorpion, snake or shark moves around.

A small black blob moves around the room. It is 2' in diameter and its shape changes as it moves. It will try to avoid the party. It has an AC of 9 and can take 5 HP of damage. It moves at 10' a round.

Black Blob
(AL LE, MV 40'(10'),
AC 9, HD 1, AT None,
DG None,
SV F1, MR 2, XP 10)

HP: 5

123 Small Shrine

Hidden away in here is an altar dedicated to the Moon Goddess. A small statue of her is placed on it. There is blood stained all over the altar and a white dagger rests on it.

A book is on the ground next to the altar. It is some religious text about the Moon Goddess, written by someone called Yot. Different passages have been rewritten

detailing the new truths of the Moon Goddess. None of the new passages present her in a positive light. At the end of the book it is written "My blood will purge the moon of her. Pucka-Cruck must never know that I waste his power doing the final cleanses.".

124 Large Shrine

An altar is here dedicated to Pucka-Cruck. Behind the altar are 3 5' tall green crystal statues of the snake, scorpion and shark. The altar is green stained and a black dagger rests on it.

The dagger has green stains on it as well. If the dagger is pressed in the stains they become liquid for a bit then dry quickly. The party can slightly hear a woman's scream the first time they do this and a mumble that says "Sun-no, I, will punish those that touch my blood".

125 Dark Doorway

There appears to be a doorway here but it is obscured by fast moving dark beams. Anyone who tries to go through it is pushed back. To get through it a light spell of some sort must be cast on the doorway. When this is done the doorway will open for the duration of the spell. For beings like Sun-no and Lord Kran it will open when they will it.

126 The Devouring Door

The room is a storm of dark strings shooting everywhere. Every round a large doorway, 20' x 20', shaped like the open mouth of a shark appears before a character. The teeth in the doorway seem real. Anyone who watches a character enter the doorway will see the mouth close and open quickly, appearing to chew the character. The next round when the doorway appears in front of another character the mouth is empty again.

A woman's voice speaks out "Come, walk through my jaws and I'll feast on you..." after each character has had the doorway appear in front of them. If any character walks through the mouth they are transported to Sun-no's Star Plane. They will all show up at the same time.

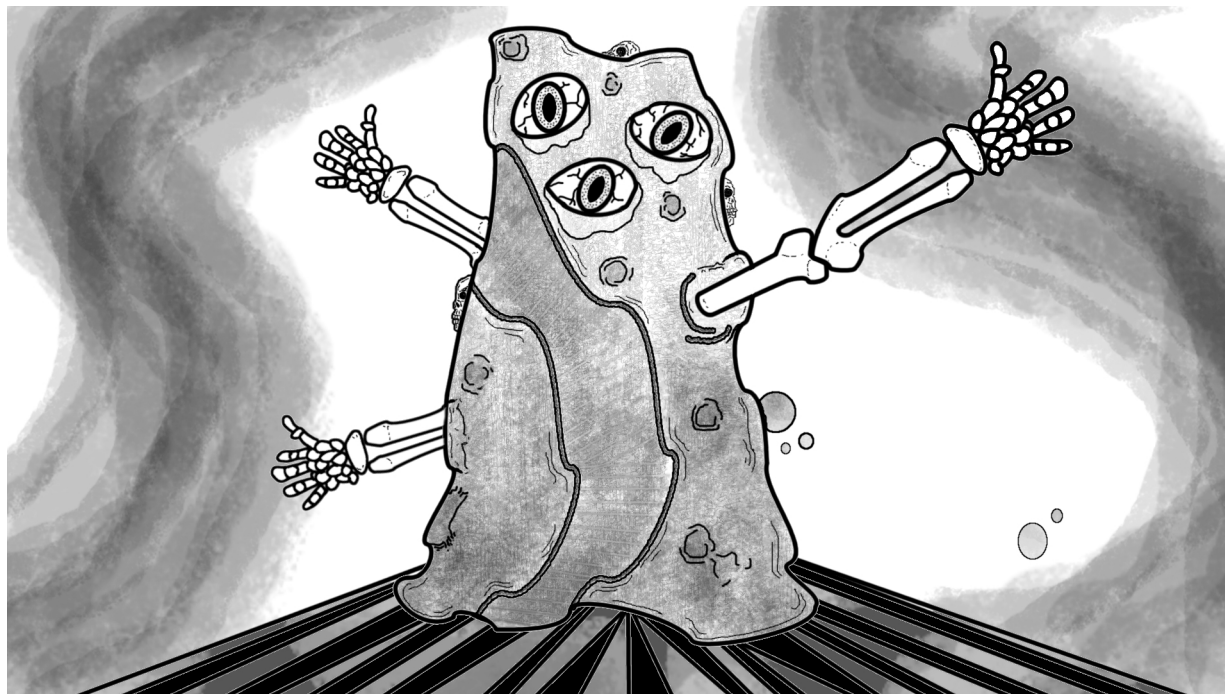
Level 2

Below the Shaymbol are places that were never planned for or even built. With the rip in reality the Shaymbol sunk its tunnels deeper than what was wanted. What has come has not destabilized it but enhanced it. With Pucka-Cruck's power they were able to mold the new levels into something they wanted. Undiscovered dark things emerged that for the most part have been welcomed.



Frequent Encounters

Flaxen Tower



No. Enc.: 1-2

Alignment: Chaotic Neutral

Movement: 120'(40') as slime
0' as tower

Armor Class: 5 as slime 3 as tower

Hit Dice: 4

Attacks: 1-3

Damage: 1D6, 1D6+1, 1D6+2

Save: F4

Morale: 10

Hoard Class: V

XP: 135, 190, 245 (depending on the number of arms)

They move as slimes but when they fight they turn into 10' tall beasts, tower like in form. As a beast they rise up from the slime with no legs but one large column. Out of them extend 1-3 bone arms (roll for each individual tower, the more arms the more damage they do) made from the bones they have consumed as slime. At the top of their heads are 2-4 large dead eyes. The bloated eyes of their victims that they have never digested.

The creature has a flaxen color to it, in slime and creature form. They can move and attack all in the same round but the change costs them -1 to attack

and AC for that round. They do not assume the tower form until they attack so they can have 2 different Armor Classes in the round. After they move it will be 5(-1 to make 6) and when they attack it becomes 3(-1 to make it 4).

Wherever they go they leave a trail of flaxen slime. This sinks into the walls of this level and changes into something more awful. It is the source of the yellow liquid found on Level 1, the Yellow Pools and sickness. The arms are part of the slime as they move. Only when they become a tower do they become recognizable.

They are immune to mind and sleep spells. If cast on them their eyes glow red for a few seconds and then go back to being dead.

Tazuxo



No. Enc.: 1
Alignment: Chaotic Evil
Movement: 120'(40')
Armor Class: 2
Hit Dice: 6
Attacks: See Below

Damage: See Below
Save: F6
Morale: 9
Hoard Class: VI
XP: 570

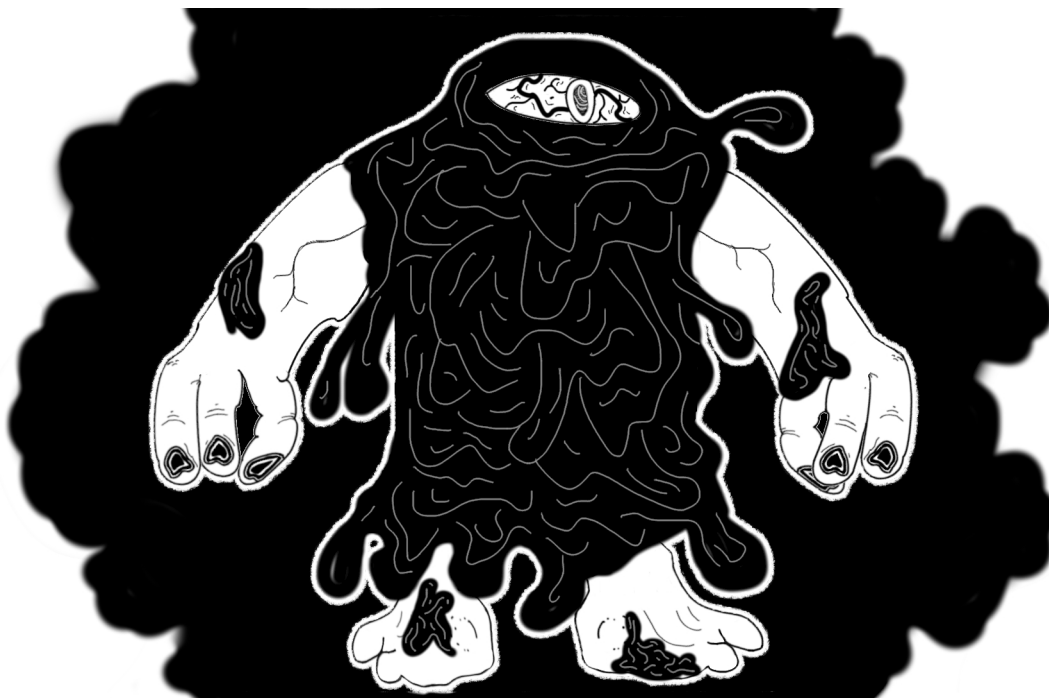
A demon from the other side of the rip whose population has completely escaped to this side. There were never that many, only 10 of them but they are deadly. They have not submitted themselves to Pucka-Cruck but they hear his voice.

A Tazuxo appears as 7 foot green man whose face is a mass of horns. Nothing like eyes or a mouth are visible beneath the horns. One arm completely lacks a hand while the other has a metal spear sticking out of it.

When they attack the spear spins in its place while the arm without a hand projects a copy of the spear at a foe. This can reach up to 20' away. If the spear hits the target takes 1D8 HP of damage. In addition the target needs to make a saving throw vs. spells or they lose one of their hands for 1D10 rounds. Anything the foe was holding onto falls to the ground. If this happens more than once the foe can lose both of his hands. The hands burn away leaving a stump like the Tazuxo has. When the duration of being without a hand is over the burn returns briefly and the hand reappears. Spears shot by the Tazuxo disintegrate when they hit. If they miss they lay on the ground for awhile and then disintegrate as well. Touching one causes it to disintegrate immediately.

If anyone is foolish enough to get within 5' of one they get to use their head for an additional attack. This too does 1D8 HP of damage but does not cause someone to lose a hand.

Dwarfs Of Gizam



No. Enc.: 4D4

Alignment: Lawful Evil

Movement: 90'(30')

Armor Class: 6

Hit Dice: 2

Attacks: 1

Damage: See Below

Save: D2

Morale: 8

Hoard Class: I

XP: 29

Far on the other side of the moon was a town called Gizam. It was peopled by a tribe of the Dwarfs Of The Lost Moon. When the Shaymbol rose up the town and everyone was pulled down and through the moon. They emerged here still alive but twisted by the evil that was in the Moon's heart, the power of Pucka-Cruck. What is left now are these large pieces of mud with a single eye and the arms and legs of the Dwarfs. The hands and feet are covered with chunks of mud as well. Digging into the mud reveals that it is mud all the way through. The eye, arms and legs are solidly connected to the mud.

The Dwarfs do not attack with weapons but touch their foes with their mud. Hand, foot or body, this is where the mud comes from. When the mud touches a foe they take 1D4 HP of damage and must make a saving throw vs. petrify. If they fail they will be unable to attack 1D4 of the Dwarfs present for 3-6

rounds(1D6 where 1 and 2 become 3). Any of these Dwarfs can intensify their attacks and do 1D8 HP of damage against an affected foe. These attacks forgo the saves the first attack caused. It just does damage.

Monks Of Pucka-Cruck



No. Enc.: 4-8(1D8 where 1-3 becomes 4)

Alignment: Lawful Evil

Movement: 150'(50')

Armor Class: 5

Hit Dice: 3

Attacks: 1

Damage: 1D6(See Below)

Save: M3

Morale: 10

Hoard Class: IV

XP: 95

Creatures that spend their time in a monastery that Pucka-Cruck has constructed. They lack any facial features. Their hands have no recognizable fingers or thumbs. They are still able to grasp with them. Their feet have eyes all over them though it is not known if they see with these.

They attack as 3rd level monks. If one Monk hits then the next one that attacks in the round automatically hits. It does not need to be the same foe. They must be within 50' of each other for this to work. So, for example, if there were 4 Monks and the first and third hit, the second and fourth would

automatically hit.

They can extend their arms 30' feet and attack an opponent. The arms quickly grow and take their swing. Then they shrink back to their normal size. As they extend out the arms appear to become long snake bodies. When they extend their arms their damage range is reduced by 1(1D6, roll again on a 6, does only 1-5 HP of damage).

When attacked with any form of mind or sleep spell/power the Monk goes into stasis. Out of his body comes an energy version of the Monk that fights in its place. They share the same HP so damage to one affects the whole. The energy version has an AC that is better by 3 points(AC 2). The body can still be attacked and if killed the energy version dies in 5 rounds. While dying the energy version has 1 HP. It takes one blow to kill it in this state.

The monks were sent here to examine the lower levels. Their mind and sleep resistances make them uniquely qualified to explore the unknown where attacks on the mind are a strong possibility.

Random Encounters

There is a 1 in 6 chance of a random encounter occurring every 2 turns. When one occurs roll a D20:

1-5: A Flaxen tower with 1 arm to fight with attacks the party. The party will find themselves standing in a pool of yellow slime and then it will rise up next to one of the characters.

Flaxen Tower
(AL CN, MV Slime: 120'(40')
Tower: 0',
AC Slime: 5 Tower: 3, HD 4,
AT 1,
DG 1D6,
SV F4, MR 10, XP 135)

HP: 22

6-8: 3D6 Dwarfs Of Gizam come stumbling towards the party. They will offer the party a chance to surrender and be taken before the Mud Master(see Mud Master area). If they accept the party finds their hands and feet bound in mud. They will be carried to the Mud Master who will interrogate them. If he is not satisfied with the answers they give he will put them in his mud walls where they will be in stasis until he decides what to do with them. If they do not surrender they fight the party.

Dwarfs Of Gizam
(AL LE, MV 90'(30'),
AC 6, HD 2, AT 1,
DG See Description,
SV D2, MR 8, XP 29)

HP: 8 each

7-10: 2-4 Monks Of Pucka-Cruck see the party and begin to flee. If the party does not kill one of them the number of Monks doubles and they reappear in 20 rounds.

Monks Of Pucka-Cruck
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG 1D6,
SV M3, MR 10, XP 95)

HP: 13 each

11-12: A Tazuxo is either surprised or surprises the party, there is a 50% chance of each. It tries to knock one easy to hit character out of commission. If it can't do that in 5 rounds it flees. If it does do this it keeps to its strategy of knocking one character out and fleeing if it can't do it. If there are 2 characters left it will abandon this strategy and fight to the death.

Tazuxo
(AL CE, MV 120'(40'),
AC 2, HD 6,
AT See Description,
DG See Description,
SV F6, MR 9, XP 570)

HP: 30

13-15: Yellow slime drips from the ceiling all around the party. One round later a 3 armed Flaxen Tower rises up and attacks the party.

Flaxen Tower
(AL CN, MV Slime: 120'(40')
Tower: 0',
AC Slime: 5 Tower: 3, HD 4,
AT 3,
DG 1D6, 1D6+1, 1D6+2,
SV F4, MR 10, XP 245)

HP: 25

16: A group of 5 Mouse Hopper Men approach the party. They tell them of the things they have seen down on this level. One of them suspects that the true evil is many levels below them. They captured a strange scorpion man who told them that they way to the bottom level requires a special device. A glass ball with small stairs in it. Rub the ball and it will take them to this level. Rub it again and it will take them away. It will only take you to a certain place down below.

Mice Hopper Men
(AL CN, MV 150'(50'),
AC 5, HD 2, AT Weapon
(1 or 2),
DG Short Sword 1D6,
SV T2, MR 7, XP 38)

HP: 8 each

17-18: A dead Moon Giant lies on the ground. It is holding a Small Stairs in one of its hands. If taken from its hand the dead Moon Giant teleports to the Start area on Level 6. When the party finds it there it will rise up as a normal Zombie and attack them.

Zombie
(AL CE, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1D8,
SV F1, MR 12, XP 29)

HP: 8

19: The presence of Pucka-Cruck briefly is able to materialize on this level. It will attack as a Shadow in the form of a shark for 5 rounds and then be gone.

Shadow
(AL LE, MV 90'(30'),
AC 7, HD 2+2, AT 1,
DG 1D4/1 point Strength Drain,
SV F2, MR 12, XP 83)

HP: 18

20: The party sees a 3 armed Flaxen Tower 100' away, it is in tower form. Another 3 armed Flaxen Tower is in slime form 10' away. As soon as the one far away is disturbed the one in slime form moves into the party and attacks. The other one turns into slime and heads towards the party as well.

Flaxen Tower
(AL CN, MV Slime: 120'(40')
Tower: 0',
AC Slime: 5 Tower: 3, HD 4,
AT 3,
DG 1D6, 1D6+1, 1D6+2,
SV F4, MR 10, XP 245)

HP: 29, 33

Dungeon Section

1 Start

The stairs are covered with yellow sweet smelling and tasting slime on every step. There is enough clear spots on it that anyone can ascend on the steps without touching it. The stairs here lead up to the Level 1 Stairs To Level 2 area

2 Mice Hopper Men Running

5 Mice Hopper Men run past the party and head back to Level 1. They look at the party and show them frightened faces. If the party tries to stop them they evade them and keep running. One of them drops a bag as they pass by. Inside of it are some bloated eyes and what appear to be toes with eyes attached to them.

Mice Hopper Men
(AL CN, MV 150'(50'),
AC 5, HD 2, AT Short Sword
(1 or 2),
DG Short Sword 1D6,
SV T2, MR 7, XP 38)

HP: 9, 11, 8, 14, 7

3 Trail Of Slime

On the surfaces here is an abundance of slime. If followed it leads to the Flaxen Tower Attacks area. The slime if watched is sinking into the surfaces. It will be gone in an hours time.

4 Flaxen Tower Attacks

The area here is covered with a deeper yellow slime. The slime here is 5 times as thick as that found in the Trail Of Slime area/path. While the party is here it slowly maneuvers behind the party. When it is in place a Flaxen Tower rises up and begins attacking the party.

Flaxen Tower
(AL CN, MV Slime: 120'(40')
Tower: 0',
AC Slime: 5 Tower: 3, HD 4, AT 1,
DG 1D6,
SV F4, MR 10, XP 135)

HP: 25

5 Chest With Yellow Slime

A big chest here is closed but unlocked. If opened it is filled with yellow slime. If the party gets the slime out, halfway down is where the treasure is. There is 500 GP in the lower half of the chest. At the bottom of it all is a small dried up Flaxen Tower. It's in tower form and is 1' in length. If a Flaxen Tower is touched with it it must make a save or die. This can be used up to 5 times.

6 Waves In The Floor

Every 10 rounds a wave comes out of one wall and crosses the area to the other wall. It is the length of the room. It is like the floor has turned into a wave. The waves can be 5'-15' feet in height. Though they are made of the floor substance they are just liquid.

Characters that are standing on the ground will need to make a saving throw vs. paralyze. If they fail they are knocked off their feet. Roll to determine if additional effects occur:

- 1-2:** Stunned for 10 minutes
(1 turn)
- 3-4:** Stunned for 20 rounds
- 5-6:** Stunned for 10 rounds
- 7-10:** Nothing

Roll a D10 when the party enters. This is the number of rounds they have to be here before the first wave arrives.

7 Noise In The Floor

A 10' round metal door is in the center of the area, in the floor. Built into the floor next to it is a small wheel with spokes in it. The door is rattling as the party enters and then it goes silent.

If the wheel is turned slightly the door opens immediately and something green jumps out of it and heads to the Tazuxo Free area. The door covers a 10' round pit. At the bottom are a couple of dwarf skeletons.

8 Tazuxo Free

The creature in the Noise In The Floor area is a Tazuxo. If it has made it here it is quickly regaining its strength. The Priests Of Pucka-Cruck had trapped it in the pit. They desired to send it to Pucka-Cruck himself to see if he could make it worship him.

When the party arrives, assuming they freed it, it will be bent over and panting. It attacks at -2 to hit for the next 5 rounds. "Ynnga Ynnnga!" it shouts over and over again as it fights the party. After they

have defeated it the party will be attacked an hour later by 2 full powered Tazuxo. What it was saying was a call to other Tazuxo who were unable to find the lost one.

Tazuxo
(AL CE, MV 120'(40'),
AC 2, HD 6, AT See Description,
DG See Description,
SV F6, MR 9, XP 570)

HP: 39, 32, 35

9 Energy Tunnel

Dark lightning shoots from wall to wall in this tunnel. Characters who enter it will feel that it is trying to strengthen them. They can deny its effects or accept them. If they accept it they heal 1D8 HP and gain +1 to hit and damage for 8 hours. They also gain a seduction point. Only once a day can the dark lightning empower the character.

10 Mud Door

There seems to be a door here but it is made of mud. In the center is a hole which someone can place their hand. If they do it the hole closes around the hand and cannot be removed. After 5 rounds of having

their hand stuck the hole opens back up and the hand is free.

To open the door a light source, such as a light spell but not a torch, must be placed in the hole. When this happens the hole opens up wide enough that characters can walk through. The door closes up again in 10 rounds. On the other side of the door is a hole that does the same thing. For the Dwarfs Of Gizam the door opens automatically.

11 Mud Flows

Very watery mud is flowing in from all the walls in this area. It has accumulated and is 2' high in here. It partially spills out into the entrances of the area but only 5' out and 1' deep. Movement is impeded slightly, 10' less a round.

12 Dwarfs Flow

This area is very similar to the Mud Flows area. The difference is that as the party is in here 2 Dwarfs Of Gizam come out of a wall every 2 rounds. If the party is ignoring the mud they will not see them enter. They will sneak under the mud and get around the party.

When 10 have arrived they rise

up and attack.

If the party leaves the area they will come charging at them from behind. 20 Dwarfs will arrive the first time the party enters. 20 more can be sprung every 2 hours. When that time has passed and the party enters the area again the dwarfs will begin returning.

Dwarfs Of Gizam
(AL LE, MV 90'(30'),
AC 6, HD 2, AT 1,
DG See Description,
SV D2, MR 8, XP 29)

HP: 9 each

13 Dwarfs Moaning

Sitting around the room are 15 Dwarfs Of Gizam. They are resting against the walls and each is loudly moaning. "No one can save us..." is what it sounds like they are saying in their moans. They will not rise up to fight the party.

If the party attacks 3 of them a round will disappear into the walls. Depending on how many escape they merge their essence and rise up in the Mud Musher area. Events build in the Mud Musher area and should be considered connected to this area.

Dwarfs Of Gizam
(AL LE, MV 90'(30'),
AC 6, HD 2, AT 1,
DG See Description,
SV D2, MR 8, XP 29)

HP: 9, 8, 11, 13, 14
11, 9, 12, 15, 7,
6, 10, 8, 13, 8

14 Mud Musher

If any of the Dwarfs have escaped from the Dwarfs Moaning area their bodies will merge in the walls and the Mud Musher will rise up. For every 3 Dwarfs that escaped it will gain 10 HP and do +1 to its damage roll.

If the party does not reach this room in 10 rounds it will leave and search the party out. If killed it falls apart as a bunch of dead Dwarfs Of Gizam.

It will have the basic 30 HP below if none of the Dwarfs escaped. Each round the party is here there is a 1 in 6 chance that the Mud Musher will rise up and attack. If any of the surfaces are probed or the party is carrying dead Dwarfs Of Gizam with them the Mud Musher will rise up and attack as well. It is impossible to detect until it has risen from the mud.

Mud Musher
(AL CE, MV 120'(40'),
AC 9, HD 5, AT 1,
DG Smash 1D8,
SV F5, MR 12, XP 350)

HP: 30 + 10 per 3 Dwarfs that
escaped(up to 50 more)

15 Dwarf Guards

Standing in front of the tunnel that leads to the Mud Master area are 9 Dwarfs Of Gizam. They are in a 3 by 3 formation. If the party engages them from afar they will be able to spawn 1-4 Dwarfs Of Gizam a round from the walls close to the party. If reduced to 3 in number they lose the ability to do this. Attacking them hand to hand disrupts their ability to summon other Dwarfs Of Gizam.

Dwarfs Of Gizam
(AL LE, MV 90'(30'),
AC 6, HD 2, AT 1,
DG See Description,
SV D2, MR 8, XP 29)

HP: 9, 11, 10, 6, 5,
8, 13, 14, 8

16 Mud Master

The whole area is covered in mud. It is the body of the Mud Master, the leader of the Dwarfs Of Gizam. His large 10' diameter head hangs down on one of the walls. It looks like the head of a large Dwarf Of Gizam. The thing is asleep. If the party moves around the room there is a 50% chance every round that they will awake it.

When awoken the Mud Master will talk slowly and tell the party that the story of what happened to the Dwarfs Of Gizam. He does not remember if life was better before or if it is better now. He tells the party that it is too late for them. They are safe down here, the servants of Pucka-Cruck have largely ignored them. But the party must be stopped. What if Pucka-Cruck thinks they are in league with the party? He would send many warriors down here and put an end to them all. The party must die!

The Mud Master can do one of two things a round. He can either spit out 2D4 Dwarfs Of Gizam from his mouth or he can smash 2 characters with his fists. His fists rise up out of one of the surfaces and attacks.

Attacking the Mud Master requires attacking his head. The head can pull back into the mud walls and hide there for up to 5 rounds. After that it has to reappear. During that time the party can attack the walls but

can only do 25% of the damage to the Mud Master when he is hidden. It cannot attack the party or summon Dwarfs Of Gizam while it is in the walls. After it has hidden it must wait 5 more rounds before it can hide again.

Mud Master
(AL CE, MV 0,
AC 5, HD 6, AT 2,
DG Fist 1D8 Fist 1D8,
SV F6, MR 12, XP 820)

HP: 40

Dwarfs Of Gizam
(AL LE, MV 90'(30'),
AC 6, HD 2, AT 1,
DG See Description,
SV D2, MR 8, XP 29)

HP: 8 each

17 Mud Mushed

All around the area crawl Dwarfs Of Gizam, 30 of them, that have lost most of their form. Their bodies are flat and their arms and legs are skeletal. The room is filled with terrible groans and nothing intelligible can be heard. The Dwarfs Of Gizam are all losing their ability to hold their forms but slowly. These are the first that have progressed this far.

The Mud Master has ordered that they be kept here until he figures out how they can be "fixed". He has even tried praying to the old Moon Goddess but all he hears are whispers from her of how her power is almost gone. Then she warns of Pucka-Cruck, he's the one that has done this to them.

If attacked they can only put up a feeble defense. 1D4 of them can attack back a round. If not attacked they do nothing.

Sick Dwarfs Of Gizam
(AL LE, MV 30'(10'),
AC 6, HD 2, AT 1,
DG See Description,
SV D2, MR 8, XP 29)

HP: 2 each

18 Jewels In The Mud

The room is covered in mud. There are some large lumps, 1' in diameter all around the area. 10 of them in all. If searched 3 of them have some treasure in them.

Treasure Lump 1:

200 small gems worth 10 GP each.

Treasure Lump 2:

100 larger gems worth 30 GP each.

Treasure Lump 3:

50 big gems worth 100 GP each.

It takes half an hour to extract all the gems from each lump. This treasure is what fell from Gizam with the dwarfs. They have hid them in the mud lumps.

19 Big Mud Lumps

5 3' diameter mud lumps are scattered around the area. If anyone digs into one they all explode. Anyone in the area must make a save vs. Breath Attacks or take 2D10 HP of damage. This area is one big trap so anyone who can detect traps may figure it out.

20 Hidden Mud Tunnel

This tunnel is thick with mud but it is possible to get through it to the exit. On the other side it is impossible to detect this tunnel, the mud is so thick that it appears as the wall. Pushing on it reveals nothing. The characters if they take the tunnel will be covered with sticky mud. They will move at 75% their normal rate and attack at -1 while they have a huge amount of mud on them. It will take 10 minutes(1 turn) of individual effort for each character to get the mud off of them.

21 Entrance To The Mind Chambers

The double doors have been engraved to look like a large brain. Touching them one can hear the whispers of people behind the door. They seem to be saying Pucka-Cruck over and over gain.

22 Mind Chamber 1

3 books are on the ground, they are placed so if a line was drawn from one to one it would form a triangle. The pages on the books look blank. If a character has an Intelligence of 18 or more they can see writing on them. It is filled with rituals to gain power from Pucka-Cruck.

The last chapter of each reveals things a Monk Of Pucka-Cruck must do every day. His body must be shaved, his excretions must be burned and rubbed all over his body, he must think "Pucka-Cruck" in his mind constantly when he has nothing else to think about.

23 Mind Chamber 2

Something that looks like a 20' diameter brain sits against the wall. If looked at it is definitely made out of stone but has been painted to look like a brain. There is a line down the center in which one may stick his fingers. With the fingers in place the lids can be pulled on which open up like a door.

Inside are 4 Monks Of Pucka-Cruck in stasis. One must place her face close to a monk's face to determine if he is breathing. They are ice cold to touch. It is impossible for anyone in the party to wake them.

Monks Of Pucka-Cruck
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG 1D6,
SV M3, MR 10, XP 95)

HP: 13, 15, 14, 13

24 Mind Chamber 3

This room is similar to the Mind Chamber 2 area except that there are 2 brain meditation chambers in here. Both are open and there isn't anyone inside.

25 Mind Chamber 4

2 Monks Of Pucka-Cruck are standing over 4 Monks Of Pucka-Cruck who are in stasis. They are sprinkling some dark ash over them. Each holds a white bowl. They ignore the party, they are lost in their work.

When a character gets within 10' of them 1 of the monks in stasis sits up, wide awake. It points at the party and the 2 awake ones turn their attention to them. One says "These are the Mind Chambers. Are you here for us to put you in the dream of Pucka-Cruck?". Regardless of what the party says they move forward and throw the ashes on the party. Each character must make a save vs. spells or they fall asleep like the Sleep spell cast from a 5th level caster.

Then they begin to fight the party. Every 3 rounds one of the monks in stasis rises and joins the fight. When one of the monks have been killed one of the remaining monks grabs another white bowl full of ash and runs off to the Mind Chamber 2 area to awaken the monks in there. It will take him one round to forcible awaken the monks. They will be awake but attack at -1 for 10 rounds. When awoken they will return here to join the fight.

Monks Of Pucka-Cruck
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG 1D6,
SV M3, MR 10, XP 95)

HP: 11, 13, 19, 22, 15, 25

26 Mind Chamber 5

10 Monks Of Pucka-Cruck are preparing themselves to patrol this level. Each is mumbling a prayer to Pucka-Cruck to open their eyes wider. They must see everything but only with his blessings will their eyes be eyes. As they pray something like the Eye Of Pucka-Cruck appears on their foreheads.

When they see the party they will tell them that they will let them leave the Mind Chambers unscathed if they tell them something of value that they do not know about this level.

What will satisfy them is more information about the Dwarfs Of Gizam. If the party offers them this 5 of the monks disappear, they glow strongly and are gone. The remaining 5 will tell the party that they are not so satisfied with this information. They will dispense with the party like they do anything else they find here. Then they attack. If the party doesn't offer them valuable information they attack as well.

Monks Of Pucka-Cruck
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG 1D6,
SV M3, MR 10, XP 95)

HP: 20, 15, 14, 9, 13,
19, 21, 14, 10, 12

27 Nerve Monks

The door to this area is locked and melted. To enter it the lock must be beaten on. It looks like a lump of silver where the door knob should be. It has an AC of 9 and can take 20 HP of damage. When it is smashed the door will open.

The area is filled with a red gas. The symbols of Pucka-Cruck can be seen inscribed on the floor in white. The party will not notice the danger in the room before it's too late, the Nerve Monks.

Around the room floating are the brains, eyes and nervous systems of 3 Monks Of Pucka-Cruck. They prayed to their lord to give them extra strength and he vaporized most of their bodies. The red gas is what remains of them. They float around in it, not really feeling anything. The experience has driven them insane and the other monks do not enter this area.

Nerve Monk attacks:

They descend from above and wrap their nerves around a character, roll to hit. If wrapped the character must make a saving throw vs. spells or come under the control of the Nerve Monks. To make the Nerve Monk release a character it must be destroyed or it will not let go. Each round that the character is not under its control requires a new saving throw. Once a Nerve Monk has scored a hit they will not let go.

Nerve Monk
(AL CE, MV Fly 150'(50'),
AC 2, HD 5, AT 1,
DG See Above,
SV F5, MR 12, XP 350)

HP: 32, 36, 31

Treasure:

When the Nerve Monks are destroyed the red gas disperses into cracks in the room. The lives of the Nerve Monks kept the gas in the area. It will clear out of the room in 5 rounds. When gone the party will see the clothes and items these monks had on them. These were more powerful monks than the others. They gained the scorn of Pucka-Cruck for asking for more power. Haven't they got enough he thought? That is why he punished them. Around the area the party will find:

3 Robes + 2

3 pairs of shoes that have shark heads where the toes would be. They can be used to kick and they do biting damage when they hit. This is 1D6 + 1. They are considered magical weapons.

A dagger of venom extraction. If a cut is applied to someone who is poisoned it does 1D4 HP of damage but also removes the poison. The poison is not put in the blade, it is gone.

Gauntlets Of Power Punch. If worn allows the character to attack as a 7th level monk 3 times a day(2D8 damage).

28 Broken Cell

This area has metal bars all across one side and a metal door. Anything man sized on the other side should not be able to get out, the door is locked. Several bars on one part of the cage are completely destroyed but still nothing man sized should be able to get through that. The corpses of 3 Monks Of Pucka-Cruck lie before this. A loud noise can be heard coming from the Noisy Area, a bang bang bang.

29 Noisy Area

Metal spears are all over the area. Standing there and shooting the walls with their spears are 2 Tazuxo. "Our bars could not hold us, neither will these walls." one of them says to the other one. "Yes, we must keep up the spear attack. The wall will break." the other says. Then it looks over its shoulder and points at the party. The other Tazuxo turns at them as well. "They look like the cage cage men. Let's spear spear SpeaR the cage CaGe cage men." he says. Then they begin shooting spears at the party.

If the party looks at what they are doing after the fight is over it will look as though they were shooting their spears at one wall in particular. If searched they will find secret door. Once opened it leads to the Hidden Away area.

Tazuxo
(AL CE, MV 120'(40'),
AC 2, HD 6, AT See Description,
DG See Description,
SV F6, MR 9, XP 570)

HP: 36, 40

30 Hidden Away

The air is stagnant but smells sweet. On the ground is a yellowish slime that is harmless and tastes sweet. Up ahead something that looks like a pillar moves in the darkness and then is gone.

The floor from here to the Flaxen Towers Rise area are covered with yellow slime. As the party ventures forward it will seem at times that the slime is moving.

31 Flaxen Towers Rise

As the party enters this area they notice that the yellow slime increasing. A few moments after they become aware of this 3 Flaxen Towers rise up around them. They waste no time and win initiative for this round.

Flaxen Tower
(AL CN, MV Slime: 120'(40')
Tower: 0',
AC Slime: 5 Tower: 3, HD 4, AT 1,
DG 1D6,
SV F4, MR 10, XP 135)

HP: 12, 15

Flaxen Tower
(AL CN, MV Slime: 120'(40')
Tower: 0',
AC Slime: 5 Tower: 3, HD 4, AT 3,
DG 1D6, 1D6+1, 1D6+2,
SV F4, MR 10, XP 245)

HP: 29

32 Too You

A Dwarf Of The Lost Moon is hiding away here. He has been living off of the yellow slime that the Flaxen Towers leave behind as they move around. Its kept him alive for months. He tells the party that his name is "Too You". He was with the other dwarfs in the Level 1 Standing In The Empty Pools area, standing in an empty pool when suddenly the floor opened up and he fell here.

Too You has been stuck here, unable to escape the Flaxen Towers. The stairs downward lead to some place that he has only peaked around at. Something worse is down there he thinks. If they give him a weapon he will join the party, he wants to get out of here!

Too You will try to stay out of harms way when with the party. He will fight but if brought to 0 HP he will be unconscious for an hour and then die. During that time he can be healed and become active again. Too

You has an unusually tough body, he cannot be brought lower than 0 HP. Only if a killing blow is delivered directly to him before the hour is up will he die.

Too You
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Fist or Weapon,
DG Fist 1D2 or weapon,
SV D1, MR 6, XP 10)

HP: 8

33 Stairs To Level 3

The stairs are covered with yellow sweet smelling and tasting slime on every step. There is enough clear spots on it that anyone can descend on the steps without touching it. These lead to the Start area on Level 3.



Level 3

Pucka-Cruck's minions have found that this level was largely empty. He has filled it with some of his minions.

Frequent Encounters

Givpane



No. Enc.: 1D4
Alignment: Lawful Evil
Movement: 120'(40')
Armor Class: 4
Hit Dice: 4
Attacks: 1

Damage: See Below
Save: C4
Morale: 9
Hoard Class: III
XP: 135

10' beings in dark robes. Their faces are obscured in darkness, no features are visible. For hands they have very sharp looking thumbs and fingers. It appears as though they have 4 legs, or 4 feet. If one is killed and investigated she will find no legs or feet at all, the boots they were wearing are empty. The robes will be empty as well. Only the hands remain of the thing they were fighting.

They look at a foe, a roll to hit must be made, and the foe must make a saving throw vs. spells if hit. If she fails the saving throw the foe's face becomes visible under the hood. The Givpane reaches into its chest and the foe can feel its hand around her heart. The Givpane squeezes and the foe suffers(roll to determine what):

1-5: Pain, fights at -2 and moves at 50%. Lasts for 1D4 rounds

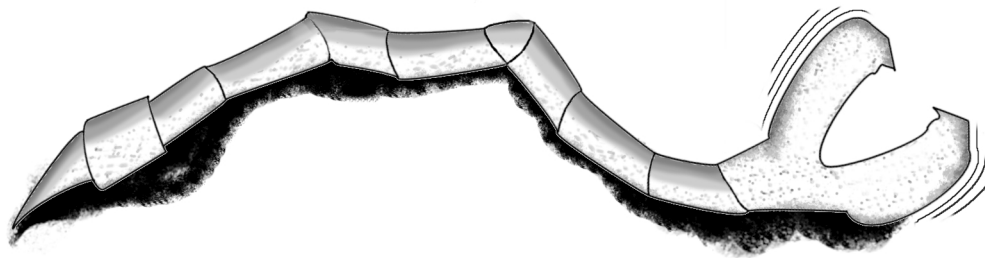
6-9: Damaging Pain, takes 1D6 HP of damage and as 1-5.

10: Terrible Pain, takes 1D8 HP of damage and must make a save or fall unconscious(1D4 rounds) and as 1-5.

If the Givpane has attacked a foe successfully for 3 rounds in a row it can try and kill that foe. Both of its hands reach into its chest and the foe must make a saving throw vs. spells. No need to roll to hit. If failed the foe begins to die. It loses 1/3rd of its maximum HP a round. The only way to stop this is to kill the Givpane that has started it. If the foe has not died in 3 rounds the damage stops.

Pucka-Cruck uses these beings as torturers on places away from his citadel. They delight in becoming their victims and seeing how terrible the pain will be they inflict on them.

Claw And Tail



No. Enc.: 3-6(1D6 where 1-2 becomes a 3)

Alignment: Lawful Evil

Movement: 90'(30')

Armor Class: 3

Hit Dice: 3

Attacks: 2

Damage: Claw 1D6 Tail 1D4
(See Below)

Save: F3

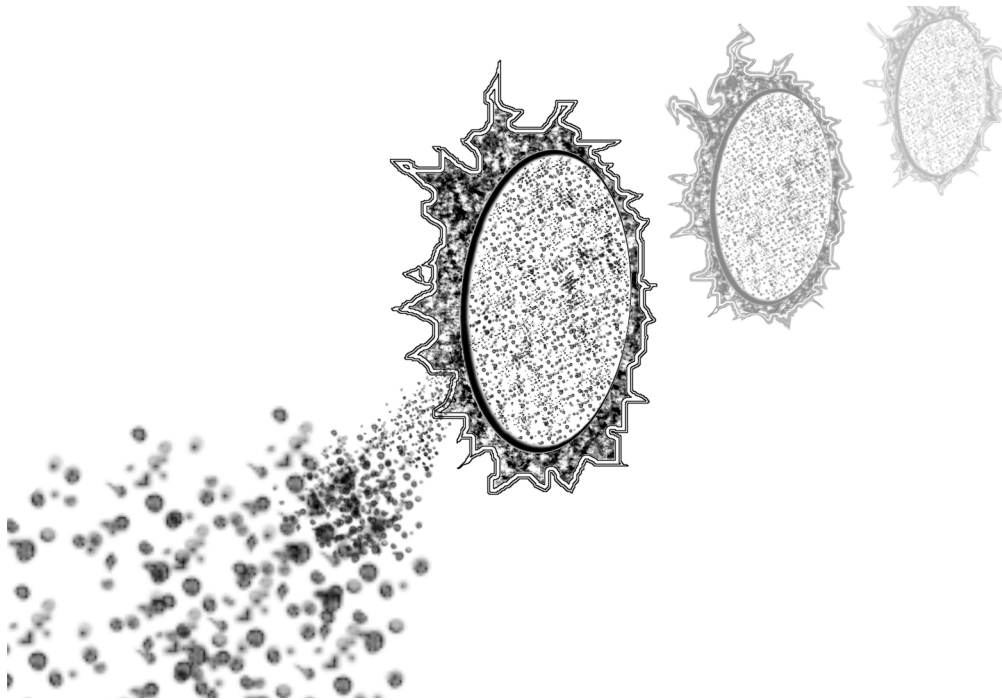
Morale: 12

Hoard Class: I

XP: 80

Another odd creation of Pucka-Cruck. It is the long tail of a scorpion with the other end terminating in a Scorpion claw. It can attack anyone in front of it with its claw. Those behind it will be attacked with the tail. The tail is poisonous. Any hit does damage and a saving throw vs. poison is needed or the target will die in 3 rounds.

Circle Sparkler



No. Enc.: 1-2

Alignment: Chaotic Neutral

Movement: Fly 150'(50')

Armor Class: 5

Hit Dice: 4

Attacks: 1

Damage: See Below

Save: F4

Morale: 8

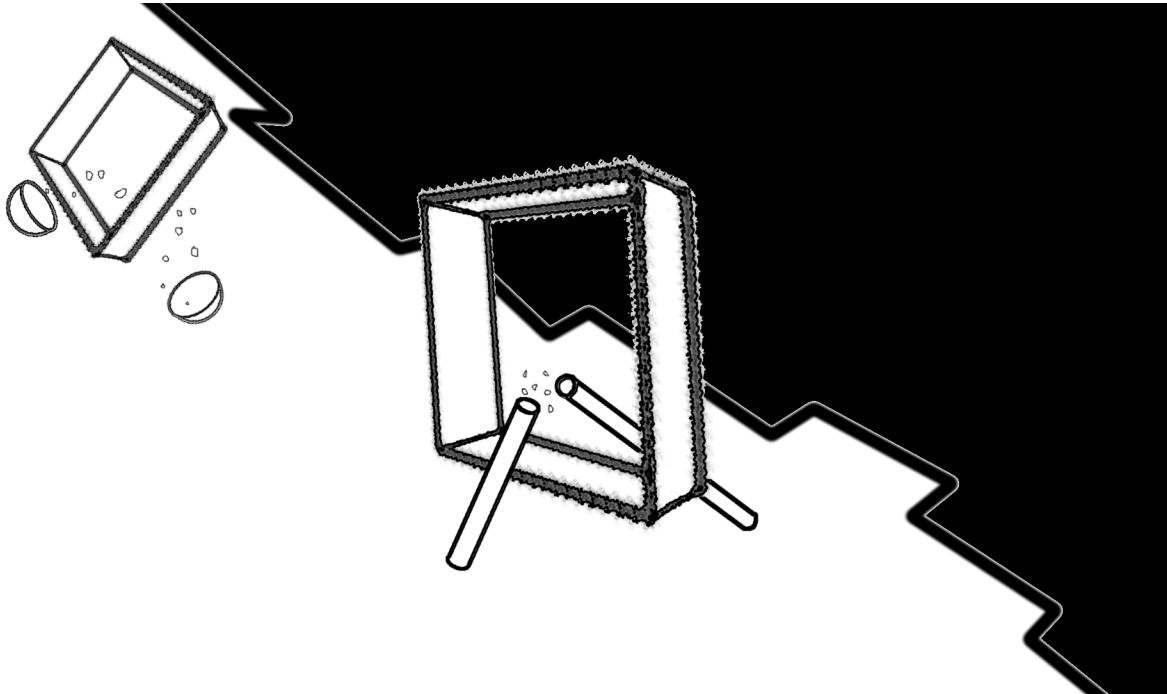
Hoard Class: I

XP: 135

A natural inhabitant of this level. They appear as a floating fiery circle. Eyes, legs, arms, etc... are absent. In the center of the circle of fire is a constant storm of sparks.

The Circle Sparkler attack by increasing the amount of sparks which flow out of the center and hit like a breathe weapon. Each round it can "breathe" sparks on an opponent, up to 10' away. Roll a save vs. Breath Weapon or take 3D4 HP of damage.

Square Cutter



No. Enc.: 1-2

Alignment: Lawful Neutral

Movement: Fly 150'(50')

Armor Class: 4

Hit Dice: 5

Attacks: 1

Damage: 4D4

Save: F5

Morale: 10

Hoard Class: III

XP: 200

A natural inhabitant of this level. They appear as floating ice squares. Eyes, legs, arms, etc... are absent. The center is empty and anything that puts there hand in it will feel an intense cold.

The Square Cutter attacks by expanding around an opponent, roll to hit, and then shrinking until they are cut by the inner edges of its being. Then it expands and pulls away from the opponent. Pulling away moves the Square Cutter 15' back from whomever it just attacked. Those that are successfully attacked take 4D4 HP of cutting damage.

Violent Nothingness



No. Enc.: 1
Alignment: Lawful Evil
Movement: 120'(40')
Armor Class: 2
Hit Dice: 3
Attacks: 1

Damage: 1D8 normal
2D8 nightmare world
Save: C3
Morale: 10
Hoard Class: IV
XP: 95

These creatures are invisible. Their presence can be known by the fact that whatever is close to them starts to become translucent. When they attack an opponent and hit they do 1D8 HP of damage. A saving throw vs. spells is required or the opponent disappears and enters the nightmare world of the Violent Nothingness.

While there he sees the Violent Nothingness as a larger, mutated version of himself. It will be 10'-20' away. The Violent Nothingness with each hit does 2D8 HP of damage against anyone who is in its nightmare world. A saving throw is not required when hit here. After 2-4 rounds(1D4, 1 becomes 2) those that were lost in the nightmare world return and are normal again. The Violent Nothingness is in the real world and here at the same time. It moves in both worlds separately. It also can attack in the real world and in its nightmare world

on the same round. Every character that is transported to the nightmare world can be attacked by it in the same round. Being attacked and hit in the nightmare world does not extend the duration of one's stay there. Only in the real world does one need to make a save. If the Violent Nothingness is killed then the character instantly returns to the real world.

The nightmare world is a bunch of nothingness. There is ground but one cannot see it. Distorted versions of the character's face float around up above. When more than one character is transported to the nightmare world they do not see the other characters, they are separated from each other. Each gets their own private nightmare world. The nightmare world is not the other side of the rip in reality.

The invisibility of the Violent Nothingness is very powerful. Magical means of seeing invisible creatures will not reveal it. Only in its nightmare world can one see it. When one attacks it in reality it is always against an invisible foe.

Random Encounters

There is a 1 in 6 chance of a random encounter occurring every 2 turns. When one occurs roll a D20:

1-5: two 2 armed Flaxen Towers appear. 2 streams of yellow slime shoot out of the ground and make pools where the party is standing. The round after this the first Flaxen Tower rises up to attack. The next round the 2nd one rises up to attack.

Flaxen Tower
(AL CN, MV Slime: 120'(40')
Tower: 0',
AC Slime: 5 Tower: 3, HD 4,
AT 2,
DG 1D6, 1D6+1,
SV F4, MR 10, XP 190)

HP: 20 each

6-10: 2-4 Claw And Tails come charging at the party. If they are not dispensed with in 10 rounds 2 more join the fight. No more join the fight after these 2.

Claw And Tail
(AL LE, MV 90'(30'),
AC 3, HD 3, AT 2,
DG Claw 1D6
Tail 1D4(See Description),
SV F3, MR 12, XP 80)

HP: 14 each

11-12: 1-2 Circle Sparklers are seen flying ahead. 2 rounds later they are over the party and attacking. The party does not see them moving in close enough to attack. It almost seems like they magically appear above them.

Circle Sparkler
(AL CN, MV Fly 150'(50'),
AC 5, HD 4, AT 1,
DG See Description,
SV F4, MR 8, XP 135)

HP: 16 each

13-14: 2 Square Cutters attack the party. One from the front the other from the back.

Square Cutter
(AL LN, MV Fly 150'(50'),
AC 4, HD 5, AT 1,
DG 4D4,
SV F5, MR 10, XP 200)

HP: 20 each

15-16: 2-4 Givpane appear. They are carrying a dead Mice Hopper Man with them. They drop the body to the ground and begin attacking the party. When the first Givpane is killed the Mice Hopper Man rises up as a zombie and attacks.

Givpane
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG See Description,
SV C4, MR 9, XP 135)

HP: 18 each

Zombie
(AL CE, MV 120'(40'),
AC 8, HD 1, AT 1,
DG 1D8,
SV F1, MR 12, XP 29)

HP: 8

17: A Violent Nothingness begins to travel with the party. It will wait if possible until the party is resting and attack. If the party enters combat it will try to stay out of the fight. Every once in awhile it gets close enough that one of the character's weapons becomes translucent.

Violent Nothingness
(AL LE, MV 120'(40'),
AC 2, HD 3, AT 1,
DG 1D8 normal
2D8 nightmare world,
SV C3, MR 10, XP 90)

HP: 12

18: 4 Toothurrs are carrying a crate full of diamonds with them back to Lord Kran. The crate is brown with a black scorpion burned on one of the sides. Inside of it are 5,000 GP worth of diamonds.

Toothurrs
(AL LE, MV 120'(40'),
AC 3, HD 4, AT 1,
DG Fist 1D8
Spear(See Description),
SV F4, MR 12, XP 190)

HP: 20, 18, 23, 27

19: The presence of Pucka-Cruck manifests itself for a moment. Every character must make a save vs. spells or suffer -1 to hit and damage for 24 hours.

20: A scroll is found on the ground. The scroll allows the party to mentally commune with Sun-no until she wishes to end the conversation. Otherwise it will last 10 minutes. She can refuse any conversation. The scroll can be used once a day for 3 times. Then the writing melts away and becomes powerless. When the scroll is picked up 2 Monks Of Pucka-Cruck enter the room and act very angry. "How could have you dropped the scroll!" one of them shouts. Then they attack the party. If they get the scroll back one of them flees.

Monks Of Pucka-Cruck
(AL LE, MV 150'(50'),
AC 5, HD 3, AT 1,
DG 1D6,
SV M3, MR 10, XP 95)

HP: 14, 19

Dungeon Section

1 Start

The stairs are covered with yellow sweet smelling and tasting slime on every step. There is enough clear spots on it that anyone can ascend on the steps without touching it. The stairs here lead up to the Level 2 Stairs To Level 3 area.

Also the floor here is covered with yellow slime. A Flaxen Tower is moving around and will rise up behind the party when they are at least 10' away from the stairs. It tries to block their escape up them.

Flaxen Tower
(AL CN, MV Slime: 120'(40')
Tower: 0',
AC Slime: 5 Tower: 3, HD 4, AT 2,
DG 1D6, 1D6+1,
SV F4, MR 10, XP 190)

HP: 22

2 Dead Yellow Slime

After fighting the Flaxen Towers the party will recognize that a mass of yellow stuff in the room is a dead one. If they have not ventured too far into

the area a Claw And Tail will enter and begin pulling the remains away. It takes it 5 rounds for it to pull it out of the area.

Claw And Tail
(AL LE, MV 90'(30'),
AC 3, HD 3, AT 2,
DG Claw 1D6
Tail 1D4(See Description),
SV F3, MR 12, XP 80)

HP: 15

3 Sentries

2 Claw And Tails are standing guard here, close to one of the entrances. They will not let anything pass but Claw And Tails. Likewise they will not attack the party unless attacked from a distance. All they think about is guarding the spot where they stand.

Claw And Tail
(AL LE, MV 90'(30'),
AC 3, HD 3, AT 2,
DG Claw 1D6
Tail 1D4(See Description),
SV F3, MR 12, XP 80)

HP: 19, 25

4 Claw And Tail Nest

5 Claw And Tails are moving around the room. In the center of the area is a mass of Claw And Tail shells. The shells move and a small Claw And Tail comes crawling out. There are 10 Claw And Tail youth under the shells. The rest of the Claw And Tails guard them with their lives. Pucka-Cruck wishes that all of level 3 be populated by Claw And Tails. They must increase their numbers and quickly.

Claw And Tail
(AL LE, MV 90'(30'),
AC 3, HD 3, AT 2,
DG Claw 1D6
Tail 1D4(See Description),
SV F3, MR 12, XP 80)

HP: 12, 16, 17, 23, 19

Claw And Tail Youth
(AL LE, MV 30'(10'),
AC 9, HD 1, AT 0,
DG 0,
SV F1, MR 6, XP 10)

HP: 3 each

5 Some Smoke In The Air

The party will get the faint whiff of smoke in the air. The room gets very bright for a moment. Hot air blasts their faces and one of the characters gets burned for 1 HP of damage. Then all that is left is the smell of smoke again.

6 Burning

3 dead Claw And Tails are scattered around the room, they are burning where they lay. As the party gets within 10' of any one of them two Circle Sparklers rise up out of the burning Claw And Tails. They intensify their sparks, a warning to the party. The next round one intensifies its sparks enough that it shoots a blast in front of the party.

If they do not understand that they are supposed to leave the area the Circle Sparklers will attack. They will give the party 5 rounds after the last warning and then attack. If attacked by the party before this they win initiative for the first round.

Their attack rhythm will follow this pattern: attack the same character, attack two different characters, attack the same character, etc... . They don't choose who looks the most powerful they just follow the attack pattern.

Circle Sparkler
(AL CN, MV Fly 150'(50'),
AC 5, HD 4, AT 1,
DG See Description,
SV F4, MR 8, XP 135)

HP: 22, 26

7 Running On Fire

Around the area runs a Claw And Tail, it is on fire. It has a couple of rounds of life left in it. When those two rounds are over it falls over dead and then the flames really get hot. From above a Circle Sparkler comes swooping down unleashing its spark breathe on the first character it sees. Always the front character gets attacked. If brought to 50% or less HP another Circle Sparkler comes swooping down apparently out of nowhere.

Circle Sparkler
(AL CN, MV Fly 150'(50'),
AC 5, HD 4, AT 1,
DG See Description,
SV F4, MR 8, XP 135)

HP: 29, 36

8 Ashes, Little Flames

Smoke rises from the ground here, ashes cover everything. As the party walks through here little flames start to burst up out of the ashes. Every 3 rounds that the party is in here the characters take 1 HP of damage from the fire.

9 Fire Then Quiet

This area is aflame when the party arrives. There might be dead Claw And Tails laying around the area. There are remains everywhere that could be them.

Then the flames stop and the room is empty. A weak wind blows through the party and then is gone.

10 Quiet And Then Dark

The area is completely quiet. As the party is halfway through the area it goes completely dark. Any light source fails. After 2 rounds light returns as if nothing happened. Standing with the party are 2 Givpanes. They attack 2 of the characters who roll their saves at -2 for the first round.

The Givpanes will let their HP

drop to 25% and then the room goes dark again for 2 rounds. When it lights up they will be gone. They will have retreated to the Heal The Pain area.

Givpane
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG See Description,
SV C4, MR 9, XP 135)

HP: 19, 27

11 Heal The Pain

The 2 Givpanes from the Quiet And Then Dark area will be here. Another Givepane will have joined them. It is waving one of its hands over them, each round that he does this both of them heal 5 HP each. The ones that are healing will fight the party while the 3rd one will follow them around performing the healing ritual.

When they are back at 75% of their HP the healer will join the fight and stop healing them until they reach 25% of their HP again. Then it starts to heal them again. If it is dropped to 25% of its HP(6 HP) it will ignore the others and use its healing powers on itself. When it is at 75% of its HP (18 HP) it rejoins the fight.

Healing Givpane
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG See Description,
SV C4, MR 9, XP 190)

HP: 24

12 Clunurbus

Resting in a large chair made from a dead Claw And Tail is an old bald, toothless man in a dark robe. 2 Givpanes are at his sides with their heads bowed. "What what what are you doing here?" he asks the party, gasping as he says this.

The man's name is Clunurbus, he was sent by Pucka-Cruck to guide the Givpanes. He tells the party that they have stumbled on a very unusual place. A stable place within the eye of a storm. The level above is a place of turmoil. He thinks this level would be the same but with his presence it has become tame. Would they like to enjoy the peace here with him and his Givpanes? All they have to do is kiss the ring on his finger. He raises it, it has a snake, scorpion and shark on it. Anyone who kisses it will go to a wall and sit down quite pleased with themselves. Within an hour they will change into a Givepane.

When that is over with the 2 Givpanes will leave Clunurbus. He will say "They will escort you away

from here” and he waves them away. They will lead the party to where there are some Claw And Tails(maybe the Claw And Tail Nest) and then teleport back here. If the party resists the Givpanes attack. Clunurbus rises up and becomes twice as large as he was. He now appears as a very large Givpane. He joins the fight and attacks as a more powerful Givpane.

If Clunurbus is cut down to 25% or fewer HP(10 HP) he runs for the door that leads to the Clunurbus Creatures. He opens it up and in flies the 2 Circle Sparklers there, his pets. They attack the party and he makes a break for it to the Bookcases area. There he will take the box in there and drink the vials until healed. He will keep the box on him. Clunurbus will return to fight the party when healed.

Clunurbus
(AL LE, MV 120'(40'),
AC 4, HD 6, AT 1,
DG See Description(As Givpane),
SV C6, MR 10, XP 570)

HP: 40

Givpane
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG See Description,
SV C4, MR 9, XP 135)

HP: 20 each

13 Clunurbus Creatures

2 Circle Sparklers fly around in here. They have been tamed by Clunurbus and he hopes to tame all of them on this level. Fine fighters to add to Pucka-Cruck's arsenal.

Circle Sparkler
(AL CN, MV Fly 150'(50'),
AC 5, HD 4, AT 1,
DG See Description,
SV F4, MR 8, XP 135)

HP: 26, 34

14 Bookcases

The room is lined with black metal bookcases. They are filled mostly with empty vials and books dedicated to Pucka-Cruck. Behind one large book filled with illustrations of snakes, scorpions and sharks is a black box. Inside of the box are 5 vials of a yellow liquid. If a vial is drunk it heals the imbiber of 5D10 HP of damage.

15 More Of Clunurbus Creatures

2 Square Cutters fly around in here. They have been tamed by Clunurbus and he hopes to tame all of them on this level. Fine fighters to add to Pucka-Cruck's arsenal.

Square Cutter
(AL LN, MV Fly 150'(50'),
AC 4, HD 5, AT 1,
DG 4D4,
SV F5, MR 10, XP 200)

HP: 29, 25

16 Ice Tunnel

The tunnel here is coated in ice. Movement must be cut to half. Any character that moves faster than that must make a save vs. petrify or fall down. They will be stunned for 1D4 rounds.

If any character is stunned a Square Cutter enters the tunnel and tries to target the character. It appears out the end of the area closest to the Ice People area. Only one Square Cutter will enter. If multiple characters fall down and are stunned it will attack one a round, each character gets his turn.

Square Cutter
(AL LN, MV Fly 150'(50'),
AC 4, HD 5, AT 1,
DG 4D4,
SV F5, MR 10, XP 200)

HP: 30

17 Ice People

It is very cold in here, frost fills the air. All around this area are frozen men and women, 50 in all. Some are standing, some sitting and others are in a fetal position.

Breaking through the ice reveals that they are iced inside, they break apart with the ice. One woman who is beautifully dressed has a diamond necklace on under the ice. If the party uses fire then they can melt the ice and get the necklace. If they use force it breaks up like the ice and is worthless. The necklace is worth 1000 GP.

18 Ice People Up High

It is very cold in here, frost fills the air. This room has the same amount of ice people as the Ice People area. They are all frozen to the ceiling which is 30' above the party.

3 Square Cutters are flying up above. When the party is far enough in they begin cutting into the ice people and knock them into the party.

Each Square Cutter can cut one ice person free each round and use it as a weapon against one character. If a character is hit he takes 4-15(1D12 + 3) HP of damage. The ice person completely shatters on contact. One of them has a Club + 2 on its body that will not shatter when it hits the ground. On the second round the body with the club will be used. When all the ice people have been used up the Square Cutters descend and attack the party in hand to hand.

Square Cutter
(AL LN, MV Fly 150'(50'),
AC 4, HD 5, AT 1,
DG 4D4,
SV F5, MR 10, XP 200)

HP: 22, 19, 27

19 Frozen In The Wall

It is very cold in here, frost fills the air. The floor of the area is covered with smashed ice people. On one wall is a see through sheet of ice. The party can see a person behind it. They can use force or fire to break through it, it takes 3 rounds of effort to smash or melt if open. When done the person falls forward, still breathing. It is a woman who has a shaven head, pure white skin and red eyes. In an hour she will awaken.

She will tell the party that her name is Clunurbus. She shares the name of the other Clunurbus on this level. She does not remember the past very well, she thinks she came into existence when the other Clunurbus entered here. She fought off the Square Cutters but they forced her here. With her magic she destroyed all these people scattered around the area. The Square Cutters would not let up and they forced her into this trap. She is willing to fight with the party, maybe join them forever. What do they say to that?

After the party decides what it wants to do 2 Square Cutters come flying in. They make a great deal of noise when they get close to Clunurbus but they do not target her over the others. The trap has failed to hold her they are telling each other.

The Female Clunurbus fights as a Givpane. Against the Square

Cutters her powers have the same affect. Her face mirrors the face or body of her enemy when she attacks.

Female Clunurbus
(AL LN, MV 120'(40'),
AC 4, HD 6, AT 1,
DG See Description(As Givpane),
SV C6, MR 10, XP 570)

HP: 40

Square Cutter
(AL LN, MV Fly 150'(50'),
AC 4, HD 5, AT 1,
DG 4D4,
SV F5, MR 10, XP 200)

HP: 31, 28

20 Translucency

There are chair and tables scattered around the area, 20 3' x 3' x 2' wooden tables and 60 wooden chairs. Many of them are translucent. As the party moves around the ones that are translucent change from moment to moment. Then there is a commotion and a table and many chairs are knocked over. The translucency ends.

21 Translucency 2

There is one table and 4 chairs like the one in the Translucency area. The dismembered bodies of 2 Monks Of Pucka-Cruck are placed in each of the chairs. Different chairs with its body parts are translucent from round to round. If the party searches the bodies the translucency ends.

One of the bodies has a couple potions of Cure Light Wounds. On top of the table is a Gem Of Seeing. The Gem Of Seeing will not reveal the Violent Nothingness that was in the area or any of them ever.

22 Nothingness Fights

When the party reaches this room all they see are smashed chairs and tables everywhere. There is some moving translucency if they pay attention to the floor.

The Violent Nothingness have been watching the party and have congregated here. There are 4 of them and they have had enough of the party encroaching on their territory. 2 of them will attack the party as soon as possible while the other 2 will enter the fight 2 rounds later which will hopefully throw the party off balance.

Violent Nothingness
(AL LE, MV 120'(40'),
AC 2, HD 3, AT 1,
DG 1D8 normal
2D8 nightmare world,
SV C3, MR 10, XP 90)

HP: 14, 13, 15, 18

23 Alliance

A large 10' x 3' x 2' table with 2 chairs at the far ends is situated against a wall. In the center of it a candelabra has 3 candles lit in it. In one of the chairs sits a Givpane with its hands together like it was praying. The chair on the other end seems translucent. It moves some and moves again.

“Let us talk of peaceful cooperation, servant of Pucka-Cruck.” is heard from the empty chair. The Givpane will nod its head and then it will observe the party. “Did you bring them here to kill me?” it asks the empty chair. The empty chair goes flying back against a wall and a voice says “Rise Cruckian, we will dispense with them together and then our alliance will be realized.”.

The Givpane rises and as it rushes towards the party it becomes translucent. The Givpane and Violent Nothingness will fight until both of them are slain. They must make the alliance real.

Givpane
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG See Description,
SV C4, MR 9, XP 135)

HP: 29

Violent Nothingness
(AL LE, MV 120'(40'),
AC 2, HD 3, AT 1,
DG 1D8 normal
2D8 nightmare world,
SV C3, MR 10, XP 90)

HP: 22

24 Cloaks

The room has 10 pegs on the wall. Hanging from them are 5 cloaks. 4 of them are Cloaks Of Translucency, these are blue. The last one is yellow.

When the Cloaks Of Translucency are worn the character becomes translucent. If not in daylight the wearer gains +1 to their AC.

The 5th cloak is a Cloak Of Pain. When worn the Givpane's attacks determining rolls are reduced by 5. If it goes to 0 or less then there is no effect from their attack. The first 4 cloaks are meant as gifts for the Givpanes from the Violent Nothingness when the alliance is

realized. The last one is for an assassin they have if they suspect that the Glvpanes are betraying them.

25 Dwarfi The Assassin

A mattress hangs suspended by chains from the ceiling. A couple of tapestries are on the walls. A dwarf sized robe hangs suspended in the air close to the mattress, nothing is holding it in place. Behind the mattress a chest moves from one wall to the next. Then the party sees the dwarf.

The Violent Nothingness captured a Dwarf Of The Lost Moon and became convinced of his evilness. One went inside of him and merged their essences. The dwarf had trained to be an assassin for the Cruckians but with the Violent Nothingness inside of him he became their tool. Being merged results in him being partially translucent and those close to him become partially translucent as well. He has acquired the name of Dwarfi.

Dwarfi will look at the party and say "I can see you, your not a nothing. They didn't say anything about more of the somethings coming here. What do you want?". While he is saying this he reaches underneath the mattress and arms himself with a short sword +1 and dagger +2, of venom. He hides his weapons and moves to the

cloak and puts it on. It is a Robe Of Fever. While worn it imparts a sickness that makes the skin harden. He gains 2 points of damage resistance but loses a point of AC.

Dwarfi's attacks:

When armed and dressed he tries to get close to a character. If he can stick the dagger in the back of a character he will do this. The last thing he says is "They already warned me that you were down here. I just didn't know how close!".

The dagger is filled with 6 doses of poison. The poison paralyzes an opponent for 10 rounds and then on the 11th they die.

Dwarfi
(AL LE, MV 120'(40'),
AC 4(Robe 2 points damage
resistance, AC 5),
HD 8, AT 1,
DG Short Sword +1(1D6+1),
Dagger of Venom + 2
(1D4+2)
SV A8, MR 9, XP 1060)

HP: 30

Treasure:

The chest contains a couple of blood soaked daggers. Souvenirs from his first kills. There is also 3 potions of Neutralize Poison. There is a 4th empty bottle in there. If the bottle

is filled with water it becomes a potion of Neutralize Poison. It can be filled once a day.

26 Tunnel To The Moon

The tunnel here leads upward for 10 miles. The end is covered with small rocks. It will take the party 8 man hours to move all the rocks and get through. Once it is opened up they find that they are 1000 feet away from Cruck's Cave. If the venture to the cave a rock slide covers up the this tunnel entrance for good. Cruck's Cave will seem to be calling to them if they have not been there before.

27 Stone Heads

Situated 20' apart from each other are 30' wide and 50' high black stone heads carved to look like Sun-no and Lord Kran. There is a 10' x 5' x 5' black metal altar between the two with some creature that has been cut up into meat cubes. Some kind of sacrifice to them. If the meat is eaten the characters that do so find that they heal 5 HP an hour for 1 day. This healing starts 1 hour after consumption.

28 Chained Giant

A half sized Moon Giant is chained(2 chains) to the wall here. His tongue has been removed and his supply of moons have been cut out. A big scar is on his small belly. He cannot talk but he will be able to indicate that he wants to fight with the party if they free him.

The chains end in manacles around its hands. Each has a lock. There is no key to be found that will open them up. The chains can take 10 HP of damage each against AC 9. Or the manacles can be picked like a lock.

Once freed the little Moon Giant fashions the chains into a weapon that he will use in place of his moons. He will fight all foes with the party but if they encounter a Moon Giant he will join his brother and fight the party. He seems sad as he does this while the other Moon Giant says "Brothers always fight with brothers."

Moon Giant
(AL LE, MV 150'(50'),
AC 7, HD 7, AT 1,
DG Chain 2D6,
SV F7, MR 10, XP 790)

HP: 42

29 Cure For Gizam

A Dwarf Of The Lost Moon sits at a triangular table scribbling notes. His chair is carved to look like he is sitting inside of a shark's mouth. The table is sized to fit him. On the table are 2 alembics. One has a head of a Dwarf Of Gizam in it that has decomposed. The other has a chunk from a Flaxen Tower in it. He has distilled two liquids out of them. The dwarf who introduces himself as "You You" will motion for the party to come see what he is doing.

If Too You is with them he will be very excited. "My brother is returned to me!" he exclaims. Too You seems excited too. Too You will leave the party at this point and stay with You You.

You You will tell the party that he has entered the employ of the Cruckians. They sent him down here to study the essences of the Circle Sparklers and the Square Cutters. When he found out about the existence of the Dwarfs Of Gizam he decided to find a way to turn them back to normal Dwarfs Of The Lost Moon.

He has only progressed to the point where he has a cure for their illnesses. He offers the party a large jug of the cure. There was no way he could get this to them but the party should be able to. Take it to the "Mud Master" he says. You You must stay

here or the Cruckians will begin executing many more Dwarfs Of The Lost Moon than they already are. If Sun-no and Lord Kran are defeated then You You and Too You will escape to the surface. There is a tunnel, the Tunnel To The Moon area, nearby that they can use.

You You
(AL LG, MV 120'(40'),
AC 9, HD 1, AT Fist,
DG Fist 1D2,
SV D1, MR 6, XP 10)

HP: 8

30 Moon Goddess Appears

The air fills with 10-20 faces of the Moon Goddess as the party enters here. She looks the party over, seemingly annoyed. "This is not where you should be. Go back to the beginning and go forward. Not down! Forward!" the faces say over and over again.

The faces lack substance and will follow the party until they exit this level. While they follow the party they keep on reminding them to go "forward" and "not down". Opponents of the party that they meet might attack the faces but quickly figure out that they are nothing but illusions.

31 Stairs To Level 4

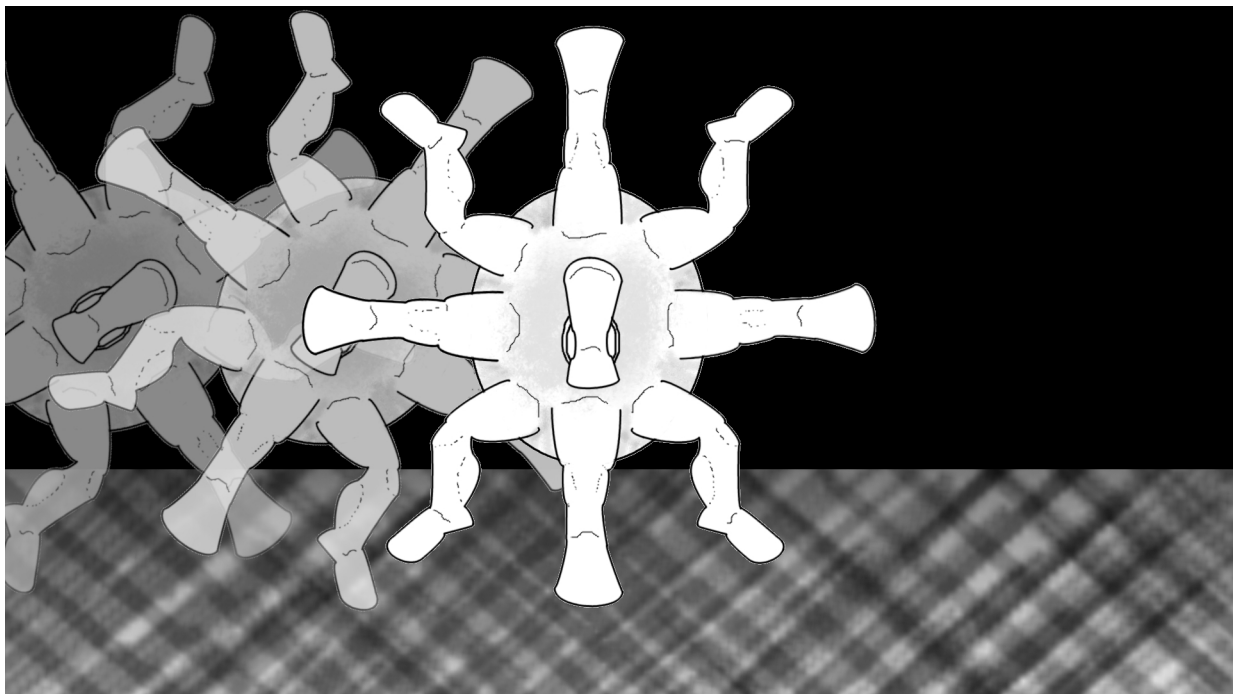
The stairs are covered with yellow sweet smelling and tasting slime on every step. There is enough clear spots on it that anyone can descend on the steps without touching it. These lead to the Start area on Level 4.

Level 4

Another level which Pucka-Cruck has filled with his minions.

Frequent Encounters

Stinklegs



No. Enc.: 5-12(1D8 + 4)

Alignment: Chaotic Neutral

Movement: roll 150'(50')

Armor Class: 7

Hit Dice: 1

Attacks: Explodes

Damage: See Below

Save: F1

Morale: 12

Hoard Class: I

XP: 13

Green 3' diameter balls with human looking green legs sticking out of them everywhere. They roll on their legs towards their targets. When within 10' of them they explode. Everyone within 10', except a Stinkleg, must make a save

or suffer:

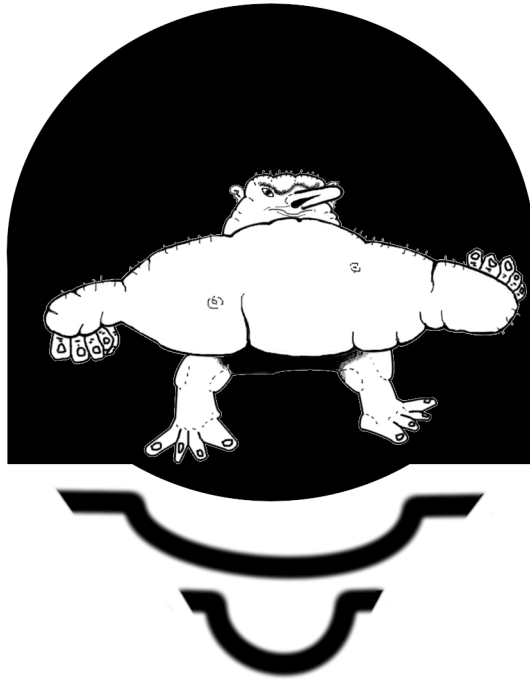
1-5: Stink causes choking, -1 to hit and damage for 3 rounds.

This can stack.

6: Damage. Takes 1D10 HP of damage and is stunned for 2 rounds.

The Stinkleg will reform within 50' of where it exploded. It takes 2-4 rounds to do this(1D4, 1 becomes a 2). During the reforming it can be attacked. While reforming it cannot attack. Once reformed it rolls towards its foes again, ready to explode once more.

Crunched Cruckian



No. Enc.: 5-12(1D8 + 4)

Alignment: Lawful Evil

Movement: 90'(30')

Armor Class: 6

Hit Dice: 3

Attacks: 1

Damage: 2 HP(See Below)

Save: C3

Morale: 10

Hoard Class: IV

XP: 80

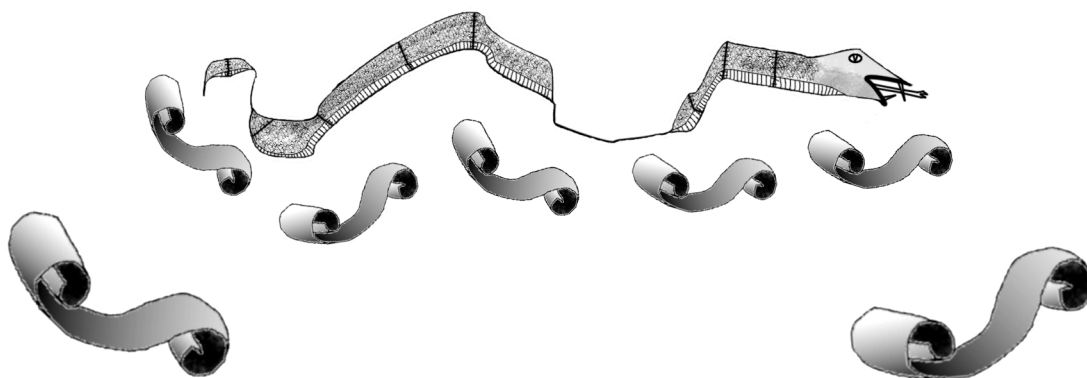
The humor of Pucka-Cruck never ceases. He always does things to his minions in anger. These priests of his have been hit by his will and smashed down until they are the size of a Dwarf Of The Lost Moon. He tells them that they must wander among the strange beings of this level to regain their true size. Much of them is wide and tuber like. Their legs are smashed small and the their fingers stick out of the ends of the central tuber shaped body. When they speak, their voices are extremely high pitched. Low pitches they cannot make.

They attack anyone who does not belong on this level they see. If they score 3 hits on a single foe they regain their size and disappear, apparently returning to Pucka-Cruck himself to finish his judgment on them. As they disappear they become flatter and flatter until they become part of the floor. This disappearing happens immediately after the damage is done from the 3rd hit. There is no way for anyone to attack them, the shrinking/disappearing is very quick.

Every time they hit an opponent it does 2 HP of damage. They cannot distribute their hits among different opponents. The hits must be against the same opponent, in the same encounter and the hits must be continuous. They cannot have hits against other opponents between the one opponent.

They can also cast a warped version of the spell Cure Light Wounds on themselves once a day. When he does this the HP are drawn from any opponent within 10' with no save. 3 HP can be drained from each opponent and this automatically is used to heal the same amount on the Crunched Cruckian. Up to 12 HP can be healed in this manner, so 4 opponents can be drained. This is not really a spell but a power, it cannot be disrupted by being hit by a foe.

Stitch Snake



No. Enc.: 1-4

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 4

Hit Dice: 4

Attacks: 1

Damage: 1D4(See Below)

Save: F4

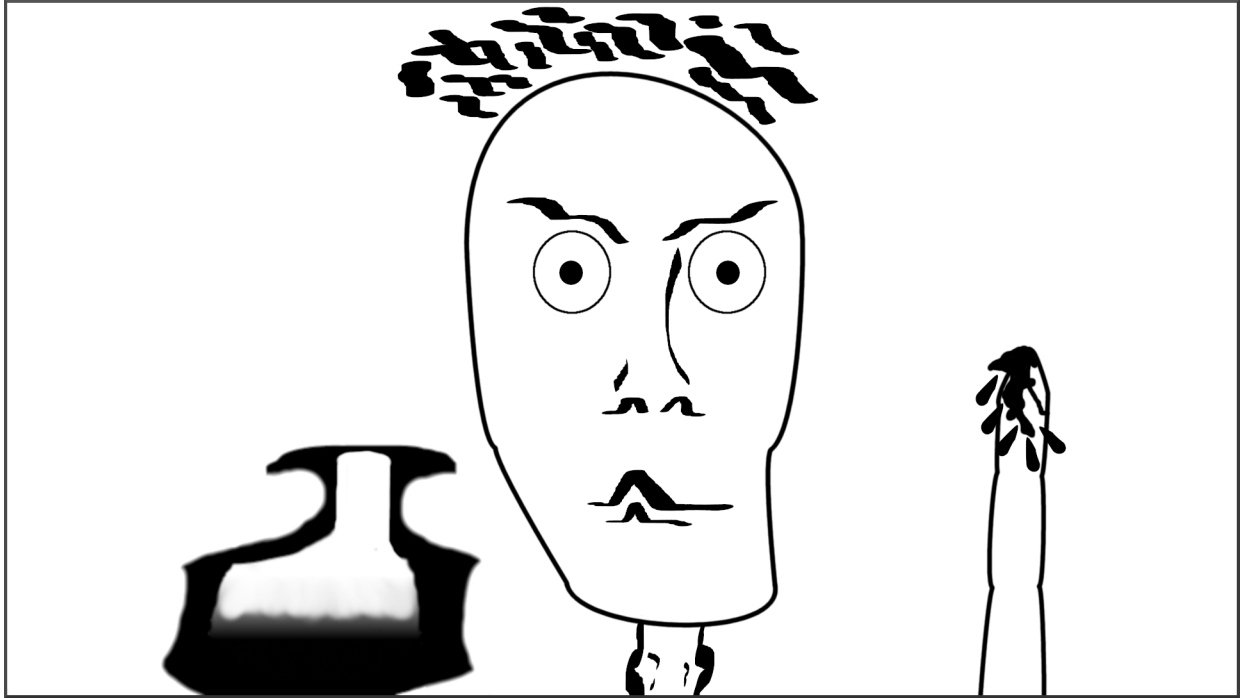
Morale: 12

Hoard Class: II

XP: 190

A snake that is created by the Wazooba Writers. It is stitched together from sheets of papyrus like the cloak of a Wazooba Writer. It is very thin in one dimension. When it attacks it bites into an opponent and injects ink. The bitten takes 1D4 HP of damage and must make a save vs. poison. Failure means that the ink starts to turn his being into papyrus. He has 5 rounds to neutralize the ink/poison. During that time he suffers -1 to hit and damage. When the 5 rounds have expired he falls to the ground as pile of papyrus. Normal equipment will be turned into papyrus but magical items will fall around him. A Wazooba Writer can turn the pile of papyrus into a new Stitch Snake with 2 rounds of him stitching it together with his ink stitches.

Wazooba Writers



No. Enc.: 2-5(1D4 + 1)
Alignment: Lawful Evil
Movement: 120'(40')
Armor Class: 6
Hit Dice: 5
Attacks: 1

Damage: 1D6 All Ink 5D6
Save: MU5
Morale: 8
Hoard Class: V
XP: 500

Normal sized men that have flat featureless faces with eye, nose and lips drawn on them. They wear robes that are pieces of different colored papyrus that are stitched together with ink, the drawings look like stitches. They attack by dipping their fingers in an inkwell they carry with them. If they hit their target they leave a drawn wound on them. The wound does 1D6 HP of damage. If the opponent wipes the drawn wound away during the encounter they are healed. If the opponent does this 3 times the Wazooba Writer will be angered and throw all his ink on him. A hit does 5D6 HP of damage. This cannot be wiped away. Then the Wazooba Writer must wait 3 rounds for his inkwell to fill up again. It can attack as normal during this time, but can't use the All Ink attack. The opponent gets another 3 times of wiping the ink wound away before the Wazooba Writer throws all his ink on him again.

Random Encounters

There is a 1 in 6 chance of a random encounter occurring every 2 turns. When one occurs roll a D20:

1-5: 6-15(1D10 + 5) Stinklegs come rolling towards the party. The party will have 1 round before they reach them.

Stinklegs
(AL CN, MV 150'(50'),
AC 7, HD 1, AT Explodes,
DG See Description,
SV F1, MR 12, XP 13)

HP: 3 each

6-10: 4-10(1D10, 1-3 becomes 4) Crunched Cruckinans appear out of cracks in the walls. The cracks seal up after they appear. Half are right there with the party while the other half are 100'-400' away. The ones far away try to join the fight as soon as possible.

Crunched Cruckian
(AL LE, MV 90'(30'),
AC 6, HD 3, AT 1,
DG 2 HP(See Description),
SV C3, MR 10, XP 80)

HP: 13 each

11-12: A Stitch Snake comes sliding towards the party. When it is destroyed the party can hear some yelling from a direction. If they go the way of the yelling they encounter a Wazooba Writer who is very angry that his Stitch Snake has not returned yet. He will turn his anger on the party.

Stitch Snake
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG 1D4(See Description),
SV F4, MR 12, XP 190)

HP: 22

Wazooba Writer
(AL LE, MV 120'(40'),
AC 6, HD 5, AT 1,
DG 1D6 All Ink 5D6,
SV MU5, MR 8, XP 500)

HP: 25

13-14: 2 Stitch Snakes slide within 30' of the party. Then they begin spitting out Crunched Cruckians, within 10' of each snake. 1 Crunched Cruckian for each per round for 5 rounds. When they are empty of Crunched Cruckians they slide away. The Crunched Cruckians attack as soon as they are released from their Stitch Snakes.

Stitch Snake
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG 1D4(See Description),
SV F4, MR 12, XP 190)

HP: 25, 22

Crunched Cruckian
(AL LE, MV 90'(30'),
AC 6, HD 3, AT 1,
DG 2 HP(See Description),
SV C3, MR 10, XP 80)

HP: 11 each

15-16: 2 Wazooba Writers appear before the party. They fight until they are brought down to 50% of their HP and then they change into fully healed Stitch Snakes.

Wazooba Writers
(AL LE, MV 120'(40'),
AC 6, HD 5, AT 1,
DG 1D6 All Ink 5D6,
SV MU5, MR 8, XP 500)

HP: 22, 28

Stitch Snakes
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG 1D4(See Description),
SV F4, MR 12, XP 190)

HP: 32 each

17-18: The party feels the presence of Pucka-Cruck for a few seconds and then it is gone. One of the character's arms starts to emit black smoke. That lasts for 2D4 minutes and then stops.

19: The character's feet get stuck in some yellow slime. They can only move at half their normal rate for 1 turn. If they do not get hidden in a room within half a turn a 3 armed Flaxen Tower catches their scent and attacks them.

Flaxen Tower
(AL CN, MV Slime: 120'(40')
Tower: 0',
AC Slime: 5 Tower: 3, HD 4,
AT 3,
DG 1D6, 1D6+1, 1D6+2,
SV F4, MR 10, XP 245)

HP: 25

20: The party finds a suit of papyrus armor. It is constructed like a Stitch Snake is, most likely it was made by a Wazooba Writer. It offers the protection of Chain Mail + 2 but acts as if the character is wearing a robe. While worn Pucka-Cruck will leave the party alone and they will no longer get Seduction points for being in the Shaymbol. As soon as it is put on, if on this level still, 3 Wazooba Writer's appear and demand that the papyrus armor be given back. If it isn't given back they attack the party. 2 rounds into the fight 3 Stitch Snakes appear to aid the Wazooba Writers.

Wazooba Writers
(AL LE, MV 120'(40'),
AC 6, HD 5, AT 1,
DG 1D6 All Ink 5D6,
SV MU5, MR 8, XP 500)

HP: 20, 30, 22

Stitch Snakes
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG 1D4(See Description),
SV F4, MR 12, XP 190)

HP: 14, 26, 28

Dungeon Section

1 Start

The stairs are covered with yellow sweet smelling and tasting slime on every step. There is enough clear spots on it that anyone can ascend on the steps without touching it. The stairs here lead up to the Level 3 Stairs To Level 4 area.

The floor is clear of any yellow slime. As the party moves through the room a gush of yellow slime enters it from 2 sides. The gushes forms pools 10' away from the party. The next round the pools close in on the party and 2 Flaxen Towers rise up.

Flaxen Tower

(AL CN, MV Slime: 120'(40')

Tower: 0',

AC Slime: 5 Tower: 3, HD 4, AT 3,

DG 1D6, 1D6+1, 1D6+2,

SV F4, MR 10, XP 245)

HP: 28, 24

2 Sheets Falling Through The Air

Different colored sheets of papyrus are falling from the ceiling, 40' high. Something snake like is moving up on it. If investigated all that is found is a snake that is made of papyrus and stitched together with what appears to be ink. If the party takes the thing with them it will activate and attack in an hour, rising up as a Stitch Snake. If left behind it stays inactive.

Stitch Snake

(AL LE, MV 120'(40'),

AC 4, HD 4, AT 1,

DG 1D4(See Description),

SV F4, MR 12, XP 190)

HP: 18

3 Out Of The Cracks

As the party enters 10 Crunched Cruckians squeeze their way around the party through cracks in the area's surfaces. They say in high pitched voices "At last we can redeem ourselves to the great Puck! Stand still so we can touch you!". They seem desperate to hit the characters. Each round they plead with the party to stand still, their blows won't hurt that much.

Crunched Cruckian
(AL LE, MV 90'(30'),
AC 6, HD 3, AT 1,
DG 2 HP(See Description),
SV C3, MR 10, XP 80)

HP: 20, 18, 15, 12, 9,
9, 13, 14, 19, 15

4 False Pucka-Cruck

4 Crunched Cruckians are kneeling before 3 5' statues of a snake, a scorpion and a shark. The statues are made of papyrus. The party cannot feel the presence of his evil at all. If they have encountered statues of Pucka-Cruck before they will know that there is something strange about them. Where is the evil?

The Crunched Cruckians will ask the party to worship their new Pucka-Cruck with them. They have given up hope of ever regaining his favor. So they have made a set of false idols for them to worship. It seems like the non existent being behind the statues accepts them.

If the party does not join them in worshiping the statues the Crunched Cruckians go back to their worship. From now on they ignore them. If attacked they will try to drag their statues away. One Crunched Cruckian can carry one statue at their

full movement rate. They do not know where they can take the statues, each randomly runs around the level with them. The one that doesn't have a statue will fight for a few rounds and then disappear into a crack in one of the area's surfaces.

Crunched Cruckian
(AL LE, MV 90'(30'),
AC 6, HD 3, AT 1,
DG 2 HP(See Description),
SV C3, MR 10, XP 80)

HP: 9, 13, 15, 21

5 Big Crack In The Floor

A Crunched Cruckian runs in front of the party and up to a crack in the wall. It opens it up wider with its hands and slides into it. The crack closes up behind it.

As the party walks through this area a crack in the floor opens up wider for a moment and then closes tighter than before. One of the characters will have to make a saving throw vs. petrify or take 1D6 HP of damage and have their leg trapped in the closed crack. To get the leg out they will need the help of a Crunched Cruckian. Perhaps the ones in the False Pucka-Cruck area will help if they worship the papyrus statues with them?

Any Crunched Cruckian will be able to open the floor crack up wider, enough for the character's leg to break free. Then it jumps into the crack and is gone. The crack closes up behind it.

6 Tending To The Wounded

2 Crunched Cruckians are helping another Crunched Cruckian with a smashed leg. They are asking him in their high pitched voices which crack did this to him. The wounded one points at the way that leads to the Big Crack In The Floor area. They will nod their heads in agreement, they know of the crack he points at.

If the party asks them for their help they ask what will they do in return. The party must agree to let them hit them 3 times each or they will not help free whomever is trapped in the Big Crack In The Floor area. When agreed one of them will walk off and free the character trapped there. After that they will ask the party to present themselves. The wounded one will have to go first.

If the party reneges on the deal after the character is freed they all get angry and a new crack opens up under one of the character's feet. As in the Big Crack In The Floor the character must make a save vs. petrify or take 1D6 HP of damage and be trapped. The wounded Crunched

Cruckian will have a crack open beneath him and into it he will fall. The last 2 will focus on hitting characters 3 times in a row.

Crunched Cruckian
(AL LE, MV 90'(30'),
AC 6, HD 3, AT 1,
DG 2 HP(See Description),
SV C3, MR 10, XP 80)

HP: 18, 15, 15

7 Papyrus Speared Into The Walls

There are spears stuck in the walls all over this area. Hanging from the shafts are different colored pieces of papyrus. There are drawings on the papyrus of balls with human legs sticking out of them. They tell a story of the balls rolling towards people and exploding. The people suffer from the explosions, some of them die.

8 Papyrus Maker

The floor is littered with different colored sheets of papyrus. On an altar are the remains of a human. Half of it is skeleton, the other half is full flesh. It was a male from the looks of it. Sticking into its heart is a Staff Of Pucka-Cruck. Every minute the staff glows a different color and part of the corpses flesh falls to the ground and turns into a sheet of papyrus.

9 Stacks Of Bodies

From the floor to the ceiling naked corpses are neatly stacked. They are stacked so they form 20' x 20' x 20' cubes. There are 5 of them in here with many bodies in each, if counted give the party a good sized random number like a 100 for each pile.

There is hardly any room to walk around in the area. The bodies, if they weren't dead, are hard to visually tell the difference from a living being. Many different colored sheets of papyrus stick out of the stacks in random places.

10 Here They Come

The area appears empty. As soon as the party enters 10' within it a herd of Stinklegs manifest near the far entrance. 5 of them appear every other round and roll towards the party. When 25 in total have appeared no more appear.

Stinklegs
(AL CN, MV 150'(50'),
AC 7, HD 1, AT Explodes,
DG See Description,
SV F1, MR 12, XP 13)

HP: 4, 3, 3, 5, 6,
7, 3, 2, 1, 2,
3, 5, 6, 8, 1,
1, 4, 4, 3, 2,
8, 7, 5, 6, 3

11 Laughter of The Wazooba Writer

A Wazooba Writer stands 30' away from the party. It points its finger at the party and laughs and laughs. When the party reaches him he falls apart into a bunch of different colored papyrus pieces. The pieces start to move around the room and 2 rounds later 10 of them turn into Stinklegs. The Stinklegs appear as far from the party as possible. They immediately roll towards the party to attack.

Stinklegs
(AL CN, MV 150'(50'),
AC 7, HD 1, AT Explodes,
DG See Description,
SV F1, MR 12, XP 13)

HP: 5, 4, 6, 3, 1,
1, 2, 4, 7, 4

12 Crunched Cruckie With His Toy

Running around the room with the inactive body of a Stitch Snake is a Crunched Cruckian. He gleefully says to the party in his high pitched voice "Look what the Wazoobas have made for me. Maybe they will make one for you?". A little bit later the

Stitch Snake comes alive and kills the Crunched Cruckian. It then attacks the party. As the Crunched Cruckian dies he says "I was only playing with it... I didn't steal their snake... Wazoobas why?".

Crunched Cruckian
(AL LE, MV 90'(30'),
AC 6, HD 3, AT 1,
DG 2 HP(See Description),
SV C3, MR 10, XP 80)

HP: 12

Stitch Snake
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG 1D4(See Description),
SV F4, MR 12, XP 190)

HP: 24

13 Voice Of The Wazoobas

A Wazooba Writer appears before the party. He puts his open palm up and says "Wait, I can tell you some things". He tells them that they are from the same dimension as Pucka-Cruck. They knew him well when he wasn't even an Ull Lord. A multitude of years have passed since they have seen him. Then one day they could hear him in their mind, he asked the Wazooba Writers to come here.

They are here to watch over the Crunched Cruckians and prepare a place for Pucka-Cruck to rest when he arrives. All of them have pledged their loyalty to Pucka-Cruck. He tells the party that they too can join Pucka-Cruck.

What he wants them to do is to test Sun-no and Lord Kran. He gives the party 2 vases. They are black, 1' x 1' x 3', and have white snakes, scorpions and sharks painted on them. Putting one's hand in them is like putting one's hand in a different dimension, the hand goes partly numb. If you kill them put their hearts in the vases and set them on fire. Pucka-Cruck wants their souls. They have been loyal to him for so long that if they fail he wants to give them rebirth. As a reward for this Pucka-Cruck will be kind to all the party's friends and family when his dominion is established on the world. He tells them that none of them will die for Pucka-Cruck will transport them outside the Shaymbol when a killing blow is delivered. Does the party agree?

If they do then it is as the Wazooba Writer explains, they will be transported outside of the Shaymbol before anyone of them is killed. But everyone in the party will acquire 2 Seduction Points for agreeing to this task. This will only happen once and all the party is transported.

It is impossible to put the heart of Sun-no in the vase for Pucka-Cruck

will claim her. Lord Kran they can. It does not matter though, Pucka-Cruck already has their souls and can make them live again if he wishes. The vases matter not.

If the party does not accept the Wazooba Writer hangs his head and turns into 3 Stitch Snakes. They will begin to attack the party. If the party attacks the Wazooba Writer before any conversation can occur then he does not change but will fight them. The vases will shatter when he falls dead to the ground.

Wazooba Writer
(AL LE, MV 120'(40'),
AC 6, HD 5, AT 1,
DG 1D6 All Ink 5D6,
SV MU5, MR 8, XP 500)

HP: 25

Stitch Snake
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG 1D4(See Description),
SV F4, MR 12, XP 190)

HP: 15, 17, 21

14 Wave 1 Wave 2

As soon as the party enters the area a group of 10 Stinklegs comes rolling towards them from the far entrance. If they destroy them a group of 3 Stitch Snakes and 2 Wazooba Writers enter the area from the same place as the Stinklegs. "The legs are not as good as us, prepare for our pictures of pain!" a Wazooba Writer says.

Stinklegs
(AL CN, MV 150'(50'),
AC 7, HD 1, AT Explodes,
DG See Description,
SV F1, MR 12, XP 13)

HP: 3, 4, 4, 2, 7,
1, 3, 5, 3, 6

Stitch Snake
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG 1D4(See Description),
SV F4, MR 12, XP 190)

HP: 13, 17, 24

Wazooba Writers
(AL LE, MV 120'(40'),
AC 6, HD 5, AT 1,
DG 1D6 All Ink 5D6,
SV MU5, MR 8, XP 500)

HP: 31, 27

15 Smear Writing

On one of the walls is a large amount of text that has been smeared. It appears to be written in the same ink used by the Wazooba Writers.

If the party has the hand of a Wazooba Writer on them they can place it against the ink and it will animate. The hand will recreate what was written here. It is an incantation that allows one to move anywhere on the first level of the Shaymbol. All a character has to do is mumble these words 5 times "Mippla Mippla Pucka-Cruck Take Me There!" and the character will be teleported where he wills.

Any character with an Intelligence or Wisdom over 14 will have a 50% chance of knowing they need one of Wazooba Writer's hands. If one has a 17 or 18 in these attributes the chance raises to 100%. There is something about the ink that makes it clear to them, like it is telling them to recreate the message.

Pucka-Cruck gave the incantation to one of the Wazooba Writers. He wrote it out for other Wazooba Writers to use but changed his mind and smeared it. Wazooba Writers have the natural ability to recover what other Wazooba Writers have written. The others have shown no interest, Wazooba Writers smear their creations everyday. Just more

garbage on the wall.

16 From Different Directions

5 Stinklegs enter the room and attack the party. When those 5 have been destroyed another 5 enter. This happens twice. The first time they enter out of one of the area's passages. The next they rise from the floor. And the final time they fall from the ceiling. Each time place them as far from the party as possible.

Stinklegs
(AL CN, MV 150'(50'),
AC 7, HD 1, AT Explodes,
DG See Description,
SV F1, MR 12, XP 13)

HP: 6, 3, 3, 1, 6,
2, 2, 5, 7, 3,
4, 3, 7, 3, 1

17 Portrait Maker

A Wazooba Writer is busy working on different pictures. There is one for each character in the party. The pictures are resting on their own easels. For paint the Wazooba Writer is using his usual ink. "Come see the pictures." he says when he notices the party. He does not seem aggressive and wishes them to see each of the

pictures. When looked at each character has their own individual picture. Their heads are attached to a symbol of Pucka-Cruck. Roll to determine which creature:

1-2: Snake
3-4: Scorpion
5-6: Shark

When the character views his own picture he must make a saving throw vs. spells. If he fails the picture fades and the character's body changes slightly to match the symbol creature in the pictures. This lasts 1-7 days(D8, roll again on 8). During this time the affected character suffers -1 to hit and damage against the minions of Pucka-Cruck. For each save made the Wazooba Writer takes 1D10 HP of damage. The picture leaps off of its easel and hits him, breaking up into splinters as it does so.

The Wazooba Writer will try to escape the area after the characters have looked at the pictures. If they kill him he writes one final message on the ground before he dies. "Gllliixxx Pada". Anyone who reads it must make a save vs. poison or he will be poisoned. In 3 rounds the character will die. The words turn into snakes and try to bite whomever is reading the message. More than one character can be attacked this way if they try to read it at the same time. The snakes will attack a character

only once.

Wazooba Writer
(AL LE, MV 120'(40'),
AC 6, HD 5, AT 1,
DG 1D6 All Ink 5D6,
SV MU5, MR 8, XP 500)

HP: 23

3 Potions Of Cure Moderate
Wounds

A scroll of Fireball x 3

A Wand of Magic Missiles
(50 charges)

A scroll with 5 Stone To Flesh spells
on it

18 Chest And Robes

A chest is pushed against one wall. It has a stack of 10 robes the Wazooba Writers wear on top of it. The chest is unlocked.

What the party finds inside are 100 empty inkwells that they use as well. If the chest is moved it reveals another chest underneath it, in a hole dug into the ground. This chest is locked and trapped. If opened without deactivating the trap ink sprays everyone within 15'. Anyone close enough must make a save vs. poison or take 5D4 HP of damage. Inside the chest is some treasure:

1000 GP worth of gems

A long sword + 2, normally silver colored but becomes black when within 100' of a minion of Pucka-Cruck.

19 Zigzags On The Floor

Drawn on the ground are zigzags lines. There are 20 of them, each 5' long. These are drawn in the ink of the Wazooba Writers. If one crosses over one they must make a saving throw vs. spells. If they fail they will get down on their hands and knees and start rubbing the ink of the zigzag.

Even smeared the character keeps on rubbing it. If pulled away the character will try to run back to it as fast as they can so they can rub it some more. Every hour after the first they get a saving throw. If they make it the spell of the zigzag is broken. Otherwise the compulsion continues.

20 Cruckie In Ink

Sitting in a small tub full of Wazooba ink is a Crushed Cruckian. He is laughing and splashing the ink everywhere. "He he, I can make my own drawings with their ink." he says and splashes some close to the party. As the party gets closer he sinks down into the tub. Some bubbles pop at the surface and then it is still.

If investigated the tub does not contain the Crushed Cruckian. In fact it becomes apparent that there isn't a tub or ink or anything there. At that moment the party realizes that there are 4 Wazooba Writers and 2 Snitch Snakes surrounding them. "Surrender and we will make sure you get a real tub to relax in." one of them says. The Snitch Snakes do not wait for the party to surrender and attack immediately. The Wazooba Writers decide they might as well join the fight and 1 round later enter combat.

Stitch Snake
(AL LE, MV 120'(40'),
AC 4, HD 4, AT 1,
DG 1D4(See Description),
SV F4, MR 12, XP 190)

HP: 15, 17

Wazooba Writers
(AL LE, MV 120'(40'),
AC 6, HD 5, AT 1,
DG 1D6 All Ink 5D6,
SV MU5, MR 8, XP 500)

HP: 22, 23, 17, 31

21 Light Path

The tunnel is filled with light. It is nice and warm in it. Any pursuing Wazooba Writers or Snitch Snakes will not follow the party in it. They stop at the entrance and act distressed. Then they retreat back to where they first started chasing the party.

22 Torches

The room has no light except that which comes from the Light Path. On the walls are 4 unlit torches resting in sconces. If one torch is lit the others light up. Every round the number of lit torches goes down by 1 until 1 is reached then they increase back up to 4, 1 a round. This cycle continues until all the torches are put out.

23 Basic Liquids

If the torches have been lit in the Torches area then a light permeates this area. It comes from all directions. When the characters look at their shadows they do not see themselves but that of a man(or woman) in robes. As they move their shadows move and appear to be holding a potion bottle. Their shadows are pouring liquids into the bottle.

Against a wall there is a chest of 20 potion bottles, all empty. Next to that are 3 vats, 3' diameter each, filled with a green, yellow and blue liquid. At the bottom of each vat is written "1/3".

If 1 part of each is put in these potion bottles it becomes a potion of Cure Light Wounds. If any other combination is put into them they become a poison. A saving throw vs. poison must be made or the character will be sick for a day. All attacks and hits are at -1 as well as their AC and saving throws.

24 Dead Alchemist

There is a table part way in the room. One top of it is an alchemist alembic. An unlit candle is on the table. Resting his head on the table is a man who is sitting in a chair. The chair should have 4 legs but it has only 2 on one side. It still supports the man though and does not tip over if the man is removed. If the man is looked at it reveals that it is a skeleton with dark hair sticking out of the skull.

On the table and underneath his head is a letter. It reads "It seems like centuries since I created the potion of time travel. Look where it has taken me, this damned place. I cannot get out beyond the light tunnel. There are no ingredients here to make the potion of youth and I am so old from the time travel. There are no ingredients to make the time travel potion! To think I have come so far in my experiments to be stranded here among these bizarre paper and ink creatures. At least I can spend my last days here in peace. Lost Zi The Potion Player".

25 The Last Potion

The room is lit by some unknown light source. On a white pedestal is a golden pillow. Resting on the pillow is a potion of many different colors, the colors of the rainbow.

This is the potion of dimensional displacement. If drunk everyone in the party will be moved to the Lost In The Reality Rip area/dimension. If taken out of the Shaymbol the colors will mix together and it will just become a potion of Invisibility. Lost Zi made this potion in a last effort to escape but changed his mind. What if it took him someplace worse?

26 Lost Zi Enters

There are 10 unlocked chests in this room. The lids of each has a bottle symbol drawn on each. The hinges are rusty and cobwebs covers them. Each contained 100 potions each but they have all dried up. In each now are the dried remnants of the potions.

As the party is examining the empty bottles the body of Lost Zi from the Dead Alchemist area arrives. It gasps at the party "Gold for my drinks, gold for my drinks... .". Then it begins to stumble towards the party.

Lost Zi attacks:

If it gets close enough he will grab a character by the throat. The character will be dead in 5 rounds if Lost Zi is not destroyed.

Alternatively the party can offer him some gold. He will whisper "Yes... gold... give me 100 GP and I will let you go". If given 100 GP he will release the character and stumble back to the Dead Alchemist area and resume his former posture.

Lost Zi
(AL CN, MV 120'(40'),
AC 0, HD 10, AT See Above,
DG See Above,
SV MU12, MR 12, XP 1700)

HP: 50

Lost Zi is a form of undead and has their usual form of immunities. Sleep, mind control and charm spells do not affect him.

27 The Pullers

Erected in a triangular formation are 3 5' wide 10' tall black metal statues of a snake, scorpion and shark. The party will feel pulled towards the center but nothing beyond that.

The statues are what pulled Lost Zi out of the place he was heading to in his time travel to here. It was supposed to be a minor temple to Pucka-Cruck but everything went haywire when Lost Zi and his alchemist laboratory materialized on this level.

If the statues are moved in the slightest Lost Zi's ghost appears in the room. Even if his skeleton is destroyed he will enter the area. He does not look like the skeleton but as a white and translucent version of who he was when alive. Not that different than what is in the Dead Alchemist area but with flesh. "Yes, push the statues over. I can return to the time travel and be free of this place. I could not do this when alive, the statues pushed me away. Push them over!" he yells.

For each statue that is pushed over a dark presence rises up and attacks the party. It vaguely has the shape of the statue that was pushed over. When all the statues are pushed over and the dark presences are destroyed Lost Zi is free. He gets

down on his hands and knees and says a prayer for the party. Then he stands and shoots through the ceiling. A loud echoing "Thank You" can be heard as he returns to his time travel. The party gets 1000 XP for freeing Lost Zi from Shaymbol.

Dark Presences
(AL LE, MV 120'(40'),
AC 2, HD 5, AT 1,
DG 1D10,
SV F5, MR 12, XP 200)

HP: 20 each

28 Blue Stinkleg

As the party enters the area a blue Stinkleg with its feet replaced with daggers comes rolling in the room. It circles the party as they are here but does not attack. If the party does not pay attention it is writing a trap spell in the ground as it moves around them. The spell appears as a dark letters etched in the floor.

Every round the blue Stinkleg circles the party and makes the trap more powerful. If the party crosses the word line it has written around them an explosion of ink erupts in the circle. Any character in the room must make a save or take 1D8 HP of damage per circle it has completed. The dark letters are gone after this. It is not affected by the explosions.

It will keep on creating circles until it has been reduced to 50% or less of its HP. When that happens it stops writing and flees the area.

The blue Stinkleg will have disappeared from the level after it leaves. The party will be able to find what it was doing by inspecting the ground. The trap spell(s) can be disarmed with a spell like Dispel Magic. Just casting that spell on the circle makes it fade away.

Blue Stinkleg
(AL CN, MV 300'(100'),
AC 7, HD 1, AT None,
DG None,
SV F1, MR 12, XP 13)

HP: 8

29 Pool

A pool fills half the area up. It is clear drinkable water with patches of dark liquid floating on top of the water. The pool is 10' deep. It is easy to evade the dark patches, one must try to swim into one. None of the patches are close to the shore, one must be in the water to get to them.

The dark liquid is dangerous. Any character that touches the dark liquid takes 2D4 HP of damage. The substance burns whatever it touches. If the party tries to put it in containers they can get 5 flasks/bottles of it. If

thrown at anyone and it hits the flask/bottle will do 4D4 HP of damage. At the far side of the pool float 3 potion bottles. 2 are empty while 1 is filled with the dark liquid.

30 Smoke And Teeth

The area is filled with smoke and a pale light. The smoke makes breathing and sight harder. They can see as far as before but after 10' you can only make out the outline of a thing.

Around the room are 5 human sized black metal statues of armored men with their swords raised high. The party will at first think that they are guards. Only when they are within 10' of one will they be able to see that they are statues.

The party will be able to make out large shark teeth around the walls. The walls are covered with them, they form a very large mouth. From the entrance to the far wall the mouth is there. If the space between the teeth is touched it becomes apparent that one can walk into the mouth.

If they walk into the mouth they move from this room to the Start area on Level 1. It is like they are walking through the Shark Teeth gate on the outside into the Shaymbol. Walking back out that area's gate/shark teeth does not return them to this area.

31 Treasure

Half of this area is filled with denser smoke than the one in the Smoke And Teeth area. Characters will only be able to see 1' in front of them. While the party goes through the smoke every other round of movement they think they have stumbled upon a pit. It is there long enough to frighten the party and then it is gone. Must be the smoke in their eyes.

At the halfway point in the area the smoke abruptly stops. The room in the smokeless half is brightly lit. Against the far wall is a pile of treasure:

10,133 SP

5,831 GP

3 Pearl necklaces worth
500 GP each.

A diamond ring that is also a
+2 Ring of Protection.

A suit of Plate Mail +1

A Shield +1

A Bastard Sword +1, Wounding

A Wand Of Wonder

A Pale Green,
Prism Ioun Stone
(raises level by 1).

232 gems that look very similar to the Ioun Stone. They are worth 10 GP each.

A Bag Of Devouring. It seems like a Bag Of Holding in that it can hold as much as that but it functions ultimately as a Bag Of Devouring.

The bag is on top of the treasure pile. The other items are buried underneath the coins. As the party takes the treasure they hear the voice of the Moon Goddess "You've found a good horde but do not forget why you are here. Beware as all before you is not as it seems."

32 Stairs To Level 5

The stairs are covered with dark ink on every step. There are enough clear spots on it that anyone can descend on the steps without touching it. These lead to the Start area on Level 5.

Level 5

This level has a mixture of creatures that Pucka-Cruck has tortured over the centuries. They are not of much importance to him, he'd most likely like to forget that they exist. With the Little Kills threat on Level 6 these make a good expendable defense if they break out of that level.

Frequent Encounters

Red Devil Defenders



No. Enc.: 1-6
Alignment: Lawful Evil
Movement: 135'(45')
Armor Class: 4
Hit Dice: 4
Attacks: 1

Damage: Staff 1D6
Sword 1D10(See Below)
Save: F4
Morale: 11
Hoard Class: IV
XP: 190

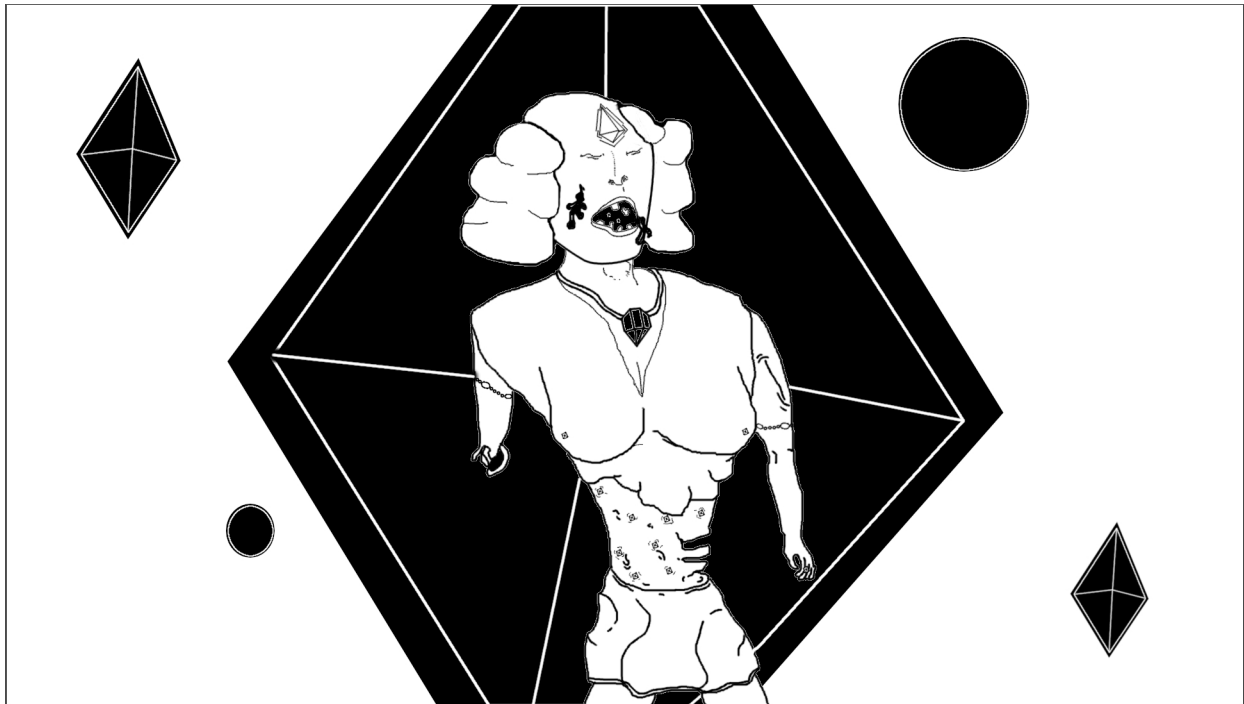
10' tall men with devils horns and red skin. The top half of their bodies are covered in red robes while the bottom half is covered in red plate. They wield a weapon that can change from a long black staff to a burning big sword that has 3 blades in it. This change can happen in the same round that they are attacking.

If the staff hits it does 1D6 HP of damage and the opponent must make a save or be paralyzed for 2-4 rounds. If the blade hits it does 1D10 HP of damage and the opponent has a 1 in 4 chance of being knocked to their knees. This cuts their ground movement in half for 1 round and they also suffer a -1 to hit and AC during that time.

Once a day they can breathe fire on an opponent and do 4D4 HP of damage. The opponent can be 10' away. A save cuts the damage in half.

These were good natured men that Pucka-Cruck tricked into worshipping devils. The devils were pleased with his trick and brought all of them to their hell. There they made them devils and gave some of them to Pucka-Cruck. Now they wander around here protecting the treasure and other things on this level.

Diamond Zombies



No. Enc.: 2D6

Alignment: Lawful Evil

Movement: 45'(15')

Armor Class: 5

Hit Dice: 2

Attacks: 1

Damage: 1D8(See Below)

Save: F2

Morale: 12

Hoard Class: See Below

XP: 38

These creatures appear as dead women in pretty dresses with beautiful diamonds covering their bodies. Rings, necklaces, crowns, etc... . They wander slowly by characters and do nothing. If anyone tries to take a diamond item off of them they strike whomever is doing this. They automatically hit and do 2D8 HP of damage. Roll a D10 to determine if the character gets anything of value off of them:

1-3: A cracked diamond worth 100 GP.

4-5: A diamond in better condition but still cracked, worth 200 GP.

7-10: Nothing.

If a character succeeds in taking a diamond then all the Diamond Zombies will attack the character on sight. They will move at 180'(60') and attack until the diamond is taken back.

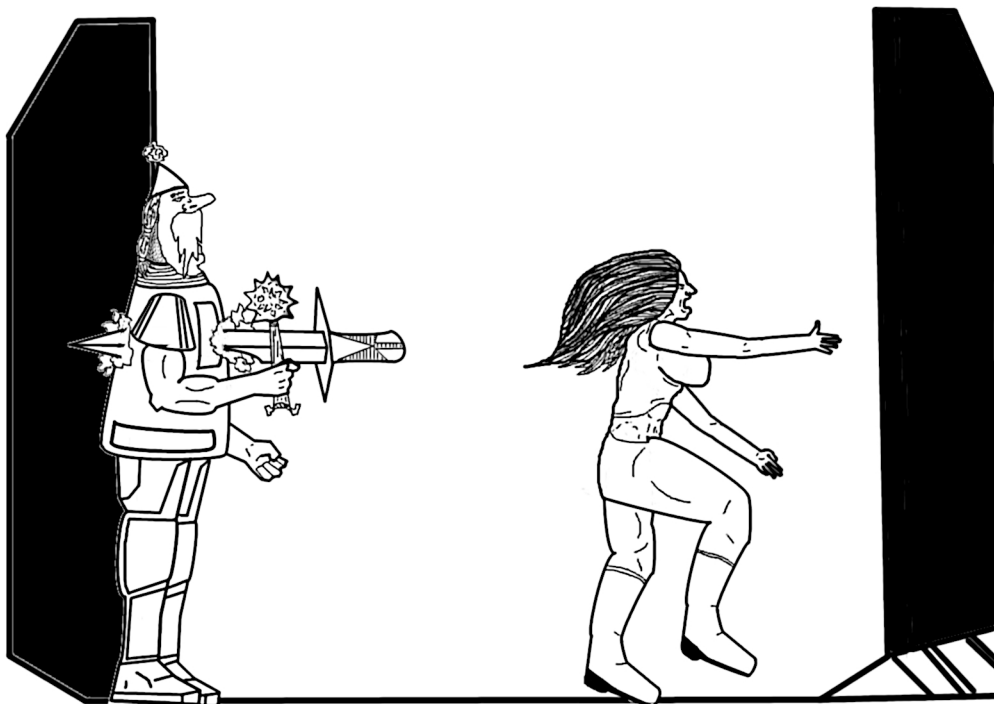
If killed the diamonds on the Diamond Zombie break up into pieces. Every hour the pieces break up into smaller pieces. As this continues the diamonds will be dust in 24 hours. Anyone will see that they are worthless once they have broken up once.

The Diamond Zombies if attacked will fight back. They will act like a diamond has been stolen from them. Their target will be whomever attacked them.

These were once beautiful women who did not see the symbols of Pucka-Cruck as they were. They appeared as wonderful diamond necklaces, rings, etc... . On their bodies they adorned themselves with these illusions. It did not take long for them to turn them into the obsessive undead that they are.

They have the normal defenses against mind spells and sleep that other undead have.

Spirit Soldiers



No. Enc.: 4-16(4D4)
Alignment: Lawful Neutral
Movement: 120'(40')
Armor Class: 3
Hit Dice: 2
Attacks: 1

Damage: 1D8
Save: F2
Morale: 12
Hoard Class: I
XP: 29

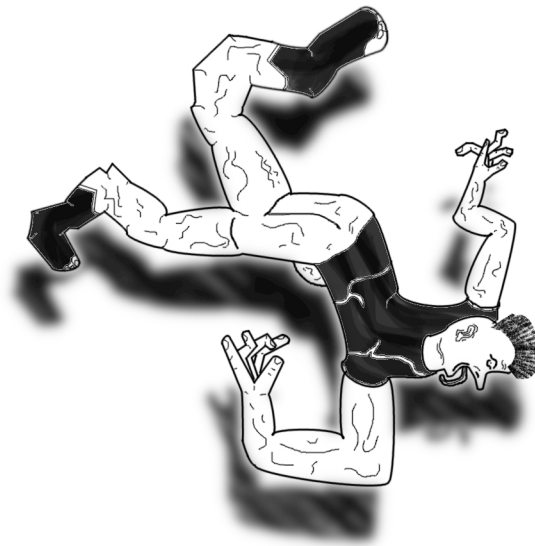
Massive armies once fought on the other side of the rip in reality. The victors thought they had won immortality. As the years passed their bodies faded away but they continued to exist forever. What is left over is a warrior that looks like a warrior but everything that hits it passes through it. Their weapons are the exactly the same way. They are completely immaterial. This does not mean they can pass through solid objects, they just can't touch anything or anything touch them. Conversely, foes can pass right through them when they are immaterial.

They appear as warriors that wear some kind of plate. Many of them appear as old men with long mustaches. Each carries a different type of weapon, many of them the party will have never seen. In their hands they all do 1D8 HP of damage per hit.

Somehow they have made it to this level in the Shaymbol. Pucka-Cruck will make them material again if they serve him. So here they have begun their servitude. The first steps have been taken.

When the Spirit Soldiers fight they can only attack if they roll a 1 on a D4, roll at the start of every round. When this happens they materialize enough that they can attack and be attacked. This lasts the round the roll occurred then they must roll again on the next round. Nothing can hurt them when they are immaterial. Magic of any kind has no effect on them, falling doesn't hurt them, nor does any weapon. When they materialize it is visibly noticeable, a solid Spirit Soldier appears darker than the ones that haven't materialized. To fight the Spirit Soldiers requires patience.

Command Crawler



No. Enc.: 1-2
Alignment: Lawful Evil
Movement: 150'(50')
Armor Class: 4
Hit Dice: 4
Attacks: 1

Damage: Command
Save: C4
Morale: 8
Hoard Class: VI
XP: 190

These appear as regular humans but they cannot walk or move their arms. To move they must get on the ground and undulate across the ground like a worm. When they stop moving they rise up and stand like regular humans. They do not speak but they grind their teeth together which creates some high pitched noises that is their speech. They wear a dark shirt and boots but nothing else.

Their power is to use their speech to issue commands similar to the Command spell. With their command ability they can make people fight other people or do simple things. Foes are allowed a saving throw vs. spells every time they use their command ability. If they succeed they must roll to see what they can do(roll D10):

1-5: Disoriented by the command, cannot attack the Command Crawler for this round. Others they can attack.

6-7: Can attack Command Crawler but at -1 to hit.

8-9: Nothing happens. The commanded is normal.

10: As 8-9 and the Command Crawler loses it's command ability for 1D4 rounds and any creatures under its control are freed.

Roll to determine how long the command takes hold of an opponent's mind(roll D10):

1-7: 1 round

8-9: 2 rounds

10: 3 rounds

Once a command has been issued it can only be turned off by the Command Crawler, not changed. To issue a new command the command in effect must be turned off and another command must be issued. If a character's command mission is over with they don't do anything while the command is still in effect. They just stand there.

The Command Crawler can use its command ability every round against one target up to 50' away. Once per day it can issue 3 commands against different opponents in one round. The Command Crawler has no physical attacks so it will try and keep its distance from its opponents. They like to attack

in groups.

The Command Crawler can not be manipulated with mind magic or powers. Anytime this is used against them it gives them a free command attack against whomever used it against them.

No one knows where the Command Crawlers came from. Were they here, are they from the other side of the rip, did they come into existence when this level did? It's currently a mystery.

Random Encounters

There is a 1 in 6 chance of a random encounter occurring every 2 turns. When one occurs roll a D20:

1-5: 5-10(1D6 + 4) Spirit Soldiers appear. They want the party to leave this level immediately. This is their domain and other unworthy fighters are not welcome here. Not that soon after this they lose their patience and begin attacking. Something strange happens and during fight rounds 3-6 they all become material.

Spirit Soldiers
(AL LN, MV 120'(40'),
AC 3, HD 2, AT 1,
DG 1D8,
SV F2, MR 12, XP 29)

HP: 10 each

6-10: 3-8(1D6 + 2) Diamond Zombies come stumbling towards the party. After 1D4 rounds they become confused and think the party has stolen their diamonds. Then they attack the party.

Diamond Zombie
(AL LE, MV 90'(30'),
AC 5, HD 2, AT 1,
DG 1D8(See Description),
SV F2, MR 12, XP 38)

HP: 9 each

11-12: 2 Red Devil Defenders appear in clouds of black smoke very close to the party. They are angry that the party has evaded them so far. The fight begins immediately.

Red Devil Defenders
(AL LE, MV 135'(45'),
AC 4, HD 4, AT 1,
DG Staff 1D6
Sword 1D10
(See Description),
SV F4, MR 11, XP 190)

HP: 18, 26

13-15: 1-4 Command Crawlers appear. They are carrying oil and torches which they throw on the ground. For commands they try to get the party to set themselves on fire. Each time they succeed a character grabs the oil and pours it on himself. Then he torches himself for 1D6 HP of damage. This all happens in one round.

Command Crawler
(AL LE, MV 150'(50'),
AC 4, HD 4, AT 1,
DG Command,
SV C4, MR 8, XP 190)

HP: 16 each

16: A Ghostly Lord Kran appears. He waves his hands at the party and motions them to go upwards. Then the ghost flickers out. This is a ghost of an earlier clone of Lord Kran. He is trying to send them to the right level, the 1st level.

17: A Ghostly Lord Kran appears. This is an evil ghost of a dead Lord Kran clone. The party will be fighting this one. It is extremely angry that it has been killed for making a simple mistake in a prayer to Pucka-Cruck. This ghost is a weaker version of a normal ghost. Everyone gets a +2 to their saving throws against its attacks.

Weak Ghost
(AL CE, MV 90'(30'),
AC 4, HD 5, AT 1,
DG Age Attack 1D10 years,
SV F5, MR 12, XP 350)

HP: 14

This ghost only affects its foes by touching them. A successful hit ages them 1D10 years if they fail a saving throw. It has all the usual defenses an undead creature would have.

18: 3 Red Devil Defenders attack the party. Only one appears a round then it disappears. They show up in a puff of black smoke behind a random character and strike. At the end of the round they disappear. They are different looking enough that the party will quickly figure out that they are fighting 3 of them. One has one horn, another a beard that is twice as long as the others and the third has a nose that points upwards like a horn.

Red Devil Defenders
(AL LE, MV 135'(45'),
AC 4, HD 4, AT 1,
DG Staff 1D6
Sword 1D10
(See Description),
SV F4, MR 11, XP 190)

HP: 22, 19, 14

19: A Spirit Soldier appears and asks the party if they have the Phase Stick from the Phase Stick area. If not he will show them where it is and then ask them to strike him down. He has become disillusioned with existence. He tells the party to use it against all Spirit Soldiers. Their time is over, it is up to the party to end it.

Spirit Soldier
(AL LN, MV 120'(40'),
AC 3, HD 2, AT 1,
DG 1D8,
SV F2, MR 12, XP 29)

HP: 8

20: A pink brain shaped glow appears on a wall. A voice can be heard "I am Temmie The Twit's former mind. Pucka-Cruck was my lord and he ripped me out and threw my body and me down here. If you find Temmie bring him here and I will reward you." the voice says and then it goes quiet. The glow stays on the wall. If the party finds Temmie The Twit and brings him here he is pulled into the pink glow and is gone. The voice is heard again "I have your reward.". A book falls out of the glow and then the glow fades away. The book is a Book Of Infinite Spells.

Dungeon Section

1 Start

The stairs are covered with dark ink on every step. There is enough clear spots on it that anyone can ascend on the steps without touching it. The stairs here lead up to the Level 4 Stairs To Level 5 area.

When the party walks 10' away from the stairs they disappear. The way up is sealed. This is an illusion but requires magic to see through it. If the party has none then they will not be able to use the stairs to go up to level 4.

2 Phase Stick

A corpse that looks like a Spirit Soldier is face forward against the wall. If turned over there is a club stuck in his heart. The club radiates magic. It is the "Phase Stick". Against Spirit Soldiers it always can hit them even if they are immaterial or not. When it hits it does 1D6 HP of damage. When they are killed with it and they are immaterial they become material and the weapon becomes stuck inside of them. It takes 1 round to pull it free.

3 Jars With Parts

This small room has shelves from the top of the ceiling to the bottom of the floor, on all the walls. Each one has glass jars on it filled with body parts such as eyes, ears, tongues, hearts, etc... . The jars are homogeneous, the parts are all the same in each.

Each is sealed at the top with a brown leather lid with some hair coming out at places. Only one of the jars has fingers in it. When opened up and looked through there is one large finger in it. The large finger belongs to Strength Of Three Fingers.

4 Noisy Door

The door is rattling like crazy as the party walks near it. It has a lock in the center of the door. If picked or magicked open the door splits and slides into the wall: one half goes right, the other left. See the following area for what happens next.

5 Ladies Looking For Freedom

10 Diamond Zombies are standing next to the door in the Noisy Door spot. Once opened they start to leave the area. Each one will walk by each character as they walk out of it.

An 11th is against the far wall. It has gotten a diamond necklace stuck on a rod sticking out of the wall opposite the entrance. If the party tries to help it the Diamond Zombie will try to stop them. If the party grabs the necklace it breaks and the Diamond Zombie strikes whoever touched it. Then it loses interest and walks away like the others.

The necklace does not break apart. It is worth 500 GP. Other Diamond Zombies will not recognize it as one of their necklaces.

Diamond Zombies
(AL LE, MV 90'(30'),
AC 5, HD 2, AT 1,
DG 1D8(See Description),
SV F2, MR 12, XP 38)

HP: 5, 7, 5, 9, 4,
3, 6, 4, 11, 13, 6

6 Vases With A Surprise In Them

There are 15 brown 5' tall and 15' wide vases distributed around the area. The vases are open at the top. When the party is within 50' of them a Command Crawler stands up out of one and issues a command against a fighter type. At the end of the round it sinks back into the vase and disappears.

Each round the above scenario repeats but it rises out of a different vase. It will try to rise out of a vase that will put it in range of the party. Every 10 rounds that the party is fighting the Command Crawlers a new one joins the fight and rises out of a vase as well. Up to 15 Command Crawlers can appear at once. A vase can hold up to 15 Command Crawlers. Though they do not seem like they could hold that many the Command Crawlers can really squeeze into one. The vases are only connected together for the Command Crawlers. Other beings cannot jump from one vase to another.

The vases have an AC of 9 and can take 10 HP of damage before they break apart. The Labyrinth Lord must decide if any Command Crawlers are in one of them. If so it can no longer use that vase as a hiding place. It must crawl into a new vase and then it can hide and attack the party again.

Command Crawler
(AL LE, MV 150'(50'),
AC 4, HD 4, AT 1,
DG Command,
SV C4, MR 8, XP 190)

HP: 20 each

7 Metal Tube

The room has a 10' diameter metal tube, it is 40' long. 10' on each end is flat on the ground. The other 20' rises up at 45' degree angles and meets in the center. The center of the area has a force wall cutting it in half. It is completely clear, anyone can see through it but no one can pass through it. The only way through is to walk up the metal tube and out the other side.

As the tube is walked through it creaks and groans. Large dents appear in the sides and then flatten. When they get in the center the tube moves back and forth 5'. It stabilizes and returns to normal when all the characters get through it.

After the party has moved from one side to another they see what seems like a Command Crawler. It is wiggling on the side they just came from. The thing enters the tube and then it disappears.

8 Pit Commands

A 20' x 20', 10' deep pit is in the center of the area. 2 Command Crawlers appear next to it when the party is within 30' of it. They use their commands to make the party jump into the pit. This incurs 1D6 HP of falling damage for each character that jumps in. If they have all jumped in they use their commands to make the party fight themselves in the pit.

Command Crawler
(AL LE, MV 150'(50'),
AC 4, HD 4, AT 1,
DG Command,
SV C4, MR 8, XP 190)

HP: 19, 23

9 One Third Of Bornis Part 1

Against one wall runs 5 10' red chains across a piece of something. The ends are built into the wall. The thing looks like a piece of a small blackened man.

To get the piece free the chains must be released. One of the chains is slightly loose. If pulled on for a round or two it will fall free. Then another chain will enter the same state. Each of the chains can be released in this manner. When the last chain is loosened up the piece

falls to the ground. A small voice can be heard saying "I am Bornis, find the rest of me.". The piece is a piece of Bornis.

Bornis was a beast of a man. Pucka-Cruck had use of him for awhile and decided that he'd had enough of him. He killed him and drained his corpse of many things. What was left when drained was a 1' sized blackened body, a smaller version of Bornis. He broke this up into three pieces and has placed him in different locations on this level. When he needs Bornis again he will gather the pieces and resurrect him. The party can do this as well.

All they need to do is to put the 3 pieces back together and use something like a Resurrection spell. If the pieces are talked to through magic he will only reply that he wishes to live again.

Bornis raised is a 7 foot tall man. He wears no clothes but hair dangles all over his body. His fists are about twice the size of a normal mans.

If raised Bornis will have to decide if he wants to join the party or return to his master. Roll a D10 to see what he does:

1-3: Joins the party.

4-6: Returns to Pucka-Cruck. Runs off and can be found with Lord Kran if possible. Will use deception until he can escape.

7-8: Wants to fight the party. He gives them a chance to explain why he should not and if they give him a convincing answer he does not fight them but joins them.

9-10: Fights the party.

Bornis attacks:

When he fights he fights as a 8th level monk. Once every 5 rounds he can combine all his fist attacks and use them all at once. When he hits an opponent they must make a save or be knocked down to 10% of their remaining HP.

Bornis
(AL LE, MV 210'(70'),
AC 3, HD 12, AT 3/2,
DG 3D6 each,
SV F12, MR 12, XP 2000)

HP: 70

10 Cruckian Lock

A huge stone door is here, 15' x 15'. It has a lock in the center of it. The lock on this door needs a Staff Of Pucka-Cruck to open. Its 3 headed end must be placed in it and turned. Magic or thieves skills will not turn the lock. Once turned in one complete rotation the door cracks in the middle and one half goes up while the other half goes down.

11 Three Headed Sarcophagus

A sarcophagus is here. It has the effigy of a man in plate armor but he has 3 heads. The heads are the heads of a snake, scorpion and shark. To open the sarcophagus requires a combined Strength of 24 or more(characters working together can add their Strength scores together). When opened up smoke rises up out of it.

The remains of whatever it was is still burning in the sarcophagus. Where the heart would be is a Bright Ball. The characters must be careful in removing it, putting ones hands in the sarcophagus will burn anyone for 1D4 HP of damage. But they will be able to grab the Bright Ball. Removing the Bright Ball causes the flames to die down and go out in 10 minutes(1 turn).

12 Laughing Devil

A Red Devil Defender is dancing around a couple of Diamond Zombies. It has a big diamond in its hand. "Catch me if you can little princesses." it taunts the zombies. When the devil sees the party he looks at them and smiles. Then it says "catch".

Suddenly one of the characters is holding the diamond. No matter what the character does he cannot let go of the diamond. The devil laughs hysterically and disappears in a puff of smoke. The 2 Diamond Zombies go crazy and charge the character with the diamond.

2 rounds after the Diamond Zombies attack 10 more enter the area from both entrances, 5 from each side. They to go after the diamond holder. If the diamond holder is knocked out of combat the diamond magically appears in another character's hand. When the Diamond Zombies are defeated the diamond cracks and pieces of it turn to dust. What is left is one diamond chunk worth 100 GP.

Diamond Zombies
(AL LE, MV 90'(30'),
AC 5, HD 2, AT 1,
DG 1D8(See Description),
SV F2, MR 12, XP 38)

HP: 9, 8, 5, 7, 4,
11, 9, 6, 7, 9,
13, 10

13 Underneath It All

Piles of rocks are everywhere in the area. The rocks look like large diamonds but are really just a form of rock. The rocks at their largest are a

2' diameter piece of stone that any character can move. There are 15 piles. If the piles are dug into there is a Diamond Zombie caught underneath each. The zombies when freed sit up for one round, stand up the next and the following round begin wandering the level.

When all the zombies are freed 2 Red Devil Defenders appear in puffs of smoke. "Ha ha you've found our beauties. We liked them where they were but maybe you will be better under our precious rocks? Ha ha." says one of them. Then they attack the party.

Diamond Zombies
(AL LE, MV 90'(30'),
AC 5, HD 2, AT 1,
DG 1D8(See Description),
SV F2, MR 12, XP 38)

HP: 13, 9, 8, 8, 9,
11, 12, 9, 7, 9,
8, 7, 13, 6, 5

Red Devil Defenders
(AL LE, MV 135'(45'),
AC 4, HD 4, AT 1,
DG Staff 1D6
Sword 1D10
(See Description),
SV F4, MR 11, XP 190)

HP: 22, 19

14 Temmie The Twit

An old man wearing nothing but diapers made out of papyrus is acting strangely. His hair is mostly gone except for one white strand sticking out of the top. For a few minutes he appears to be dancing with someone, another few minutes fighting someone with an imaginary sword.

He has a bed that has been cut in two, the two pieces are pushed against different walls. A pot filled with smelly green blobs is underneath one of the pieces. Another pot filled with small shark fins has been made into a soup. This is between the two bed pieces.

"Hi ugh, I'm Temmie." he says when he stops doing what he is doing. Temmie kind of stumbles closer to the party. "Do you want ugh dance or ugh fight?" he asks the party. If anyone says they want to dance he seems delighted and begins dancing with an imaginary partner. If it is fighting then he begins fighting with an imaginary fighter. If the party does not join in he yells at them "Commo ugh guys!". Then he ignores them and keeps on doing what he is doing.

Temmie's attacks:

If Temmie is attacked he gets really angry and goes and grabs the pot filled with the smelly green blobs. He tosses these at the party, up to 20'

away. Anyone hit with a green blob takes 1D4 HP of damage and must make a save. If they fail the weapon they are holding, if any, becomes so covered with the green blob that it becomes useless for a day. As the day goes along parts of the blob fall off with the final amount gone at the 24 hour mark.

Temmie
(AL CN, MV 120'(40'),
AC -2, HD 10, AT 1,
DG See Above,
SV F10, MR 12, XP 1000)

HP: 80

Treasure:

Inside of the green blob pot, at the bottom, is a large finger. The finger belongs to Strength Of Three Fingers.

15 Lock Of Doom

On the wall is a lock that can be picked or magically opened. When this happens all the exits of the area close, a stone door rises up for each and seals them. In the center of the room another lock rises out of the ground. This lock requires 3 successful picks to deactivate the trap. Each time the lock is successfully picked a loud cranking noise can be heard coming from

underneath it.

The round after the lock rises up the room begins to fill with gas. On round 5 after the lock rises each character must make a saving throw vs. poison or take 1D6 HP of damage from the gas. Every 5 rounds after that they must do the same thing.

When the center lock has been picked 3 times the stone doors sink back in the ground as does the center lock and the gas disperses. The characters will not need to make a saving throw again. The lock on the wall rearms and the whole experience in the room can be gone through again.

16 A Slow Fight

As the party walks into the room a giant hand descends from the ceiling. It puts something down 10' feet from the party and then it disappears into the ceiling. Standing before the party are 10 Spirit Soldiers with their swords drawn.

A deep voice says "See if you can hit that which does not exist! Ha ha". The image of a Red Devil Defender flickers in each character's mind after the voice has said this. The Spirit Soldiers begin their attack, if they can.

Spirit Soldiers
(AL LN, MV 120'(40'),
AC 3, HD 2, AT 1,
DG 1D8,
SV F2, MR 12, XP 29)

HP: 9, 7, 7, 5, 5,
10, 3, 4, 9, 4

17 Double Cruckian Lock

This door is like the one in the Cruckian Lock area. The difference is that it has two locks in the center of it. To open it requires 2 Staves Of Pucka-Cruck. The locks must be rotated at the same time for it to open. When this is done the door opens like the one in the Cruckian Lock area.

On the door is inscribed 4 pictures. One is of a bowl with 3 rubies sitting in it. To the right of the bowl is a large pile of coins. Below the first bowl is an empty bowl. To the right of that are 3 rubies. The rubies are red and the coins platinum.

18 Rubies And Platinum

A great clear glass bowl, 30' wide and 10' tall, is held 5' off the ground by 3 20' black statues. The statues are of the snake, scorpion and shark. In the bowl is 10,000 platinum pieces. On top of the pile are 3 3'

diameter rubies that are worth 5,000 GP each.

If all the rubies are removed before the platinum pieces are the statues animate and eat all the treasure up in 5 rounds. Each round 20% of it is consumed by the statues. When the treasure is gone they drop the bowl which shatters. Then the statues go back to being statues. There is nothing the party can do to stop the statues from eating the platinum. Once gone it is gone.

19 Cart With Levers

As the party enters the area a wooden circle, 5' wide, with 2 wheels rolls towards the party. On top of the circle are 4 different colored levers. When a lever is pulled something rises out of the ground once:

Lever 1(red colored): A fireball rises up and stops in midair. It moves 10' a round towards someone in the party. It will last for 5 rounds. If it gets within 10' of anyone it blows up and does 3D6 HP of damage. A save cuts the damage in half. Anyone within 10' of it is damaged.

Lever 2(green colored): A stinking garbage pile rises up. A precious item from each of the characters is

teleported inside of it. The party can see their items disappearing. Some of them stick out of the garbage pile. Getting anything out of the garbage pile is dangerous. Each item taken requires a save vs. poison. If it is failed the character is diseased and has their Strength and Constitution decreased by 1 point. A Cure Disease spell removes the illness. A character can only be made sick once by it. If cured of it they can be made sick again.

Lever 3(gold colored): A pile of 500 GP. The party has 1 minute to claim it. After that 1 minute 100 GP disappear every round.

Lever 4(silver colored): A suit of plate mail +1 rises up. It stands there. If the party does not claim it in 3 rounds it animates. A long sword appears in its hand and it attacks the party. If the party defeats it the armor is destroyed.

Plate Armor
(AL LN, MV 120'(40'),
AC 3, HD 2, AT 1,
DG 1D8,
SV F2, MR 12, XP 29)

HP: 16

These things rise up as far away from the party as possible. The cart has a very basic intelligence: present

the levers to whomever is here. It has 10 HP and an AC of 9. If destroyed then the levers cannot be activated. It follows the party around the area. When all the levers have been pulled it ceases to function.

20 Solidness

A Spirit Soldier runs up to the party. He implores them to help him. He explains to them that Pucka-Cruck was supposed to help make them all solid again. Many have been helped but he hasn't received any. Could they help him? This Spirit Soldier cannot become material at all. Fighting him is impossible. From this point on he will run up to the party every 1-3 hours begging for help. He only does this on this level.

Spirit Soldier
(AL LN, MV 120'(40'),
AC 3, HD 2, AT 1,
DG 1D8,
SV F2, MR 12, XP 29)

HP: 16

21 One Third Of Bornis Part 2

A glass circle is in a corner of the room, it is 5' in diameter. Under it is a small vat has been built that is filled with yellow liquid. The glass can take 10 HP of damage vs. AC 9 and then it breaks open. The liquid is acid and will burn anyone that touches it for 2 HP each round they are exposed to it. At the bottom of the vat, 5' down, is a piece of Bornis. When taken from the liquid a small voice says "It burns, it burns, it burns!".

See the One Third Of Bornis Part 1 area.

22 The Fin Answer

A Red Devil Defender stands here with his staff ready. He tells the party that if they answer his riddle he will tell them the secret of the "fin room". They must answer this riddle: "What is in my heart fire or ash?". They get only one chance at it. He will give them some clues:

"I burned but I am still here."

"I may look like I'm gone but I still smolder."

"I was nothing before it started."

The correct answer is "ash". If answered correctly he tells the party that they must touch the fins every chance they get or the room will bite them.

If they answer incorrectly he laughs and tells them he'll just put them there so they can find the secret to the fin room themselves. The party suddenly finds themselves in the middle of the Fin Trap area. If they come back here the Red Devil Defender is gone.

If the party refuses to answer the riddle the Red Devil Defender seem displeased. He says "so no sport with you, so so so, some more would like to meet you.". From behind him 10 Spirit Soldiers enter with their weapons drawn. With another wave of his hand 2 Diamond Zombies fall out of his robes and begin to attack the party as if they have stolen their diamonds. The Red Devil Defender waits for the Spirit Soldiers to reach the party then he tries to paralyze as many characters as he can. He does not use his fire sword.

Spirit Soldiers
(AL LN, MV 120'(40'),
AC 3, HD 2, AT 1,
DG 1D8,
SV F2, MR 12, XP 29)

HP: 9, 7, 6, 8, 9,
6, 5, 5, 4, 3

Diamond Zombies
(AL LE, MV 90'(30'),
AC 5, HD 2, AT 1,
DG 1D8(See Description),
SV F2, MR 12, XP 38)

HP: 10, 11

Red Devil Defender
(AL LE, MV 135'(45'),
AC 4, HD 4, AT 1,
DG Staff 1D6
Sword 1D10
(See Description),
SV F4, MR 11, XP 190)

HP: 22

23 Fin Trap

3 5' tall black fins stick out of the ground in this area. They are moving around in it, the floor is like water to them. One will be close enough to the party each round that every character can touch it. If any character is in the area and does not touch a fin then a trap is sprung on that character each round. The character can make a save vs. death and if he fails a shark's jaws opens underneath him and bites him for 1D10 HP of damage. If the save is made he evades the jaws.

24 Fingerless Hand

A stone hand sticks out of the ground at this spot. It is at a 45 degree angle between the floor and a wall. The hand has a thumb but is missing its fingers. It appears that the hand had only 3 fingers.

If a finger of Three Fingers is found and placed back on the hand it reattaches to it. The hand moves a little as if it is coming back to life. When the three fingers are reattached the hand really comes back to life and out of the ground comes a strange beast.

It is made of white stone but has large sad real animal eyes. The lower half of the face is that of a child's. Its arms grow to the floor and then shrink back up to its chest, a rhythm they have. Its legs are human sized and end in three toed feet. The hands are of the three fingered kind as well. The torso is made of two fat bellies stacked on top of each other.

"I am the Strength Of Three Fingers. I made my home beneath this moon's surface. Right here in fact. Then I found myself buried and powerless. Things came and cut my fingers off, I lost all my strength. But you gave me back my fingers and my strength. For this I thank you. I can help you here for three days and then I must make my way outside. Do you wish my help?" the thing called Strength Of Three Fingers says in a

voice deeper than any of the character's voices.

If the party agrees Strength Of Three Fingers will help them for three days. At the end of three days he starts to fade and must leave. To the surface he must go before he fades totally away. On the moon's surface he will have to travel far away, to the other side of the moon. There he will find the place that will make him strong again.

In one month's time he will reappear to help the party again for three days. And then he must leave again. This cycle will repeat itself as the party is in the Shaymbol. When the Shaymbol quest is complete he will meet the party outside of it and wave goodbye to them. "Our fight together will never be forgotten on this moon. You and your kind have freed us all from the terror of Sun-no. May the Moon Goddess bless you forever." he says to them.

After he has served the party he can still occasionally help them while here. Once a week he will magically appear if the party is in a tough fight and give his assistance to the party. After the fight is over he is suddenly gone.

Strength Of Three Fingers attacks:

Strength Of Three Fingers attacks with his fists. 2 times a round he can strike, each hit doing 1D10 HP of damage.

Once an encounter he can attack three foes two times each(3 foes get attacked twice in one round). Smoke exits from his ears and he moves at three times his normal speed. This increases the distance he can travel.

Every 5 rounds he regenerates 5 HP, the healing occurs only on the 5th round. He glows red while this healing occurs.

Strength Of Three Fingers
(AL LG, MV 210'(70'),
AC 2, HD 10, AT 2,
DG 1D10 1D10
SV F10, MR 12, XP 1700)

HP: 70

25 Barrier

These stairs go up and stop at a landing. There is rubble against one wall. If the rubble is removed it reveals a lock in the center bottom of the wall. It is a lock like the one in the Cruckian Lock area. Each time the lock is turned the wall partly goes up; 3 turns raises the wall completely.

26 Stairs To Level 1

The stairs are covered with yellow sweet smelling and tasting slime on every step. There is enough clear spots on it that anyone can ascend the steps without touching it. The stairs here lead up to the Level 1 Stairs To Level 2 area. After they have walked up the stairs they cannot take the stairs in the Stairs To Level 2 area back here. They must descend all the way back down through the other levels.

27 Y In The Wall

At this spot there is a 5' diameter white Y marked in the wall. The Y rotates slowly but there is nothing physical to it. It is just a visual.

If a Y from the Alphabet area is pressed against it the wall opens up and leads to the Rip 2 area. The pressing of the Y must be precise to align it correctly as it moves. This requires a Dexterity attribute check.

Only Lord Kran and Sun-no can open this place by themselves. For some reason the Y from the Alphabet area does it as well. Perhaps the symbol match and the fact that it is from Pucka-Cruck's palace forces it open?

28 Rip 2

This area is just like the Shaymbol Center area from level 1. The rip has manifested itself here as well as up above. The party if they have the A Piece Of Reality will be able to heal the rip here as well. If the rip is healed here or in the Shaymbol Center then it will be healed in both places simultaneously.

29 White Sword And Armor

Hanging on the wall are the pieces of white plate mail. Pieces are on shelves, hanging from hooks, in pots, etc... . Stuck in the ground is a white two handed sword, about a 1/3rd of it is stuck in. On one shelf is a dark ring and only a ring.

The armor can be assembled and a full suite of plate mail will be usable. If worn the character cannot be affected by the rip in reality. The plate also offers +3 protection against all foes found on level 1. The protection also protects in this way against Sun-no. It acts as a +1 suit of armor against all other foes.

He can also pick up the A Piece Of Reality with his hands, if they he is wearing the plate's gauntlets. Every time the character rests he dreams of

wearing the armor and picking up the A Piece Of Reality. Energy shoots out of it but he does not suffer any consequences.

The sword is devastating against any foe found on level 1. It acts as a +3 weapon. The blade is also effective against Sun-no. It acts as a +1 weapon against all other foes.

If the ring is worn it seems to make the wearer feel more powerful. But when the wearer is on level 1, Lord Kran and Sun-no are aware of where the wearer is at all moments. An attack from the Rip Raiders occurs every 10 minutes. They will keep on sending their minions against them. Use the Rip Raider random encounters.

Some knight came through the rip and tried to defeat Sun-no and Lord Kran. He almost succeeded but they tricked him with a gift given to him by an evil Dwarf Of The Lost Moon. The dark ring he put on but eventually he was killed by his foes from the other side of the rip, the Rip Raiders. They placed his armor and sword deep below in a place that only Sun-no or Lord Kran would know of.

30 3 Boxes

Stacked on top of each other are 3 5' x 5' x 5' black wooden boxes. On each one is a single symbol of Pucka-Cruck: a snake, a scorpion or a shark. There is no way to open the boxes except to break into them. The boxes can take 5 HP of damage and have an AC of 9.

When broken open they reveal that each contains a 1/3rd of the remains of some man, badly decomposed. Each 1/3rd represents a section of the man:

- 1:** head, top part of chest and top of arms.
- 2:** lower part of torso and arms.
- 3:** legs

These are not the remains of the knight from the other side. They have been put here close to his weapons to confuse anyone who has come in search for him. The remains if probed by magic will tell whomever is asking it questions that it is indeed that knight. If they somehow bring this person back to life it will be an evil 7th level fighter who is still loyal to Pucka-Cruck. A Resurrection spell or power will work on it.

He tells them when alive that he can't remember much but he has foes to defeat. He will want the armor and weapon from the White Sword And

Armor area. When armed and at full strength he will begin attacking the party. "Forever For Pucka-Cruck!" he will yell as he attacks.

Evil Fighter
(AL LE, MV 120'(40'),
AC Armor, HD 7, AT 1,
DG Weapon,
SV F7, MR 12, XP 440)

HP: 40

31 Treasure Triangles

On the floor and 2 walls is a white triangle. The ones on the wall are 3' in diameter. The one on the floor is 10' in diameter. If the ones on the walls have a hand placed in their center at the same time treasure materializes in the center of the triangle on the floor:

333 Platinum Pieces
333 Gold Pieces
333 Silver Pieces
3 potions of Invisibility
3 potions of Cure Serious Wounds
3 potions of Neutralize Poison
3 Daggers +1
3 Quivers of Arrows +1
(33 in each)
3 Short Swords +1
1 Rod Of Resurrection(9 charges)
1 Rod Of Striking(11 charges)

1 Rod of Absorption
(ready to absorb 50 spells)

If one or both of the hands are removed from the triangles whatever is in the treasure triangle disappears again. Putting the hands back causes them to reappear. Only that which is in the triangle at the start will disappear and reappear. Once taken out of the triangle it will no longer disappear when the hand(s) are removed.

32 Alphabeter

There are 3 black tables in the center of the room, 5' x 5' and 3' high. They are placed so they make a U formation. Each has a black cloth covering it, going 2' down to the ground. Resting on them are all the letters of the alphabet. They are 1' x 1' x 1' white stone letters. None of them are magical, just white stone. There are 3 copies of each letter, from A-Z.

While the party is looking at them a Command Crawler crawls out from underneath one of the tables. It must have been attached to the bottom of one of the tables. If investigated before that they will not see it though. The Command Crawler does not talk in its usual noise but speaks perfectly to the party. "I am the Alphabeter. These letters are

mine. I have carved them out of the palace of Pucka-Cruck. You can have some if you wish. But in turn I ask you to bring me some more stone from the Pucka's stone.”.

If the party agrees to bring him some more stone from Pucka's likeness he points down the hall to where it can be found. The place they can find it is in the Cruck's Stone area. He says he cannot go there anymore because Pucka-Cruck himself has threatened him. But he has not threatened the party, so they can do it for him. If asked how to carve out chunks he does not know. He has used his teeth, maybe the party can use theirs?

The stone there does not look like Pucka-Cruck but the Alphabeter does not know this. He has not been there for a long time. If the party tells him this he will be most confused. He will not understand what has happened to the master's likeness. Have they seen it anywhere else around here?

Alphabeter attacks:

The Alphabeter lacks the command power of a Command Crawler. He instead has the ability to chisel things out of stone with his teeth, tongue and words. With these he can also fight. Any character he attacks and scores a hit against will take 1D4 HP of damage. The opponent's armor also is damaged in

the attack, if any is worn. Each hit lowers its AC value by 1. It takes 3 more hits after that to lower it again by 1. Even magical armor is damaged. Repairs will need a blacksmith, armorer, etc... someone who can repair it. With its teeth and tongue it can melee attack. With its words it can attack up to 50' away.

Alphabeter
(AL LE, MV 150'(50'),
AC 4, HD 4, AT 1,
DG See Above,
SV C4, MR 8, XP 190)

HP: 31

33 Confusing And Biting Rubble

The floor is littered with grayish white stones, 300 of them. They vary in size from 1' to 3'. Each has had a mouth with sharp teeth carved in them. About 50% of them will bite anyone that touches them for 1 HP of damage. Each round a biting stone is held it will bite again.

The other 50% will start to talk gibberish to whomever picks them up. A character that picks up a talking stone up must make a save vs. spells or suffer the effects of the Confusion spell(4th level magic user spell). The spell functions the same but only for the character that picked it up. Each

round that the stone is held a save must be made. If the character is Confused he will drop the stone. Putting the stones in a sack will have the same effect. Each round the stone will bite or confuse whomever is holding the sack. If the sack is not held then nothing happens.

These were stones the Alphabeter tried to teach things too. He showed them his alphabet letters and they could not pronounce what he put in front of them. Eventually he gave up and left them here. He does not know where they came from but suspects they too came from the palace of Pucka-Cruck. The Alphabeter will not touch them, he will tell the party to take them back where they got them.

34 Stones Attack

As the party enters the area they hear loud grumbles coming from all sides. Then a large 30' diameter stone that looks like a Lost Lune falls from the ceiling and lands in front of the party. The shock wave from the stone landing knocks every character to the ground for a round. The stone has a huge crack in it, from its fall.

Then the stone blasts apart and 6 Lost Lunes are left standing there. When the party gets to their feet they are close enough to engage in hand to hand combat. The Lost Lunes automatically win the first round's

initiative.

Lost Lunes
(AL LE, MV 120'(40'),
AC 2, HD 3, AT 1,
DG See Description,
SV F3, MR 12, XP 80)

HP: 22, 19, 18, 15, 12, 10

35 Cruck's Stone

Floating 10' above the ground is a 20' x 20' x 20' rectangular white stone. There are chunks cut out of it all over its surface. This is a stone from the palace of Pucka-Cruck. He has had it sent here to embed in the Shaymbol. This will make linking the two places easier. So far though the substance of the stone will not allow it to integrate it with the Shaymbol, thus it just floats. He wishes the problem solved.

The stone glows red though it is white. Anyone who has seduction points and touches the stone will be healed by the number of seduction points they have. This only works once a day.

On the bottom of the stone is a large crack running 10' long and 2' wide. If anyone places their hands in it they can find good sized chunks of the stone that can be pulled out. The Alphabeter will accept these chunks, they are large enough for him to work with. The party should be able to get

14 of them out of the crack.

Trying to cut the stone always fails. Each attempt makes a loud noise that may draw the attention of a couple of Red Devil Defenders. Roll a D4 for each attempt. On a 1 they appear and are irate. "First the Alphabet Crawler and now you are desecrating the palace stone. We will grind you underneath it once we are done!" one of them says and then they attack.

The Red Devil Defenders can make the floating stone move and strike an opponent, in addition to their other attacks. The stone attacks as a 2 HD monster and if it hits anyone it does 1D8 HP of damage. It can move 50' a round and then it immediately returns to its normal floating position.

Red Devil Defenders
(AL LE, MV 135'(45'),
AC 4, HD 4, AT 1,
DG Staff 1D6 Sword 1D10
(See Description),
SV F4, MR 11, XP 190)

HP: 19 each

36 One Third Of Bornis Part 3

10 pedestals are lined up in a row across one wall. Their stands are of a snake, the foot of a scorpion and the top of a shark with its mouth open.

Their color is black. Each round fire comes down and completely engulfs 3 of them.

On one of the pedestals is a piece of Bornis. At the beginning of each round the piece teleports from one of the pedestals to another one. The fire can come down at any moment in the round and will wait if a character is reaching for the piece. There is a 1 in 3 chance that when they reach for it fire will come down on the character. If it does he takes 3D4 HP of fire damage, a save vs. spells cuts this in half.

See the One Third Of Bornis Part 1 area.

37 The Triangle

Before the party is a black 10' diameter triangle, floating 1' off the ground. It is 5' away from a wall and is so thin that one cannot perceive it from the side. Only the top and bottom are visible. The thing is material and is ice cold to the touch. Trying to move it is impossible, it floats as though it is built into the ground.

If looked at for more than a minute stars and planets appear. The world around the character becomes rainbow colored. It seems as though the character is moving through space and time. Before him dancing is a snake, a scorpion and a shark. 3

voices can be heard, 2 males and one female, "Do you see me before you? I am 3 but you are one. Join me in infinity, join with the 3." In his hand he holds a necklace with a triangle symbol, at its 3 points is a black snake, scorpion or a shark.

If the character puts the necklace on nothing happens. The next time he fights any minion of Pucka-Cruck then the necklace becomes dangerous. It tightens around the character's neck and the points begin attacking the character. Each round the points do 1 HP of damage to the character. This continues until the fight with Pucka-Cruck's minions is over.

After that point it is impossible to remove the necklace. A Remove Curse spell or something with that power must be used to get the necklace off of the throat of the character. Each time he fights a minion of Pucka-Cruck the damage that was done above reoccurs, the same thing happens.

38 A Small Stairs

A Red Devil Defender walks the area. He is cursing himself. When he sees the party he seems relieved. "I need you to go a little deeper for me. I've lost my weapon and I believe my brethren have put it down below. Will you go and get it for me?" he says to the party. If they agree he hands

them a ½' diameter glass ball with some small stairs in it. "Just rub the ball and it will take you all down. Rub it again at the beginning place and it will bring you back here." he tells the party. The ball is a the magical item known as the Small Stairs.

The Red Devil Defender will fight unarmed and do 1D4 HP of damage per hit. If killed the party will find the glass ball on him but not know how to use it.

If the party returns to this area after using his Small Stairs he will not be here. His armor will be lying on the ground and a broken staff will be next to it. The Small Stairs will fall out of the party's possession and roll towards the clothes but that is all. It can be picked up again and used.

Red Devil Defender
(AL LE, MV 135'(45'),
AC 4, HD 4, AT 1,
DG See Above,
SV F4, MR 11, XP 190)

HP: 22

39 A Finger In The Claw

A 10' tall black rock hard clay statue of the Scorpion sits here. The lower pincer of one of its claws has broken off. Something has been stuck in its place. It is a finger that belongs to Strength Of Three Fingers.

40 Pink Rod

As the party enters the area they see a naked Red Devil Defender playing with a wand. He is standing on a pink rug and is mumbling something about wanting "woman". The wand begins to glow pink and he looks pleased. He briefly turns into a woman and then everything goes crazy. She can be heard screaming that something has gone wrong and then everything twists and becomes one.

Laying on the ground where the rug and devil were is a pink rod. It looks like the woman but has been shrunk and made to be a metal rod. It is a Rod Of Resurrection with 3 charges in it. Every time it is used the user has to make a save vs. spells or their sex changes permanently to the opposite sex.

When the party has taken the rod 2 Red Devil Defenders enter. They are talking about using the new

toy that Viton has made, it should provide them endless hours of amusement and maybe pleasure. They will notice the party immediately, the rod will disappear. "We want the toy! Give it to us!" the devils yell at the party. After that they attack.

If anyone in the party takes 20 HP of damage from them the rod appears in the hands of one of the devils. He laughs "The toy knows who knows how to play with it!". If this doesn't happen and the devils are defeated the rod appears in one of the devil's hands.

Red Devil Defenders
(AL LE, MV 135'(45'),
AC 4, HD 4, AT 1,
DG Staff 1D6 Sword 1D10
(See Description),
SV F4, MR 11, XP 190)

HP: 28, 26

41 Stairs

Stairs that appear to lead to level 6 descend here. Anyone taking them will find themselves in a 20' x 20', 50' deep pit in the middle of the area. The stairs will seem endless until everyone is on them and the last character has gone 10' down. The stairs are no longer there after the party has been put in the pit. One is exchanged for the other.

The stairs if probed for being magical will reveal that they are. When probed they will flicker out for 10 seconds, the pit will flicker in for 10 seconds and then things will return to normal. The party will find themselves turning and looking at the pit when it appears. Anyone over the pit will not fall in, it is just an illusion at this point. Those on the stairs will find themselves floating in the air.

If the party cannot escape and has been in the pit for 1D6 days a Red Devil Defender will appear and offer his assistance. He will tell them that he does not like serving Pucka-Cruck and wishes to end his servitude to him. He will bring them out of the pit and fight with them from now on. Though evil he knows that he must destroy what has enslaved him.

Red Devil Defender
(AL LE, MV 135'(45'),
AC 4, HD 4, AT 1,
DG Staff 1D6 Sword 1D10
(See Description),
SV F4, MR 11, XP 190)

HP: 32

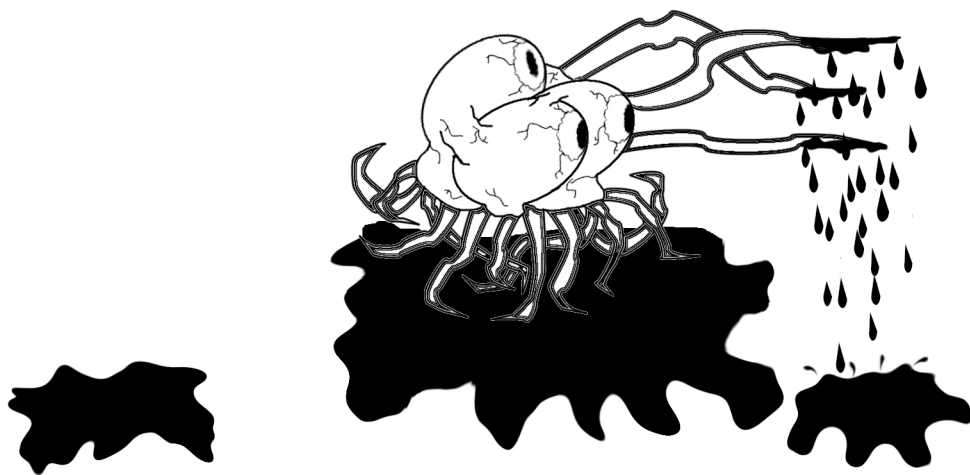


Level 6

Abandoned by Sun-no but populated by Lord Kran's men, this level is very dangerous. The Little Kills are roaming and devouring what they can find. Some like the Feasters know how to deal with them. Other's like Lord Kran's men and the Vx do not. No one is safe!

Frequent Encounters

Little Kills



No. Enc.: 1
Alignment: Chaotic Neutral
Movement: 450'(150')
Armor Class: 5
Hit Dice: 3
Attacks: See Below

Damage: See Below
Save: F3
Morale: 12
Hoard Class: VII
XP: 135

A swarm of strange crawling creatures. 1-3 very small human looking eyes with a mass of sharp tentacles sticking out of the bottom of each eye. The Little Kills are a creature native to the deeps of the moon. Normally they eat whatever grows there. But now the Shaymbol has gone deep enough that they have become a threat to any living thing. Hundreds of them fill a 10' square up, 2' high at least. Anything that is in that square will be covered by them. The covered are allowed a saving throw vs. death. If they make it they resist the swarm. If not they lose(roll a D6):

1-4: 25% of their current HP.

5: 50% of their current HP.

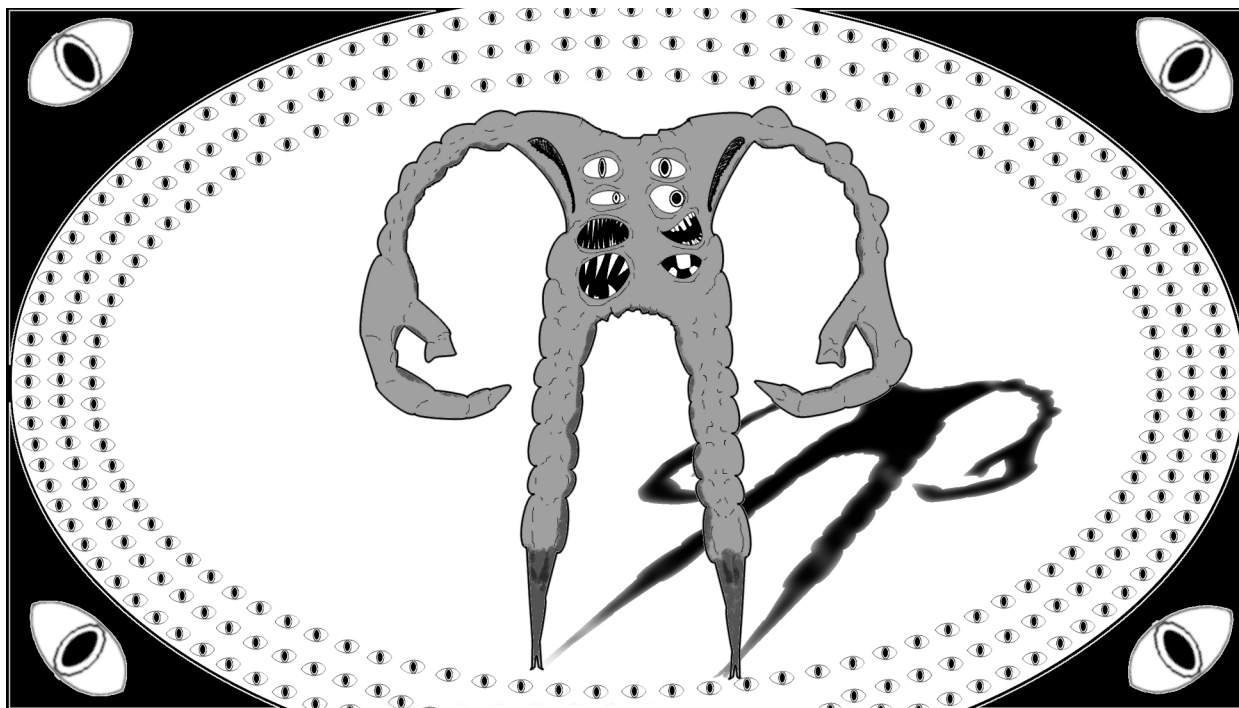
6: Roll again but they do not move on to a different foe when the amount of HP removed is determined. They attack the foe as below the next round and then move on to a different foe if one hasn't been drained. Otherwise they keep attacking the foe until dead.

Once they have sucked some HP out of an opponent(s) they move to a new square looking for food. Attacking the mass requires an area attack of some kind. Attacking them with a weapon does nothing to the swarm mass, just mildly disrupting it.

If the Little Kills attacks an opponent they have already drained of HP each subsequent attack does 1D10 HP of damage if the saving throw vs. death is failed. This they will do if they have drained every possible opponent or for some other reason they begin attacking a drained character.

The Little Kills are not dangerous unless in a mass. If the mass is broken up then it cannot harm anyone. To break it up sufficiently at least half of the mass must be separated from the other half. Then it becomes a mindless mass moving randomly around.

Feasters



No. Enc.: 1-4

Alignment: Chaotic Neutral

Movement: 120'(40')

Armor Class: 4

Hit Dice: 5

Attacks: 1(See Below)

Damage: See Below

Save: F3

Morale: 9

Hoard Class: V

XP: 500

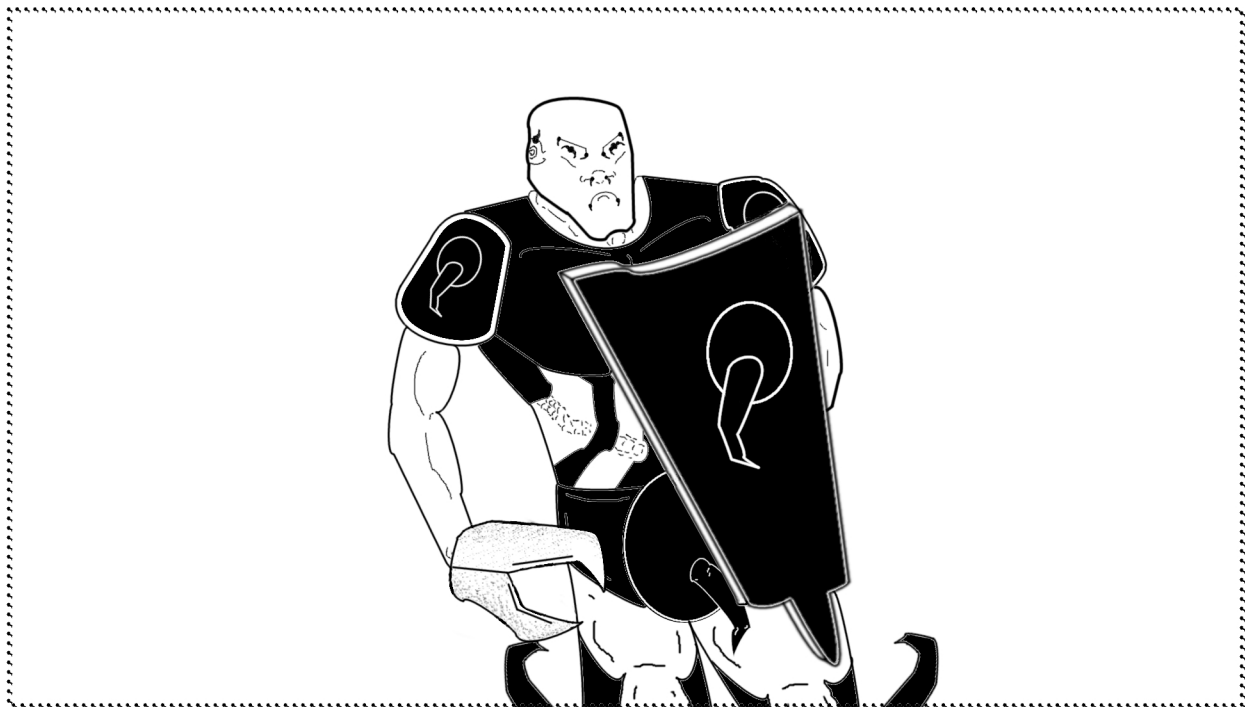
Another denizen of the deep moon that has made its way onto this level. Typically they'd go to the surface and feast on Dwarfs Of The Lost Moon. They appear as gray hairless creatures with very thin arms and legs. Their hands consist of one 3' finger and a 6 inch thumb. The head and torso are one. The head/torso has 8 eyes on it. When it attacks the eyes suck back in and the sockets become mouths. The mouths expand and become filled with different types of teeth. It then tries to bite something close to it. If it hits roll a D4, this indicates the number of mouths that have hit their opponent. The first bite does 1D4 HP of damage. Each additional bite after that does +2 HP of damage(no need to roll more damage). If 4 bites hit the Feaster can roll one more time to see if it hits. If it does repeat the above procedure but it does not get to attack

again if a 4 hits/bites are rolled.

When an opponent is killed it will begin devouring its body. Each round that it feasts heals it for 10 HP of damage. A human or smaller body it will devour in 3 rounds. It will stop consuming anything larger then that after 4 rounds, leaving the body for a snack later on.

Feasters when they are not fighting can generate illusions. These can only be used to trick others into thinking that they are non-threatening. The illusions cannot cover up traps or cause harm to anyone. Most sentient creatures immediately fall for their illusions. Those such as the undead or a being with innate magical abilities can see through them.

Scorpions Of Kran



No. Enc.: 4-12(1D12 where 1-3 becomes 4)

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 5

Hit Dice: 2

Attacks: 1 or 2

Damage: Claw 1 1D6 Claw 2 1D4

Save: F2

Morale: 11

Hoard Class: I

XP: 29

Basic soldiers that have entered Kran's service. They have been tasked to guard the Kranites further. They wear black leather armor and their black shields have the scorpion stinger symbol on them. Their heads have been shaved bald and painted white to appear more like Kran. A Scorpior's boots are designed to look like they are scorpions stingers but are not dangerous.

For a weapon one of their hands turns into a scorpion claw. When they attack with one they do 1D6 HP of damage. If they are reduced to less then 25% of their HP they discard their shields and their other hand becomes a scorpion claw. This adds a second attack that does 1-3 HP of damage(1D6/2, round up). Their AC becomes 6 when they do this.

Kranites



No. Enc.: 1-2

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 3

Hit Dice: 5

Attacks: 1

Damage: See Below

Save: C5

Morale: 12

Hoard Class: VI

XP: 350

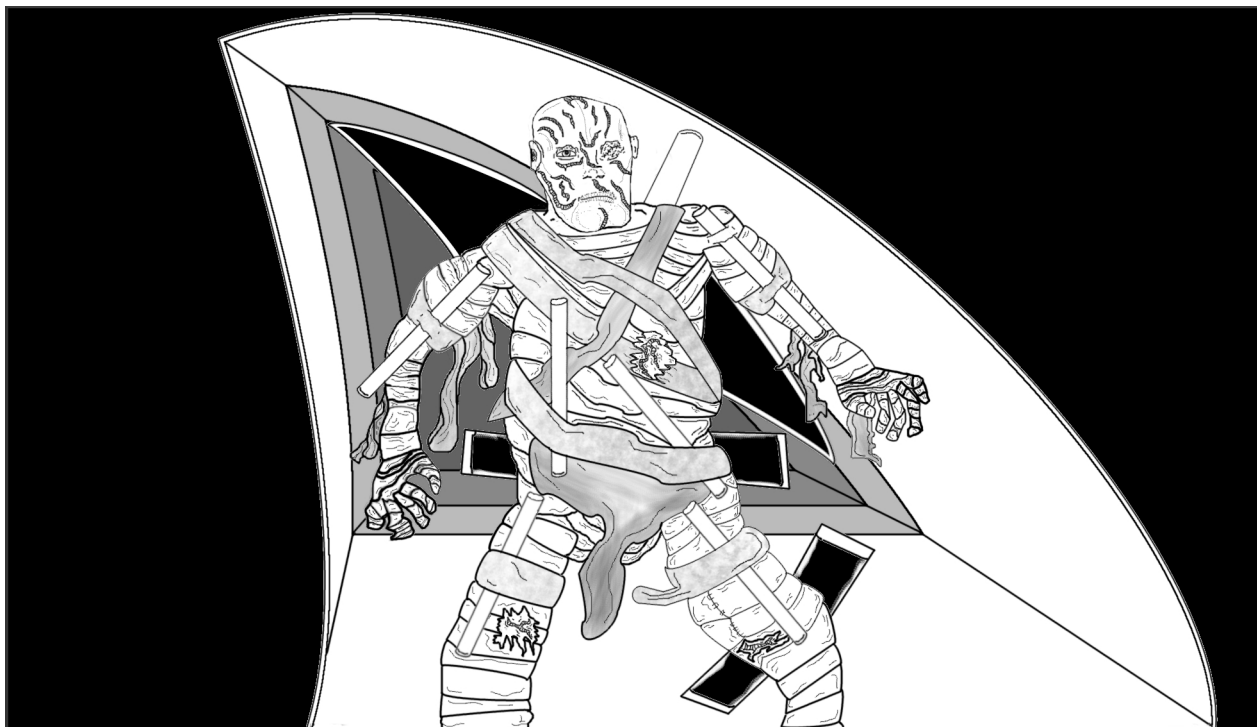
Servants of Lord Kran who have been sent here to seek refuge from Sun-no. She sensed they were massing an attack on her and ordered them all killed. Lord Kran made sure his valuable servants would be safe until he could mollify Sun-no.

They appear as white skinned men with red scorpions tattoos on their bald heads. They wear red robes. On their hands and feet snake skinned boots and gloves are worn. When they attack one of their fists emits a red energy field. Out of the field a(roll a D6):

1-4: A scorpion claw emerges to attack. If it hits it does 1D8 HP of damage.

5-6: A scorpion stinger emerges to attack. If it hits it does 1D4 HP of damage. A saving throw vs. poison is required or the opponent suffers -2 to hit and damage for 3 rounds. The poison though deadly does not kill, it inflicts great pain. Spell casting is impossible while the poison is in effect.

Kran's Shark Men



No. Enc.: 1-4(1D4)

Alignment: Lawful Evil

Movement: 90'(30')

Armor Class: 6

Hit Dice: 4

Attacks: 1

Damage: See Below

Save: C4

Morale: 9

Hoard Class: III

XP: 135

Another servant of Lord Kran that he has sent to this level. Though not sentenced to death by Sun-no he fears for their safety. They appear as bald white skinned men with terrible shark bites all over their faces. Their bodies are covered with bandages, they are kept together with metal rods that are embedded all over them. On their backsides are attached black metal plates of different shapes. Some look like fins, others like rectangles.

These men are typically created in a ritual that summons a great shark that bites them. Each night after the first shark bite another great shark comes and bites them again. This goes on for a week and then they have become one of Kran's Shark Men. They must be attended to while this is happening. Bandages must be wrapped around them and metal added to their bodies. The shark bites that give them power also almost completely destroys them. If not

cared for the change would destroy them totally.

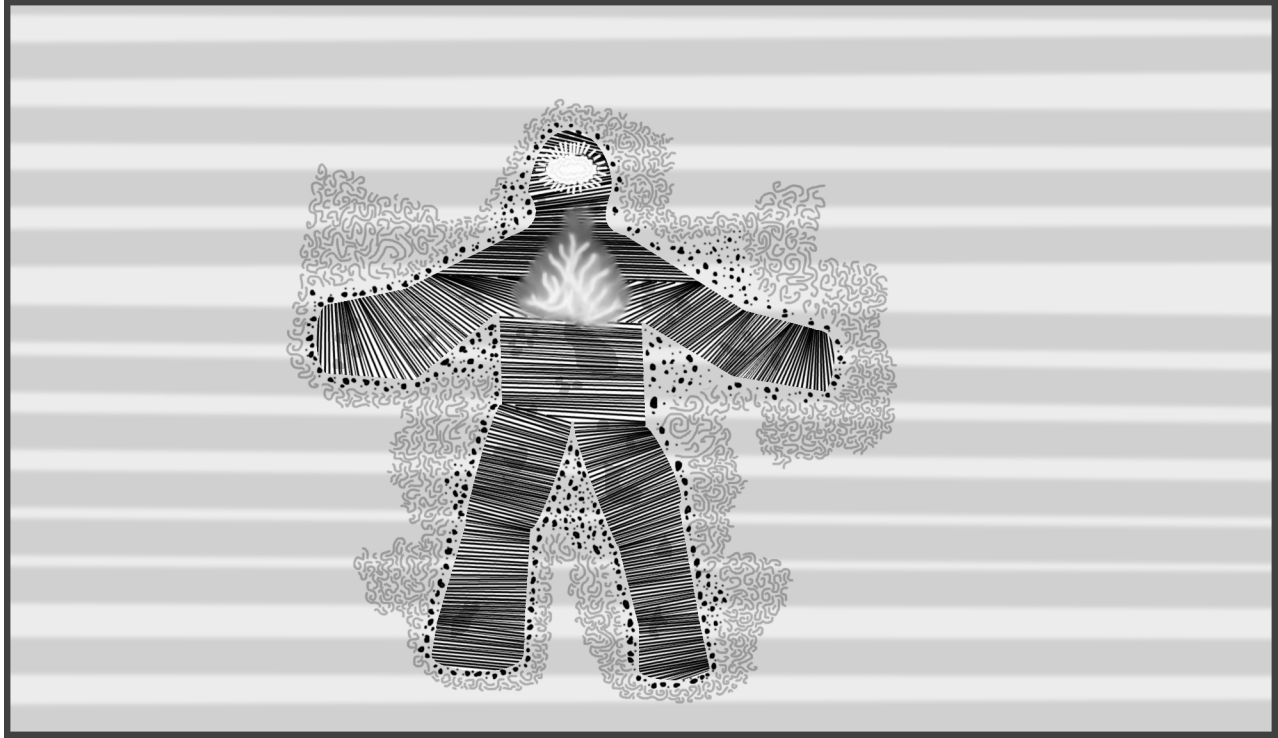
When they attack they channel the power of the sharks that have done this to them. Around their bodies a great shark forms and the two acting as one bite their opponent. If hit the opponent takes 1D10 HP of damage and another roll must be made(a D10):

1-4: Opponent is thrown 10' in some direction the Kran's Shark Man chooses. Must be 180 degrees in front of him.

5: Opponent is severely wounded, suffers a puncture wound and bleeds 3 HP extra every time they are hit. This lasts until a healing spell is cast on the wounded or he is bandaged up and rests for 24 hours without activity. This does not stack, the extra damage stays at 3 HP even if it happens more than once.

6-10: Nothing.

Vx Elemental



No. Enc.: 2-4(1D4, where 1 is a 2)

Alignment: Lawful Neutral

Movement: 90'(30')

Armor Class: 4

Hit Dice: 2 + 4

Attacks: 1

Damage: Eye Blast 1D4 Fist 1D6

Save: F2

Morale: 12

Hoard Class: I

XP: 59

A type of elemental from the other side of the rip. They have been forced by the magic of the Vx to become their servants and warriors. They appear as a slow moving man shaped/sized storm of winds and chunks of dirt. In the center of their heads is a glow that is their one eye. In their heart area can be seen a raging fire.

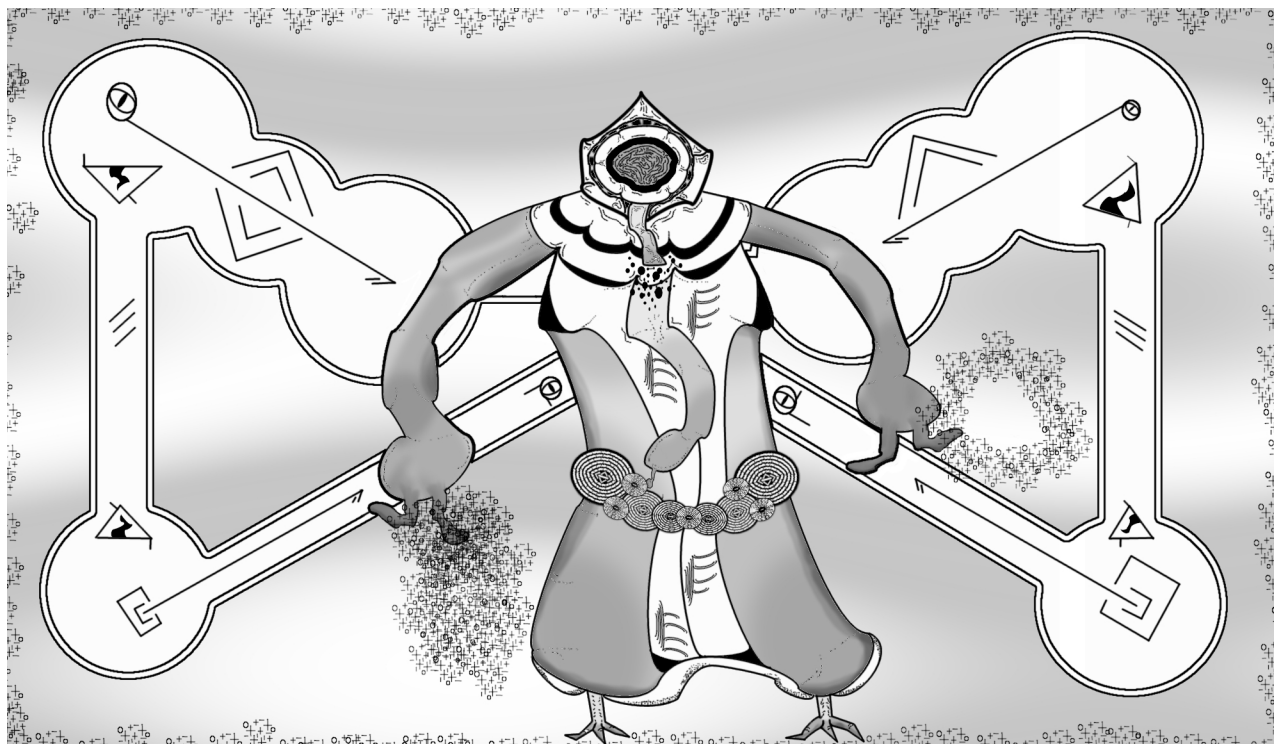
They attack either with a blast from their eye or a fist. The eye blast can reach 50' away and does 1D4 HP of damage. After they hit with their blast they can instantly teleport next to what they hit. Their fist does 1D6 HP of damage.

When one of these die some energy is released that affects other Vx Elementals up to 30' away. They attack for 2 rounds at -1 to hit and damage.

These penalties can stack if multiple Vx Elementals die at the same time.

A Vx can kill a Vx Elemental with just a touch of one of their tentacles. Vx Elementals are immune to fire and electricity attacks. Such attacks are absorbed by the Vx Elemental. Its natural habitat has plenty of electricity and fire, they are like grass to them. Also because of the Vx mental domination they are not affected by mind and sleep spells/powers.

Vx



No. Enc.: 1-2

Alignment: Lawful Evil

Movement: 120'(40')

Armor Class: 3

Hit Dice: 5

Attacks: 1

Damage: See Below

Save: MU5

Morale: 8

Hoard Class: VI

XP: 950

Great mage beings from the other side in the rip of reality. They appear as 7' tall scaly beings with 3 tentacles. One to each side and one in the middle of the chest. They have 2 legs that are insect like. They cover their bodies in pink

and purple robes that are cloth and chain mixed together. For facial features they have one large pure red eye and something like a small elephant's trunk for a mouth. Little dark energy bubbles are constantly floating out of the end of the trunk. They travel for a few feet and then pop. The Vx speak through mental powers, their voices are heard coming from above their eye. If they are male or female, it can never be determined. It seems like half of the time a particular Vx is male, the other half it is female.

They are beginning to worship Lord Kran. Pucka-Cruck's presence is known but they are very impressed with the servants of Kran on this level. Pucka-Cruck is beginning to suspect this but Lord Kran himself knows nothing about it. They may return with the servants of Kran here when they ascend back to their master, Lord Kran. They can do several things:

- 1:** Teleport to anywhere in sight. This they can do 3 times an hour.
- 2:** Create an energy shield around themselves. This can absorb 10 HP of damage. Every attack against the Vx is absorbed by this shield. Damage is rolled even if the attacker misses. Damage that exceeds the remaining HP is still absorbed. The shield collapses immediately. This they can do once every 3 rounds. One shield can be created at a time. Attacks outward from the Vx pass through the shield.
- 3:** Fire dark energy bubbles every round out of their trunk. This can reach up to 50' away and does 1D6 HP of damage. If 1 HP of damage is done the bubbles don't pop and the target must make a save vs. spells or they cannot move for 1 round.
- 4:** Fire a red energy ball out of their eye every 5 rounds. This can reach up to 50' away and does 2D6 HP of damage to anything within 10' of its explosion. A successful saving throw vs. spells cuts the damage in half.
- 5:** Mind attack an opponent who is up to 10' away. The opponent must make a save vs. spells or come under the control of the Vx. This lasts for 10 rounds or until freed by something that dispels magic. This can be used once every 10 minutes(1 turn).

Random Encounters

There is a 1 in 6 chance of a random encounter occurring every 2 turns. When one occurs roll a D20:

1-5: A Little Kills comes roaring towards the party. They have 2 rounds before it picks up their scent. If the party gets 200' away from their current position there is a 50% chance it will miss them.

Little Kills
(AL CN, MV 450'(150'),
AC 5, HD 3,
AT See Description,
DG See Description,
SV F3, MR 12, XP 135)

HP: 15

6-10: A group of 5-12(1D8 + 4) Scorpions Of Kran come patrolling the area. They are looking for Little Kills, paying attention to the ground. They will not see the party for 1-3 rounds. When they do they decide that they are a threat that must be dealt with.

Scorpions Of Kran
(AL LE, MV 120'(40'),
AC 5, HD 2, AT 1 or 2,
DG Claw 1 1D6 Claw 2 1D4,
SV F2, MR 11, XP 29)

HP: 10 each

11-15: 4 Vx Elementals are searching for Little Kills. The Vx want more of them. They will probe the party to see if they have any Little Kills on them. "Where are they... kills so little... do you have any?" they will ask. If the party has encountered a Little Kills and fought it they will detect their presence and decide that they do have one on them and attack. If not then there is a 50% chance they will decide that the party does not have one on them. Then they move on.

Vx Elemental
(AL LN, MV 90'(30'),
AC 4, HD 2+4, AT 1,
DG Eye Blast 1D4 Fist 1D6,
SV F2, MR 12, XP 59)

HP: 20 each

16-18: 2-4 Feasters appear. They will be their selves but quickly change into friendly looking men with bottles of liquor in their hands. The party will see them slightly flicker and wonder why they did that. "Come drink with us?" they will yell at the party. When the bottles are passed around to the party they will reveal themselves and try to feast on the party. If rolled more then once alter the scenario but always include food and drink as some way of getting the party close.

Feasters
(AL CN, MV 120'(40'),
AC 4, HD 5, AT 1,
DG See Description,
SV F3, MR 9, XP 500)

HP: 24 each

19: 2 Kranites and 6 Scorpions Of Kran are heading to the Vx area to demand an answer as to why their portal isn't working. The Kranites will send the Scopiors against the party while they continue on their way to the Vx area. If the party follows them they will be waiting in the Suction Field area.

Kranites
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV C5, MR 12, XP 350)

HP: 20, 30

Scorpions Of Kran
(AL LE, MV 120'(40'),
AC 5, HD 2, AT 1 or 2,
DG Claw 1 1D6 Claw 2 1D4,
SV F2, MR 11, XP 29)

HP: 10, 14, 15, 9, 7, 9

20: Sun-no telepathically communicates with the party. She tells them that she is not their enemy. The Kranites on this level are. A key like the one in the More Dead Men area appears in one of the character's hands. "Open the door with the white scorpion symbol on it. Scratch the symbol." she tells them. If the party does this they get +1 to hit and damage against all the servants of Kran on this level. When they begin to do this the party becomes allied with Sun-no. If they

fight Sun-no they suffer a -1 to hit and damage against her. This penalty only lasts one week.

In the areas controlled by Lord Kran's men use these random encounters, roll a D6:

1-3: 6 Scorpions Of Kran are heading out. They will be alarmed to see the party. There is a 1 in 4 chance that one of them will run off and return with 3 more Scorpions.

Scorpions Of Kran
(AL LE, MV 120'(40'),
AC 5, HD 2, AT 1 or 2,
DG Claw 1 1D6 Claw 2 1D4,
SV F2, MR 11, XP 29)

HP: 11, 13, 12, 8, 8, 9, 7, 11, 13

4-5: 3 Kranites know the party are here and are not surprised when they find them. Each time one is killed there is a 1 in 4 chance that he will explode and 2 Scorpions Of Kran will be standing there ready to attack the next round.

Kranites
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV C5, MR 12, XP 350)

HP: 23, 29, 33

Scorpions Of Kran
(AL LE, MV 120'(40'),
AC 5, HD 2, AT 1 or 2,
DG Claw 1 1D6 Claw 2 1D4,
SV F2, MR 11, XP 29)

HP: 8 each

6: A Kran's Shark Man appears. He seems pleased to meet the party. He tells them that he is a prisoner and will show them where some food and weapons are stored. If the party follows him 3 more of Kran's Shark Men appear a round or so later right behind the party. The first Kran's Shark Man stops the party and tells them to turn around. That's when they attack.

Kran's Shark Men
(AL LE, MV 90'(30'),
AC 6, HD 4, AT 1,
DG See Description,
SV C4, MR 9, XP 135)

HP: 22, 18, 17, 23

In the areas controlled by the Vx use these random encounters, roll a D6:

1-4: 4 Vx Elementals appear and attack the party.

Vx Elemental
(AL LN, MV 90'(30'),
AC 4, HD 2+4, AT 1,
DG Eye Blast 1D4 Fist 1D6,
SV F2, MR 12, XP 59)

HP: 20, 11, 14, 9

5: A Vx and 6 Vx Elementals are looking for a Feaster that has stolen some food. It appears to have escaped them. They think the party is the Feaster they are searching for. As they attack they will demand the food be returned

Vx
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV MU5, MR 8, XP 950)

HP: 28

Vx Elemental
(AL LN, MV 90'(30'),
AC 4, HD 2+4, AT 1,
DG Eye Blast 1D4 Fist 1D6,
SV F2, MR 12, XP 59)

HP: 19, 12, 13, 11, 14, 8

6: 3 Vx appear and are displeased with the party. Why did they not clear their entrance to this area with them first? They decide it's too late and they must be treated as enemies.

Vx
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV MU5, MR 8, XP 950)

HP: 22, 18, 14

Dungeon Section

1 Start

The area is empty. From the connecting hallways the party can hear men running around. They seem to know the party is here and are yelling orders at one another.

At one spot one can very dimly see stairs ascending into the ceiling. There is no substance to it, everything passes through it.

2 Dead Men

The noise the party heard at the Start area was coming from here. There are 10 corpses littered around the room. The remains are ripped up, it's hard to say what they were. But they are fresh corpses. There are destroyed shields next to many of the bodies. The shields might have some kind of symbol on them, perhaps a scorpion. Were they fighting something?

3 More Dead Men

Another area filled with dead men. The same as the Dead Men area but there are 15 corpses scattered around. There is one corpse that is holding a key that ends in a metal scorpion stinger.

4 Comes The Little Kills

Something moves quickly as the party enters the area and then is gone. After the party moves 10' the thing appears and notices the party. It is a Little Kills, freshly sated from killing a large amount of Scorpions Of Kran. It is not as hungry now and will wait for the party to do something. If they don't move for 5 rounds it runs off, if they move it focuses on them and decides to consume the party.

This Little Kills will be found here again 8 hours later if it leaves.

Little Kills
(AL CN, MV 450'(150'),
AC 5, HD 3, AT See Description,
DG See Description,
SV F3, MR 12, XP 135)

HP: 15

5 Locked Door

The black steel door lacks any doorknob but it appears like a door. Painted on it is a large white scorpion. If the key from the More Dead Men area is scratched against the scorpion the door swings open.

6 Discussion

A 20' x 10' x 3' wooden table is situated in the center of the room. On the wall behind its center is large 10' wide black shield with a white scorpion painted on it. Seated at the center of the table is a Kranite. Divided and sitting on both sides of him are 10 Scorpions Of Kran. They are talking about what to do with the Little Kills menace. There are enough chairs for them to sit at the table but no more.

One of the Scorpions suggests getting the wizard they have to blast them with fire. They've seen that work once. The Kranite agrees that might be the best idea. Then he spots the party and rises up and points at them. "Intruders!" he yells. The Scorpions rise up and begin to move towards the party. The next round they will be able to attack.

If the party did not shut the door in the Locked Door area a Little Kills

enters the room 7 rounds after the party does. It does not care what it attacks as long as its prey is close. The Kranite if still alive will run off for Craster in the Kran's Caster area. They need him to kill the Little Kills. When they return Craster will be armed with his Wand Of Fireballs which he will use exclusively on the Little Kills. He will use his spells on the party and save his wand for later.

Kranite

(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV C5, MR 12, XP 350)

HP: 28

Scorpions Of Kran

(AL LE, MV 120'(40'),
AC 5, HD 2, AT 1 or 2,
DG Claw 1 1D6 Claw 2 1D4,
SV F2, MR 11, XP 29)

HP: 9, 11, 8, 9, 7,
12, 10, 7, 9, 5

Little Kills

(AL CN, MV 450'(150'),
AC 5, HD 3, AT See Description,
DG See Description,
SV F3, MR 12, XP 135)

HP: 13

7 Kran's Caster

A man wearing a blue robe and wearing a red headed wig that has been shaped to look like a bunch of scorpion stingers on top is in this room. He stands at a pulpit leafing through a book on Pucka-Cruck. He is trying to understand better where Kran stands in relation to their lord. A wall next to him is covered by one large book case. It holds books on the history of the moon and spell craft. The man will introduce himself to the party as "Craster". He will think that the party must be more men who wish to become Scorpions Of Kran. "Today is not the day for that. I will be willing to make you Scorpions Of Kran in 3 days when the moon is filled with the presence of Pucka-Cruck." he tells the party. Then he tells them to leave and go and wait for his call. Back to his book he turns.

Craster is a wizard who serves Lord Kran and worships Pucka-Cruck. He will grow impatient with the party if they do not leave and will quickly realize that they do not belong here. When that happens a puff of smoke explodes around him. This lasts for 2 rounds, giving him enough time to flee to Craster's Chamber where he will lock the door behind him.

Craster
(AL LE, MV 120'(40'),
AC 2, HD 9, AT 1,
DG Dagger + 1 1D4+1,
SV MU9 , MR 9, XP 1700)

HP: 25

Spells:

- 1: Burning Hands,
Magic Missile x 2
- 2: Invisibility, Levitate,
Phantasmal Force
- 3: Flame Arrow x 2,
Lightning Bolt
- 4: Fear, Wall of Fire
- 5: Cone Of Cold

8 Craster's Chamber

The room has a water filled glass bowl, 10' in diameter. There are steps next to it that one can walk up and into the bowl. This is Craster's bed. At night he walks into the bowl and turns into a small shark. While in this form he rests and is closer to Pucka-Cruck than in any other form.

Around the room are 3 10' red rugs that have been cut to look like a snake, a scorpion or a shark. The shark shaped rug covers a water filled glass bowl, 3' in diameter. In it are some of Craster's things:

A Wand Of Fireballs(15 charges)

A Wand Of Magic Missiles
(11 charges)

100 Pearls worth 100 GP each

A Pearl Of Power that recalls 1 1st
and 1 3rd level spell.

The magic item Small Stairs

Underneath the water bowl is a journal that has been cut to look like a scorpion. In it are written random notes. One of them is about daggers that can kill Lord Kran. He knows Sun-no created them but he does not know why. Beneath the entry are some words: "Kruck Sun-Puck No No No Lord, Geablatoo". After that it says that saying these words to one of the daggers(Kran's Death Dagger) will reveal that it is one that can kill Lord Kran. Any character that says these words while holding Kran's Death Dagger will know that it is the dagger that is mentioned in the note.

Craster will have locked the door if he flees here. It cannot be opened by picking its lock. Only a spell like Knock can open it. The door looks like it is made of thin wood but it has been magically enhanced by Craster to make it very strong. Attacking it takes time as it has an AC of 5 and 200 HP.

9 Preparations

2 Kranites are here packing 10 chests. The chests are currently being filled with cloth and wrapped around jars. 100 so far have been put in the chests. They will look at each other when they see the party and whisper "Sun-no?". Then they will get on the defensive. If the party does not attack then they do not attack. 5 rounds later 4 Scorpions Of Kran come to the room for some food. When they arrive they will either attack the party or try to track them down with the 2 Kranites, if still alive.

The jars are filled with food stuffs. If opened and inspected they will find human eyes and teeth among the rest of the meat. Are these people in the jars?

Kranites
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV C5, MR 12, XP 350)

HP: 22, 27

Scorpions Of Kran
(AL LE, MV 120'(40'),
AC 5, HD 2, AT 1 or 2,
DG Claw 1 1D6 Claw 2 1D4,
SV F2, MR 11, XP 29)

HP: 11, 9, 7, 12

10 Men In Beds

The area has 10 beds evenly spaced from each other. On 4 of them are badly wounded men who have been bandaged up. They are Kran's Shark Men. The men do not rise when the party enters. Instead they groan and ask the party to come hold their hands. They want to tell them what is going on down here, what has happened to them. If any of the characters does this Shark Man gets a free attack. He will wait and see if the other character's hold the hands of the other Shark Men before he does this.

If the party leaves they do not follow. Instead they summon 6 Scorpions Of Kran and send them after the party. They will find them in 10 minutes(1 turn). If the Scorpions are defeated then the Shark Men will attack in 10 minute(1 turn) intervals. Each will be accompanied by 2 Scorpions Of Kran.

Kran's Shark Men
(AL LE, MV 90'(30'),
AC 6, HD 4, AT 1,
DG See Description,
SV C4, MR 9, XP 135)

HP: 22, 18, 17, 23

Scorpions Of Kran
(AL LE, MV 120'(40'),
AC 5, HD 2, AT 1 or 2,
DG Claw 1 1D6 Claw 2 1D4,
SV F2, MR 11, XP 29)

HP: 9 each

11 Kran's Body

A closed 10' x 10' x 5' black sarcophagus rests in the center of the area. On it is the red effigy of Sun-no. At the head and foot are 2 lanterns hanging from poles. The candles in them give off a red light.

The sarcophagus takes 3 rounds to open, the lid slides open easily. Inside of it is a almost naked body of Lord Kran. White bandages cover his lower torso. The body has no life inside of it.

This is a creation of Craster. It is meant for Lord Kran's soul to enter if he is ever killed. The body is not ready yet as Craster is missing some items to complete it.

Kran's Body attacks:

If the party does anything damaging to it the thing rises up and attacks the party. Treat it as a Flesh Golem but without any special defenses. It will chase the party 100' out of the area and then it will return to the sarcophagus and begin resting

again.

Kran's Body
(AL LE, MV 90'(30'),
AC 9, HD 9, AT 2,
DG 2D8 2D8,
SV F9, MR 12, XP 2400)

HP: 32

Treasure:

In the sarcophagus under the body is a Kran's Death Dagger. It is wrapped in red cloth and has Sun-no's likeness painted on it.

12 Portal To Vx Area

The Vx have constructed a portal to the Portal To The Kran Area. It is not safe to walk to their areas so they use this.

The portal appears as a upright metal square, 10' per side. The metal exterior/bars are 5' in diameter. Energy swirls inside of it. Walking through it results in the character walking out the way they came. Only when the portal in the Portal To The Kran Area is constructed will the character walk out that side.

The portal can be deconstructed, it takes a couple of rounds. When not in use it is 4 10' long metal bars with ends that connect to the other ends of the metal

bars.

If they are all connected then an energy field opens up in the center. The portal attempts to position itself upright. This makes it easy to walk through, it's part of its design. Anyone can walk through it will walk out the portal in the Portal To The Kran Area. These portals will function if taken from here but have a limited range of 1 mile.

13 Kran's Second In Command

This area is a replica of the Lord Kran area on Level 1. The difference being that there are no buttons on the throne. Sitting on the throne is a clone of Lord Kran. He does not have his Toothurr guards here. His mind misses much of what Lord Kran knows but he is just as deadly. "Call Me Lord Kran The 2nd. Why are you here?" he asks.

After talking a bit he says "I will take your mangled bodies to Lord Kran The 1st myself. Prepare yourselves weaklings, I am your doom." the clone of Lord Kran says. He teleports from the throne into the midst of the party and begins his attacks. "Die defilers of Pucka-Cruck!" he shouts over and over as he fights them.

This clone was created by Craster with Pucka-Cruck's

assistance. Pucka-Cruck before he raises Lord Kran to Ull Lord status wishes to make replicas of one of his most reliable servants. 12 of them he ultimately wishes for but first he must see how this one works out.

Kran's Death Dagger will also work on the clone. It may be that the one hidden in the Kran's Body area is there to dispense with Kran The 2nd if Craster decides something has gone wrong.

Kran's Second In Command
(AL LE, MV 120'(40'),
AC 1, HD 8(50 HP),
AT See Lord Kran Description,
DG See Lord Kran Description,
SV F8, MR 10, XP 2560)

14 Kran The 2nd's Rest Place

This area has a water bowl like the one in Craster's Chamber, stairs included. The floor has a mosaic of a shark eating a very strong looking elf. It also has a smaller water bowl that contains:

The magical item a Small Stairs

A Hammer Of Scorpion Strikes. It acts as a +1 magical item. When it strikes there is a 1 in 4 chance that 2 Scorpion claws will manifest above the opponent. Each attacks

as a 2 HD monster. Each hit does 1D6 HP of damage. This can happen 3 times a day, the wielder must will that it can happen.

A small bag that contains a couple of pearl teeth. If these are placed in the spot where regular teeth are should be the user becomes invisible to all sharks. Even if he fights them he still remains invisible.

A couple of small pearls. If one is swallowed the user acts as if he is wearing a Girdle Of Giant Strength for 24 hours.

Kran The 2nd comes here like Craster and becomes a shark in the big water bowl. It is something that Craster has taught him how to do. Little does Lord Kran know that not only does Pucka-Cruck want duplicates of one of his favorite minions he wants to improve upon what is already good to him. Craster is taking quiet steps to make this happen. In time the 2nd Kran will have shark attacks added to his scorpion attacks. But not yet.

15 Worship Area

In this area are 4 statues. They are 10' and made of black stone. Three are of Pucka-Cruck's symbols: the snake, the scorpion and the shark. The final one is of Kran himself. All the minions of Kran come here to commune with Pucka-Cruck and to show obeisance to Kran. Kran comes here not very often, he wishes to keep attention away from his minions. He is very wary of Kran The 2nd, what is Pucka-Cruck doing this for?

It is here that those that become Kran's Shark Men or Scorpions Of Kran are brought. Craster feels that Pucka-Cruck is near and performs a ritual. It is Pucka-Cruck himself that decides who becomes what. The most worthy become Kran's Shark Men. Those that lack their insight become Scorpions Of Kran. And those that lack any of the qualities he seeks becomes food for the rest.

The shark statue enlarges, becomes fleshy and bites those that will be Kran's Shark Men. Then it is off to the healing area where they are bandaged and have metal put in their bodies. After a week of further shark bites they will be ready to use their new powers. The ones that become Scorpions Of Kran feel the statue's sting. It pierces their hearts and that is all. The change is instantaneous.

Kranites receive their abilities

through Lord Kran himself. He presides over them. Energy flows from the 3 symbols of Pucka-Cruck and through him to those that will be Kranites. The energy given flows through them allowing them to summon the scorpion's attack.

16 10 Jars

Against the wall covered in a black cloth are 10 3' diameter glass jars with lids on them. In each of them is a portion of a Little Kills. If 2 or more jars are opened up the portions jump out and begin freeing the rest of its portions. In 2 rounds the Little Kills will have reconstituted itself and will begin to feed on the party.

Next to the black cloth is a metal box with 3 legs underneath it. The box is 4' high and open at the top. It is filled with hot lava. Next to one of the legs are 3 wheels that can be connected to the legs. It takes 2 characters to lift the box up and one more to put the wheels on. When the wheels are added it can be moved 10' a round without knocking it over. If knocked over anyone within 15' of it must make a save vs. death or take 4D8 HP of damage from the lava.

Resting on the ground next to the box is a 5' rod with a 2' diameter crucible made out of shark's teeth and pearls. It is used to pour the hot lava

onto the captured Little Kills. The Vx have given the minions of Kran this broken up Little Kills for their own experiments. The hot lava box is of Kran's minions own devising. It works here but how can they take it out in the rest of the level?

There are 10 pourings of lava in the box. Each pouring destroys a Little Kills portion. If poured on an opponent it does 2D8 HP of damage. It is also effective against a whole Little Kills.

Little Kills
(AL CN, MV 450'(150'),
AC 5, HD 3, AT See Description,
DG See Description,
SV F3, MR 12, XP 135)

HP: 19

17 Wrapped Up

Hanging from 2 of the walls are are 10 big(5' wide) rolls of wraps that go around Kran's Shark Men. The wraps are are connected to the walls like a towel dispenser. Each one has been unrolled enough that the wraps touch the floor. One of the far wraps is moving.

If the wrap is investigated it reveals that a little bit of a Little Kills has gotten stuck in the wrap. It poses no threat.

At some point 2 Kran's Shark Men enter the area. They are here to see if they have the right dressings for their bodies. Something doesn't seem right and they thought it was their wraps. But maybe it was that the party was here?

Kran's Shark Men
(AL LE, MV 90'(30'),
AC 6, HD 4, AT 1,
DG See Description,
SV C4, MR 9, XP 135)

HP: 22, 25

18 Scorpions and Their Scorpion

This area has 2 parts: a walkway and a lower pit. The walkway is 10' above the pit. 4 Scorpions Of Kran are stationed around it. A ramp leads from the walkway down into the pit. The pit has a large scorpion and 6 Scorpions Of Kran are playing claw games with it. They are trying to put their claws in a big scorpion claw. One tries at a time, if he fails then another tries. The first one that does it gets 100 GP. The bag of gold is off to one corner in the pit, it has 1000 GP in it. The 4 up on the walkway will play this game another day, only 6 are allowed at a time.

The Scorpions Of Kran will not notice the party. But the big Scorpion does. It rushes up the ramp and begins attacking the party. The Scorpions let it attack, they want to see how powerful their pet is. If it is killed or they are attacked they join the melee. When the Scorpions are reduced to 4 or less 3 Kranites and 2 Kran's Shark Men enter wondering what the commotion is about. Usually they hear cheering coming from here and not shouting.

Scorpions Of Kran
(AL LE, MV 120'(40'),
AC 5, HD 2, AT 1 or 2,
DG Claw 1 1D6 Claw 2 1D4,
SV F2, MR 11, XP 29)

HP: 9, 8, 11, 6, 6,
11, 9, 10, 7, 9

Big Scorpion
(AL CN, MV 150'(50'),
AC 2, HD 4, AT 3(2 claws 1 sting),
DG 1D10, 1D10, 1D4, poison
SV F2, MR 11, XP 190)

HP: 18

If both claws hit the sting hits at +2.
Sting requires a save vs. poison or
the target dies in 3 rounds.

Kranites
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV C5, MR 12, XP 350)

HP: 20, 28, 24

Kran's Shark Men
(AL LE, MV 90'(30'),
AC 6, HD 4, AT 1,
DG See Description,
SV C4, MR 9, XP 135)

HP: 19, 18

19 Shrine To Sun-no

Here a little shrine to Sun-no has been built. Before it are several meat piles, sacrifices to her. There is a 5' black crystal statue of her. It is covered with several small lit candles in the shape of scorpions. The party can feel a presence coming from the statue but what is it? The Kran minions hope that they will eventually appease her and she will cease trying to destroy them. Some have even tried to open a portal to her Star Plane but to no avail. Craster's apprentice was destroyed in one attempt.

20 In The Flames

A dais with blinding white light coming down on it is against the far wall from the area's entrance. On the dais is a 5' x 5', 4' high table made of scorpion shells with fire coming out of it. Outside of the dais and just on the edge of the light is a small white tub, 3' x 3' and 1' high. It is filled with water. A cup is next to the tub.

If a cup of water is poured on the table the fire goes out and the table cracks into several pieces. Then the fire returns twice as strong but goes out again. The table is gone as well. In its place are some things that are floating in the air where the table was:

A Staff Of Pucka-Cruck

A Talisman Of Ultimate Evil

The Mask Of Kran. The mask is made to look like Lord Kran. If worn the character is able to issue the Command spell to any of his minions 10 times a day. It can be used to cast Delay Poison 5 times a day. Once a day it can cast Neutralize Poison. Also the wearer is immune to all poisons. But every time he is poisoned he must make a save or be unable to use the mask for 1-4 days.

The items will remain here for 1 turn. After that point the steps that led to them appearing reverse themselves. They can be summoned again by repeating the water pouring ritual.

It is here that the Kran minions have hidden some of their most valuable items. The Mask Of Kran is of higher value to them than even their Staff Of Pucka-Cruck.

21 Little Kills Nest

Red, yellow and blue eggs are scattered around the area. They shake as the party walks among them. There must be thousands of them here. Some are stacked on top of each other. Scurrying around the room are hatched creatures that are usually part of a Little Kills. They have an AC of 9 and 1 HP. They cannot attack and are worth no XP. In 2 places in the area there are no eggs but 5' wide and deep holes of decaying flesh. Food for the unborn.

If a character touches any of the eggs the tops open up and a sucking noise can be heard. The eggs hold one creature that makes up a Little Kills, it expects to be fed by what is touching it. If nothing is given it begins to cry. 3 rounds after the crying starts a Little Kills enters the area. It shakes with anger at whoever touched the egg. Then it attacks that

opponent until it kills it. If the Little Kills is severely damaged, dropped down to 25% of its HP it too lets out a huge mass of cries. 2 rounds later another Little Kills enters the area. This one fights anyone.

When the Little Kills are destroyed no more will enter this area for a day. After that time the above scenario can repeat itself. If the eggs are destroyed in the area the Little Kills will replenish them at a rate of 25% per week until the area is filled again.

Little Kills
(AL CN, MV 450'(150'),
AC 5, HD 3, AT See Description,
DG See Description,
SV F3, MR 12, XP 135)

HP: 15 each

Treasure 1:

One group of eggs covers the corpse of a man that has resisted decay. The party may think someone has placed the eggs to look like a man. The man has no armor and is dressed in bandages. He certainly is dead. On one of his fingers is a ring. It is a Ring Of Regeneration that also acts a preserver of the dead. Once taken from his hand he starts to rot. This won't be apparent for a couple days. The man if questioned will tell the party that he was a servant of Kran who was killed by someone who

they think serves Kran but really serves Sun-no. That's the most they will get out of him.

Treasure 2:

In one of these areas marked on the map is a magical long sword. It sticks upwards, it appears to be growing out of an very large Little Kill's egg. Little translucent bubbles appear on the blade and pop every couple of seconds. The handle vibrates slightly whenever a Little Kills is approaching. This allows the wielder not to be surprised by one. The blade is also enchanted so the wielder will win initiative every round when he is fighting a Little Kills.

If used against a Little Kills it will do 1D4 HP of damage and the Little Kills will have to make a saving throw vs. paralyze or be paralyzed for 1D4 rounds.

22 Little Kills Barrier

The Feasters have set up an experimental energy field here. The party will feel it but not see it. From wall to wall there is an electrical field. Many Little Kills have been held back from passing through it but some do get through.

23 Fake Cages

There are 3 10' x 10' x 10' cages set in this area. They have bars and solid tops and floors. Inside of each one is a Feaster. The cages are situated so they make a triangle, each is 15' away from the other. The Feasters are in fetal positions. In the center of the triangle is a pile of gold.

The gold is an illusion as are the cages. The Feasters are using their illusion generating abilities to make the party think they are not a threat. If they lure the party to where the gold is at they drop the illusion and attack the party from 3 sides.

Feasters
(AL CN, MV 120'(40'),
AC 4, HD 5, AT 1,
DG See Description,
SV F3, MR 9, XP 500)

HP: 30, 20, 26

24 Men With Food

Sitting at a table are two men in white plate mail armor. The table is 50' long, 10' wide and 3' off of the ground. On the table are several roasts, many plates and ample beer and wine. They motion for the party to join them. There are enough chairs for each character. The men explain that they are from the other side of the rip, they are the good from that dimension. They devour large pieces of meat and both drink. If they can get the party to begin eating and put their weapons away they will reveal themselves.

Suddenly the food and drinks disappear and 2 Feasters take the place of the men in armor. They gurgle, which must be their laughter, and begin attacking the least armored characters.

If the Feasters cannot trick the characters to eat they do not give up and wait for the party to return. In 2 days though they will be dead. From that point on the party will find 2 dead Feasters in the room.

Feasters
(AL CN, MV 120'(40'),
AC 4, HD 5, AT 1,
DG See Description,
SV F3, MR 9, XP 500)

HP: 22, 31

25 Death To Little Kills

As the party enters they see a wizard destroying a Little Kills with a tremendous blast of fire. They are incinerated and are no more. The wizard sighs and leans on his staff. His face warps briefly and then returns to normal. He has a long red beard and a balding red head. His nose is short, almost dwarf like. "Hello fellow travelers. My name is Pucka-Cruck, a wizard who has made his way down here. A strange dungeon this is. Shall we travel further together? I know how to kill the Little Kills. I can take care of them for you. Shall we?" he says to the party.

The man is no wizard but a Feaster. If he can join the party he will try to attack a lightly armored character from behind a few moments later. If he can't he gets very angry and the illusion ends. "Look at what you've done, my disguise is ruined!". At that moment a Little Kills enters the area and the Feaster says "LOOK! Let us join together!". He will fight at the party's side.

If they do not attack him he tries to make peace with them. "I will not eat you since we fought together. Let us never meet again." he says and tries to walk away into the dungeon. If

attacked he becomes very angry and attacks the opponent at +2 to attacks and initiative rolls for the first 2 rounds.

Feaster
(AL CN, MV 120'(40'),
AC 4, HD 5, AT 1,
DG See Description,
SV F3, MR 9, XP 500)

Has a wand of fireballs with 10 charges left.

HP: 31

Little Kills
(AL CN, MV 450'(150'),
AC 5, HD 3, AT See Description,
DG See Description,
SV F3, MR 12, XP 135)

HP: 24

26 Faulty Little Kills Barrier

This area is like the Little Kills Barrier. But there is a 1' gap between it and the wall through which Little Kills can sneak through if they discover it.

27 Safety Balls

The Feasters have created 3 "Safety Balls" in this area. They retreat to them when the number of Little Kills on the level becomes too dangerous. The balls are 50' in diameter and allow anything besides a Little Kill to enter it. They are gray colored like the Feasters. They seem like large balls of clay and irregular in their shape. If anyone pushes on the surface they find that their hand sinks right in, after 6 inches there is emptiness inside. A whole character can enter it within one round, during their movement. It costs nothing to enter.

Once inside they find a pleasant little room. The floors are pillow like and there is a large bowl filled with fruits that grow deep down in the moon. A platter with sugary snacks can be found. They are shaped to look like earth worms, smell like lemon and have a taste like almonds. There is a glowing red ruby, 1' diameter, in the center of the ball, embedded in the floor. It is made of glass and isn't worth anything.

One of the Safety Balls has a Feaster resting inside of it. He welcomes the party to eat his fruits and snacks. Though Feasters would eat the characters it is against their beliefs to fight in a Safety Ball. He tells them that the Little Kills are a

huge threat to all life beneath the moon surface. To get rid of them once and for all is a dream all life can share. The Feasters have used the Safety Balls for centuries as a way to wait out the Little Kills when they invade their areas. He offers the party a scroll with 3 Fireball spells on them (cast as a 5th level) to use against the Little Kills. The fire will only roast the Little Kills, anything else is immune to it. Use it wisely for there are many Little Kills.

The red ruby is a sensor of the Little Kills. The closer a Little Kill is to the Safety Ball the brighter it glows. If there are more than one Little Kill close by the glass ruby creates separate lights to indicate that the number of them out there. It can reach out up to a mile away, only the Feaster can control/activate it.

Feaster
(AL CN, MV 120'(40'),
AC 4, HD 5, AT 1,
DG See Description,
SV F3, MR 9, XP 500)

HP: 31

28 Bigger Safety Ball

A 75' diameter Safety Ball rests in this area. Entering it is the same as the smaller versions. Inside the party finds a couple hundred 5' diameter Safety Balls. If reached inside they find the fruits and snacks that are found in the smaller Safety Balls. When the party leaves this Safety Ball they find a Little Kills moving around outside of it. If they go back inside of the Safety Ball it will have left the area in an hour.

One of the balls is cut in half. In it are 3 scorpion keys that open the door in the Locked Door area. There is a drawing in the bottom of the ball showing the key scratching a scorpion's image.

Little Kills
(AL CN, MV 450'(150'),
AC 5, HD 3, AT See Description,
DG See Description,
SV F3, MR 12, XP 135)

HP: 17

29 Suction Field

The walls around here are covered by the dead bodies of Little Kills. From the center of this area out to 30' in every direction is a field that

pulls Little Kills to the walls. Once stuck on the wall they die within an hour. The source of the field is magical and cannot be turned off. It was created by the Vx as a way to keep the Little Kills away from their lair. Only one have they been able to construct, many a Vx had to return to their home to re-energize after making it.

30 Red Alarm

The area glows red as soon as the party enters it. A voice coming from the ceiling says "Rrrr mentals investigate immediately.". From another passage 4 Vx Elementals enter. They grunt and grunt and point at the ground. A 5th one enters and they grunt at it. This one grunts back and leaves immediately. The voice returns "Rrrr mentals defend now.". Then the Vx Elementals attack the party.

Vx Elemental
(AL LN, MV 90'(30'),
AC 4, HD 2+4, AT 1,
DG Eye Blast 1D4 Fist 1D6,
SV F2, MR 12, XP 59)

HP: 11, 13, 19, 9, 12

31 Flashing Red

The area is flashing red. It goes from bright almost blinding red back to an almost completely dark red every few seconds. 4 Vx Elementals enter and attack the party. When they are killed the area stops flashing and goes down to a constant dark red.

Vx Elemental
(AL LN, MV 90'(30'),
AC 4, HD 2+4, AT 1,
DG Eye Blast 1D4 Fist 1D6,
SV F2, MR 12, XP 59)

HP: 11, 13, 17, 12

32 Vx Seeks Information

10 Vx Elementals stand guarding a Vx. The Vx waves a tentacle and they part ways so he can walk towards the party. Its voice says "Let us have peace. We wish to know who you are.". The Vx will interrogate the party if they will answer questions as to why they are here. He will find it interesting that they are so deep down in the Shaymbol. Do they know who Lord Kran, the majestic, is? Pucka-Cruck has not appeared to them but they regularly hear his voice. Sun-no they know little of but Kran's minions are deathly afraid of her.

The Vx will want the party to leave their lair and offers them to do so in peace. If they return they will not be another round of peaceful discussion. Unless they bring them something of value then things will be different. Perhaps they can find a key into minions of Kran's lair. The key looks like a scorpion stinger. One of the Scorpions Of Kran could have one, they've seen one carry it before.

If a fight breaks out and the Vx is killed all the Vx Elementals die immediately. He was their master and their lives were directly tied to his.

Vx
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV MU5, MR 8, XP 950)

HP: 32

Vx Elemental
(AL LN, MV 90'(30'),
AC 4, HD 2+4, AT 1,
DG Eye Blast 1D4 Fist 1D6,
SV F2, MR 12, XP 59)

HP: 11, 9, 9, 7, 8,
13, 12, 9, 9, 8

33 Last Of The Defense

8 Vx Elementals stand guard on the sides of the area. When the party arrives one half engages the party while the other half reinforces them as the Vx Elementals are killed, one at a time. When they are all killed the voice from before can be heard "Rrrrmentals are eliminated. Prepare ourselves now!".

Vx Elemental
(AL LN, MV 90'(30'),
AC 4, HD 2+4, AT 1,
DG Eye Blast 1D4 Fist 1D6,
SV F2, MR 12, XP 59)

HP: 11, 13, 13, 16, 10,
12, 9, 8

34 Vx Attack

From different holes in one wall(marked wall) arrows come flying out at the party. Each character is attacked by a 5 HD monster. If a hit is scored they take 1D6 HP from the arrow.

After 3 rounds of arrows the ammo is spent. 3 Vx enter the room and begin attacking the party. They come from the direction of the Glass Wall area. From where they entered a glass wall comes down from the

ceiling and closes it off. This wall cannot be opened but can be broken through. It has an AC of 5 and can take 30 HP of damage.

The wall from where the arrows came from cannot be opened but can be broken through. It has an AC of 5 and can take 50 HP of damage. When it is destroyed a big hole opens up in it, large enough for the party to get through one at a time. Behind the wall they will find mechanical bows. They are like crossbows but there doesn't seem to be any way to make them shoot, the triggering mechanism is hidden.

Each character will feel presences pass them by that touches and grabs them. This happens while they are behind the wall but stops after a minute. Nothing they can do will reveal what they were but it must have been what was shooting the arrows at them.

Vx
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV MU5, MR 8, XP 950)

HP: 22, 24, 29

35 Glass Wall

The area is cut in half by a 3' thick glass wall. On the other side a couple of Little Kills prowl around looking for a way out. There is no way through the wall without breaking it. The wall has an AC of 0 and 100 HP.

The Vx teleported these two Little Kills here. They are studying them and considering taking them back to the other side of the rip. They aren't sure though, what if they can't control them there?

Little Kills
(AL CN, MV 450'(150'),
AC 5, HD 3, AT See Description,
DG See Description,
SV F3, MR 12, XP 135)

HP: 20, 12

36 Master Vx

A very powerful Vx is in here. He is dressed a little differently than the others, his robe is black. The Master Vx also has an extra tentacle coming from below its head. Around his waist he wears a belt with the heads of 3 Vx. He stands on a 5' dais with a golden metal stick coming out of the ground next to him. It ends in 3 prongs.

He will be most displeased that none of his defenses have worked. He tells the party that he has foreseen them coming but has always dismissed it as a crazy fortune. But he has a surprise for the party. Three of his tentacles grab the prongs and the dais sinks into the ground. Next to where the dais was 2 more dais rise. On each is a Little Kills, kept very hungry.

If the party investigates the floor where Master Vx descended they find 3 little holes. If they put their fingers in all of them at the same time a passageway opens in one of the walls. It leads to the Where Master Vx Hides area.

Master Vx
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV MU5, MR 8, XP 950)

HP: 40

Little Kills
(AL CN, MV 450'(150'),
AC 5, HD 3, AT See Description,
DG See Description,
SV F3, MR 12, XP 135)

HP: 24, 24

37 Where Master Vx Hides

Standing on his dais from the Master Vx area is Master Vx. He is in deep meditation, seeking guidance from more powerful Vx on the other side of the rip. They will warn him that the room has been entered. He wakes from the trance and says "So this is how I end. It will not be easy for you.". Then he resigns himself to the fight and begins his defense.

38 Portal To The Kran Area

The Vx have constructed a portal to the Portal To The Vx Area(see that area for more information on the device). It is not safe to walk to their areas so they use this. When not in use it is 4 10' long metal bars with ends that connect to the other ends of the metal bars. If they are all connected then an energy field opens up in the center. Anyone can walk through it will walk out the portal in the Portal To The Vx Area.

These portals will function if taken from here but have a limited range of 1 mile.

39 Vx Treasure

There are 4 tripods set up in a square formation. Floating 10' above them is a 5' x 5' x 5' metal box. If the tripods are moved at all the box begins to float down to the ground. It takes it 1 minute to descend and settle on the ground. The box cannot be moved at all unless all the tripods are moved at least 10' away from it.

One one side of the box, the bottom, are written some strange letters. There are 5 of them. Each time one is pressed it glows. The letters are a combo to open the box up. They must be pressed in this sequence: 1, 3, 4, 2, 5. Each time the right letter is pressed the glow of the letter gets brighter. When the wrong one is pressed it glows dimly and it is reset.

When the right sequence is pressed the box falls apart. The sides fall away and the top rests on what was inside. It appears to be a brown pile of dirt.

If it is dug into it reveals a 15' long dead and preserved silver worm with several round spots on along its length, 5 in all. One end of it ends in what appears to be a snake's mouth.

The round spots can be moved. If they are moved towards the mouth they will fall out. What falls out is a ½' diameter silver ball. The balls are conductors of electricity. Any lightning attack against someone who has one of these balls on him will be absorbed by it. There is a 1 in 4 chance that the ball will explode into dust whenever it absorbs the electricity. If multiple balls are carried only one will absorb the electricity.

There are also 3 ½' diameter black piece of coal in the dirt. Cold radiates from the coal and if one rubs one hand on it a screeching noise can be heard. If a coal is placed in a fire of any sort it changes over the course of an hour into a perfect diamond. The diamonds are worth 5,000 GP each.

These are treasures the Vx have brought with them to conduct experiments and to possibly trade with the peoples of this dimension. So far they have found everything they need by themselves. Kran's minions have been more then helpful.

40 Female Feaster

A circular tub has been built into the ground, it is 15' wide. It is filled with pink bubbles. The tub goes to a depth of 7' feet. Moving around in the tub is a Feaster. She is holding a plate filled with various pastries that are filled with the roasted bodies of the creatures that make up a Little Kills. As she moves around it becomes apparent that she has a great deal of flesh hanging from her center torso that is concealed by the pink bubbles. Standing next to the tub is a Vx holding 2 trays filled with more pastries.

This Feaster is here because of a pact the Vx have made with them. In exchange for peaceful coexistence on this level they are willing to feed the only female they have here. When she has devoured enough and grown large enough she will mate with the other Feasters and raise the spawn here in the pink bubbles. The pink bubbles are something the Vx have created, it is to make the female Feaster as comfortable as possible.

Both of them will be concerned that the party is here. They will explain to them that the pastries is for the Feaster in the pink bubbles. If they would be so kind they can find food for themselves with the other Feasters on this level.

If the party gets violent with them the Vx drops the tray and performs a quick dance. The female

Feaster descends down into the tub and disappears through an escape hatch. The hatch will not open again unless a Vx opens it. She will escape to safety in one of the Safety Balls. Around the Vx 3 Feasters enter through a doorway that temporarily opens around him. They will be extremely angry and all of them will attack the party. Some of the pastries begin to wiggle around on the floor as they fight.

Female Feaster
(AL CN, MV 120'(40'),
AC 4, HD 5, AT 1,
DG See Description,
SV F3, MR 9, XP 500)

HP: 35

Vx
(AL LE, MV 120'(40'),
AC 3, HD 5, AT 1,
DG See Description,
SV MU5, MR 8, XP 950)

HP: 30

Feasters
(AL CN, MV 120'(40'),
AC 4, HD 5, AT 1,
DG See Description,
SV F3, MR 9, XP 500)

HP: 22, 19, 33

41 Pastry Baker

A Vx Elemental tirelessly stands over a hot fire. In one hand it reaches into a big barrel of dough with the other it reaches into a barrel of live Little Kills critters. It mashes the critters in the dough and holds its hands over the fire. When it has cooked it enough it puts it on a table next to it. There is a large pile of 50 pastries baked and ready to eat.

Against a wall are 10 more barrels of dough. Against another wall are 10 barrels of live Live Kills critters. The critter barrels vibrate a little from all the movement inside of it. A couple of very large, 5' long, silver rods with 3' diameter white energy orbs on one end are resting against the wall with the Little Kills barrels. The energy orbs are bright and transparent. Only the Vx and Vx Elementals know how to use them. With the knowledge they can be used to scoop up the Little Kills critters and dump them in the barrels. These are not weapons and if used so inflict minimal damage on a hit, 1 HP.

The fire pit is 5' wide and 3' deep. It burns through magic the Vx have used. No fuel is needed as it will never go out. The table is 10' x 10' and 4' high and made out of rocks that have been fused together. Red, green and brown are the colors that appear in it.

On a wall without any barrels on

it is a stack of 10 platters that are used to take the pastries to Female Feaster area. There are a couple of broken ones next to these.

The Vx Elemental will ignore the party and keep on baking pastries. It has been ordered by its Vx masters to do nothing else. When the barrels start to run out the Vx acquire more pastry dough from the other side of the rip. They have to trap a Little Kill and fill the barrels up with the great spoons. Usually they use Vx Elementals to do the labor. There are not enough of the creatures in the barrels to make a whole Little Kill, many of them have been eaten by the Feaster.

Vx Elemental
(AL LN, MV 90'(30'),
AC 4, HD 2+4, AT 1,
DG Eye Blast 1D4 Fist 1D6,
SV F2, MR 12, XP 59)

HP: 20

42 A Trap For The Little Kills

A black triangular table that is 10' wide and 3' off the ground is situated in this small area. On it are bunch of little seeds, one thousand of them. There are 10 empty barrels stacked against one wall. The brown wooden lids are stacked next to them. A green rope hangs from the ceiling

above the table. At its end is tied a red, green and blue wand, each color has 1/3rd of the wand.

The seeds are part of a trap for the Little Kill the Vx have devised. When the seeds are scattered on the ground they sprout when a Little Kill touches it. The sprout is a strong black metal wire that wraps around the Little Kill creature and immobilizes it. The wand can easily be untied from the rope. It is the Wand Of Release. The wand has endless charges and when used any of the seeds within 50' that have sprouted disappear in a little puff of smoke.

When a 10' square is covered with the seeds it becomes a trap for the Little Kill. It takes one thousand of the seeds to make the trap work. The Little Kill crawl over the square and they get trapped by the sprouted seeds. Once trapped they cannot move further. The Vx Elementals come with the large silver rods and put many of them in the energy orb. Then they place the orb in the barrel and release what was trapped. In most cases the barrels are sealed and taken to Pastry Baker area.

Areas Exterior To The Shaymbol's Interior

Lost In The Reality Rip

Pieces of large rock float around here. The characters will find themselves floating around, they can move at half their normal movement rate but in any direction. There will be small pieces of land the party can rest on, asteroids. This is a strange universe they have entered, it is very small. If they journey a week in any direction they find themselves back where they started. The universe is closed in on itself. Light is normal in the rip, suns materialize in the far distance and then disappear, quickly replaced by a new one, on and on.

While here they must wait for things to happen, roll a D20 every 24 hours:

- 1:** The way back appears. It looks like a golden gate that is open. When they go through it they appear outside of the Shaymbol.
- 2:** A small asteroid floats by with a large pool of water on it.
- 3:** A small asteroid floats by with trees growing an abundance of fruits. Opening the fruits up reveals

meat as well. Enough food can be harvested for a week.

4: A silver snake like creature passes the party. It is a thousand feet long. If they remain still it will not see them. If they do anything it will see them as food and try to eat the party. This can happen only once a week.

Silver Snake
(AL CE, MV Fly 150'(50'),
AC 0, HD 15 AT 1,
DG 2D10,
SV F15, MR 12, XP 1500)

HP: 80

5: This reality and the home reality seem to almost merge, the party can see the moon and the world faintly for awhile and then it is gone.

6: A shower of small fireballs fills the area. Each character must make a save or take 2D6 HP of damage from a fireball.

7: Rain falls on the party, it is impossible to determine where it originates

8: Whatever asteroid the party is resting on begins to break up. In 2 hours it will be dust.

9: A bag floats by the party, it is a Bag Of Holding. Inside of it are 5000 GP worth of gems, a short sword +2, a long sword +1, a shield +2, 3 sets of chain mail +2, a Helm Of Brilliance and a Gem Of Seeing. This can happen only once.

10: It becomes very cold. The party must keep themselves warm or they will die from cold exposure in a couple of hours.

11: 4D12 dead Dwarfs Of The Lost Moon come floating by the party. It takes an hour for them to float by.

12: same as 1, an escape back!

13: An asteroid with 10 Rip Raiders I floats close by. They notice the party and attack them.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Club 1D4,
SV F1, MR 10, XP 13)

HP: 5, 6, 6, 4, 3,
7, 4, 4, 3, 5

14: Large broken towers float by. There are no structures left, only debris. How the debris is scattered though gives the impression of towers. If the party investigate they find signs that they were once populated by Rip Raiders. Strange clothes with shirt areas that have

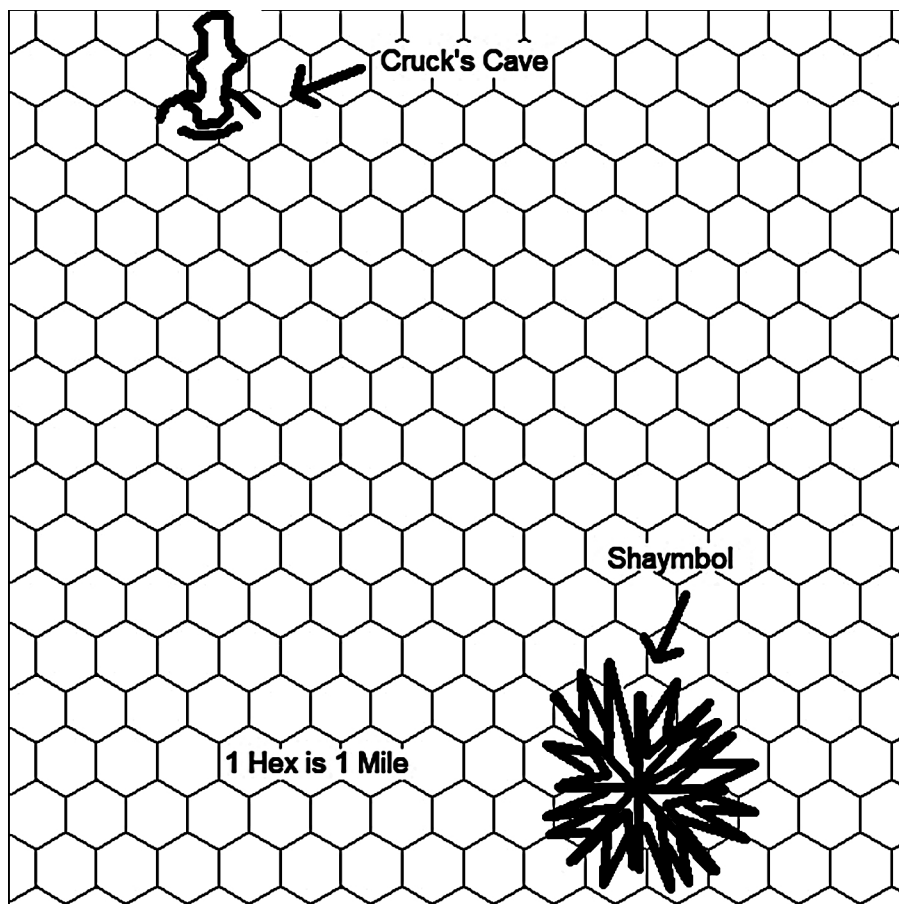
multiple arms will be in abundance on several rocks.

15: A godly presence manifests itself amongst the party. It stands 20' tall and has 20 arms. The thing looks like a man though. It tells them that it is the god of the Rip Raiders. They have begun to leave this side of the rip in reality. What it wishes is for the party to return to the other side and close their exit from here. It gives the party a small wooden doll of a man. If they place it in the man shaped entrance in the Rip Raider Entrance area the entrance will close up. From that moment on there will only be 5 more Rip Raider Random Encounters in the Shaymbol. The god will try to summon a way for the party to get back. In 24 hours a 1 on the table will be automatically come up, the escape back appears. The god if attacked will laugh at the party and disappear. They will find the doll he wanted to give them where he stands. If they have it on them when they enter the Rip Raider Entrance area they will notice that it is moving. If placed on the ground the doll walks into the entrance and it seals up.

16-18: An attack from one of the rip creatures found on levels 2-6 of the Shaymbol. Decide what or who it is and roll em up!

19-20: same as 1, an escape back!

Cruck's Cave



The journey to Cruck's Cave will be easy. There will be no sign of anyone watching or following the party. It is about 10 miles away from the Shaymbol and can be seen from the A View Of The Moon area. From there it appears as a source of black smoke that is shooting up in the atmosphere. What is really being seen is Pucka-Cruck's evil being released by the presence of the Shaymbol. As the party gets closer it becomes harder and harder to see this "smoke". When they are at the entrance it is no longer visible but they

can feel it permeating everything, including themselves.

The tunnel descends downwards. Everything is pitch black. At the bottom it opens up to a large cave. Standing in the center is a large(20' tall and 50' wide) black metal statue of a snake, a scorpion and a shark. An evil presence emanates from it. Inscribed on the floor are 2 prayers to Pucka-Cruck:

Darkness clear our eyes
Our old selves die
To Pucka-Cruck we pray
With you our souls stay
We take the moon from low
Pucka-Cruck, all souls will know

The two prayers were individually inscribed Sun-no and Kran. After reading them the party will notice that there is a black dagger before the statue. They can hear a voice in their heads telling them to inscribe the same prayer in the ground and become his. Any character that does this will become evil and a servant of Pucka-Cruck. They still are playable by the character but suffer a 50% XP bonus anytime they defeat a servant of Pucka-Cruck.

The dagger has other powers as well. If it is used to stab the statue it will crack and break into chunks. The prayers will fade away. Sun-no and Lord Kran will suffer a -1 to hit and damage from this point on. The dagger if used against them will do +2 to hit and damage.

On the outside of the cave the party will be confronted by the Moon Goddess. She will want to know if they are still true to her cause or if they are Pucka-Cruck's? Any character that has become Pucka-Cruck's will be cursed by her. Until removed they will attack and save at -1. If characters have remained true to her she will give

each a potion that will heal them of all damage and disease. If the statue has been destroyed she will bless the party which will give them a +1 to hit and damage for 1D6 + 1 days. Then she disappears and the party feels compelled to return to the Shaymbol.

The party will be attacked during the journey away from Cruck's Cave. Pucka-Cruck will have noticed that the party had entered it and summoned warriors from the Shaymbol to deal with them. The party will notice an hour ahead of time that there are things on the horizon moving towards them and then they will disappear. When they strike the party will not be surprised. The attacking group is composed of 10 Rip Raiders I, 2 Priests Of Pucka-Cruck and 4 Toothurrs.

Rip Raiders I
(AL CE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Weapon,
SV F1, MR 10, XP 13)

HP: 6, 7, 4, 4, 6
8, 4, 4, 5, 7

Priests Of Pucka-Cruck
(AL LE, MV 120'(40'),
AC 5, HD 5, AT As Monk
(See Description),
DG 1D8(See Description),
SV C5, MR 9, XP 650)

HP: 25, 22

Toothurrs
(AL LE, MV 120'(40'),
AC 3, HD 4, AT 1,
DG Fist 1D8
Spear(See Description),
SV F4, MR 12, XP 190)

HP: 12, 14, 15, 14

Sun-no's Star Plane

This area floats in the middle of nothing. It is shaped like an 8 sided black star. It is 10" high on its sides and exactly the same on the other side. This is Sun-no's Star Plane, an empty dimension she discovered how to create while studying the rip in reality. With the help of Pucka-Cruck the dimension came into being. She built the star and spends her time here contemplating what else she can do with it. The Shaymbol is almost forgotten, this is her joy now.

The star is well lit. Light shines brightly out of every other 10' square, a checkerboard pattern. Every round the ones that were lit go dark while the dark ones become lit. Sun-no likes to watch the star blink.

Any character that is transported here will appear at one of the points. Sun-no stands in the center. She challenges the party to come attack her, if they refuse she charges a character and tries to knock him off of the star(see her abilities). Any

character knocked off the star floats around it in suspended animation, food for Sun-no later.

Once in suspended animation it is very difficult to retrieve someone out of it. Only Sun-no can do it at will. Pulling one down to the Star Plane will rest the character on the plane. As soon as they are let go of they return to floating around the plane. If a character that has been retrieved has a Dispel Magic spell cast on him then allow the character a saving throw vs. spells. If made the character is freed.

There are 5 Toothurrs floating around in suspended animation. These can be attacked, the Labyrinth Lord will have to decide where they are at. Every round of fighting there is a 1 in 4 chance that Sun-no will bring one of them down to fight for her. They can be placed anywhere and can attack immediately. It doesn't cost Sun-no anything to retrieve them, she can attack in the same round. When she is at 50% of her HP she begins retrieving 1 each round. When Toothurrs are brought down and destroyed there is a 1 in 4 chance each round that a new one will appear floating around that Sun-no can use.

The only way to escape the Star Plane is to damage Sun-no. Every 10 HP done causes one portal to open up at one of the points on the plane. If entered the character finds themselves back in the Level 1 Devouring Door area. These portals last only 10 rounds each and then close. Only one character can go

through it before it closes.

If Sun-no is killed she goes through the death detailed in her description. In the center of the star plane a dark shark tooth 20' diameter portal through which all the party can go through appears. This will last until everyone has left. All characters in suspended animation are freed and find themselves resting close to the portal. Once anyone has gone through this portal there is no way back here.

If 3 or more portals are opened up at the same time the Moon Goddess can give the party some assistance. Each time she briefly appears, towering over Sun-no. Roll a D12 every 3 rounds to see what happens:

1-5: A bowl of water appears close to the party. If drunk it heals 15 HP each drink. It holds 3 drinks.

6-9: A boulder from the moon is thrown at Sun-no. It is thrown as if from a 10 HD monster. If Sun-no is hit she takes 3D4 HP of damage.

10: An 8 HD Earth Elemental from the moon itself walks in to assist the party.

11-12: A character in suspended animation is freed and healed of 50% of their maximum HP.

Sun-no
(AL LE, MV 150'(50'),
AC 0, HD 10(60 HP),
AT See Description,
DG See Description,
SV F10, MR 12, XP 3800)

HP: 60

Earth Elemental
(AL N, MV 60'(20'),
AC 2, HD 8, AT 1D8,
DG 1D8,
SV F8, MR 10, XP 1570)
(Star Plane Negates Earth
Elemental's Damage bonus)

HP: 30

Toothurrs
(AL LE, MV 120'(40'),
AC 3, HD 4, AT 1,
DG Fist 1D8
Spear(See Description),
SV F4, MR 12, XP 190)

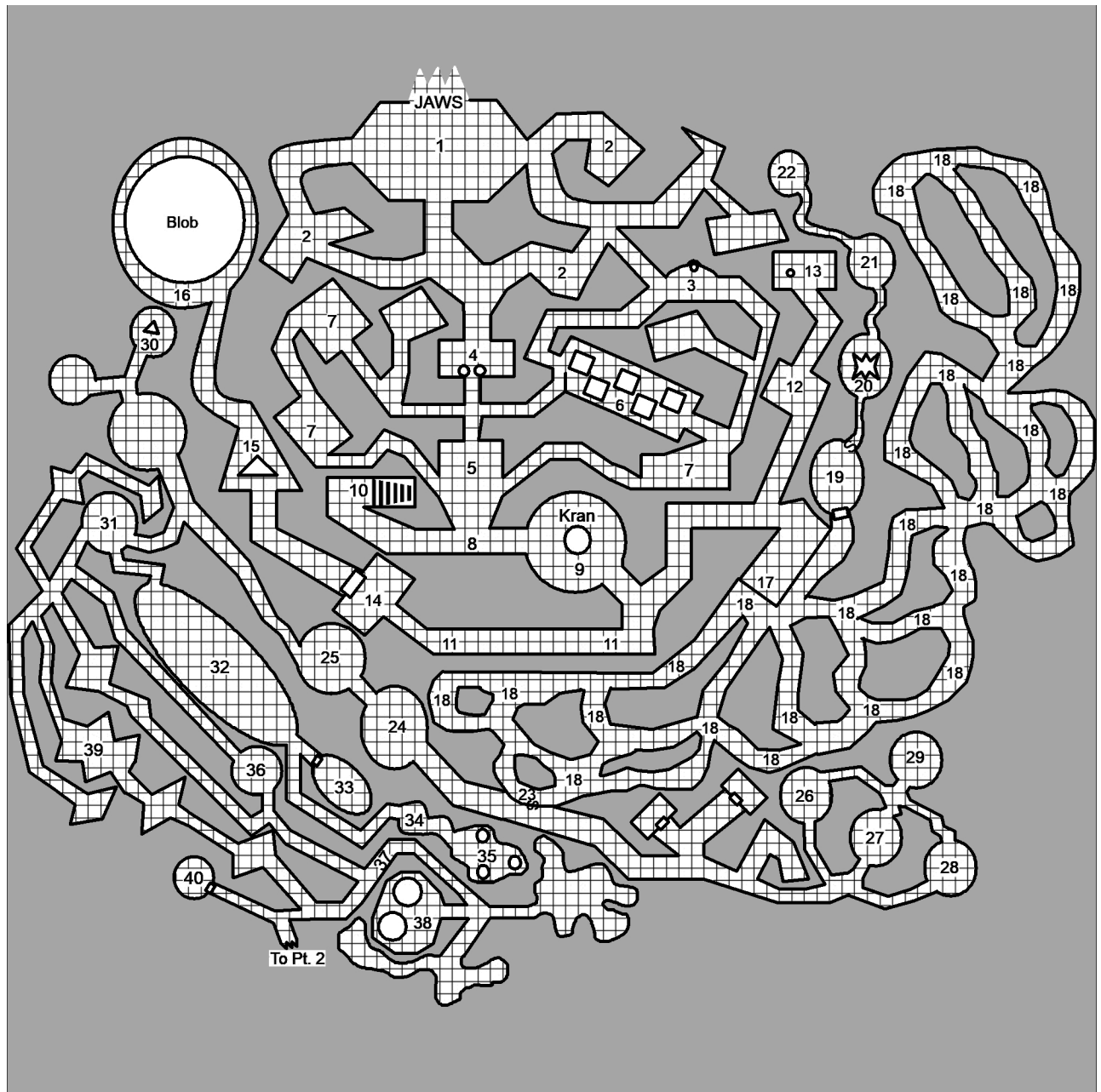
HP: 22, 25, 28, 22, 24

Maps

1 Square = 10'

Some levels have been broken up into parts. Connect the different parts by matching the labels "To Pt. N" to "To Pt. N+1"(N is a number like 1) on the maps together.

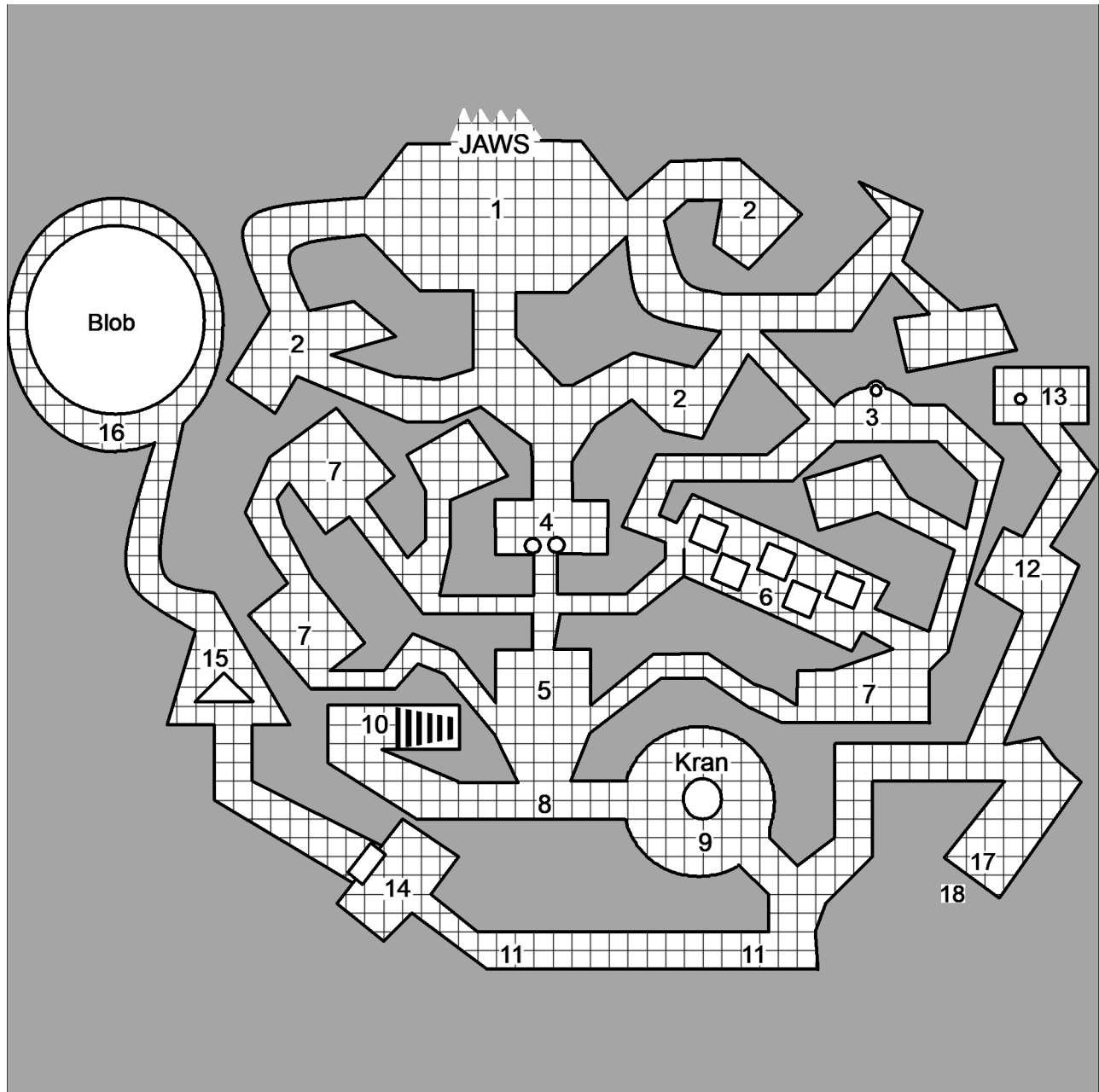
Level 1 Part 1



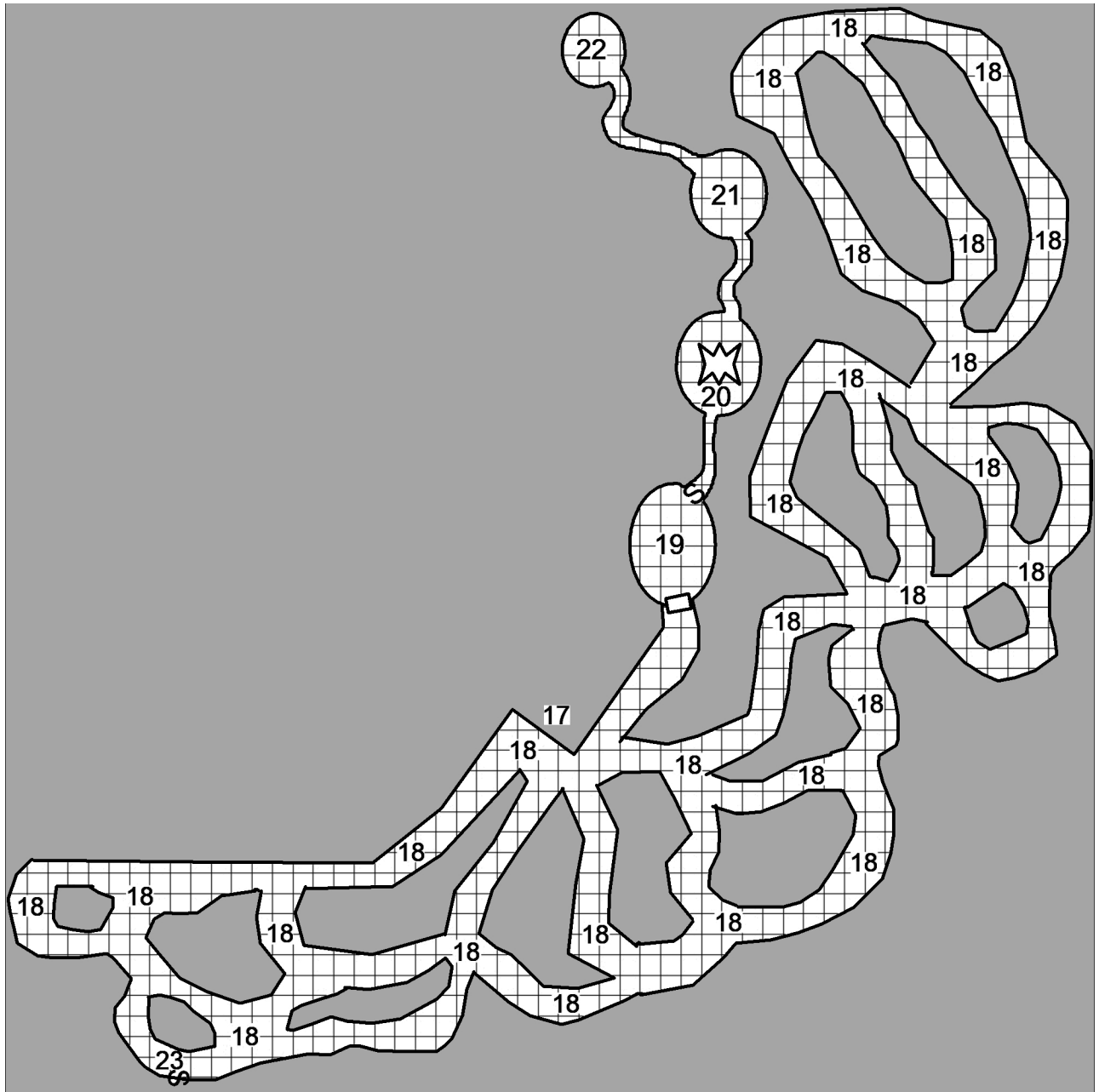
Level 1 Part 1 1-3

The next three maps are Level 1 Part 1 broken into 3 pieces.

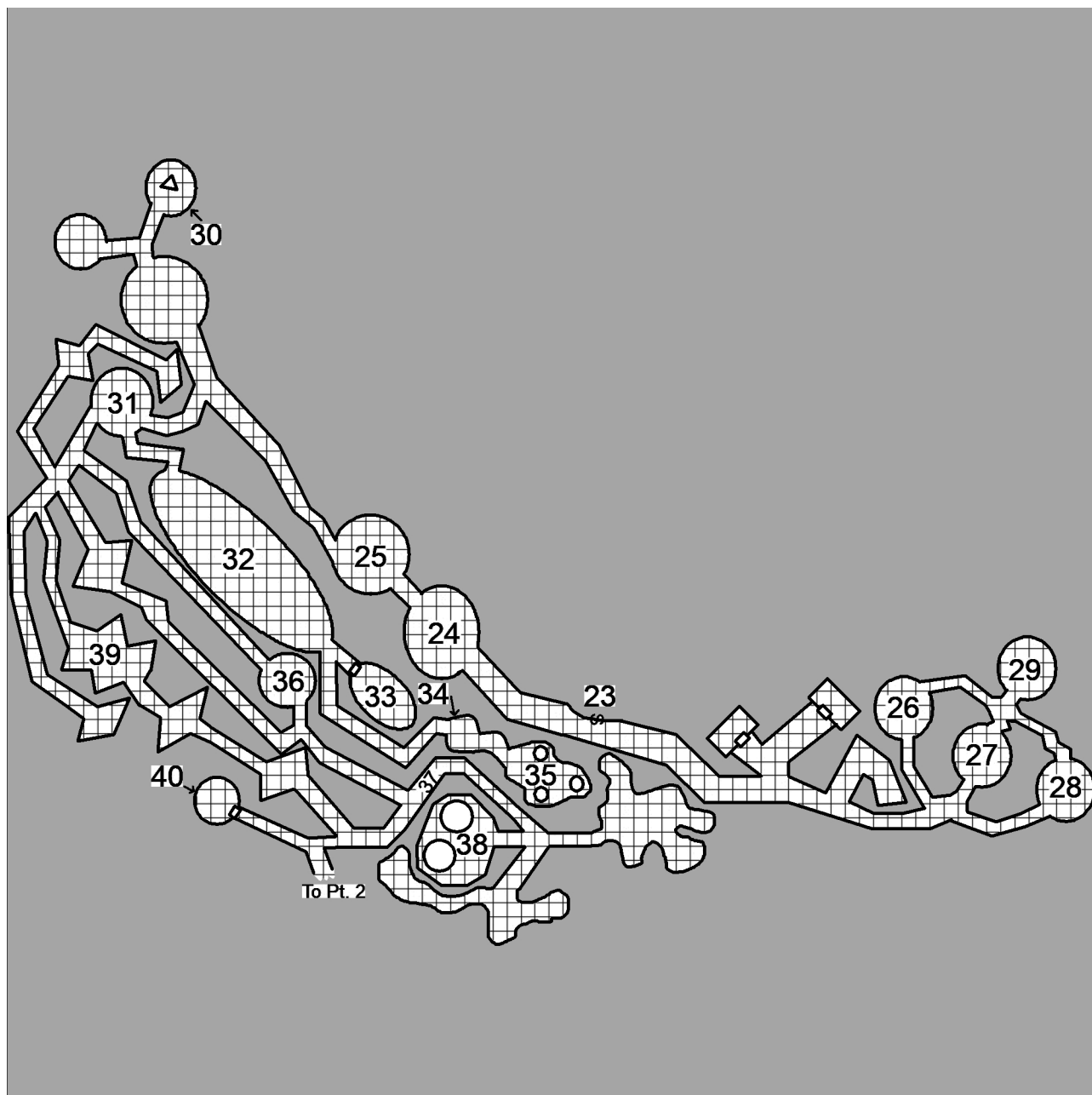
Level 1 Part 1-1



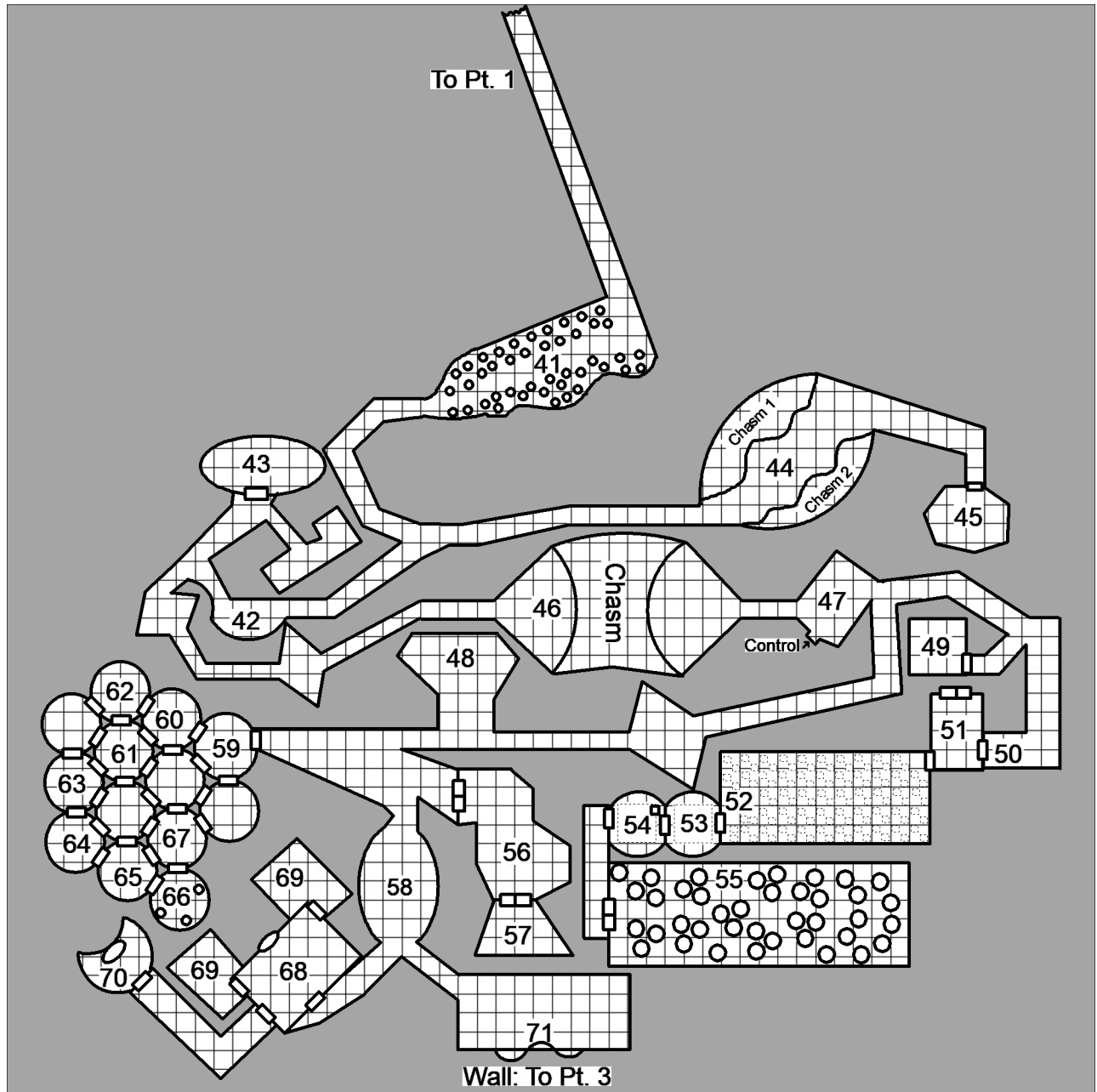
Level 1 Part 1-2



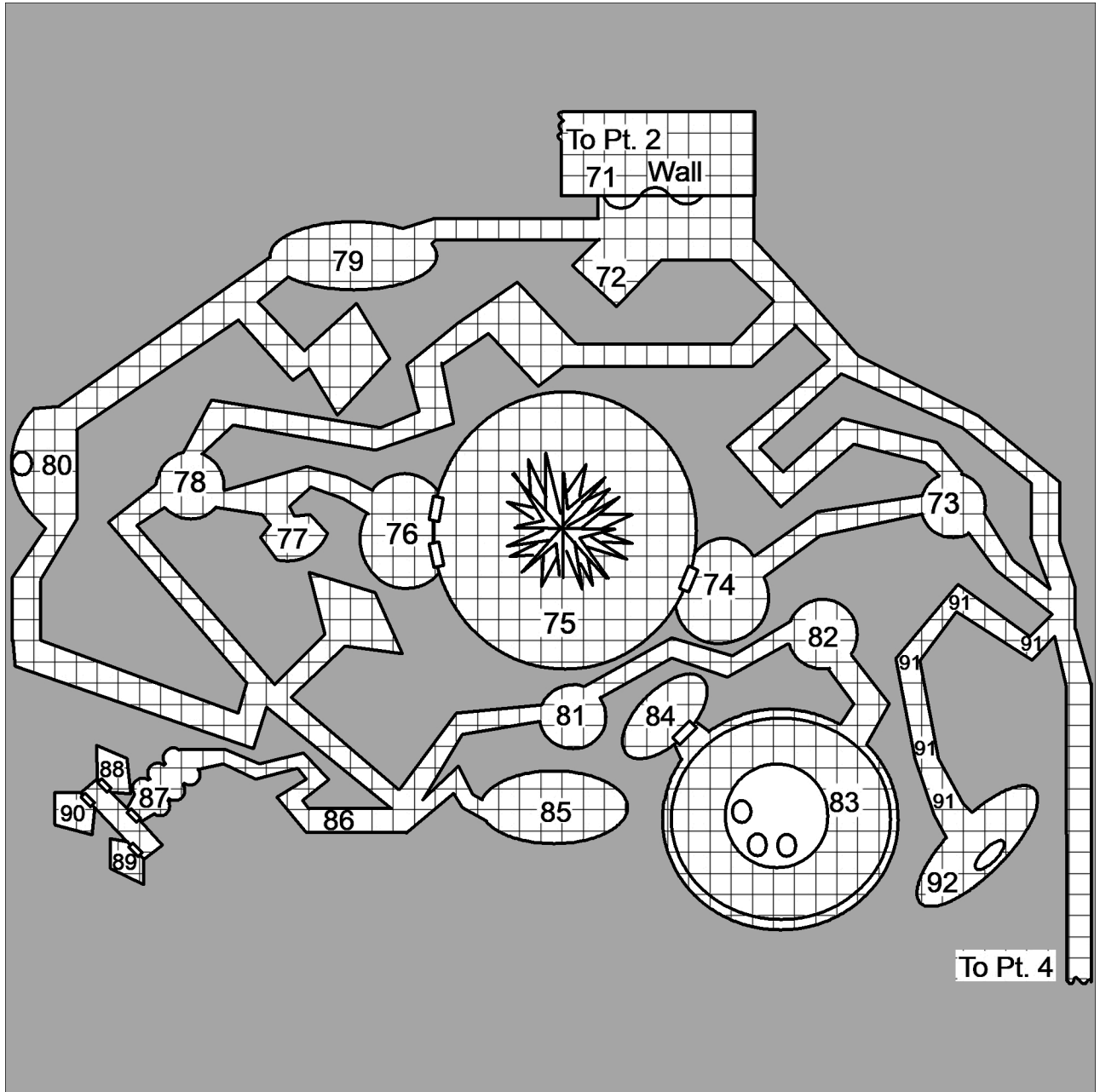
Level 1 Part 1-3



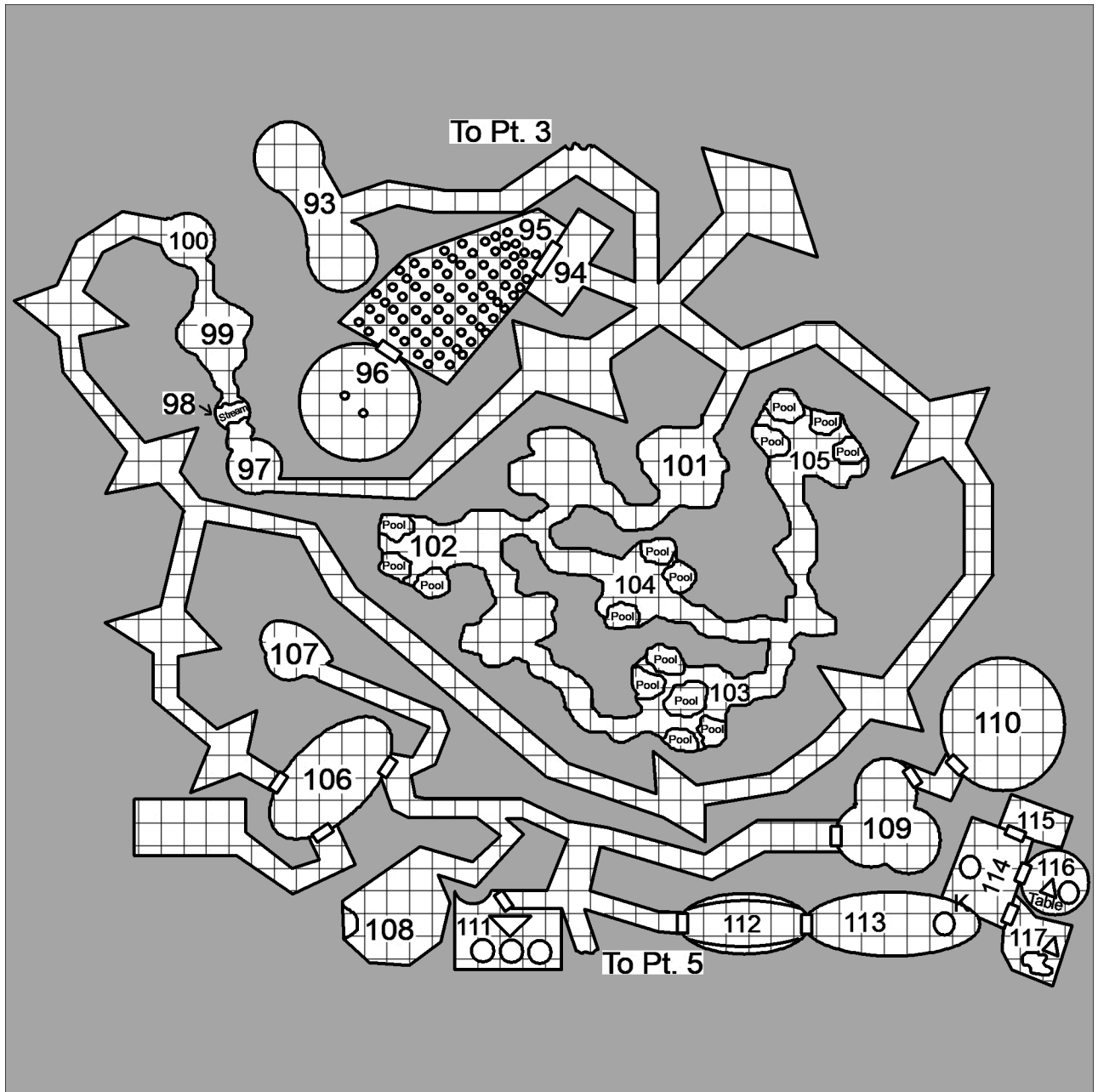
Level 1 Part 2



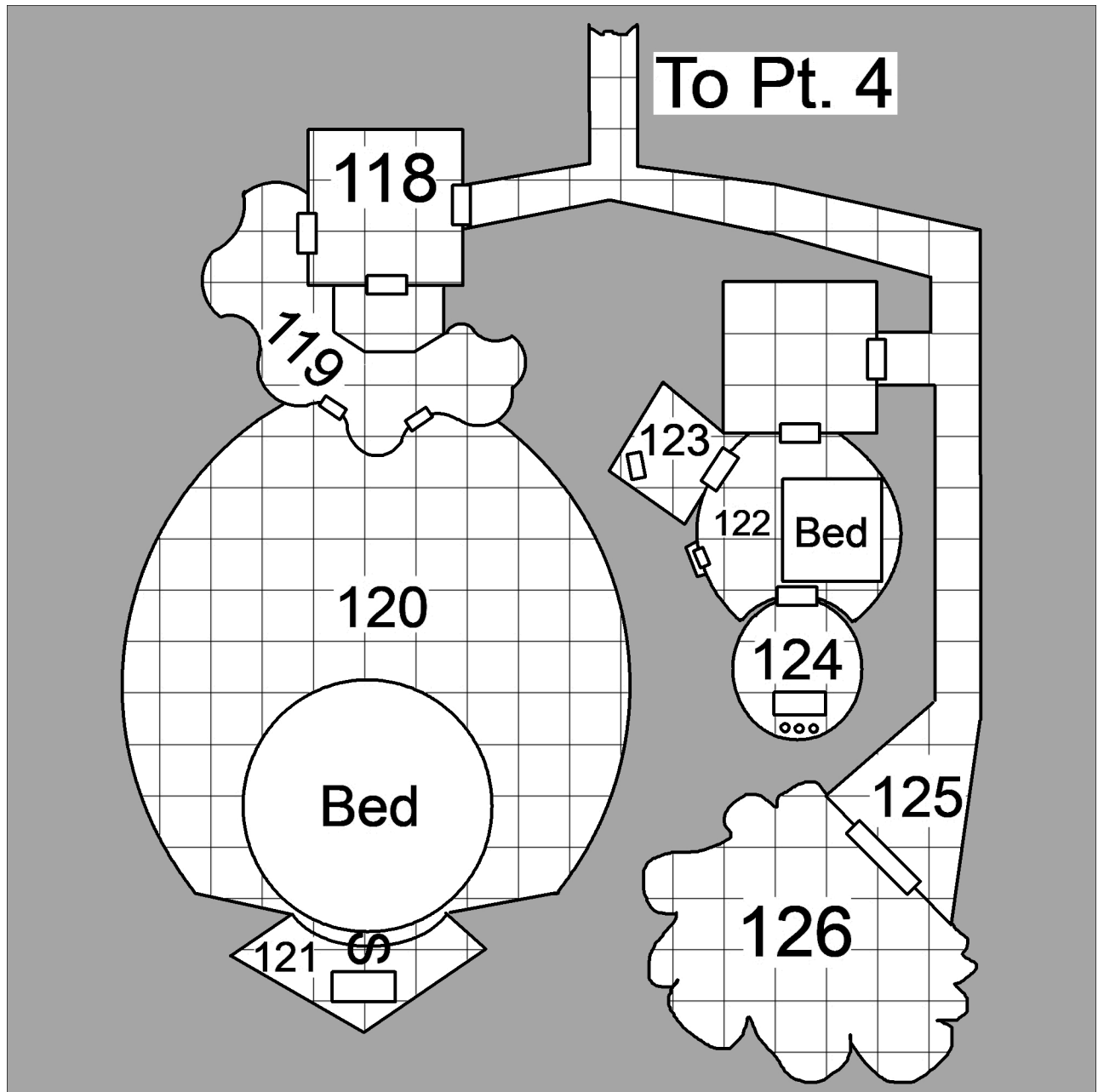
Level 1 Part 3



Level 1 Part 4

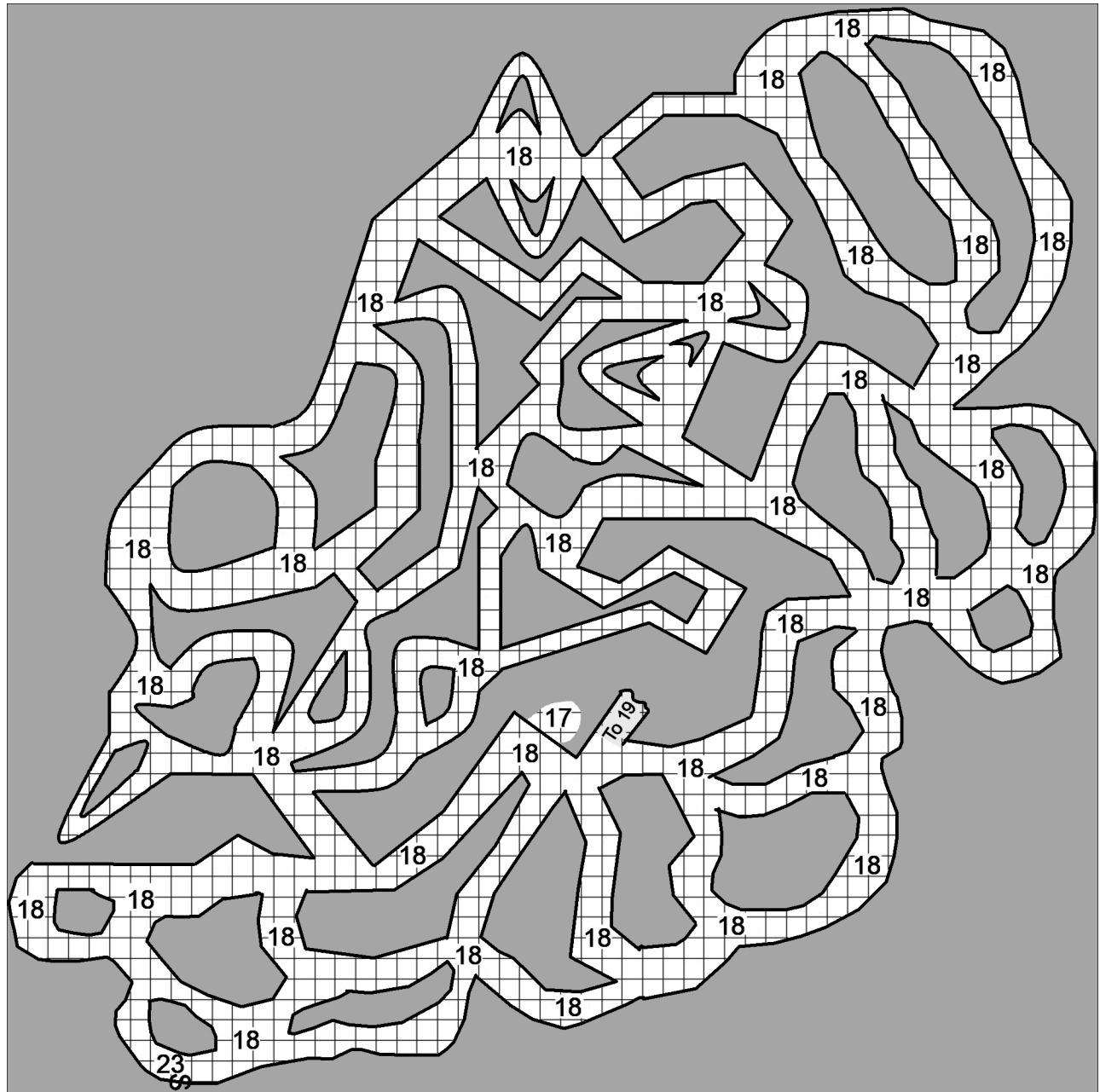


Level 1 Part 5

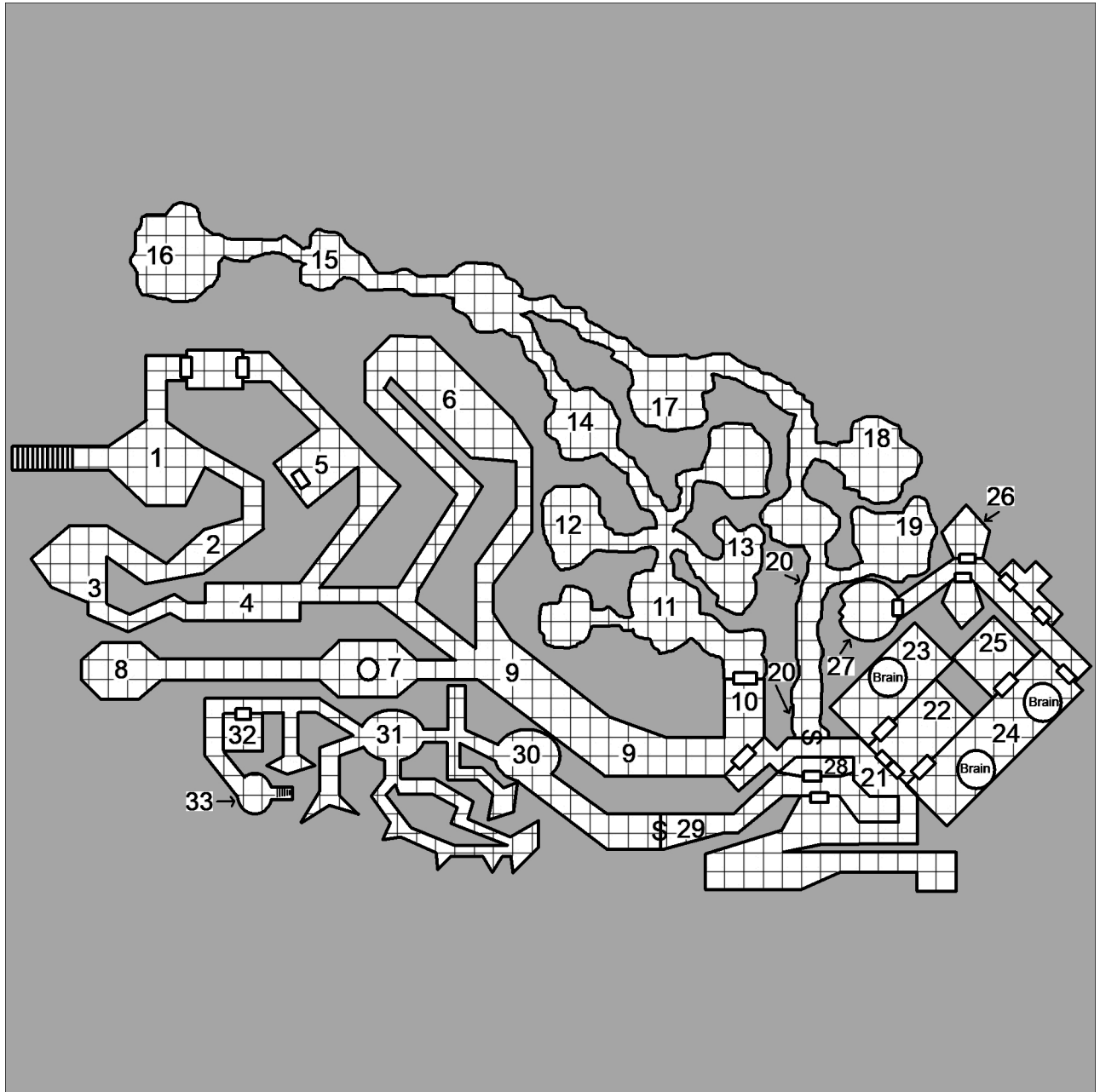


Level 1 Area 18 Expanded

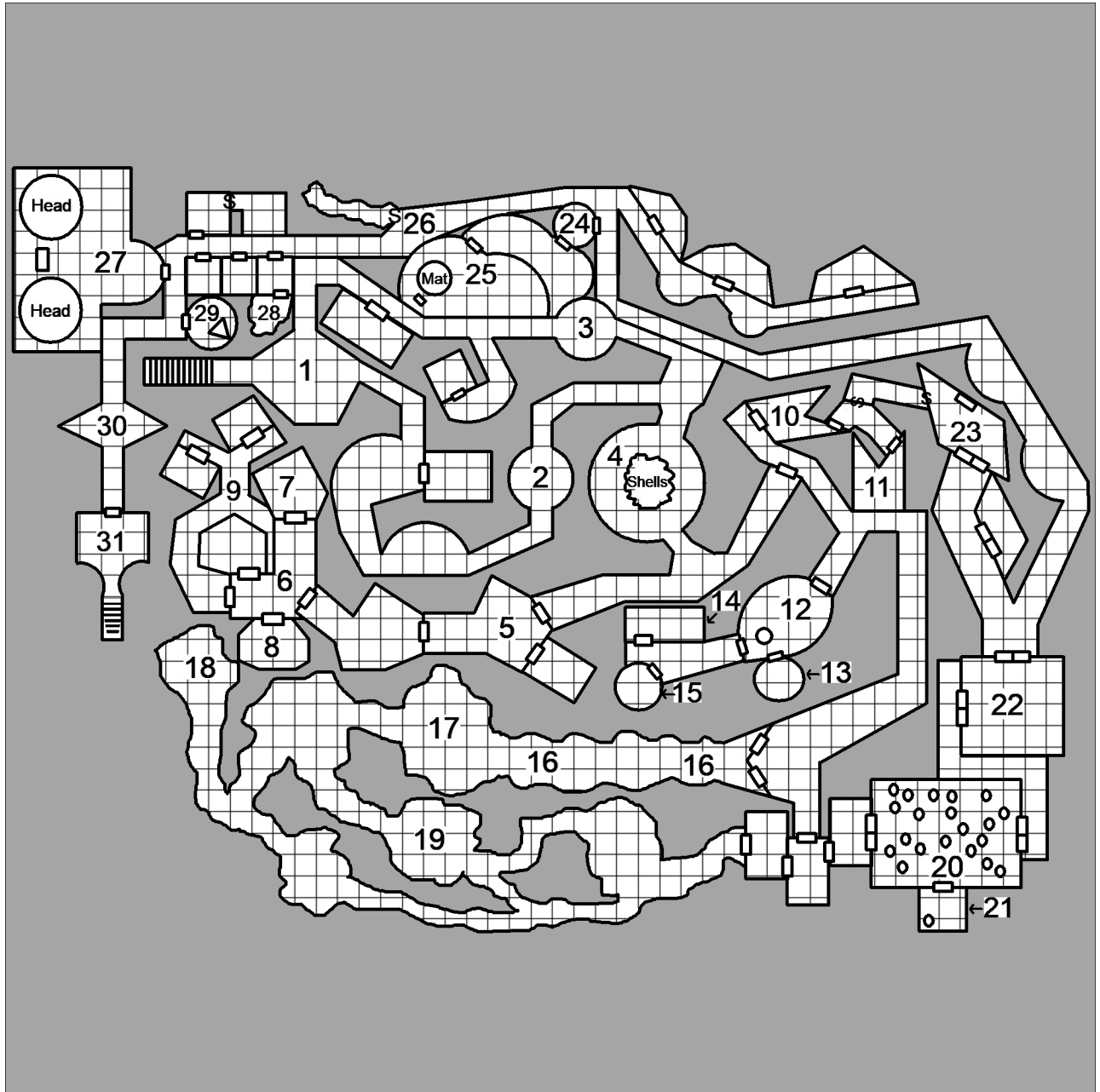
The 17 spot on the map and the "To 19"(with a light gray over it) are not part of the 18 area. They are not affected by its magic.



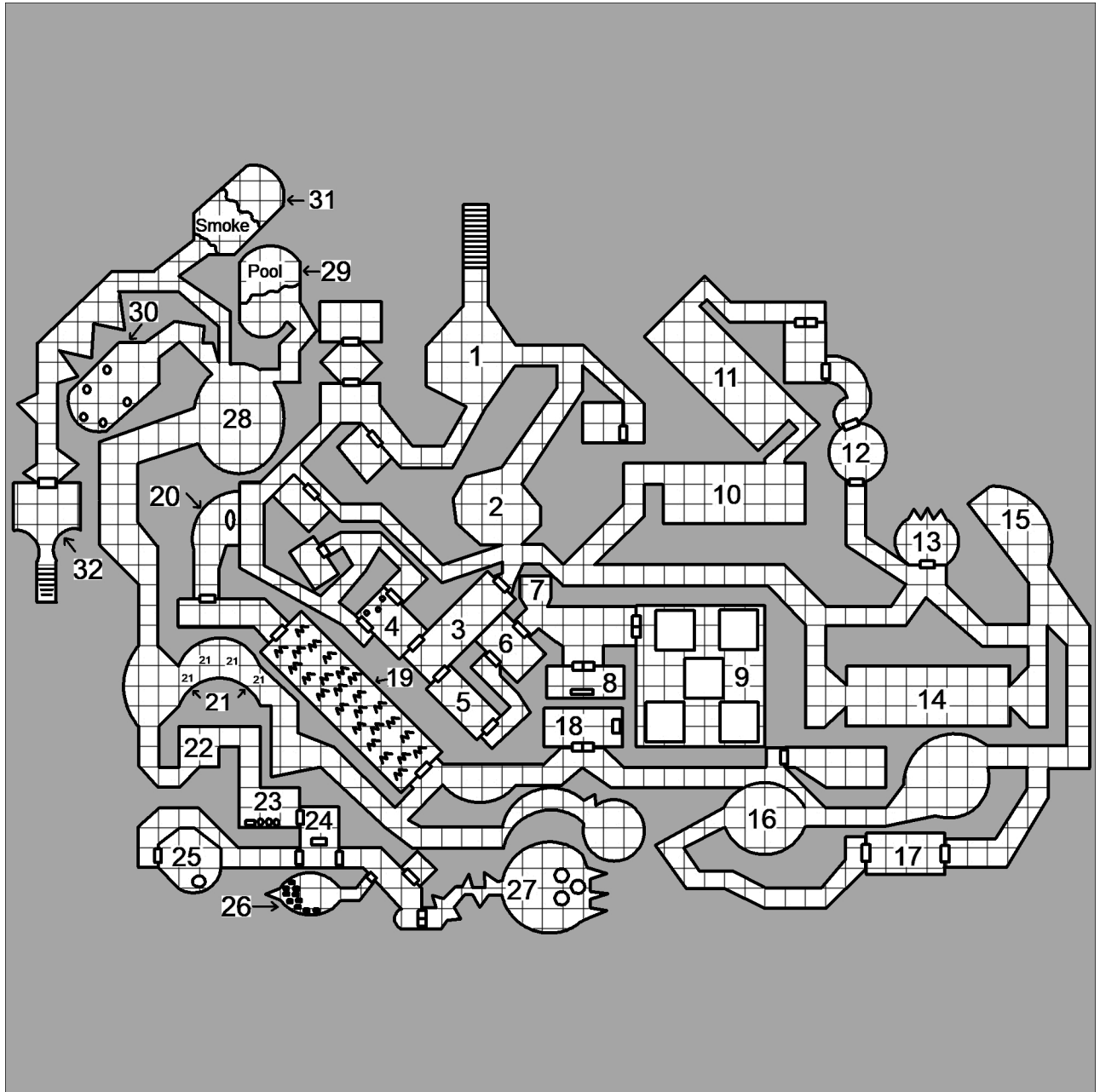
Level 2



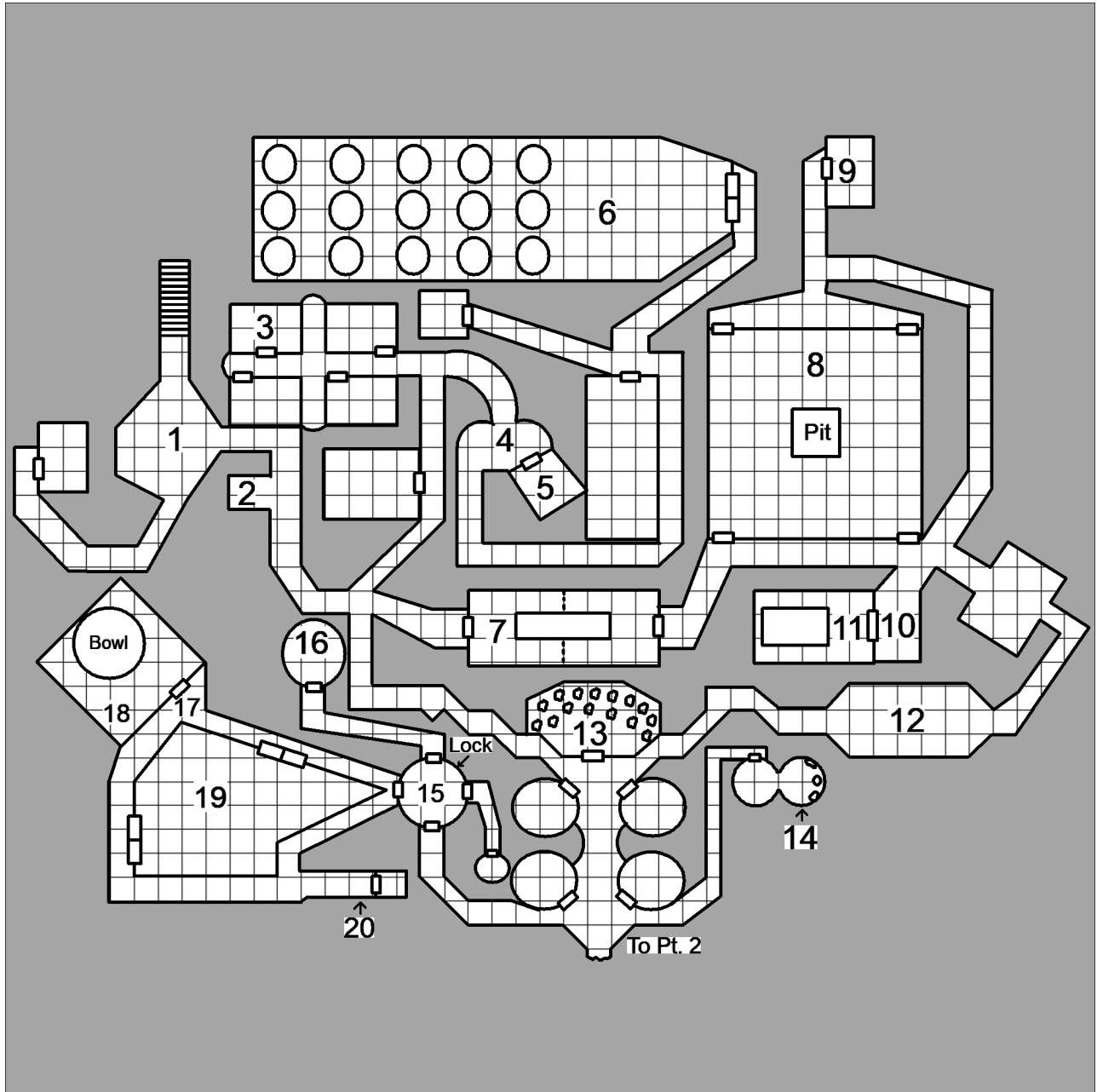
Level 3



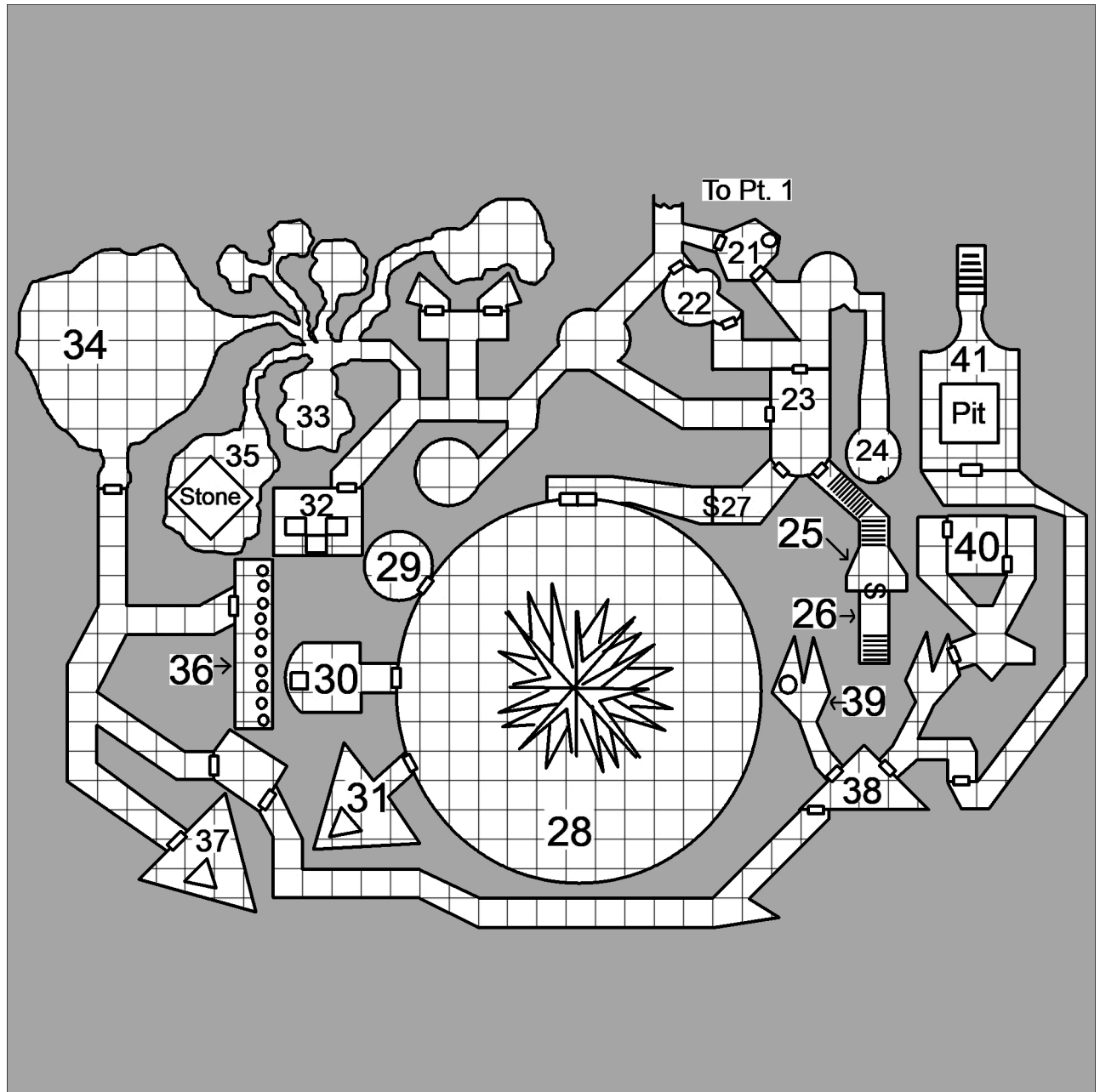
Level 4



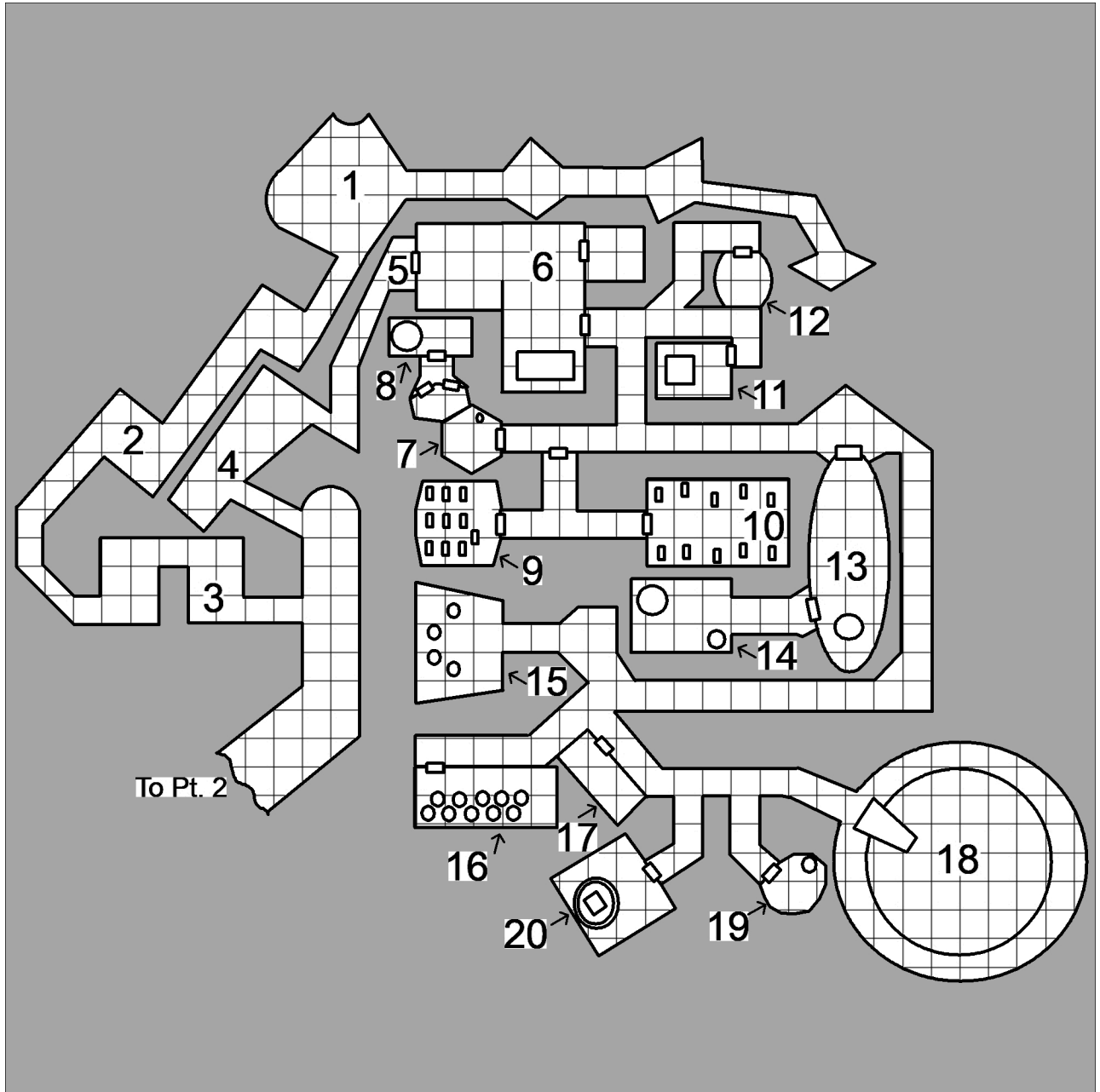
Level 5 Part 1



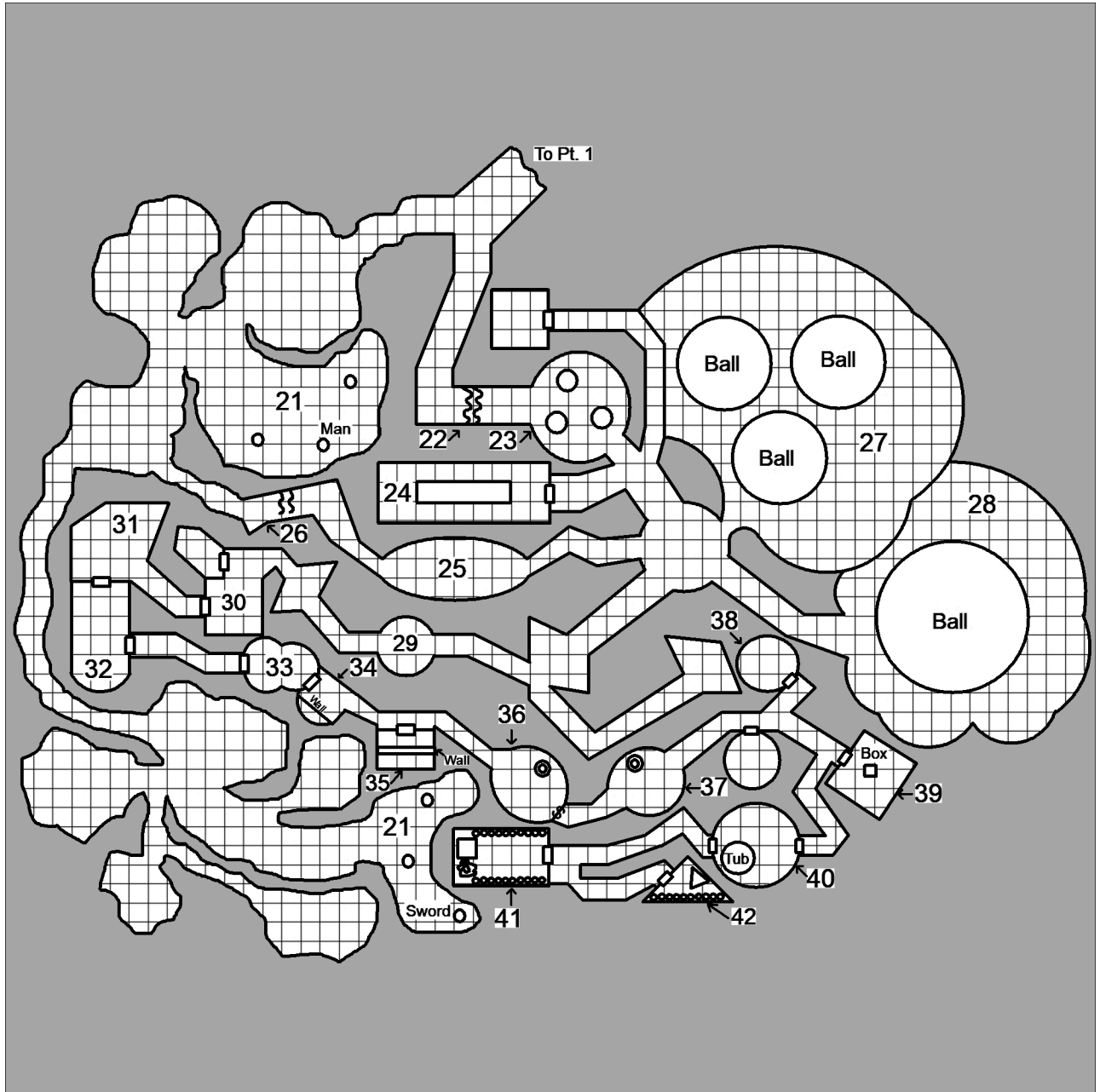
Level 5 Part 2



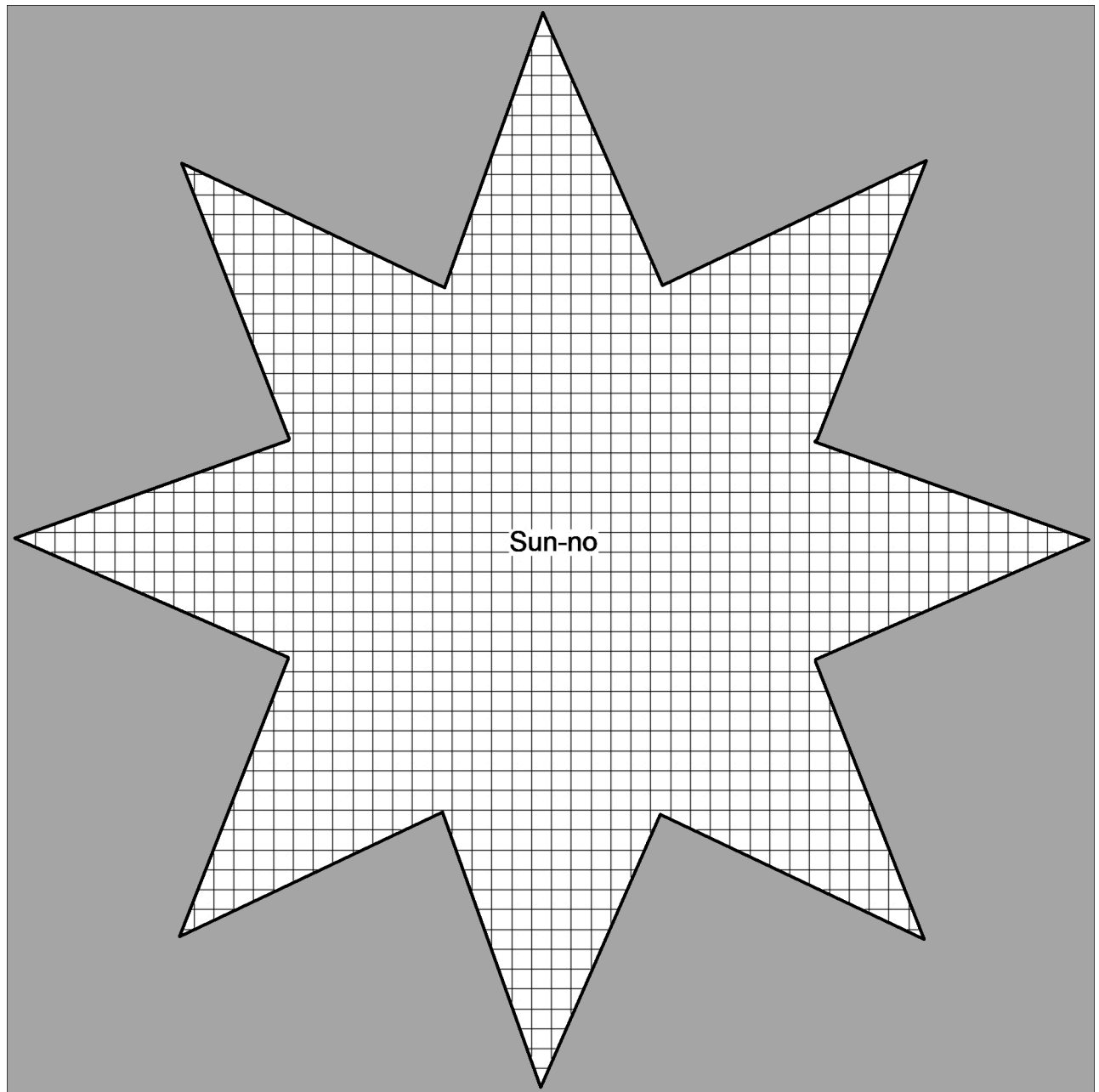
Level 6 Part 1



Level 6 Part 2



Star Plane



Cruck's Cave

