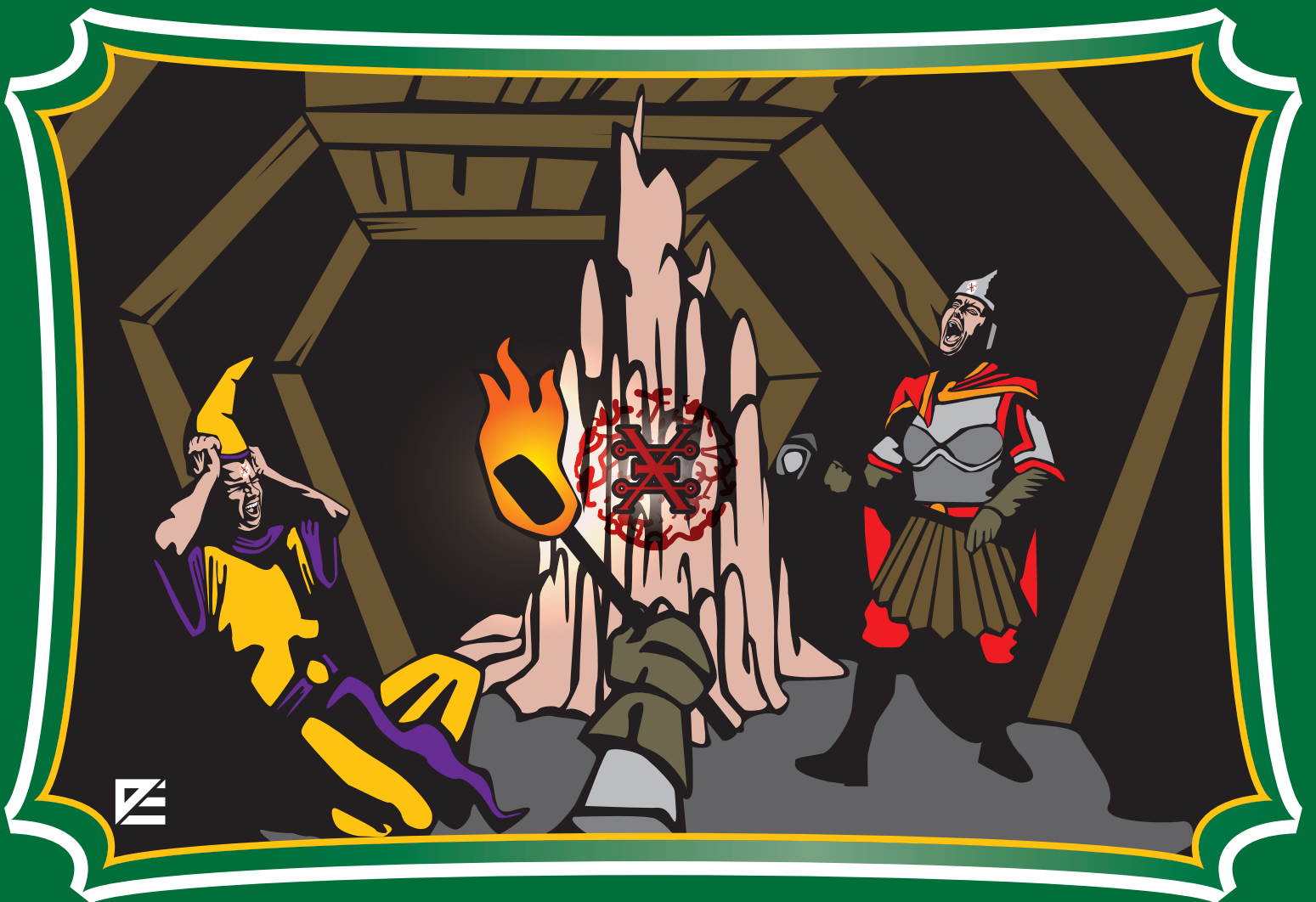


Do You Dare Enter?



The Slave of its Abboth



Labyrinth Lord
Compatible Product

The Slave Pits of Abhoth

by FrDave • www.bloodofprokopius.blogspot.com

Introduction

This project was inspired by the re-release of the core books of the *Advanced* version of the world's most famous FRPG. At the time of the announcement, I was thrilled that these books were to be re-released; however, I personally would have preferred if the entire library had been made available in various forms. I was subsequently challenged to re-imagine one entry in the library rather than simply wait for that library to see the light of day. This module is my answer to that challenge — a re-imagined version of the first module in the classic A-series.

While this is written for the retro-clone *Labyrinth Lord*[™] using the *Advanced Edition Companion*[™] expansion and inspiration from *The Realms of Crawling Chaos*[™], it is still easily used with the re-released core books with little to no conversion for those who are interested.

How to Use this Adventure

Since this is a re-imagination project, not only is the content of the original module reinterpreted, but the classic module layout is also rethought in order to make this adventure more user-friendly. There are two primary ways that this is done.

Firstly, this adventure assumes that the person running this module is going to fiddle with small details in order to make it fit into their own campaign world. Thus, this adventure is specifically designed to be able to easily drop into any world. In addition, there are places in the adventure key left blank in order to facilitate customization.

Secondly, most of the keys and maps themselves are organized in such a way that the person running the adventure has enough information on a single spread so as to keep page turning and lengthly pauses to read room descriptions to a minimum. Thus, on the right hand page is a section of map with page numbers to indicated which pages the map connects to. On the left hand page are encounter area descriptions organized into three columns:

OVERVIEW: This is a description that is applicable to most if not all rooms described on the page.

Column 1	Column 2	Column 3
This is information that can be gained by adventurers with a cursory inspection.	This is information that can be gained with a closer inspection (such as a hidden treasure chest) Further paragraphs will detail more information if even more investigation is done (such as the contents of the hidden treasure chest).	This is for monster stats, spell and poison effects and other mechanical details.

The goal of this layout is to facilitate an improvisational style of play. There is enough information available at a glance to effectively run the encounter as is deemed necessary for the current situation. For example, there might be an encounter that states that Slavers and Pirates are in negotiation. The details of that negotiation are left up to the person running the adventure — to take advantage of how the adventure has unfolded and/or fulfill player expectation.

There is also plenty of empty space for making notes, adding specifics or any other individualized information to customize the adventure for a particular campaign. Please feel free to take advantage.

Background

The basic premise of this adventure is very simple:

There is a secret slavery ring. Find it and stomp it out.

For those that need more of a hook, rumors suggest that there have been a lot of disappearances of travelers and merchants in the region around Hucwind Island.

For those that need an even more aggressive hook (or those that like the *Rescue the Princess* trope), the daughter of a local noble has been one of those travelers to disappear. The noble has now either personally asked the party to investigate and/or has promised a sizable reward for her safe return.

For those that want to have their players do an investigation, the following rumor table can be used:

Rumor Table

1. Village A has been known to harbor pirates.
2. If you want someone to disappear, talk to the baker in Village B.
3. Most of the disappearances have happened on the road between Village A and Village B.
4. The people of Hinsmount do not take kindly to strangers.
5. There is a monster that stalks Hucwind Island at night.
6. The royal family to whom Village B owes fealty is a group of vampires.
7. There is a necromancer who lives in Village A.
8. There are no real economic ties between Hinsmount and the other surrounding villages.
9. Occasionally, folks from Hinsmount have come to Village A looking to buy strange animals.
10. The followers of St. Cuthbert once dominated Hucwind and Hinsmount before they were wiped out by pirates.
11. Ships have been known to disappear in the waters between Village A, Village B and Hinsmount.
12. There is no lighthouse on Hucwind island.

Village A and *Village B* are intended to be extant communities in the campaign world in which the adventure takes place.

History

There are three distinct periods in the history of Hucwind Island. The original building on the island was the castle, which was built in order to deter piracy; however, its impact was minimal and was eventually abandoned. The second wave of inhabitants were followers of St. Cuthbert who built the village of Hinsmount and the Temple. This, in turn, was attacked by pirates and evil humanoids, having heard that Hucwind Island was home to a great treasure. When they found out that the treasure in question was a bunch of bones, they glee-

fully killed everyone and destroyed the settlement and the Temple in order to make the effort of attacking the island worth their while. Finally, a group of Deep Ones who needed a place not only to ply their slave trade, but to pick the cream of their slave stock to interbreed with took over the island, because of the cave networks that weave their way throughout the island. Some of these had already been used by the builders of the castle and the Temple. These Deep Ones expanded on these efforts and now have an entire secret lair within the bowels of the island.

Unlike other Deep Ones, who worship the Old One Dagon (and are thus known as *Dagonites*), the Deep Ones of Hucwind Island worship the Old One Abthoth, and call themselves *Abthothians*. This ancient alien only partially exists in this reality as an amorphous pile of grey mud-like goo. Abthoth is constantly trying to absorb DNA from any creature it comes into contact with in an attempt to use it to create a more mobile and permanent form with which to interact with this reality. Thus far, this has been a quixotic quest because Abthoth is fundamentally incompatible with the world.

Like their master, the Abthothians who worship Abthoth seek to find a means by which to stabilize their own DNA structure so that they might be able more easily and permanently interact with (and conquer) the surface world. Using a portion of the very Old One they worship, the Deep Ones have been partially successful. They have altered their own DNA structure enough that they are a different species of Deep One altogether and the Halfbreeds that they have produced, though still doomed to transform into their Deep One progenitors, hear the call of Abthoth and the quest for a stable genetic form rather than the call of the sea.

Therefore, the slave trade that the Abthothians participate in has as its primary purpose a search for DNA markers that they need for their experiments both for themselves and for their master. Thus, every slave is tested. Those that fail, stay in the slave pits and are destined to be sold into the slave trade network that the Abthothians participate in. Those that pass the test are doomed to a horrific death where they are seeded with various specially prepared eggs that have segments of Abthoth himself. Combined with DNA from various creatures and an ever refined version of Abthothian DNA, the victims of this process are literally torn apart at the cellular level. The results of these experiments are now the denizens of the secret complex in the bowels of the island.

OVERVIEW: Hucwind Island is a hilly isle about 2.25 miles by 1.5 miles covered mostly in tall grasses.		
1. Cliff Wall		
There is a cliff wall along much of the northern and eastern coast of the island.	On average it is about 50-60ft. high and is about 100 ft. at its highest point.	The cliff is only sheer in a few places (<i>see below</i>). For an experienced climber with equipment, it would be easy to find an area to safely climb.
2. Sea Cave		
The cliff in this area is very sheer (at times even as much as 110°) and very difficult to climb.	Upon close inspection, the cliff has been roughly worked to be difficult to climb. There is a sea cave here only visible during low tide. It is otherwise completely under water.	This is the normal entrance used by the slavers into the Slave Pit complex that are in the bowels of the island.
3. Sickly Trees		
There is a sickly looking copse of trees here.	Human and humanoid bones litter the area and is the home to a group of Ghouls .	The 8 Ghouls (AC 6; HD 2; Att 1d3 x 3 + paralysis; MV 90'; 13,12,10,10,9,8,7,7 hp) are either what remains of the raiders who killed all the followers of St. Cuthbert or the result of some of the vile experiments done by the Abbothians. The slavers do, however, keep them in decent supply of food — both to keep them happy and to dispose of bodies.
4. Wetlands		
This area is a wetlands. Most times during the day, it is at least partially underwater. At low tide is the only time it is dry. At high tide, it is completely underwater.	At high tide, the ghouls from 3. <i>Sickly Trees</i> sometimes hunt for fish here.	The chance of the ghouls' appearance is 50%. 1d6 will be hunting fish.

Wandering Monster Table 1

This table can be used for all the surface areas on the island including Hinsmount, Huncwind Castle and the Temple.

- Halfbreeds (1d6):** AC 7; HD 1; Att 1d6; MV 120'
- Stinghounds (1d6+1):** AC 7; HD 2; Att 1d4 + Paralysis; MV 150'
- Halfbreeds (1d3):** AC 7; HD 1; Att 1d6; MV 120' + **Stinghounds (1d6):** AC 7; HD 2; Att 1d4 + Paralysis; MV 150'
- Giant Centipedes (2d4):** AC 9; HD 1d4; Att 1 + poison; MV 60'
- Giant Black Widow Spider (1):** AC 6; HD 3; Att 2d6 + Poison; MV 60'//120'
- Vision of St. Cuthbert:** Lawful & Good characters will see the figured of a hooded man moaning, "*The suffering!*" If any character is a follower of St. Cuthbert, they will hear the saint say "*Find me after turning the tree.*"

Hucwind Island



OVERVIEW: **Hinsmount** is a rundown village where most of the houses are actually the hulls of ships flipped over onto the foundations of what remained of Hinsmount after the raiders destroyed it. Only three stone buildings remain. Unless otherwise stated, small homes will house **1d2 Halfbreeds** (AC 7; HD 1; Att 1d6; MV 120'; 5 hp each) and larger homes will house **1d4+1 Halfbreeds**. All of the villagers are uncommunicative and unwelcoming.

Unlabelled (Fishermen)

These are the homes of fishermen. The fishermen go fishing most nights. Inside is nothing of value.

Beach

The beach area (the dark band next to the water) has scores of sticks shoved into the sand. When they aren't using them to fish, the boats of the village are tied down to these sticks. The boats are small boats, the equivalent of canoes for statistical purposes.

Farmers

Trails from sad looking fields north of the village lead to these houses. They work their fields during the day. Inside is nothing of value.

Storehouse

Two hulls have been combined to make a large building. It houses farm implements, broken fishing equipment, wood and other fuels. Though used by the whole village, nothing is of much value.

Shed

There is a particularly beaten up shed on the beach. Inside are various items for use in fishing like nets and hooks. Though usable, there is nothing here of value.

Net Makers

These homes have netting outside. Inside are items used to make nets. The nets are of poor quality.

Kennels

These buildings have feeding troughs and water bowls outside. These serve as somekind of kennel, though they stink slightly of fish. There are always **1d8+1 Stinghounds** (AC 7; HD 2; Att 1d4 + Paralysis; MV 150'; 7 hp each) here.

Dog Handler

This house has ropes and collars hanging outside. At night this house is empty (when the dog handler patrols the island). The **3rd level Halfbreed Fighter** (AC6, 18hp) who trains and cares for the stinghounds lives here. He fights to capture.

Chief Fishermen

This is the largest and best kept overturned boat house in the village. The chief fisherman lives here. He handles the day-to-day issues of the village. The chief fisherman is a **5th level Halfbreed Assassin** (AC6, 20hp).

Village Elder

This house reeks of fish and has dried fish and bones of several different animals hanging around the front entrance. This is where the village elder lives. She never comes out because she is advanced in her devolution towards becoming a full-blooded Abhothian. She is a **5th level Halfbreed Magic User**. (AC 8, 16hp, Spells: *Charm Person, Sleep, ESP, Invisibility, Hold Person*). She deals with major conflicts in the village



Hinçmount

OVERVIEW: Hinsmount (cont'd) is a rundown village where most of the houses are actually the hulls of ships flipped over onto the foundations of what remained of Hinsmount after the raiders destroyed it. Only three stone buildings remain. Unless otherwise stated, small homes will house **1d2 Halfbreeds** (AC 7; HD 1; Att 1d6; MV 120'; 5 hp each) and larger homes will house **1d4+1 Halfbreeds**. All of the villagers are uncommunicative and unwelcoming.

Alchemist

This house sits in isolation from the rest of the village, because as one gets closer it reeks. The front of the house is covered in runes.	During the day the house is unoccupied (the alchemist is out getting ingredients). A search will reveal 1d3 salves and 1d4 potions.	The alchemist is a 3rd level Halfbreed Magic User (AC8, 10hp, Spells: <i>Floating Disc, Shield, Locate Object</i>). The salves heal 1d6 hp. Potions are poison.
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Guardhouse

This building is up on a mound and overlooks the bay.	There are 1d6+1 men watching the beach armed with crossbows and harpoons.	These are 2nd level Halfbreed Fighters (AC 5, 9hp) led by a 3rd level Halfbreed Fighter (AC 4, 18hp).
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Meeting Hall

This is the largest building in the village and one of only three made of stone. It is of earlier construction than the overturned boat houses.	This is somekind of meeting hall for the villagers. 1d3+1 people are here.	The people are Halfbreeds (AC 7; HD 1; Att 1d6; MV 120'; 5 hp each).
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Smokehouse

This building is made of stone. Smoke comes out of its chimney and it smells strongly of fish.	This is a smokehouse where the villagers process and preserve their catches. 1d3+1 people are here.	The people are Halfbreeds (AC 7; HD 1; Att 1d6; MV 120'; 5 hp each).
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Smithy

This building is made of stone. During the day, loud clanging noises can be heard coming from within.	This building is used as a smithy, where various metal tools are made and repaired. 1d3+1 people are here.	The people are Halfbreeds (AC 7; HD 1; Att 1d6; MV 120'; 5 hp each).
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Path Out of Town

There is an obvious trail from the village to the Temple, but there is no apparent path to the castle.	Careful examination will reveal an old trail to the castle. A ranger can determine that it has been deliberately hid.	Villagers will get very testy about nosy adventurers making for the castle. They will do anything (even violence) to prevent a party from investigating.
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OVERVIEW: The Temple itself, much of the eastern wall and the monastic cells were destroyed when the followers of St. Cuthbert were slaughtered; however, the building with guest rooms was spared much of the destruction. The tower is new construction. The Halfbreeds who guard the Temple do so specifically to obfuscate the entrance to the Slave Pits. They will be unwelcoming of strangers and insist that the Temple is under repair and not safe for visitors.

1. The Temple

This is what remains of the Temple of St. Cuthbert. The eastern wall and ceiling have collapsed.	The interior hasn't been cleaned in years. The location marked 'a' is what remains of the altar.	If the altar is searched 2d6 Beads of St. Cuthbert can be found.
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2. Guest Room

This is an adequate bedroom.	There are 1d3-1 people in the room.	These people are Halfbreeds (AC 7; HD 1; Att 1d6; MV 120'; 5 hp each)
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3. Apse with Mosaic

These are apses set into the wall and decorated in mosaic.	They are amazingly intact and depict the arrival of St. Cuthbert, his life and the miracles performed through him.	For those who wish to have St. Cuthbert a visitor to your campaign world from our own earth, this would be one way to give the PCs a clue about his origin.
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4. Chapel

This appears to be a thoroughly defiled chapel.	It was dedicated to a miracle of St. Cuthbert. The altar moves and reveals stairs going down.	This is one of two entrances into the dungeon beneath the Temple. The stairs lead to Room 1 on page 17.
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5. Guest Greeting Room

This a guard room with 1d6 men armed with nets and tridents.	This a guest registry. Most of the records have been destroyed, but there are a couple of pages left intact.	The guards are 2nd level Halfbreed Fighters (AC 5, 9hp). Names can be a hint to another adventure.
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6. Monastic Cell

These appear to be used as storage rooms.	Contents are (Roll a d6): 1-2 = Foodstuff; 3-4 = Building material; 5 = Weapons; 6 = Stinghounds. These were once used as monastic cells.	Foodstuff is salted fish; building materials are recycled bricks; weapons are tridents & harpoons; 1d4 Stinghounds (AC 7; HD 2; Att 1d4 + Paralysis; MV 150'; 7 hp each).
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7. Ruined Monastic Cell

These rooms have been destroyed and are not much more than a couple of busted walls and rubble.	These were also once used as monastic cells and haven't been touched in years.	There is nothing of any value here.
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8. Occupied Monastic Cell

This room is only slightly damaged.	The room is covered in webbing.	This is a lair of a Giant Spider (AC 6; HD 3; Att 2d6 + Poison; MV 60'//120'; 15 hp).
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9. Kitchen

This is a kitchen.	This originally was a kitchen.	The food & cookery is of poor quality.
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OVERVIEW: The Temple (cont'd) Much of the eastern wall and the monastic cells were destroyed when the followers of St. Cuthbert were slaughtered; however, the building with guest rooms was spared much of the destruction. The tower is new construction. The Halfbreeds who guard the Temple do so specifically to obfuscate the entrance to the Slave Pits. They will be unwelcoming of strangers and insist that the Temple is under repair and not safe for visitors.

10. Refectory

This appears to be a dining room with several tables and chairs of different manufacture.	At one time, the walls were decorated in mosaic icons. These have been destroyed.	All of the furniture and tableware are of very poor quality.
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11. Guard Tower

This two-story tower appears to be manned.	The tower is not well-built and houses 1d6 guards.	The guards are 2nd level Halfbreed Fighters (AC 5, 9hp ea.). Unless the party carefully approaches, these guards will alert everyone at the Temple. Dwarves and gnomes can tell this was (badly) built from rubble.
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12. Outhouse

This is a crudely built building that reeks from several feet away.	It is an outhouse with two seats. It hangs over the edge of the ledge.	There is a 5% chance that sitting on a toilet will cause the thing to collapse.
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13. Guardhouse/Reçistry

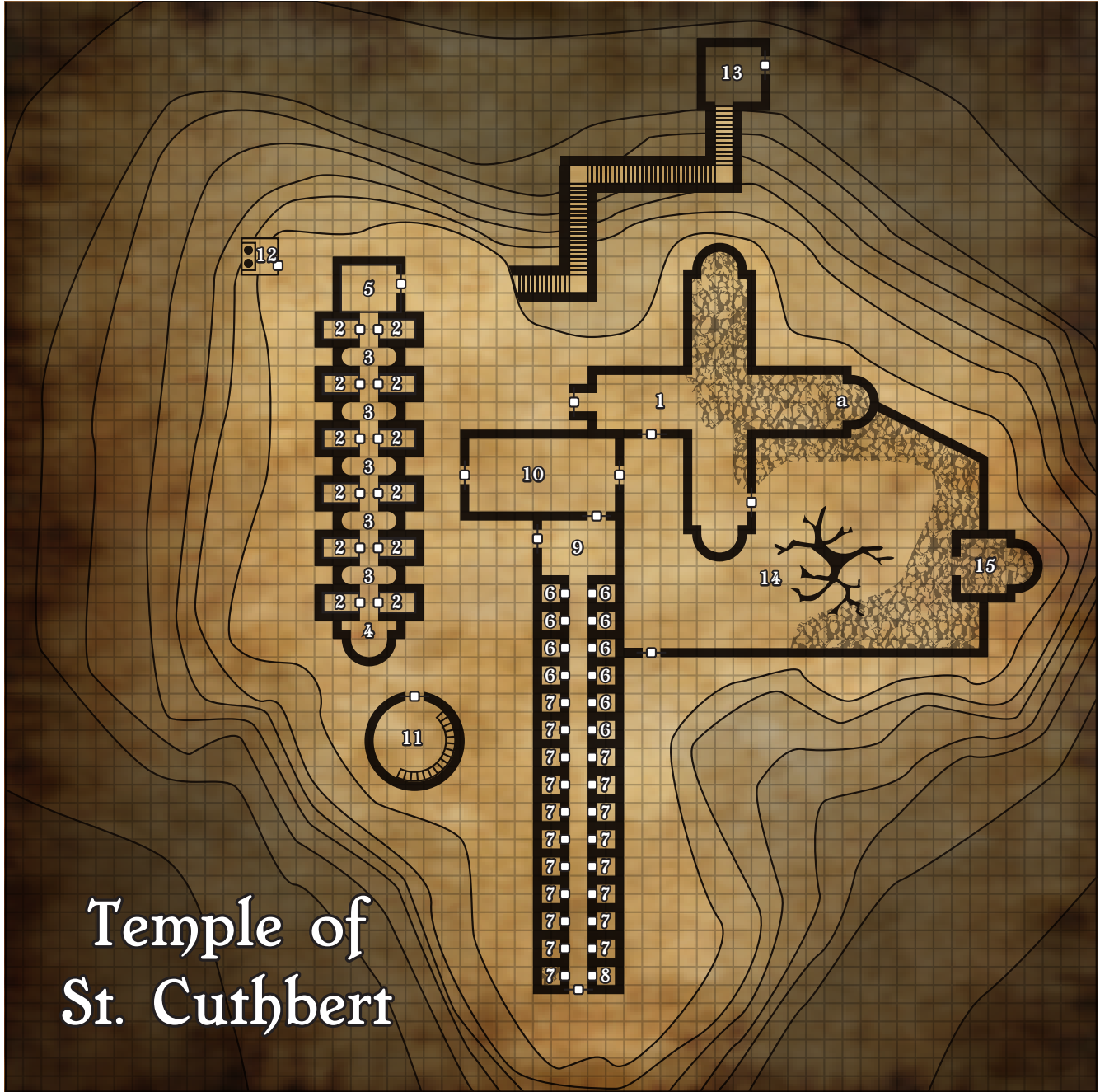
This is some kind of guard room that currently has several (1d6) men armed with tridents and nets.	There are records (fake) of visitors to the Temple. Hidden in a false bottom in a desk droor is an actual record of visitors to the Temple prior to its destruction.	The guards are 2nd level Halfbreed Fighters (AC 5, 9hp ea.). They will politely decline entrance (it isn't safe), then get rude and then get violent (<i>they will fight to capture</i>).
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14. Courtyard

At the center of this rubble-strewn courtyard is a very large, dead tree.	Despite being dead, there appear to be rotting fruit hanging from some of the tree's branches.	The tree is actually an Undead Tree (AC 2; HD 8; Att 1d4x6 (branches) or poison (fruit) + fear; MV 0'; Special: only affected by slashing weapons or fire; 45 hp) and will attack anyone who approaches.
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15. Reliquary

There is a collapsed building buried underneath the rubble.	There is a secret trap door in the floor beneath the rubble. This leads to a crypt wherein are relics of the St. Cuthbert (though the head is a death mask). He is holding St. Cuthbert's Gospel .	Should PCs manage to find this place, it will provide a safe haven for them to rest and recover (no wandering monster checks & the Abbothians do not know about it).
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Temple of St. Cuthbert

OVERVIEW: Hucwind Castle looks like an abandoned ruin. Everything higher than one story has collapsed; however there is new construction in various places made to look distressed. Dwarves and gnomes can passively spot the new construction on a roll of 1-2 on a d6.

The top outer wall is trapped. Anyone climbing over or walking on top has a 2 in 6 chance of triggering a shallow pit trap. Spikes will do d3 damage and are coated in a weak paralytic poison. There is a 2 in 6 chance it won't work, otherwise the saving throw is made at +2.

1. Path		
There is no apparent path that leads to the castle.	Hidden underneath the scrub there is a well worn path.	There is a 2 in 6 chance to notice that the obfuscation is deliberate.
2. Second Floor		
There seems to be stable construction around what remains of the three towers.	This is new construction.	Dwarves and gnomes can determine that the style of brickwork is significantly different than elsewhere.
3. Rubble		
This area is full of rubble.	The rubble is what remains of the upper stories.	Movement is halved and searches take twice as long. Wandering monster checks are doubled (1-2 on a d6 — a '2' indicates Giant Centipedes).
4. Well		
This is an old well.	There is no bucket & the winch is rusted and on the ground. A rotting smell wafts up from the bottom of the well.	This is one of two entrances into the dungeon beneath the castle. The well leads to Room 131 on page 61.
5. Giant Centipede Nest		
This appears to be a guard house with a collapsed roof.	It is now a nest for 5 Giant Centipedes .	Giant Centipedes (AC 9; HD 1d4; Att 1 + poison; MV 60'; 4,3,3,2,1 hp).
6. Chapel		
This was once a chapel. Most of the roof has collapsed.	Should a party wish to spend the time, they can find 1d6+1 Beads of St. Cuthbert .	The chapel was once dedicated to one of the followers of St. Cuthbert (customized for each campaign)
7. Mutant Tower		
The first story of this tower appears to be stable and intact.	This is home to a large Mutant Abhothian (with four arms) and his pet Stinghound .	Mutant (AC 4; HD 4; Att 1d4+1x4; MV 90'; 24 hp); Stinghound (AC 7; HD 2; Att 1d4 + Paralysis; MV 150'; 10 hp).
8. Collapsed Storage Room		
The ceiling of this room has collapsed.	This was once a storage room.	There is nothing of value.
9. Storage Room		
This is being used as a storage room.	This was once the room of the abbot.	50 lbs. of salt worth about 50gp.
10. Monastic Cells		
These rooms appear to be make-shift bedrooms.	Inside are 1d3-1 humanoids.	These are 3rd level Halfbreed Fighters (AC 5, hp 15 ea.) that have devolved to a point that they can no longer pass as human. <i>They will fight to capture.</i>

Hucwind Castle



OVERVIEW: Hucwind Castle looks like an abandoned ruin. Everything higher than one story has collapsed; however there is new construction in various places made to look distressed. Dwarves and gnomes can passively spot the new construction on a roll of 1-2 on a d6.

The top outer wall is trapped. Anyone climbing over or walking on top has a 2 in 6 chance of triggering a shallow pit trap. Spikes will do d3 damage and are coated in a weak paralytic poison. There is a 2 in 6 chance it won't work, otherwise the saving throw is made at +2.

11. Guest Room

The ceiling in this room has collapsed. This was once a guestroom. There is nothing of value here.

12. Guest Room

The ceiling in this room has collapsed. This was once a guest room. Hidden in the rubble is a bishop's pectoral cross. The cross is worth 100gp.

13. Library

The ceiling in this room has collapsed. This was a library. If the party spends the time, they will find 1d3 books in decent shape and a clerical scroll. The books are worth 2d6x10gp to the right buyer. The cleric scroll has *Cure Light Wounds* and *Neutralize Poison*.

14. Dining Room

This is a dining room with several chairs and tables. There is a podium in one corner. (It was used to read Scripture at meals). The furniture, if mended, could be valuable to the right buyer.

15. Kitchen

This is a kitchen. There is fresh food, but not very palatable to the average person. The cookery is of poor quality.

16. Gate

The gate appears to be in poor shape. It is actually in much better shape than it at first appears. The gate is reinforced and been distressed to disguise this reinforcement.

17. Tower

This guard tower smells slightly of fish and seems to be occupied. This is a kennel for stingshounds. There will always be **1d6 Stingshounds** (AC 7; HD 2; Att 1d4 + Paralysis; MV 150'; 10 hp) here.

18. Tower

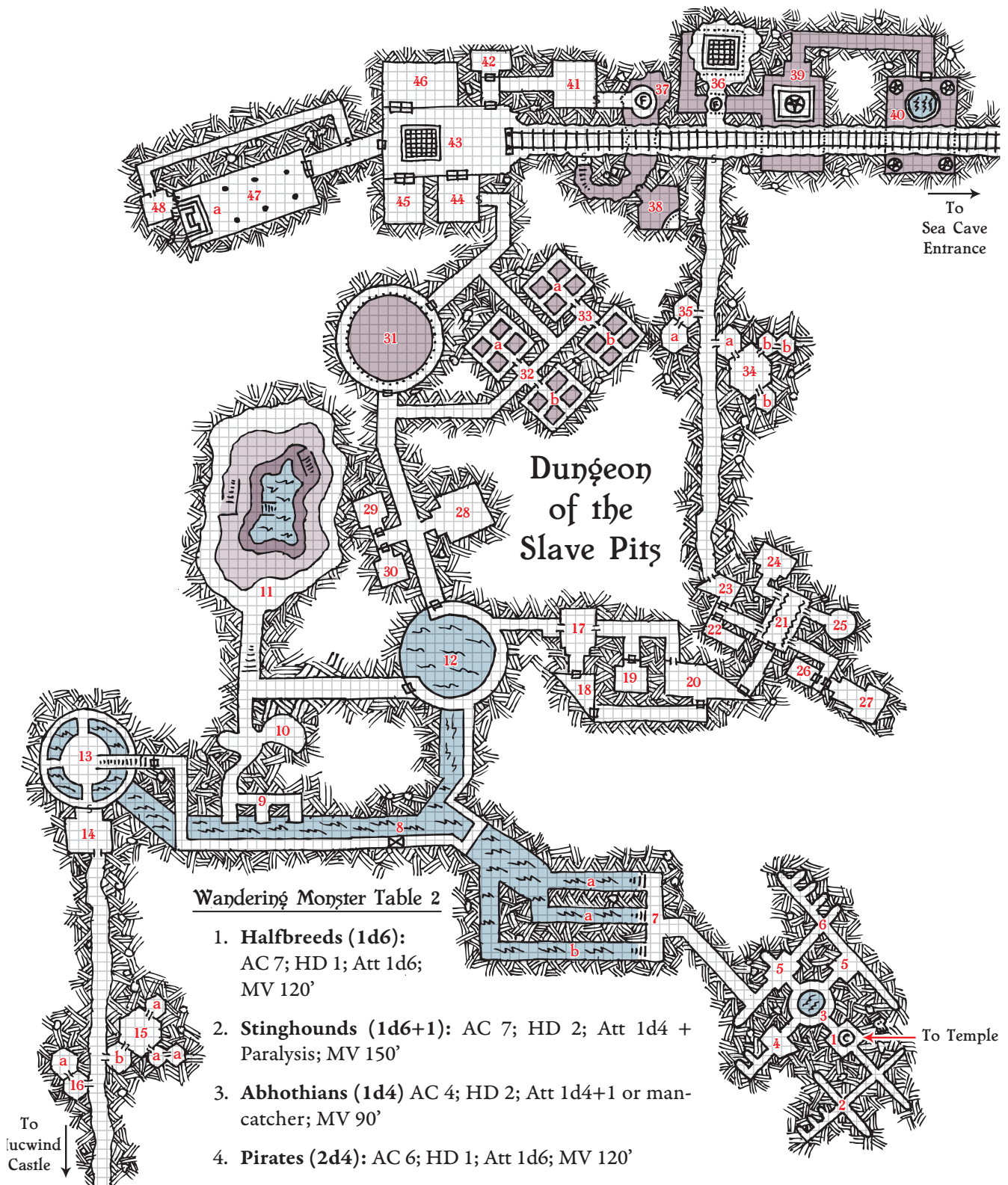
This guard tower is occupied. There are several guards. The trap door leads to a stairway down. The guards are **2nd level Halfbreed Fighters** (AC 5, 9hp ea.). This is one of two entrances into the dungeon beneath the castle. The well leads to Room 88 on page 47.

19. Gatehouse

This most likely was a gatehouse. Inside is a pool of a viscous liquid. The pool is a **Gray Ooze** (AC 8; HD 3; Att 2d8; MV 10'; 18 hp).

20. Courtyard

This open area appears to be empty. Hiding in the shadows are 1d6+1 **Halfbreeds** with one **Stingshound**. They surprise on a 1-3 on a d6. (For stats, see 17 & 18 above).

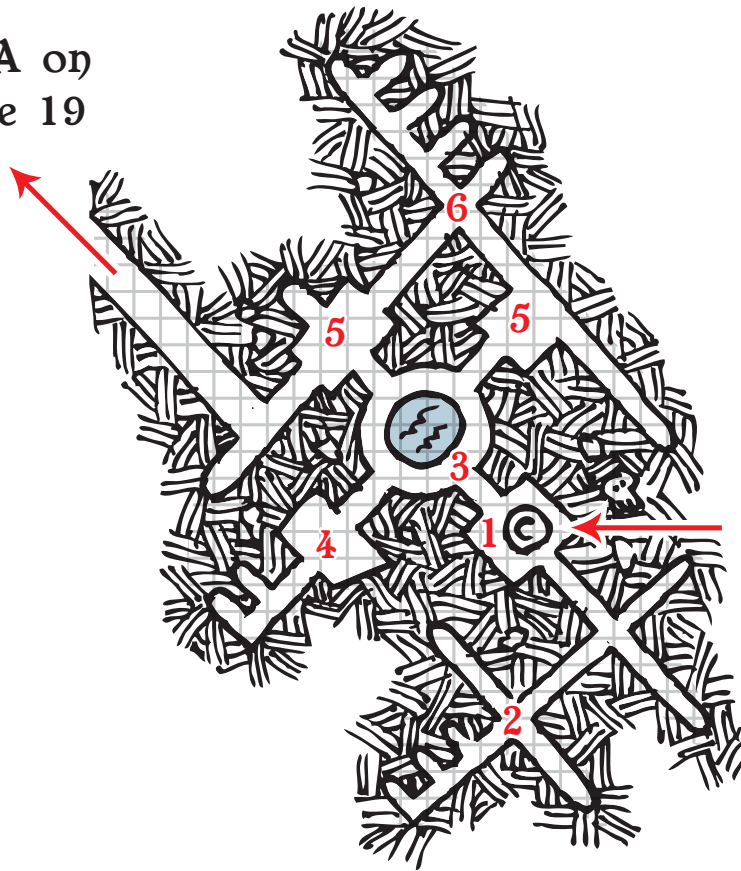


Wandering Monster Table 2

1. **Halfbreeds (1d6):**
AC 7; HD 1; Att 1d6;
MV 120'
2. **Stinghounds (1d6+1):** AC 7; HD 2; Att 1d4 + Paralysis; MV 150'
3. **Abbothians (1d4)** AC 4; HD 2; Att 1d4+1 or man-catcher; MV 90'
4. **Pirates (2d4):** AC 6; HD 1; Att 1d6; MV 120'
5. **Pirates (1d4+1):** AC 6; HD 1; Att 1d6; MV 120' + Slaves (1d3)
6. **Vision of St. Cuthbert:** Lawful & Good characters will see the a hooded man moaning, "The suffering!"

<p>OVERVIEW: Rooms 1-6 are carefully carved from the rock. There are crosses, iconography and other symbols from the religion of St. Cuthbert carved in the walls and the ceiling. There are niches in the walls big enough to hold a human skull.</p>		
<p>1. Entrance</p>		
The walls are covered with decayed and defaced iconography.	The icons depict various aspects of the life of St. Cuthbert	The door in the ceiling can be found on a roll of 1-2 on d6.
<p>2. Catacombs</p>		
This area is dominated by niches large enough to hold human skulls.	There are several skull fragments, and one intact skull.	If placed in a chapel of St. Cuthbert, the skull will recite daily prayers.
<p>3. Baptistry</p>		
At the center of the room is a pool that is deep enough for a normal human to be fully submerged.	When approached, the water becomes troubled. The closer one gets, the more agitated the water becomes.	Anyone touching the water will mark themselves as an enemy of the Abhothians and will be attacked before others. The first person who invokes the name of St. Cuthbert while touching the water will be bestowed with the ability to cast the spell <i>ESP</i> once.
<p>4. Sepulcher</p>		
In the middle of the room is a plain, stone sepulcher. There are also several deep niches in the wall.	The sepulcher is partially opened, inside is the remains of a priest of St. Cuthbert. He is wearing a bejewelled cross worth 360gp and vestments in a style from a prior era.	There are 6 Chrysopelia (AC 4; HD 1; Att 1d6; MV 120'; 7,6,5,5,4,3 hp) hidden in the niches. They surprise 5 in 6 and wait to attack until characters investigate the sepulcher. Anyone taking the cross who does not follow St. Cuthbert will be <i>cursed</i> — roll twice for everything and take the worse of the two rolls.
<p>5. Tomb</p>		
In the wall, there are several niches large enough to hold an entire body.	There are bone shards and scraps of burial clothes. In addition, there is a cross etched in stone where the head would have been.	
<p>6. Crypt</p>		
The niches in this area are vertical and have bodies standing in them wrapped in burial clothes.	The burial clothes are covered in inked crosses and other symbols of St. Cuthbert.	1d4 rounds after anyone enters this area without a symbol of St. Cuthbert, the bodies will animate as 4 Coffin Corpses (AC 5; HD 2; Att 1d6; MV 90'; 14,12,11,10 hp; Special: Only harmed by magic weapons, will collapse after being successfully hit by any weapon and then rise one round later <i>Causing Fear</i>). They will not pursue fleeing characters beyond rooms 1-6.

To A on
page 19



To Temple
Room 4.
on page 11

OVERVIEW: Rooms 7-16 are crudely, but efficiently cut. There are several areas that are cut beneath the water table. Entire sections of walls are covered in sea salt and the area smells strongly of the sea.

7. Main Entrance

Along this hallway are three archways through which can be seen stairs going down into water. The ceiling does not lower.

There is an Abthothian symbol above each archway. The ones leading to 'a' mean 'short.' The one leading to 'b' means 'long.' The water is chest deep.

The areas marked 'a' each have 1 **Strangleweed** (AC 5; HD 4; Att 1d6 + constriction; MV 30'; 18 hp; Special: Surprise 4 in 6, 50% resistance to fire).

8. Trap Door

Along the wall, there is a wooden platform wide enough to walk single file on.

At the 'X' is a discoloration in one of the bricks along the wall.

This is a disposal unit. Pressing the brick causes the trap door to open and a flushing in the water below. Those who fall in the water while it is flushing must Save vs. Death for 1d6 rounds. Failure results in 1d6 drowning damage.

The trap door is loose and will trigger on its own on a 1 or 2 every time someone walks across it.

9. Fishing Platforms

There are three wooden platforms that go out over the water.

Fish bones litter the area. There are several dozen fish in the water below.

10. Storage Cave

This cave contains several barrels.

The barrels contain salt. Behind the barrels is also some fishing equipment.

There are 3d100 pounds of salt worth about 1gp per pound.

11. Testing Pool

This cave has three carved tiers accessible by stairs. The room reeks of dead fish.

At the bottom is a pool of viscous liquid. Each lower tier is covered by increasing amount of this liquid.

Non-Abthothians coming into contact must Save vs. Poison or suffer a painful rash and be at a -1 for 1d6 days for every time that they come in contact with it.

12. Glowing Pool

This round room has a pool that glows a strange, neon green.

The cave wall beneath the water is covered in glowing crystals.

If removed from the wall, the crystals will radiate light in a 10'r. for 1d6 days.

13. Tentacle Room

Stairs lead down to a circular room with a round wet stone floor in the middle of a pool. Wooden walkways line the wall accessed by three bridges.

There is something living in the water. As characters descend to the stone floor, the creature becomes agitated. (See Room 14 for secret door).

This is a lair of 1 **Giant Octopus** (AC 7; HD 8; Att 1d4x6 + constriction, 2d6; MV 30' (120'); 31 hp). It will wait 2d4 rounds for food before attacking.

14. Antechamber

This is an empty room.

There is an indentation in the north wall in the rough shape of a hand.

The secret door is opened by touching it with an Abthothian hand. There is a trip wire in the door that sets off an alarm & warns the guards in Rooms 15 & 16.

15. Guardroom

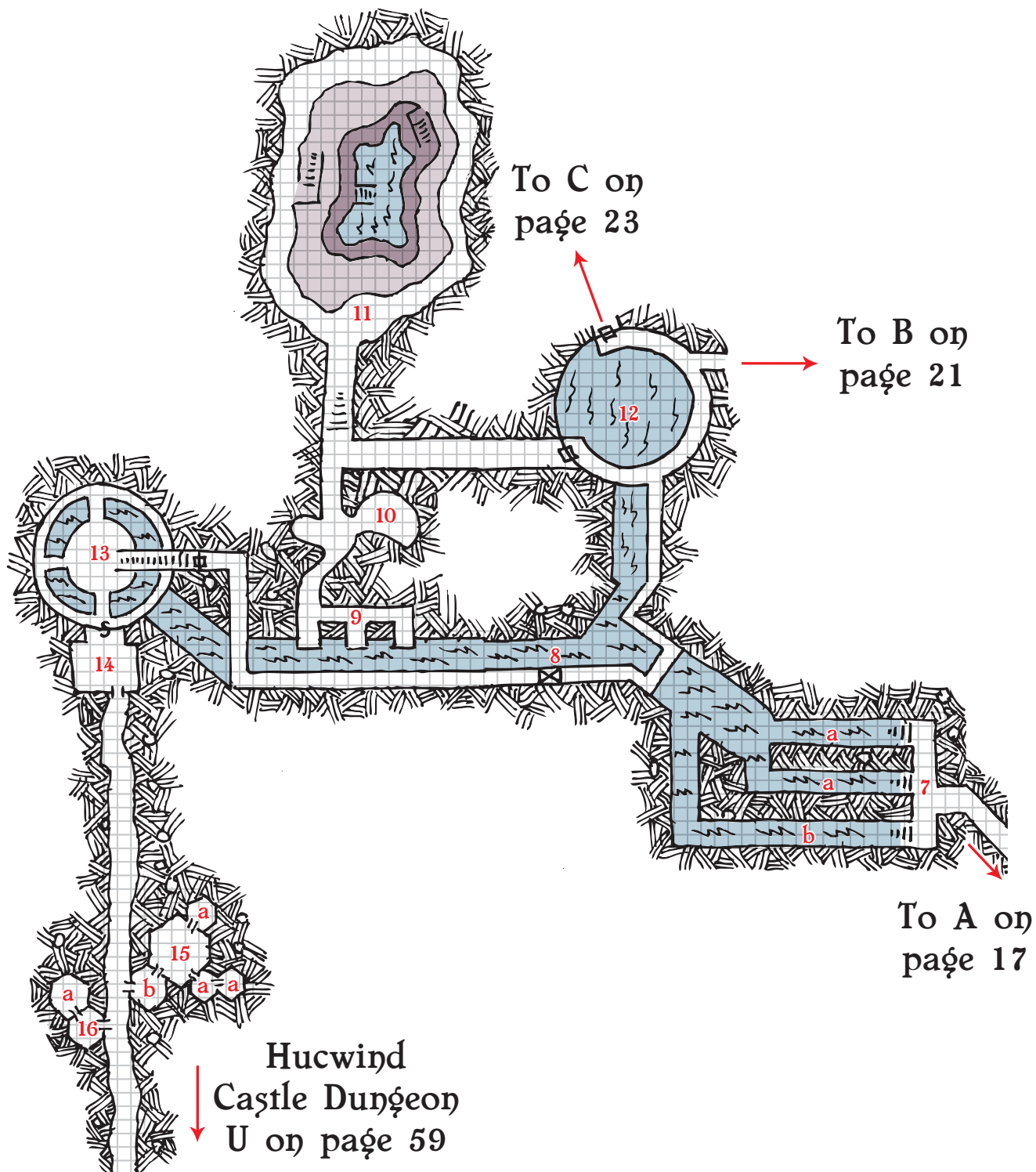
There are 2d6 Abthothian guards here.

Locations marked 'a' are sleeping areas; 'b' is an alarm mentioned in Room 14.

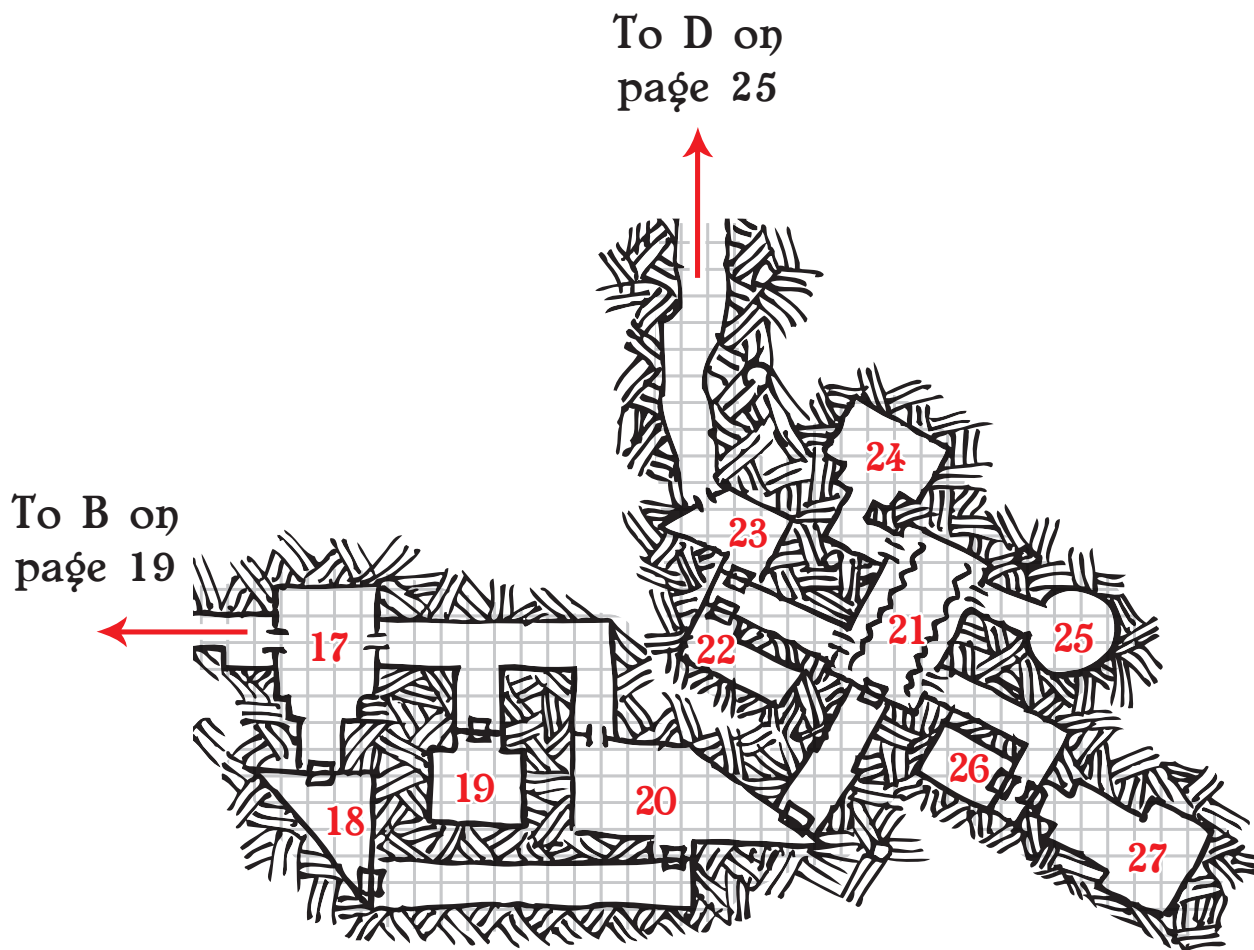
AC 4; HD 2; Att 1d4+1 or mancatcher; MV 90'; 9 hp. Each has 3d6 gp.

16. Guardroom

There are 2d6 Abthothian guards here. Location 'a' is a sleeping area. See room 15.



OVERVIEW: Rooms 17-27 are carefully cut out of the rock, intended to mimic human methods and proclivities as much as possible. It looks as if this area is routinely cleaned.		
17. Anteroom		
This room is well furnished with four chairs, ottomans, rug and a low table.	The furniture is of a type manufactured in an area where slavery is common.	The right buyers will pay 150gp or so ea. for the chairs. The rug is worth 100gp.
18. Guest Room		
This sleeping quarters is currently occupied by a human dressed as a fop.	His name is Toure Sool. He has a number of papers in code, a pouch full of a yellow powder and a dagger with a hollow hilt filled with a liquid.	Sool is a Dagonite Halfbreed spy and a 7th level Assassin (AC 6, 30 hp). The papers detail the slave operation. Both the powder and liquid are poisons.
19. Guest Room		
This sleeping quarters is currently occupied by an ugly human and two humanoids.	The "human" is a half-orc slaver named Nyltis. The humanoids are his Ogrillon bodyguards.	Nyltis is a 7th level fighter (AC 2, 45 hp). The 2 Ogrillon (AC 6; HD 2; Att 1d6+1x2; MV 120'; 14, 10 hp) are fanatically loyal. Each have 10 gp.
20. Smoking Room		
There are four lounge couches surrounding a hooka on a rug in the middle of the room.	The couches are made in a style from a region where slavery is common. Each has a compartment that has herbs.	The couches are worth around 300 gp. The rug is worth 100 gp. The herbs are hallucinogenic & worth 500 gp.
21. Dining Room		
This is a dining room for ten. The walls are decorated with curtains.	Behind the curtain is a cupboard with silverware and dishes.	Each utensil is worth 5 gp. Curtains are heavy, but worth 300-500gp each.
22. Food Storage		
The walls are lined with shelves filled with perishable food.	This room is cooler than other rooms. There is a stone cube at the back.	The stone is magical & cold to the touch. It can keep 40 sq ft. at about 38°.
23. Kitchen		
This is a small kitchen with a wood/coal stove.	There is a narrow chimney that leads to the surface.	The cooking utensils are of poor to average make, thus next to worthless.
24. Bedroom		
This is a rather lavish bedroom.	The bedding has been recently cleaned.	The bedding is of very high quality.
26. Servants Quarters		
There are four lizard-like humanoids amusing themselves with a dice game.	There are four meager sleeping mats in this room.	The humanoids are 4 Fyrnewts (AC 5; HD 2+2; Att 1d6 or breath; MV 90'; 14,13,11,9 hp). Each has 12gp.
27. Special Guest Room		
This is an opulent bedroom. Sitting at a desk is a man pouring over papers. There are also a pair of lizard-like humanoids.	The man's name is Francis Thurston. He is busily trying to decode a message addressed to him. There is a small chest underneath the bed. Though it has a lock and a poison needle trap, neither are set. It contains several gems of various sizes (total of 1500gp in value).	The humanoids are 2 Elite Fyrnewts (AC 5; HD 3+3; Att 1d6 or breath; MV 90'; 21,16 hp). Francis is an 8th level Thief (AC 6, 31 hp). He is an agent of the slavers; however, he is going insane from long term exposure to Abthoth. The codes are his attempts to keep sane, but they are gibberish.



OVERVIEW: Rooms 28-33 are crudely cut, but utilitarian. While natural caverns are taken advantage of, these areas seem to see heavy use. There is little in the way of decoration.

28. Gaming Room

There are several round tables and chairs in this room. Each table has a drawer in which are various game pieces (cards, dice, chips). There is nothing of any particular value in the room.

29. Guest Quarters

There are four humans sitting on beds talking with each other. These men are slavers waiting for the next shipment out. The room has six non-descript beds. *They will come to the aid of the slavers in room 30.* **3 Pirates** (AC 6; HD 1; Att 1d6; MV 120'; 7,6,4 hp) + one **5th level Fighter** (AC 3, 31 hp). Each has 3d6 gp. The fighter has a map.

30. Guest Quarters

There are five humans sitting on beds talking with each other. These men are slavers waiting for the next shipment out. The room has six non-descript beds. *They will come to the aid of the slavers in room 29.* **4 Pirates** (AC 6; HD 1; Att 1d6; MV 120'; 7,6,4 hp) + one **4th level Fighter** (AC 4, 25 hp). Each has 3d6 gp. The fighter has a gold chain worth 100gp.

31. Large Slave Pit

There are eight guards standing around a pit full of pathetic looking humans and demi-humans. This is a slave pit. The slaves are all old, injured, ill or otherwise not deemed valuable as slaves. The **8 guards** are **2nd level Halfbreed Fighters** (AC 4; HD 2; Att 1d6; MV 90'; 14,11,10,10,8,7,7,4 hp).

32. Slave Pits

There are eight guards standing over two sets of four cages dug into the ground. These slave pits each hold one individual slave. At location 'a':

1. _____
2. _____
3. _____
4. _____

At location 'b':

1. _____
2. _____
3. _____
4. _____

The **8 guards** are **2nd level Halfbreed Fighters** (AC 4; HD 2; Att 1d6; MV 90'; 15,10,10,10,9,7,6,6 hp). *They will come to the aid of the guards in Room 33 if there is any combat or other disturbance.*

33. Slave Pits

There are eight guards standing over two sets of four cages dug into the ground. These slave pits each hold one individual slave. At location 'a':

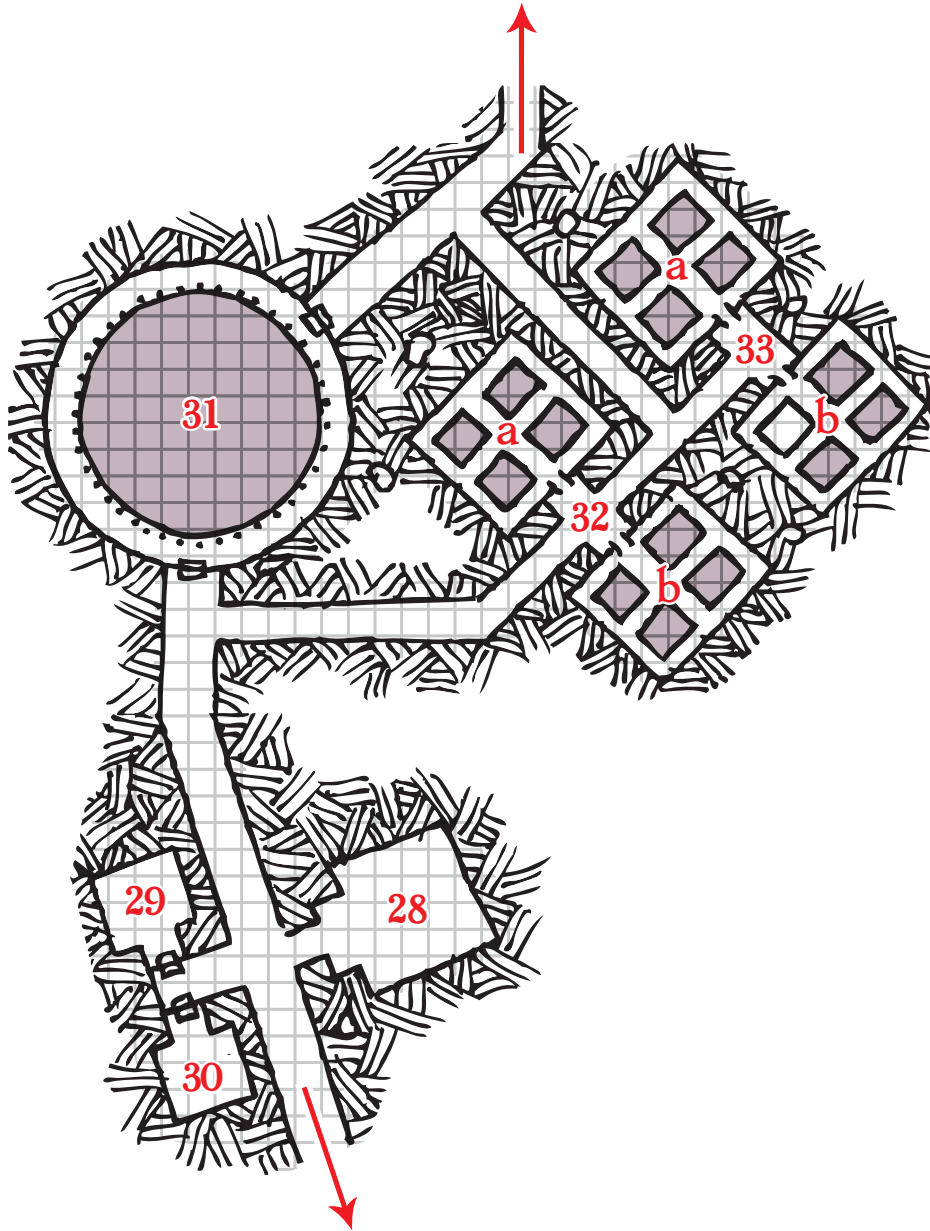
1. _____
2. _____
3. _____
4. _____

At location 'b':

1. _____
2. _____
3. _____
4. _____

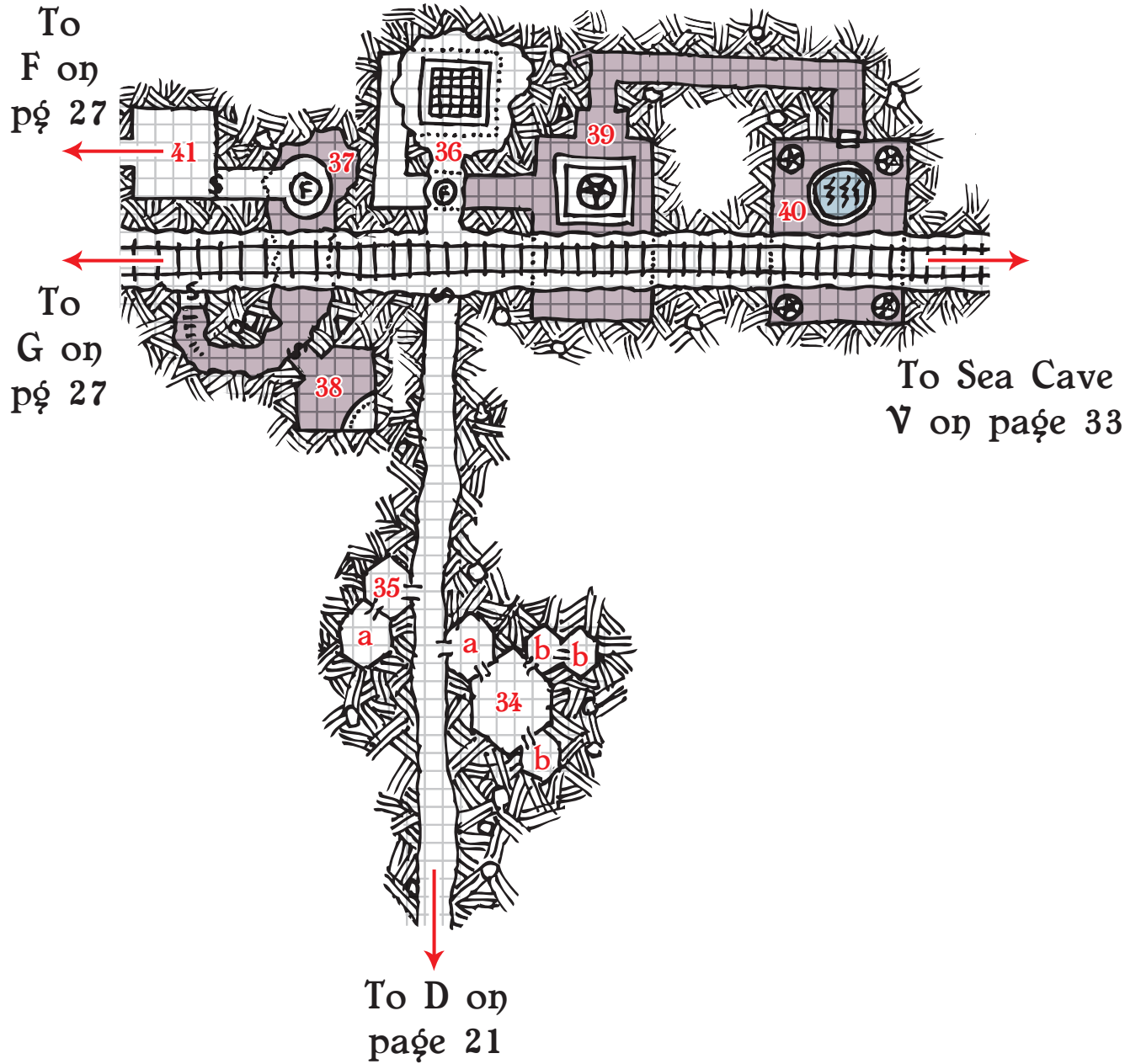
The **8 guards** are **2nd level Halfbreed Fighters** (AC 4; HD 2; Att 1d6; MV 90'; 13,12,12,11,8,7,6,5 hp). *They will come to the aid of the guard in Room 32 if there is any combat or other disturbance.*

To E on
page 27

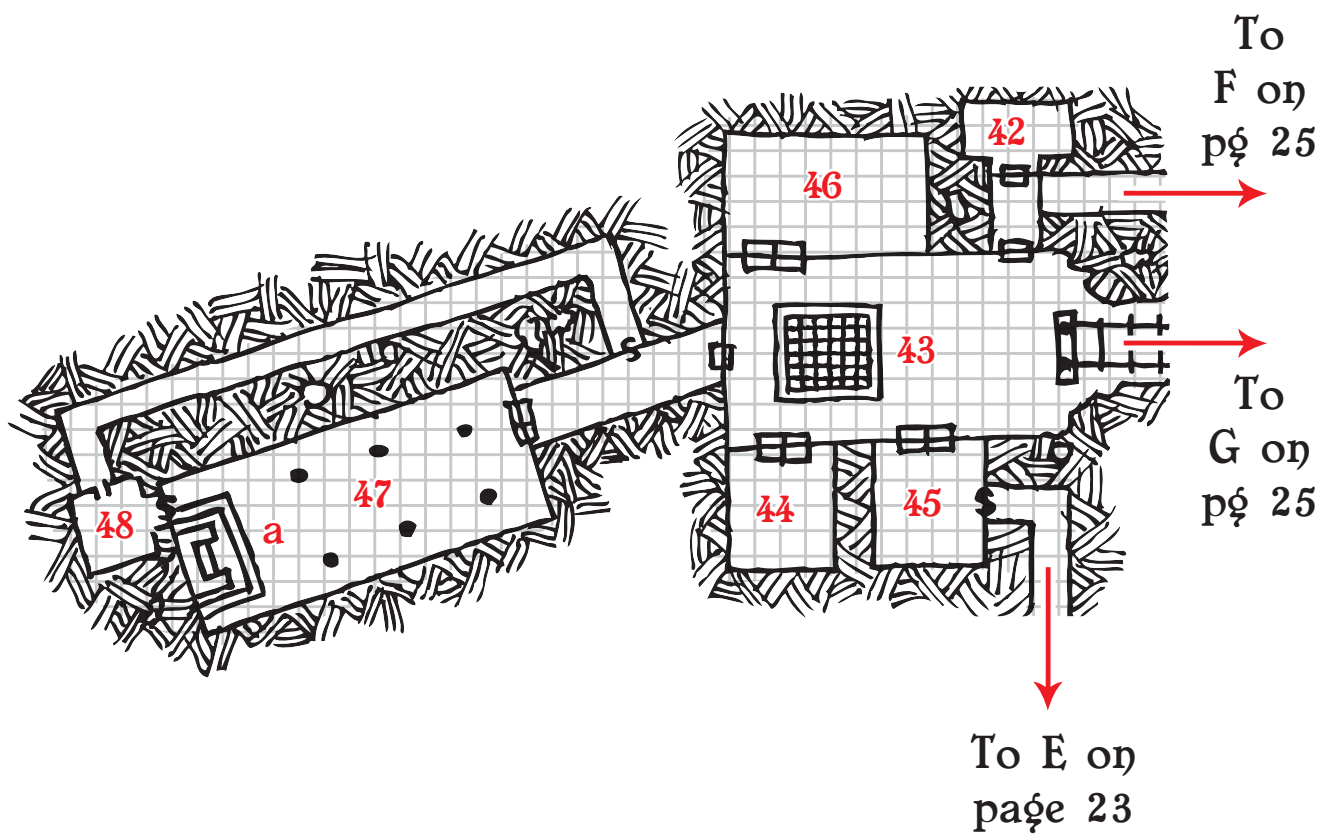


To C on
page 19

OVERVIEW: Rooms 34-41 are either crudely cut and utilitarian or carved with care. There is a faint smell of the sea.		
34. Guardroom		
There are 2d6 Abhothian guards here. Locations marked 'a' are sleeping areas; AC 4; HD 2; Att 1d4+1 or mancatcher; MV 90'; 9 hp. Each has 3d6 gp.		
35. Guardroom		
There are 2d6 Abhothian guards here. Location 'a' is a sleeping area. <i>See room 34.</i>		
36. Overflow Slave Pit		
The grate covers a cavern below.	The floor of the cavern is lined with shackles for holding slaves.	The door in the floor can be spotted on a 3 in 6. This area is used for overflow storage and review of slaves.
37. Secret Caves of Abhoth		
The upper cave is lined with salt deposits, keeping the air cool and dry. There are several shelves lined with scrolls.	The scrolls detail the business dealings of the slave trade. Various code names are used for higher ranking individuals in the trade. There is a hand-sized indentation in the east wall.	The floor door is covered by a shelf and is obvious if uncovered. Otherwise it can only be found on a 1 in 6. The secret door is opened by touching it with an Abhothian hand.
The walls of the lower cave are wet. The room smells of rotting fish.	The walls are actually covered in slime, not water. There is a hand-sized indentation in the south wall.	A Gibbering Moulder (AC 1; HD 4+3; Att 1x6 + confusion & blindness & smothering; MV 30'; 26 hp) guards this cavern. The secret door is opened by touching it with an Abhothian hand.
38. Altar to Abhoth		
In the corner of this room is some kind of altar and the walls are covered in grotesque religious images.	The images are constantly shifting. There also appears to be a compartment in the altar that can be opened. Once opened, the compartment contains Gems worth 6,200 gp (10 x 10gp, 10 x 50gp, 6 x 100gp, 10 x 500gp).	Anyone examining the images must save vs. spells or suffer from <i>Confusion</i> . The compartment is trapped with a gas (5ft. radius). Those that fail to save v. poison must roll on the <i>Druid Reincarnation</i> table. Over 1d6 days, they will <i>partially</i> transform into that creature. This can be stopped with a <i>Neutralize Poison</i> spell. Once complete, only a <i>Restore</i> spell will cure.
39. Slaver's Idol		
In the center of the room is a large statue.	The statue is of religious significance to pirates and slavers.	Use whatever religious figure or cult is proper for your campaign.
40. Slaver's Chapel		
This appears to be a chapel.	This is a worship space dedicated to a cult popular with pirates and slavers.	Use whatever religious figure or cult is proper for your campaign.
41. Office		
There is a man sitting at a desk busily working on paper work in what appears to be an office.	The man is only known as Maxhal. He is the slave operation's accountant.	Maxhal is a 5th level Halfbreed F/MU (AC 4; 24 hp; <i>Charm Person x2, Hold Portal, Read Languages, Invisibility, Mirror Image, Hold Person</i>). He is armed with a poisoned dagger (paralytic).

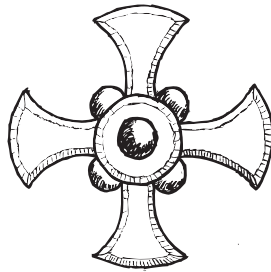


OVERVIEW: Rooms 42-48 are carved with care. There is even some marble work in some of the rooms.		
42. Storage		
This is a storage area.	There are 32 bronze ingots (1 lb. ea.), 2 steel bars (25 lbs. ea.) and 50 lbs. of flax.	The bronze is worth 200cp; the steel 500 gp; the flax 25gp.
43. Depot		
This room has a rail end line and a grated pit.	The rails are used to transport slave stock. The pit is a holding area.	There is a 2 in 6 chance that there are 1d6+1 slaves in the pit.
44. Inspection Room		
This marbled room has a set of shackles in the center of the room.	The shackles are designed to severely limit movement. They are adjustable according to the size of the person being shackled.	This room is used to closely examine slave stock. There is a 1 in 6 chance that there is an inspection going on. There will be 1d3 2nd level Halfbreed Fighters (AC 4; HD 2; Att 1d6; MV 90'; 10 hp) and 1d4 Pirates (AC 6; HD 1; Att 1d6; MV 120'; 7,6,4 hp) plus 1 slave.
45. Inspection Room		
See Room 44.	See Room 44. There is a hand-sized indentation on the wall.	See Room 44. The secret door is opened by touching it with an Abbothian hand.
46. Observation Room		
This room has a section of plush chairs set up to observe an area with several sets of shackles.	The shackles are of a lighter, more comfortable style that allow far more freedom to move.	This area is used by the slavers to demonstrate the skills of certain slaves. There is a 1 in 6 chance that there is a demonstration going on. See Room 44 for stats, but double the number of pirates.
47. Throne Room		
At the end of this marbled hall is a throne. There is a warrior sitting on the throne with two lizardlike humanoid guards. He is talking to a group of eight humans.	The warrior is Holt Harcourt. The humans are slavers and are currently in negotiations. There is a hand-sized indentation on the wall behind the throne and in the hallway leading up to the throne room.	Holt is a 7th level Halfbreed Fighter (AC 0, 50 hp. He has <i>Chainmail +2</i> , a <i>Morning Star +1</i> and a <i>Potion of Invulnerability</i>). The guards are 2 Elite Fyrnewts (AC 5; HD 3+3; Att 1d6 or breath; MV 90'; 21,16 hp). The humans are 7 Pirates (AC 6; HD 1; Att 1d6; MV 120'; 7,6,5,5,4,4,3 hp) + one 4th level Fighter (AC 4, 23 hp). The secret doors are opened by touching it with an Abbothian hand.
48. Treasury		
There is a chest on a table in the middle of the room.	The lock of the chest is coated with a sticky substance. Once opened, it contains 1500gp, 300pp, 15 pieces of jewelry: 5 x 1200gp, 5 x 1000gp, 5 x 300 gp.	The substance is a contact poison. Those who fail their save must roll on the Druid <i>Reincarnation</i> table. Within 1d6 days, they will <i>partially</i> be transformed in that creature. This can be stopped with a <i>Neutralize Poison</i> spell. Once complete, only a <i>Restore</i> spell will cure.



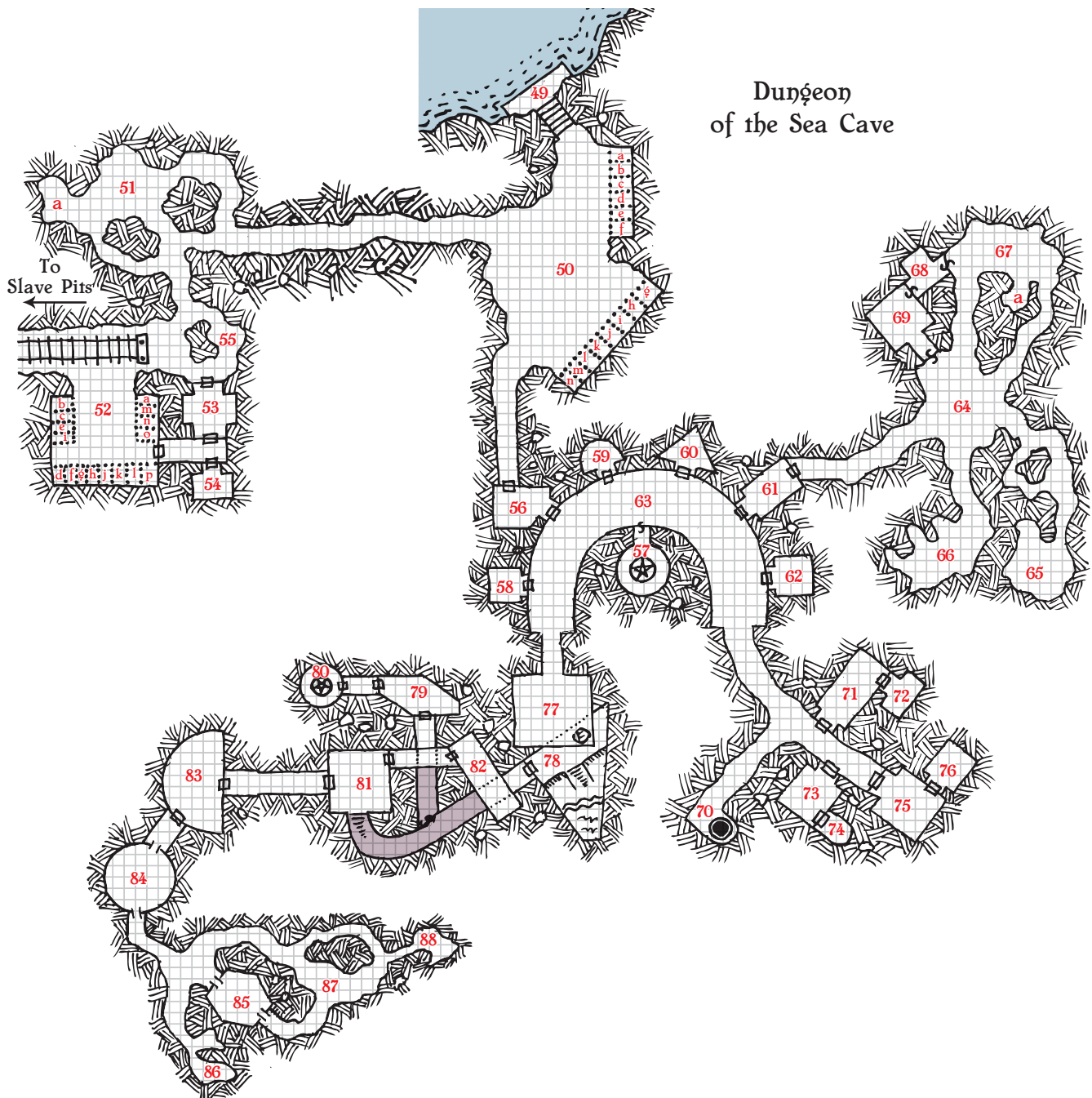
TWO PRAYERS TO SAINT CUTHBERT

You approached the Holy Isle mounted on your steed, and laying down your spear and reins you took up the monastic life. Crossing the waters on dry land as did Moses of old, you left the worldly Egypt behind as the waters came together. Pious Boisil greeted you with the words of the Lord to Nathaniel: Behold an Israelite indeed, in whom there is no guile! And foreseeing your progress on the ladder of the monastic life, he persuaded the abbot to bless you to place your foot on the lowest rung. Thus, you began in all things to ascend to the heights of ascetic ways, that we may now raise our voices to God and cry: Alleluia



(From the ancient Mass of St. Cuthbert)

O Lord our God, it is truly meet and just, right and availing to our salvation, that we should always and in all places give thanks unto you, Father Almighty, Everlasting God, upon this day of the departure to Christ of our most holy Father Cuthbert, who first became an example in daily life, in temperate and most chaste conduct, and afterwards took up the monastic yoke, nourished only by the love of God, who did not seek to shepherd your Church, but rather was invited to do so by your providence, and the counsel of the churches. He had ever fought manfully and mightily against flesh and blood, and the rulers of this realm, seizing victory with the helm of hope for salvation, the breastplate of righteousness, the shield of faith, and the sword of the Word of God; through him you made manifest many miracles, and granted him before time a vision of his repose: Therefore, O Lord, We entreat you through the intercessions of our holy Father Cuthbert, that we may be counted worthy to reach the haven of joy and the heavenly realms of you, before Whom stand the countless choirs of Angels and Archangels, singing the Thrice Holy hymn. For you are a merciful God, and unto you do we send up glory, to the Father, and to the Son, and to the Holy Spirit, now and ever and unto ages of ages. Amen.



Dungeon of the Sea Cave

Wandering Monster Table 3

1. Halfbreeds (2d4): AC 7; HD 1; Att 1d6; MV 120'
2. Fyrnewts (1d6) (AC 5; HD 2+2; Att 1d6 or breath; MV 90')
3. Abthothians (1d4) AC 4; HD 2; Att 1d4+1x2 or mancatcher; MV 90'
4. Pirates (2d4): AC 6; HD 1; Att 1d6; MV 120'
5. Pirates (1d4+1): AC 6; HD 1; Att 1d6; MV 120' + Slaves (1d3)
6. Ogrillons (1d6) AC 6; HD 2; Att 1d6+1x2; MV 120'

OVERVIEW: Rooms 49-50 are rough cut caves that smell of the sea.

49. Sea Cave

This is a low ceilinged cave that is only accessible by boat during low tide. There is a small dock jutting out from a set of stairs carved from the rock. Most of the time this is unguarded; however during low tide there are **1d6 Halfbreed guards**. There is a 2 in 6 chance that a shipment is being made with **2d4 pirates** and **4d4 slaves**. **2nd level Halfbreed Fighters** (AC 4; HD 2; Att 1d6; MV 90'; 10 hp ea.); **Pirates** (AC 6; HD 1; Att 1d6; MV 120'; 5 hp ea.). There is a 50% chance that the pirates will have 1d6x100gp.

50. Slave Pens

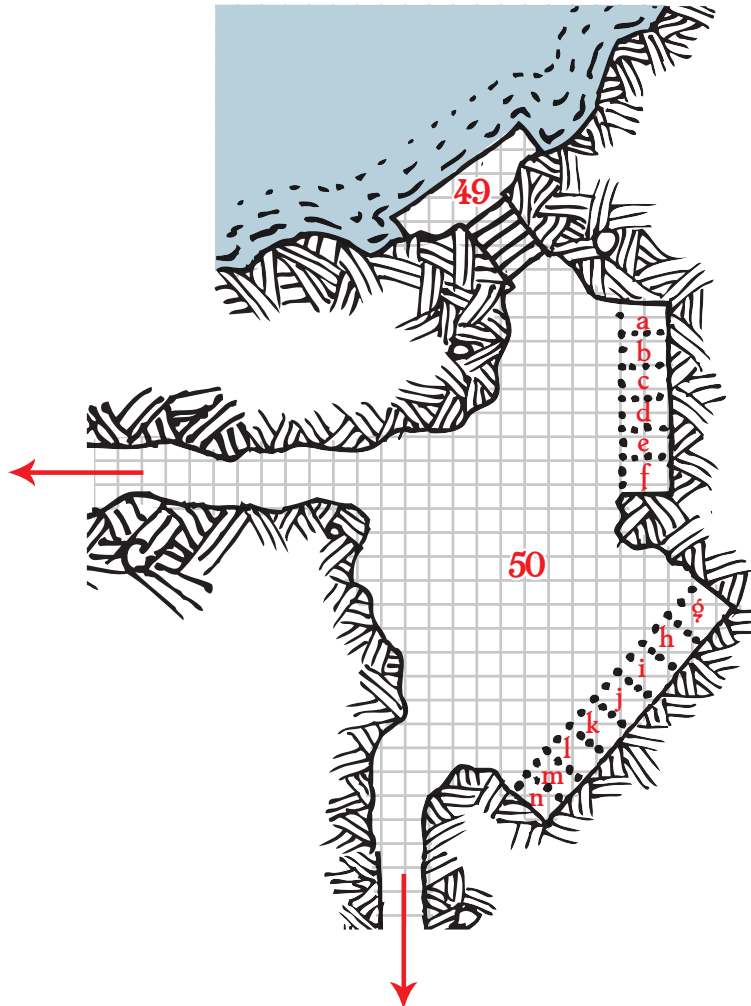
This is a large cave partially carved out. The walls are lined with locked cages. The cages are temporary holding pens for slaves being shipped in/out: **2nd level Halfbreed Fighters** (AC 4; HD 2; Att 1d6; MV 90'; 10 hp ea.).

- a. _____
- b. _____
- c. _____
- d. _____
- e. _____
- f. _____
- g. _____
- h. _____
- i. _____
- j. _____
- k. _____
- l. _____
- m. _____
- n. _____

The key that unlocks the cages is held by Jasper (a **7th level Halfbreed fighter** [AC 3, 46 hp]) in room 54. He will be present if a shipment is coming in or out.

Any time slaves are in the pens there will be **1d6 Halfbreed guards**.

To H on
page 33



To
I on
page 35

OVERVIEW: Rooms 49-50 are rough cut caves that smell of the sea.

51. Cave

This is a natural cave, uncut.	The walls are moist with salt water. 'a' is a crystal that glows.	The crystal detects alignment: red = Chaos; blue = Neutral; white = Law. It will work 1d6 times once removed.
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52. Slave Pens

<p>A number of guards are watching over several people in cages.</p>	<p>The slaves in these cages are waiting to be transferred to the Slave Pits:</p> <p>a. _____</p> <p>b. _____</p> <p>c. _____</p> <p>d. _____</p> <p>e. _____</p> <p>f. _____</p> <p>g. _____</p> <p>h. _____</p> <p>i. _____</p> <p>j. _____</p> <p>k. _____</p> <p>l. _____</p> <p>m. _____</p> <p>n. _____</p> <p>o. _____</p> <p>p. _____</p>	<p>The guards are 1d6+1 2nd level Halfbreed Fighters (AC 4; HD 2; Att 1d6; MV 90'; 10 hp ea.).</p> <p>The key that unlocks the cages is held by Jasper (a 7th level Halfbreed fighter [AC 3, 46 hp]) in room 54.</p>
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53. Meeting Room

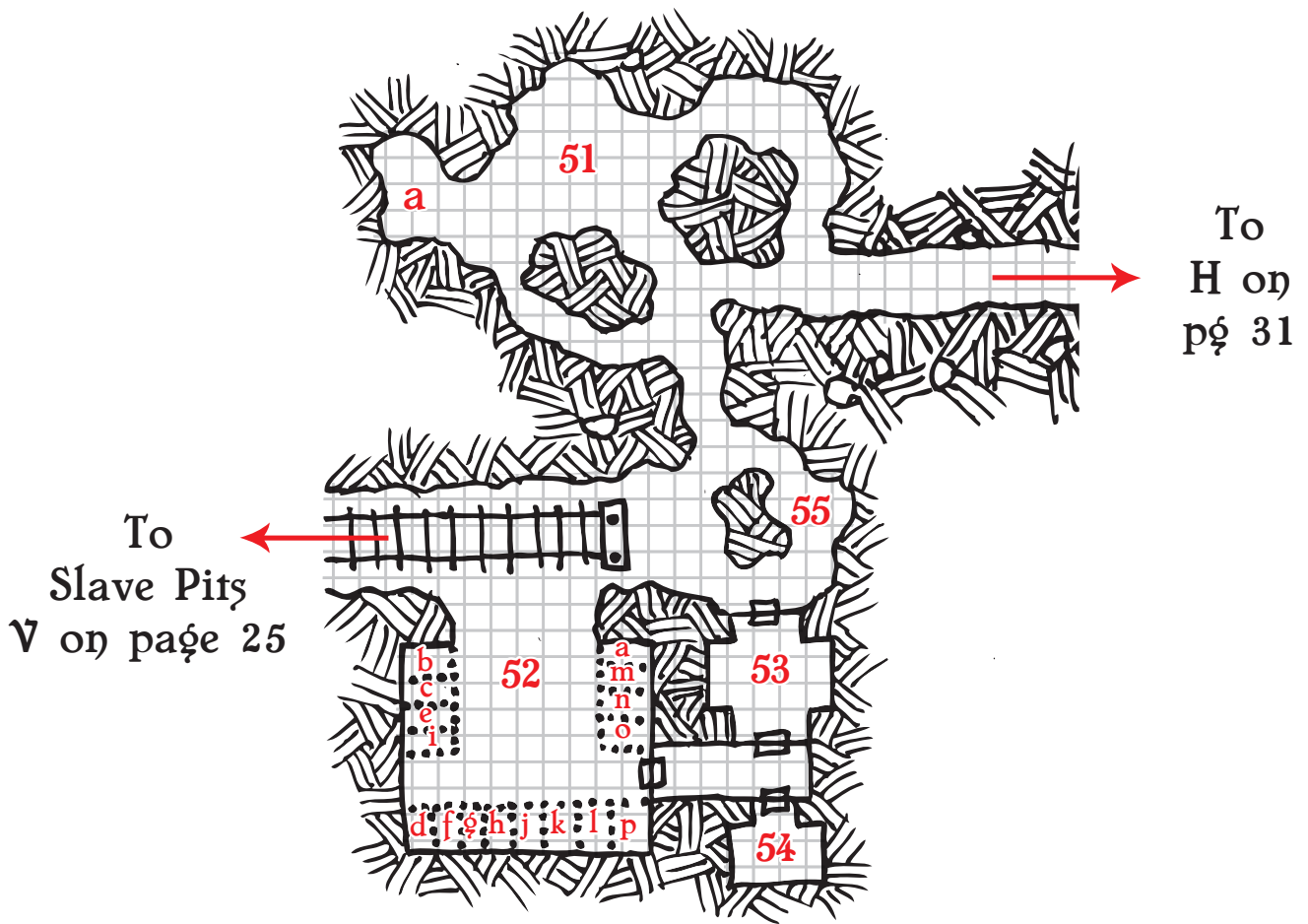
This room is furnished with several plush chairs, a low table and a rug.	This is a meeting room for more relaxed negotiations between slavers.	The chairs are worth 100gp each & the rug is worth 500gp.
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54. Office

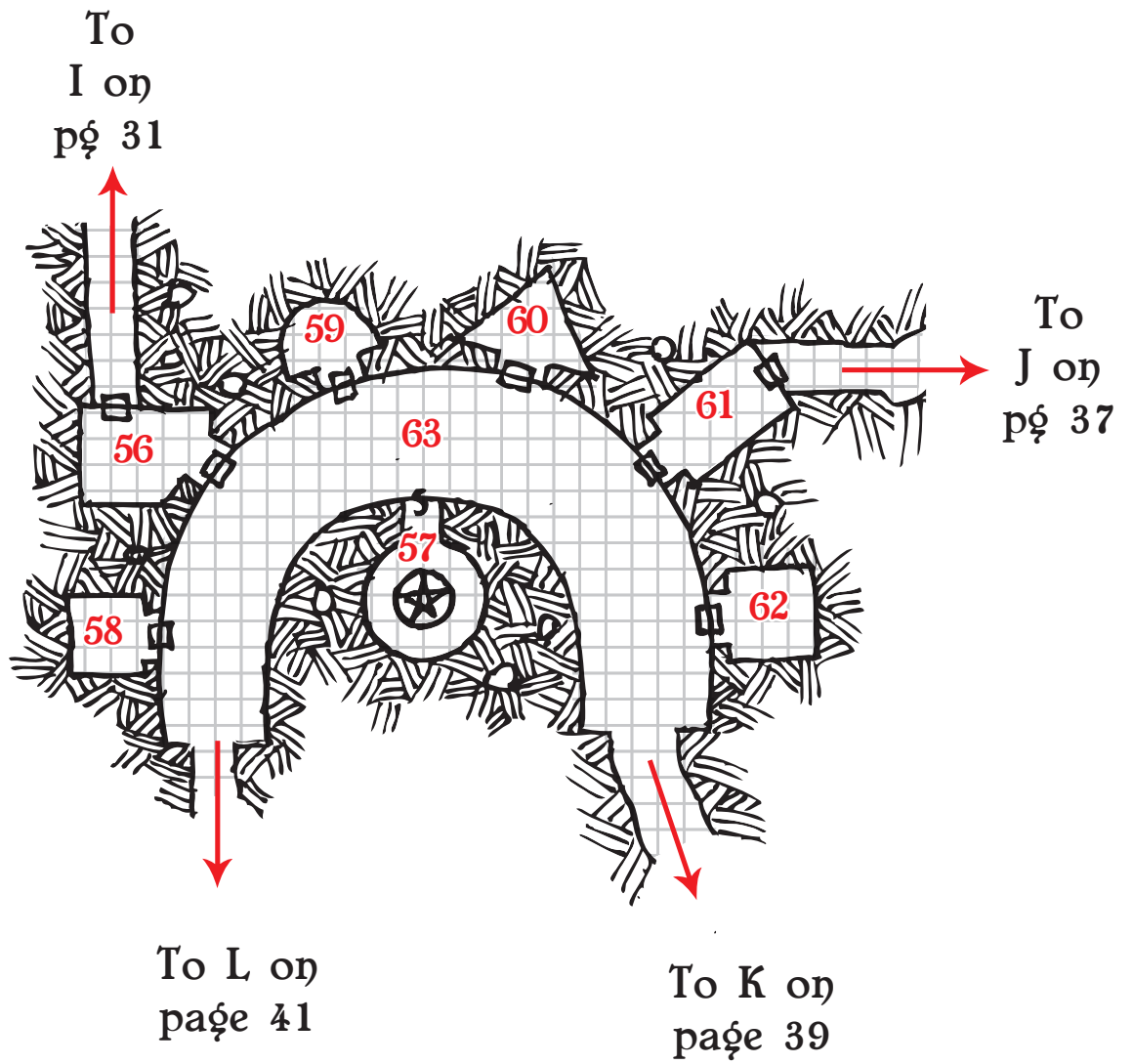
<p>Sitting behind a large oak desk is a man smoking a pipe, enjoying what looks to be a class of fine wine.</p>	<p>The man is named Jasper and he is the holder of the keys to all the cages. He is a bully and will run if threatened.</p> <p>There are 1d6 bottles of wine and a pack of pipe weed.</p>	<p>He is a 7th level Halfbreed fighter (AC 3, 46 hp). The wine is 50gp per bottle. The pipe weed is worth 150gp.</p>
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55. Crystal Formation

Growing from the cave wall is a large crystal formation.	If closely examined, the crystals give off a hypnotic pulsing light.	Characters must save vs. spells or be fascinated for 1 turn (make a wandering monster check). If taken from the wall it has 1d6 such uses.
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<p>OVERVIEW: Rooms 56-63 are carefully carved, decorated with marble, obscene frescoes & symbols of chaos. This area is used to affect the memory of clients who know too much. Everyone who spends time in these rooms must save vs. spells or lose important details about the dungeon. All penalties are cumulative.</p>		
<p>56. Anteroom</p>		
Both doors are locked.	The walls are only partly decorated.	If this is the only room explored from this area, the save is at +2.
<p>57. Idol of Abhoth</p>		
There is a stone statue resembling a multi-limbed pile of mud.	This is an idol of Abhoth. It is always changing.	Those who gaze upon this statue make their save at -4. If they miss by more than 5, they suffer some kind of insanity.
<p>58. Guest Room</p>		
This is a lavish bedroom with a feather bed and satin sheets. Sitting in a big chair is a robed man reading a book.	The man is Janmar and he is desperately trying to memorize spells from his spell book. He is a Dagonite Halfbreed spy. He knows there is something wrong but can't remember.	Janmar is an 8th level Halfbreed Magic User (AC 7, 21 hp) . His spell book contains: <i>Sleep, Read Languages, ESP, Invisibility, Hold Person, Dimension Door</i> . The bed, bedding & chair are covered by an illusion. They are worthless.
<p>59. Music Room</p>		
There are several instruments in this room along with several chairs.	This is a music room, arranged for people to listen to performances.	Anyone who listens to music in this room saves at a -2. The instruments are covered by an illusion and are worthless.
<p>60. Sitting Room</p>		
Several large, cushioned chairs circle a brazier.	This is a sitting room. The brazier is either for a warming fire or for burning incense.	Anyone who smells incense burned in the brazier saves at -2. The furniture is covered by an illusion & is worthless.
<p>61. Gallery</p>		
This hall is lined with framed pictures.	The pictures are like mirrors, but they reflect twisted versions of the viewers' deepest desires.	The pictures are illusory. Anyone who spends time looking at them is at a -2 to save.
<p>62. Guest Room</p>		
This is a lavish bedroom with a feather bed and satin sheets. Lying on the bed is a woman wearing a silk robe.	The woman's name is Lasira and she is in deep meditation. She is a slaver who knows too much. She is trying to remember what she has forgotten.	Lasira is a 7th level monk (AC 3, 26 hp) . The bed, bedding & chair are covered by an illusion. They are worthless.
<p>63. Hall of Chaos</p>		
The walls of this hallway are covered in frescoes and symbols of chaos predominate.	The frescoes are constantly changing but this change is only perceived peripherally; however, this peripheral change will be obvious.	If one is able to ignore the peripheral change, all of the saving throw penalties can be eliminated.



OVERVIEW: Rooms 64-67 are natural caves covered in crystal and phosphorous algae. This gives off light in an ever changing but beautiful pattern. Rooms 68-69 are carved from rock, but some of the algae has grown on the walls.

64. Crystal Cave

This cave is encrusted with tiny crystals and slowly pulse between green and blue light.	The northern wall lags slightly behind the color change. The crystal are too small to remove without damaging them	The section of crystals that is off can be removed, revealing a smooth wall with a hand-sized indent. The secret door can be opened with an Abthothian hand.
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65. Chrystal Formations

The chrystals in this room are several inches long and glow yellow to red.	The chrystals are rather delicate and can be easily taken off the wall.	Chrystals taken from the wall don't glow. A save of 13+ means they are worth 10gp (2d4 available).
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66. Chrystal Formations

There are three different crystal formation in cave niches. They glow various shades of purple.	One niche has small crystals. One has crystal of several inches. One has crystals over a foot long. All are rather delicate and can be easily taken off the wall.	Chrystals taken from the wall don't glow. The small crystals are worthless. A save of 13+ means crystals under a foot are worth 10gp and those over are worth 20gp (2d4 of each available).
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67. Chrystal Formations

The chrystals in this room are of varying size and glow in a rainbow pattern.	<p>The chrystals in this room nigh impossible to remove from the wall.</p> <p>At location 'a' there is a very large crystal (3'+).</p> <p>On the western wall the chrystals do not have any colors in the red spectrum.</p>	<p>Anyone who looks at the chrystal at 'a' must save vs. spell or suffer from a <i>Suggestion</i> spell. It can be removed after about an hour, but will only have 1d6 uses after being removed.</p> <p>The section of crystals that is off can be removed, revealing a smooth wall with a hand-sized indent. The secret door can be opened with an Abthothian hand.</p>
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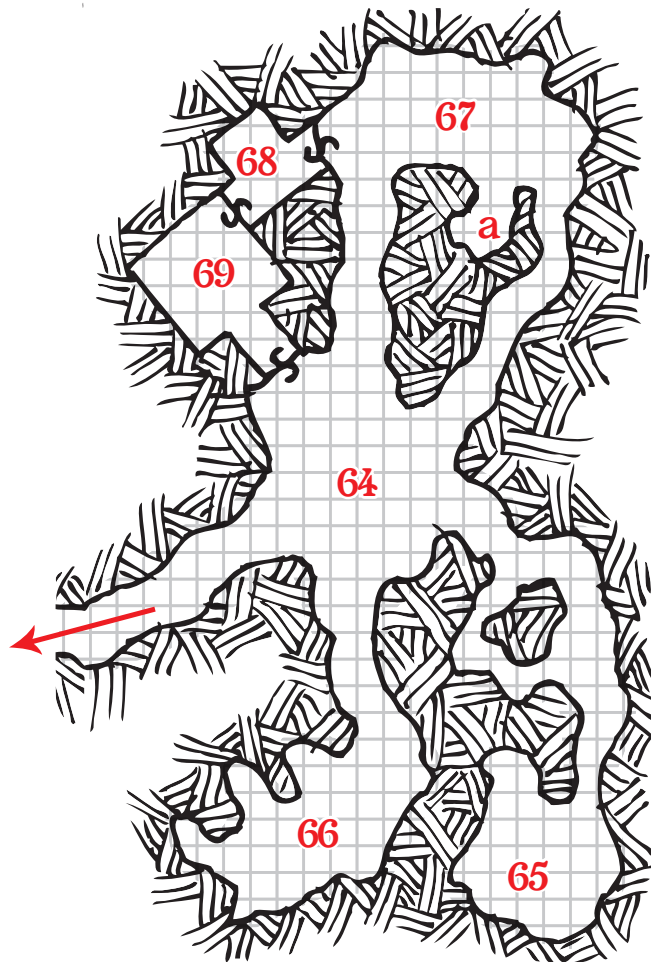
68. Treasury

This rooms has three chests.	<p>The chests all appear to be locked.</p> <p>Once opened the chests contain: (a) 1000sp (b) 3500gp (c) 40 Gems worth 1610gp; 16 Jewelry worth 2900gp.</p> <p>The east wall has two indentations.</p>	<p>The chests are trapped with a <i>Glyph of Warding</i> & a contact poison. Victims roll on the Druid <i>Reincarnation</i> table. In 1d6 days, they will <i>partially</i> transform into that creature. A <i>Neutralize Poison</i> spell will halt the process. Once complete, only a <i>Restore</i> spell will cure. The key is held by Maxhal in Room 41 on pg 25. The second secret door requires two Abthothian hands to open.</p>
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69. Treasury

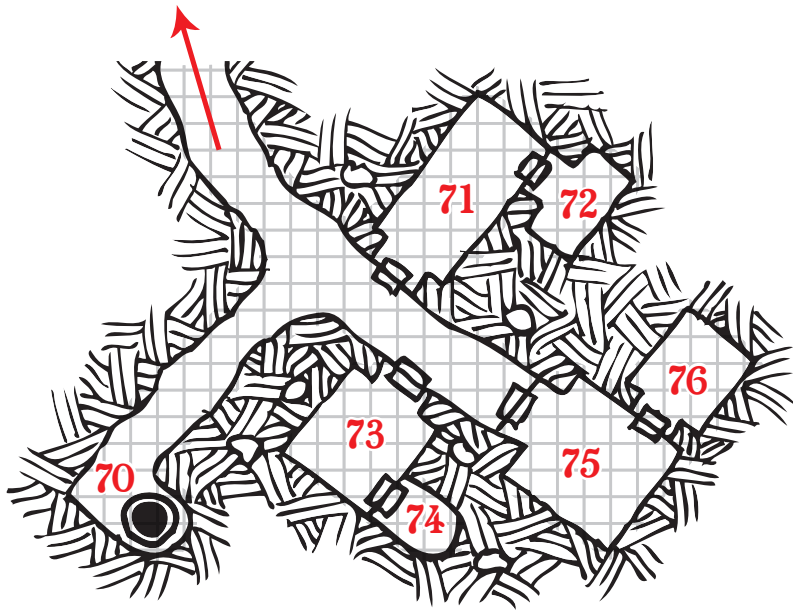
This rooms has three chests.	<p>The chests all appear to be locked.</p> <p>Once opened the chests in Room 69 contain: (a) Scroll of Protection from Elementals (b) Ring of Truth (c) A campaign-specific magic item.</p> <p>The east wall has two indentations.</p>	<p>The key to open chests a & b is held by Maxhal in Room 41 on page 25. Chest c is actually a Mimic (AC 7; HD 10; Att 3d4; MV 30'; 62 hp) tasked with guarding the magic item.</p> <p>The second secret door requires two Abthothian hand to open.</p>
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To
Jon
p. 35



OVERVIEW: Rooms 70-75 are carved with some care. There is even some attempt at frescoes in most rooms.		
70. Lavatory		
There is a hole in the floor. The room smells strongly of feces and the sea.	This room is used as a lavatory.	If players insist on investigating, they save vs. poison or contract a disease.
71. Guest Room		
This room has a table and several chairs.	The furniture is of local make; one chair has a broken leg	The furniture is of mediocre make, and therefore not worth much.
72. Bedroom		
This is a bedroom with a small chest.	The chest is unlocked and empty.	The bedding is of mediocre quality.
73. Guest Room		
This room has a table and several chairs.	The furniture is of local make. There are a couple of dice beneath the table.	The furniture is of mediocre make, and therefore not worth much.
74. Bedroom		
This is a bedroom with a small chest.	The chest is unlocked and empty.	The bedding is of mediocre quality.
75. Guest Room		
There are several ugly looking humans sitting around a table playing some kind of game.	These are Ogrillon guards. They are playing a game with cards and dice. Each have 9gp.	6 Ogrillons (AC 6; HD 2; Att 1d6+1x2; MV 120'; 14, 13, 11, 10, 10 9 hp). One will warn the ogre in 76.
76. Bedroom		
Lying in a straining bed is a very large humanoid. There is a small chest at the foot of the bed.	The humanoid is Muth, an ogre slave. The Ogrillons in Room 76 are his guards. The chest is locked and has 1000gp in it.	Ogre (AC 5; HD 4+1; Att 1d10; MV 90'; 31hp).

To
K on
pę 35



OVERVIEW: Rooms 77-82 are crudely cut and have an economy about them that says *servant*. [In reality this is mostly a facade for anyone who wanders too far.]

77. Kitchen

In the center of this room is a cold fire pit with a cauldron hanging over it. There is also a heavy table.	There are several drawers in the table filled with various types of cookware; though the table doesn't look as if it has been used much.	All of the equipment in this room are of poor to average quality and not worth much.
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78. Storage/Fishery

This appears to be a salt rock lined store room. There is also a set of stairs going down.	There are several niches carved into the salt rock. Inside are bundles of dried fish. At the bottom of the stairs is a pool of salt water teeming with fish.	The pool is actually sea water and the fish are edible, though the connection to the sea is inaccessible to anything larger than a few inches.
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79. Anteroom

The walls of this odd-shaped room are covered in carvings and appear to be wet. It smells of rotten fish.	The carvings are various symbols of Chaos, Abboth and violent transformation. These carvings change over time. The walls are not covered in water, but some kind of slime.	A Gibbering Moulder (AC 1; HD 4+3; Att 1x6 + confusion & blindness & smothering; MV 30'; 26 hp) guards this room.
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80. Idol of Abboth

There is a stone statue resembling a multi-limbed pile of mud.	This is an idol of Abboth. It is always changing.	Those who gaze upon this statue make a save vs. spells at -4. Failure means a loss of memory. If they miss by more than 5, they suffer some kind of insanity.
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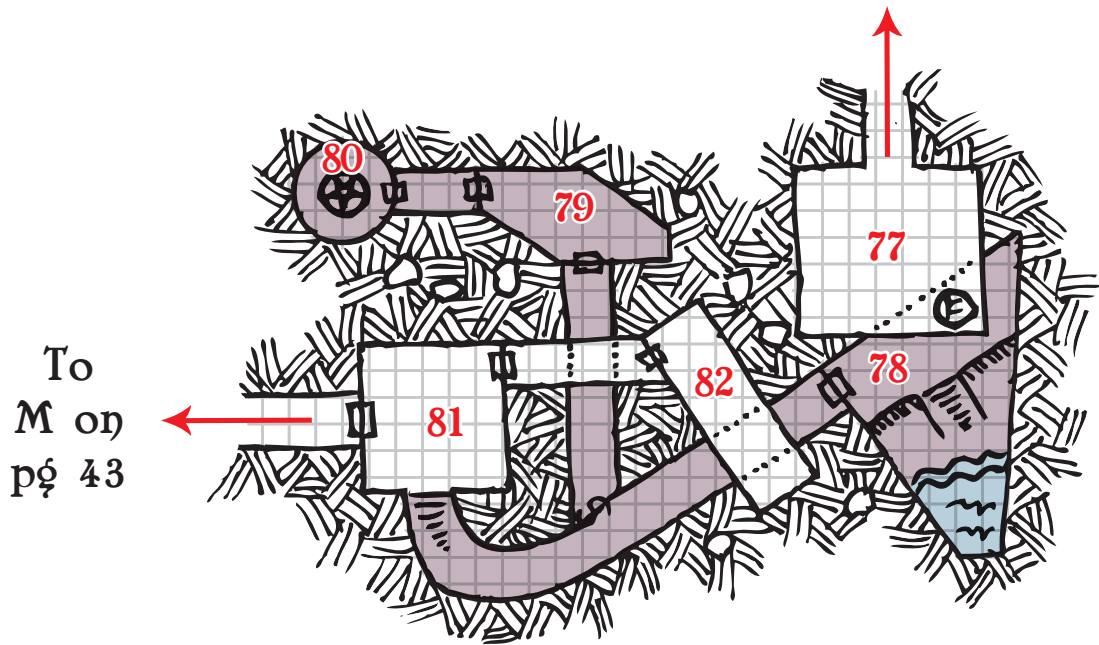
81. Anteroom

This is an empty room.	It is rather ill-kept and dusty.	There is nothing of value here.
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82. Fake Servants Quarters

This room is lined with several straw mats.	There is enough room to sleep eight; however, the mats don't appear to have been used much.	There is nothing of value here.
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pç 35



To
M on
pç 43

OVERVIEW: Rooms 83-88 are new construction.

83. Fake Servants Quarters

This half-circular room is lined with several straw mats. There is enough room to sleep twelve; however, the mats don't appear to have been used much. There is nothing of value here.

84. Guardroom

There are four scaled humanoids armed with nets and tridents. The four humanoids are full blooded Abbothians. They each have 12 gp. The 4 Abbothians (AC 4; HD 2; Att 1d4+1x2 or net entangle; MV 90'; 14,12,10,9 hp) will fight to capture.

85. Storeroom

This room is lined with all kinds of equipment. The equipment consists of various things needed for mining. The equipment is of fair quality and not worth much.

86. Work Area

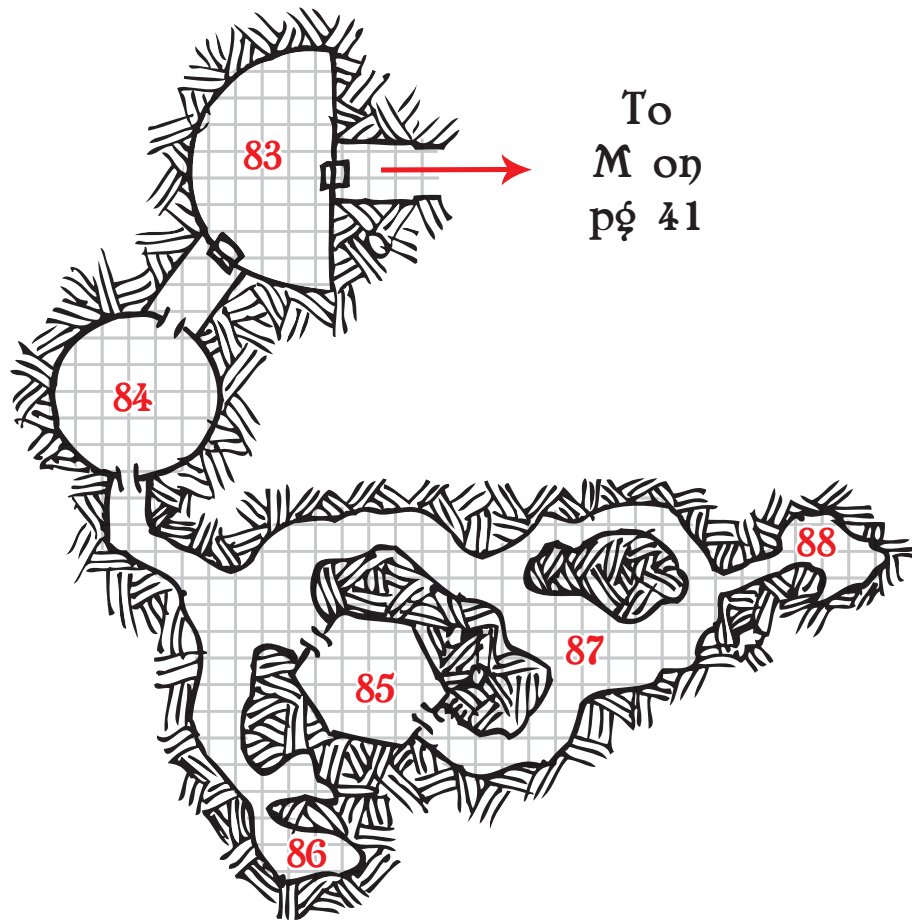
There are three scaled humanoids working. The three humanoids are full blooded Abbothians. They are armed with picks and each have 9 gp. They appear to be working on expanding the natural cavern. The 3 Abbothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 12,10,8 hp) will fight to capture.

87. Rest Area

There are several mats and crates scattered around this cavern. The crates are filled with dried fish and the mats look well worn. The fish are not preserved well. Anyone eating them must save vs. poison or contract a disease.

88. Work Area

There are five scaled humanoids working. The five humanoids are full blooded Abbothians. They are armed with picks and each have 8 gp. They appear to be working on expanding the natural cavern. The 5 Abbothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 12,12,11,10,9 hp) will fight to capture.

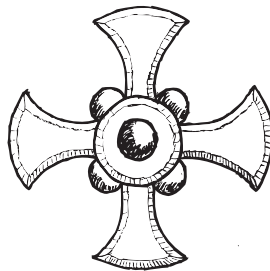


Wandering Monster Table 4.1

1. **Halfbreeds (2d4):** AC 7; HD 1; Att 1d6; MV 120'
2. **Abhothians (1d6)** AC 4; HD 2; Att 1d4+1x2 or mancatcher; MV 90'
3. **Mutant Abhothian (1)** AC 4; HD 4; Att 1d4+1; MV 90' (see below for mutations)
4. **Stinghounds (1d6+1):** AC 7; HD 2; Att 1d4 + Paralysis; MV 150'
5. **Gibbering Moulder (1)** AC 1; HD 4+3; Att 1x6 + confusion & blindness & smothering; MV 30'
6. **Avatar of Abboth (1)** AC 9; HD 8; Att 60' r. mental attack (roll 1d6 each round: 1=*Confusion* which lasts 1d4 rounds.; 2=*Stun* which lasts 1d4 rounds; 3=*Mind Thrust* which does 3d6 damage; 4=*Empathy* which acts as a kind of Charm Person affecting the emotions of the targets. This effect lasts 1d4 rounds; 5=*Psychic Crush* which does 3d8 damage; 6 =Roll Twice ignoring a roll of 6); MV 30'

To determine what mutations are exhibited by an individual mutant, roll on the following table:

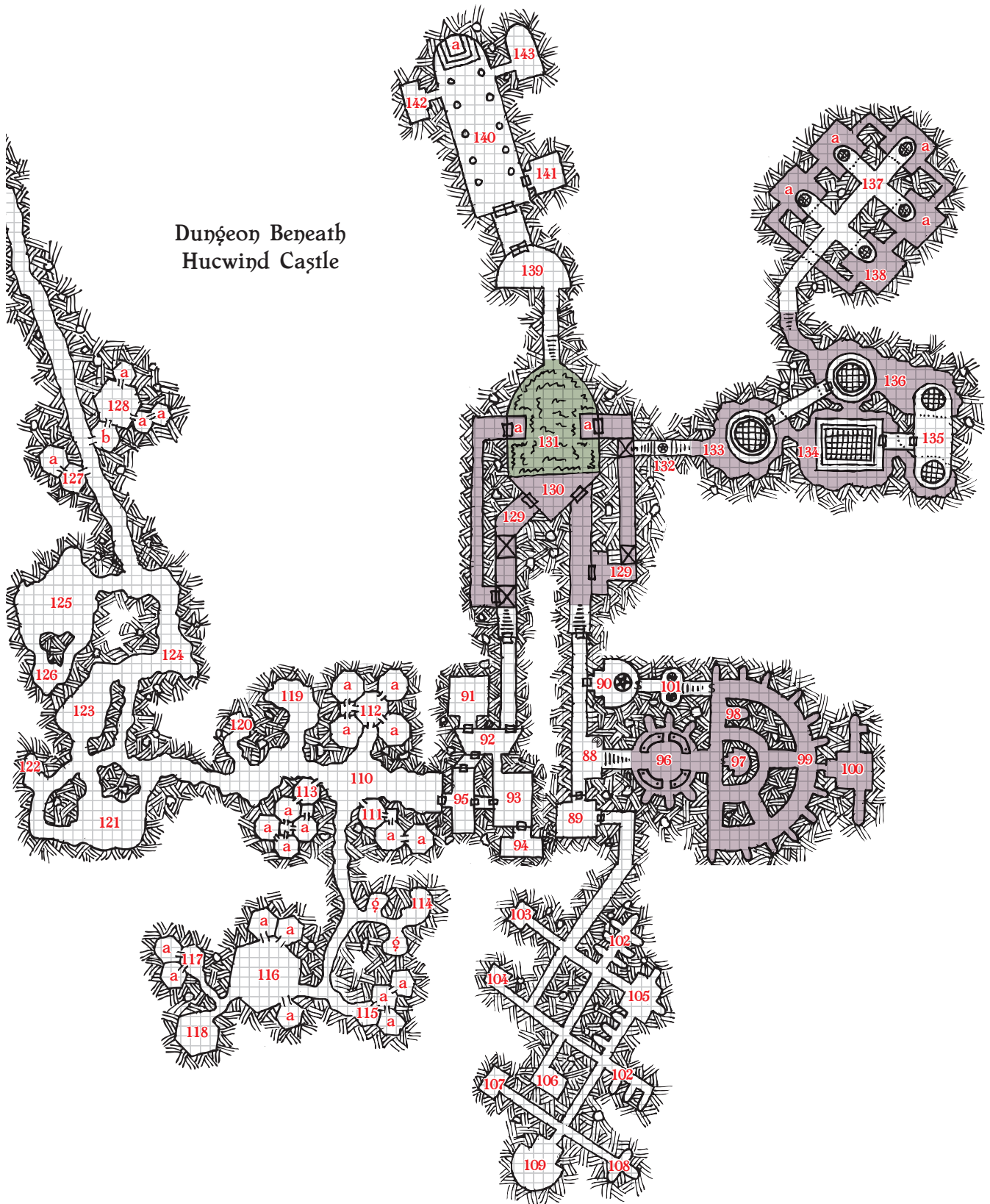
1. *Chameleon Skin* — surprise 3 in 6
2. *Extra Armor* — AC 2
3. *Extra Limbs* — 1d4 additional attacks per round
4. *Extra Strength* — +1d4 damage
5. *Poison Slime* — any contact will result in a Save vs. Poison or suffer 1d6 damage
6. *Shriek* — everyone in a 10' cone must Save vs. Petrification or be stunned for 1d4 rounds
7. *Spines* — base damage is increased to 1d6+1 and 2d6 of these spines can be used as a missile weapons per day
8. *Toxic Spray* — 3x per day, the mutant can spew a 30' line of goo. Save vs. Paralysis for be paralyzed for 2d4 turns.
9. *Two Heads* — cannot be surprised
10. *Roll Twice*



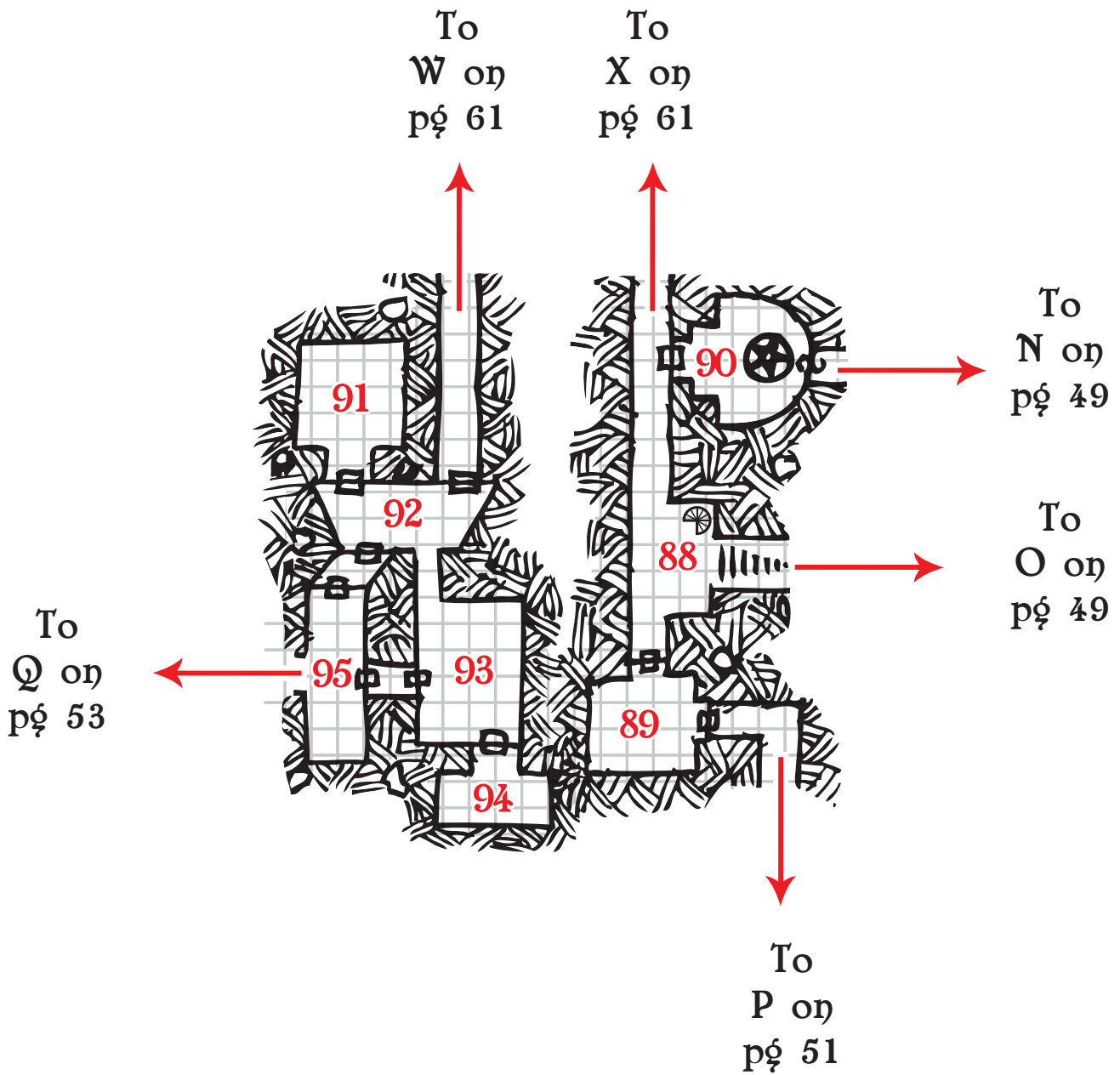
Wandering Monster Table 4.2

1. **Vision of St. Cuthbert:** Lawful & Good characters will see the a hooded man moaning, "*The suffering!*"
- 2-4. **Ossuarian Guards (1d4):** AC 3; HD 2; Att 1d6+Curse; MV 120'
5. **Ectorat Swarms (1d3)** AC 7; HD 7; Att 1d6+Paralysis ; MV 120'
6. **Gibbering Moulder (1)** AC 1; HD 4+3; Att 1x6 + confusion & blindness & smothering; MV 30'

Dunġeon Beneath
Hucwiñd Caſtle



OVERVIEW: Rooms 88-90 are carefully carved from the rock. There are crosses, iconography and other symbols from the religion of St. Cuthbert carved in the walls and the ceiling.		
88. Entrance		
In the corner of this room is a spiral staircase going up.	There has been an attempt to deface the iconography on the walls.	The stairs lead to Hucwind Castle Room 18 on Page 18.
89. Antechamber		
The walls of this chamber are covered in iconography.	The icons are in good condition and depict the lives of the followers of St. Cuthbert on the island.	The Abbothians tend to avoid this room and what lays beyond. Use Wandering Monster Table 4.2.
90. Chapel		
This room is some kind of chapel, with a statue at its center.	The statue is of St. Cuthbert (who resembles the hooded figure in the vision of St. Cuthbert if it has been encountered). There have been abortive attempts to deface the room, but the statue is in pristine condition.	The statue cannot be broken or scratched. Any damage done heals itself the next round. Therefore, the Abbothians tend to avoid this room and what lays beyond. Use Wandering Monster Table 4.2
OVERVIEW: Rooms 91-95 are carved in a different style than any other part of the dungeon, but look as though they are in the early stages of construction. A close inspection (especially by a dwarf or gnome) will reveal cracks in the rock. This area was an early attempt at a cellar that was abandoned as unsafe by the builders of the castle.		
91. Store Room		
This is cluttered with the remains of several containers. One corner of the room appears to be wet.	The wet spot is actually an Ectorat Swarm that has destroyed all of the barrels, chests and boxes and consumed everything they contained.	Ectorat Swarm (AC 7; HD 1; Att 1d6 Swarm [autohit 10' sq.]+Paralysis [bonus to save = damage done]; MV 120'; 18 hp).
92. Tool Room		
The walls of this room are lined with shelves full of tools.	The tools are typical mining tools, but are of an older make.	Most of the tools are rusty and therefore useless; however there is a 1 in 6 chance of finding a tool worth 100gp to the right buyer.
93. Wine Cellar		
This room is full of wine racks.	The racks are about half full.	Most of the bottles are cracked and the wine has turned to vinegar; however, there is one bottle that is worth 500gp to the right buyer.
94. Cellar		
This room appears empty; however, the walls are damp.	There is a discoloration in part of the ceiling.	The original builder bricked over access to this area from above (just west of the castle wall). If tested, there is a 2 in 6 chance of causing a cave-in.
95. Store Room		
This room has about a dozen barrels.	The barrels are full of dried fish.	Each barrel is worth 15gp.



OVERVIEW: Rooms 96-101 are carefully carved from the rock. There are crosses, iconography and other symbols from the religion of St. Cuthbert carved in the walls and the ceiling. Use Wander Monster Table 4.2. Ossurian Guards have been activated by the evil that permeates the island and freely roam the area.

96. Mausoleum

This circular room has four curved benches and there are several niches in the walls. In the center of the room is a body.	The body is a desiccated form of an Abbothian. The niches have skeletal remains dressed in vestments. The bench has drawers with skulls in them.	The Abbothian was killed some time ago by an Ossurian Guard and is the reason the Abbothians avoid this area and what lays beyond.
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97. Secret Reliquary

In the center of this room is a stand with a bowl filled with liquid.	The bowl and stand are carved from the rock. Inside the bowl is a human hand encased in silver, holding several beads.	The hand cannot be removed. The beads are 2d6 Beads of St. Cuthbert and can be removed. The hand produces 1d3 beads a month. The secret door is opened with a holy symbol of St. Cuthbert's Cross.
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98. Ossuary

There is a large niche lined with boxes.	The boxes are filled with bones.	These are normal human bones.
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99. Catacombs

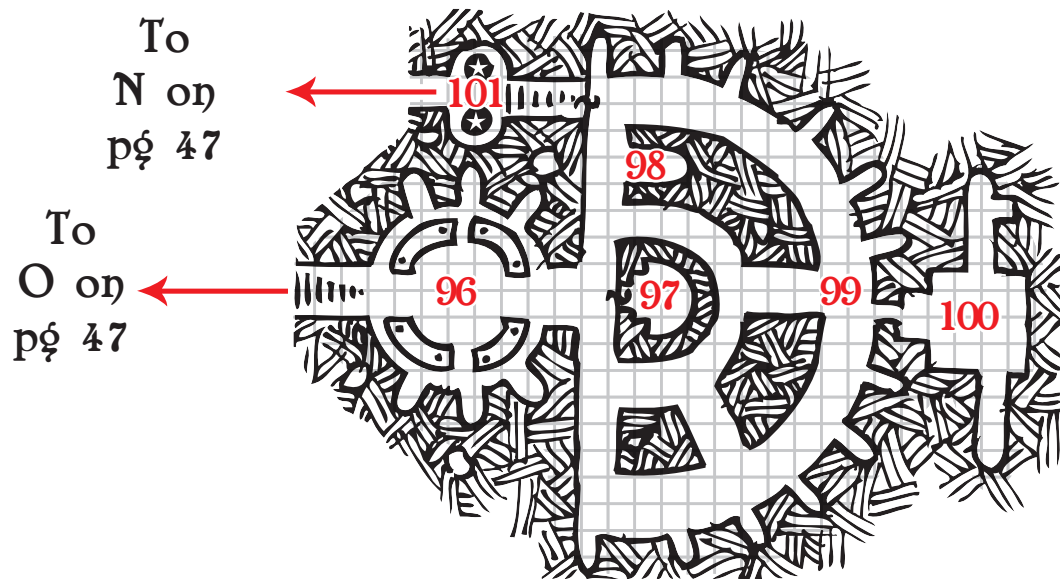
This wide hallway is covered in niches.	Within the niches are skeletal remains of holy warriors.	The warriors are armed with swords and wear chainmail; however, if anyone but a follower of St. Cuthbert removes these items, they will be cursed until they are returned.
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100. Sepulcher

In the center of this room is a stone coffin.	Inside is the mummified remains of a fully vested bishop. The sepulcher is guarded by 3 Ossurian Guards .	The 3 Ossurian Guards (AC 3; HD 2; Att 1d6+Curse; MV 90'; 14, 12, 9hp) will only attack if the coffin is disturbed.
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101. Secret Reliquary

The floor of this room appears to be made of glass and is flanked by two angelic statues.	The glass is several inches thick and covers a solid mass of wax in which sits a single human skull. The statues are actually 2 Ossurian Guards .	The Ossurian Guards (AC 3; HD 2; Att 1d6+Curse; MV 90'; 13, 10 hp) will not leave this room. The skull is that of St. Cuthbert and cannot be removed (he won't allow it). Any faithful who spend a night in prayer here will gain the benefit of an extra 1d6 of healing and a <i>Bless</i> spell for the next 12 hours. The secret doors are opened with a holy symbol of St. Cuthbert's Cross.
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OVERVIEW: Rooms 102-109 are carefully carved from the rock. There are crosses, iconography and other symbols from the religion of St. Cuthbert carved in the walls and the ceiling. The walls are covered in niches large enough to place a human skull. Use Wander Monster Table 4.2. Ossuarian Guards have been activated by the evil that permeates the island and freely roam the area.

This area is almost exclusively burial places for the Cuthbert dead. Anytime a party starts to investigate or otherwise disturb these bodies, they trigger a Wandering Monster Check. On a '1' roll normally on Table 4.2. On a '2' the body (bodies) in question animate as **Coffer Corpses** (AC 5; HD 2; Att 1d6; MV 90'; Special: Only harmed by magic weapons, will collapse after being successfully hit by any weapon and then rise one round later *Causing Fear*).

102. Catacomb

This hallway is lined with human sized niches in the walls.	Each niche has a body wrapped with white clothes.	There is nothing of value.
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103. Crypt

This room has a single sarcophagus.	Inside is a body wearing vestments.	The vestments are worth 100gp.
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104. Crypt

This room has a single sarcophagus.	Inside is a body wearing vestments.	The vestments are worth 150gp.
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105. Tomb

This room has a sarcophagus with a figure carved in relief on the lid.	The carving is of an armored priest holding a mace. In reality, it is an Ossuarian Guard that will attack if the sarcophagus is disturbed. Inside is the body of an armored priest.	The Ossuarian Guard (AC 3; HD 2; Att 1d6+Curse; MV 90'; 12 hp) will not leave the room. The armor is normal plate mail & the mace is of excellent quality, but non-magical; however, it does +1 damage in combat.
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106. Crypt

This room has a single sarcophagus.	Inside is a body wearing vestments.	The vestments are worth 75gp.
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107. Crypt

This room has a single sarcophagus.	Inside is a body wearing vestments.	The vestments are worth 200gp.
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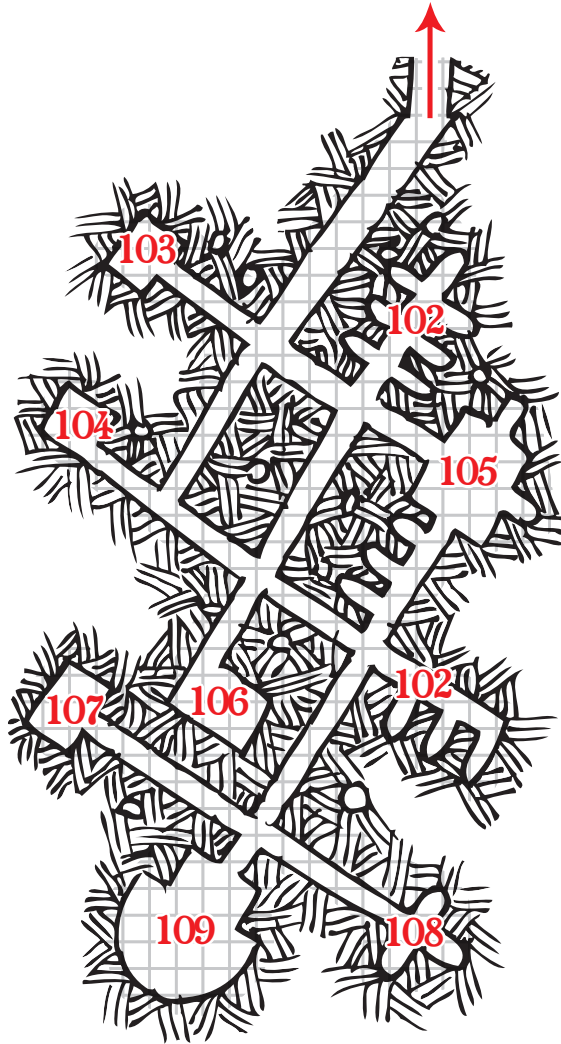
108. Catacomb

This hallway is lined with human sized niches in the walls.	Each niche has a body wrapped with white clothes.	One of the bodies wears a golden cross worth 200gp.
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109. Chapel

This room is a chapel. There is a sword sitting on top of the altar and there is a body on the floor in front of and leaning on the altar.	The "body" is actually a Mindria named Barsauma. He tenaciously guards the sword, which is the <i>Holy Avenger</i> called The Word of God .	Barsauma the Mindria (AC 0; HD 9; Att 2d6; Special: Spells — <i>Blindness, Command, Flame Strike, Hold Person, Locate Object, Silence 15' r., Spiritual Weapon, Sticks to Snakes, Striking</i> ; MV 90'; 52 hp) is the guardian of the Holy Avenger. He is Lawful and so won't immediately attack; however, if the Holy Avenger is taken, he will pursue in order to return the sword to its proper place. If he is convinced the island is under the control of followers of St. Cuthbert, he will turn to dust.
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OVERVIEW: Rooms 110-113 are crudely cut with little attention to detail — the rock was carved only when the natural cavern didn't already provide the space. The ceiling, walls and floor look moist or wet, but closer inspection will reveal that they are covered in a thin layer of slime which gives off a slight stench of rotting fish. Any combat in this area will attract occupants of nearby rooms in 1d6 rounds.

110. Main Hall

This large cavern has crude carvings on the walls and ceilings.	The carvings are symbols of chaos and the worship of Abboth.	The Abbothian Monk (AC 0; HD 8; Att 3/2 rounds 3d6; MV 210'; 25hp) and Stinghounds (1d6+1) : AC 7; HD 2; Att 1d4 + Paralysis; MV 150'; 8 hp ea.) will attack to kill.
	Any exploration of this hallway triggers a Wandering Monster Check. On a '1' use Table 4.1. A '2' indicates an Abbothian Monk with 1d6+1 Stinghounds .	

111. Living Quarters

This room has a table and benches carved straight out of the rock.	At any time, 1d6+1 Abbothians are here, sitting on the benches.	The Abbothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.) will attack to kill. They each have 2d12 gp.
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111a. Sleeping Quarters

The walls of this room are covered in a film that creates man-sized bubbles.	There are 6 of these bubbles, each has a 2 in 6 chance that they will be occupied. One can enter a bubble by pushing through the membrane. They are filled with a saline solution.	Any Abbothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.) are asleep. Anyone entering a bubble must save vs. spell or fall asleep. Unless awakened, anyone who falls asleep will die in a number of rounds equal to their CON.
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112. Living Quarters

This room has a table and benches carved straight out of the rock.	At any time, 1d6+1 Abbothians are here, sitting on the benches.	The Abbothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.) will attack to kill. They each have 2d12 gp.
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112a. Sleeping Quarters

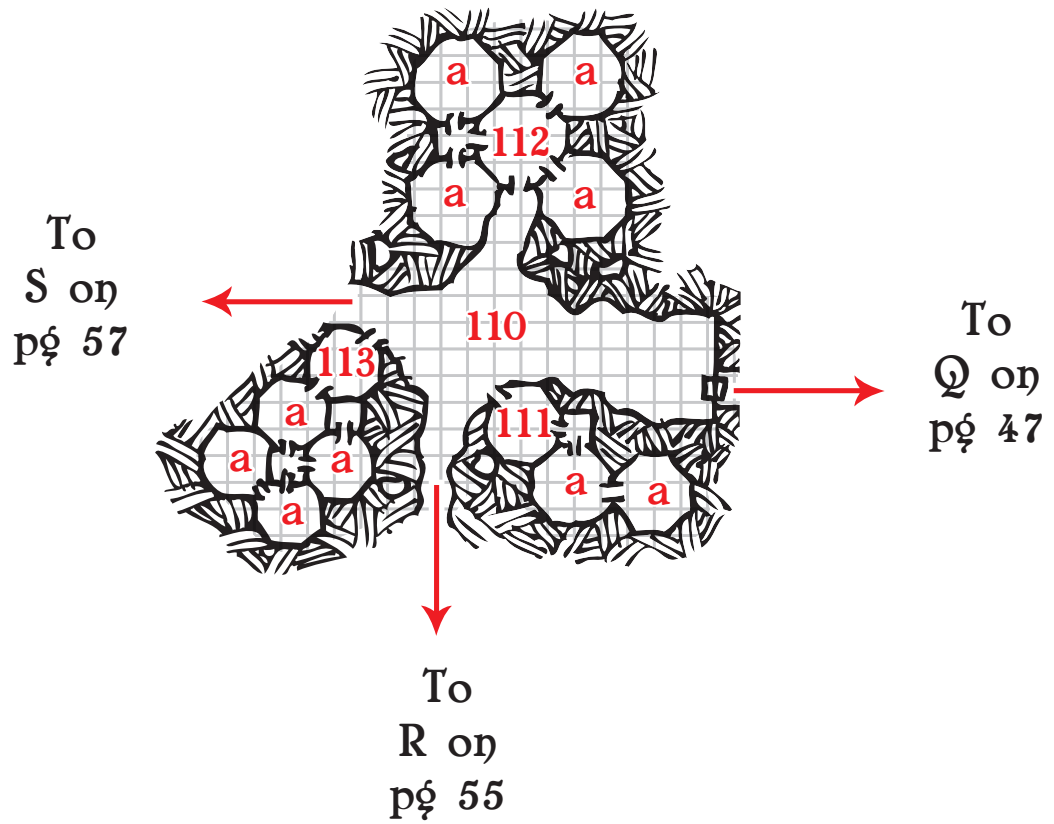
The walls of this room are covered in a film that creates man-sized bubbles.	There are 6 of these bubbles, each has a 2 in 6 chance that they will be occupied. One can enter a bubble by pushing through the membrane. They are filled with a saline solution.	Any Abbothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.) are asleep. Anyone entering a bubble must save vs. spell or fall asleep. Unless awakened, anyone who falls asleep will die in a number of rounds equal to their CON.
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113. Living Quarters

This room has a table and benches carved straight out of the rock.	At any time, 1d6+1 Abbothians are here, sitting on the benches.	The Abbothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.) will attack to kill. They each have 2d12 gp.
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113a. Sleeping Quarters

The walls of this room are covered in a film that creates man-sized bubbles.	There are 6 of these bubbles, each has a 2 in 6 chance that they will be occupied. One can enter a bubble by pushing through the membrane. They are filled with a saline solution.	Any Abbothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.) are asleep. Anyone entering a bubble must save vs. spell or fall asleep. Unless awakened, anyone who falls asleep will die in a number of rounds equal to their CON.
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OVERVIEW: Rooms 114-118 are crudely cut with little attention to detail — the rock was carved only when the natural cavern didn't already provide the space. The ceiling, walls and floor look moist or wet, but closer inspection will reveal that they are covered in a thin layer of slime which gives off a slight stench of rotting fish. Any combat in this area will attract occupants of nearby rooms in 1d6 rounds.

114. Store Room

This cave is full of barrels.	The barrels are filled with semi-dried and rotting fish. The two areas marked 'g' have 2d6 Abbothian guards.	The fish are not fit to eat. The guards (AC 4; HD 2; Att 1d4+1 or man-catcher; MV 90'; 9 hp) will fight to kill. Each has 3d6 gp.
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115. Nursery for Young Children

This room is crawling with fish-like children overseen by an adult.	The adult is an Abbothian Monk and the children are vicious. They will ravenously attack any non-Abbothian.	The Monk (AC 0; HD 8; Att 3/2 rounds 3d6; MV 210'; 22hp) will fight to protect the children which fight as a Swarm (AC 7; HD 4; Att 1d6 swarm; move 60'; hp 18).
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116. Nursery for Older Children

This room is crawling with fish-like children overseen by an adult.	The adult is an Abbothian Monk and the children are vicious. They will ravenously attack any non-Abbothian.	The Monk (AC 0; HD 8; Att 3/2 rounds 3d6; MV 210'; 20hp) will fight to protect the children which fight as a Swarm (AC 7; HD 5; Att 1d6 swarm; move 60'; hp 24).
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117. Nursery for Toddlers

This room is crawling with fish-like children overseen by an adult.	The adult is an Abbothian Monk and the children are vicious. They will ravenously attack any non-Abbothian.	The Monk (AC 0; HD 8; Att 3/2 rounds 3d6; MV 210'; 23hp) will fight to protect the children which fight as a Swarm (AC 7; HD 3; Att 1d6 swarm; move 60'; hp 14).
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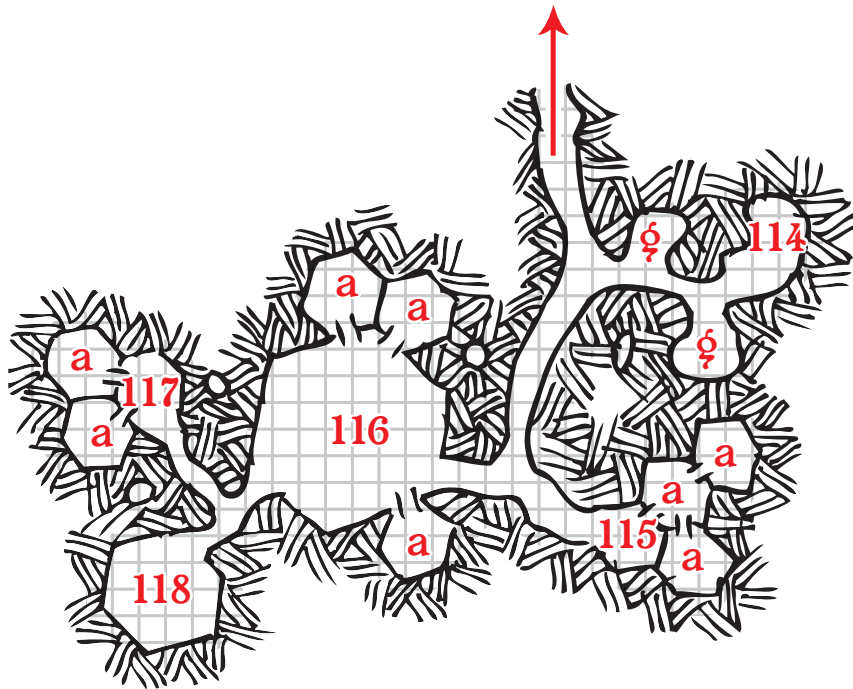
115-117a Sleeping Quarters

The walls of this room are covered in a film that creates man-sized bubbles.	There are 6 of these bubbles, each has a 2 in 6 chance that they will be occupied by a Swarm of Abbothian children. One can enter a bubble by pushing through the membrane. They are filled with a saline solution.	Any Swarms (AC 7; HD 3-5; Att 1d6 swarm; MV 60') are asleep. Anyone entering a bubble must save vs. spell or fall asleep. Unless awakened, anyone who falls asleep will die in a number of rounds equal to their CON.
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118. Nursery for Babies

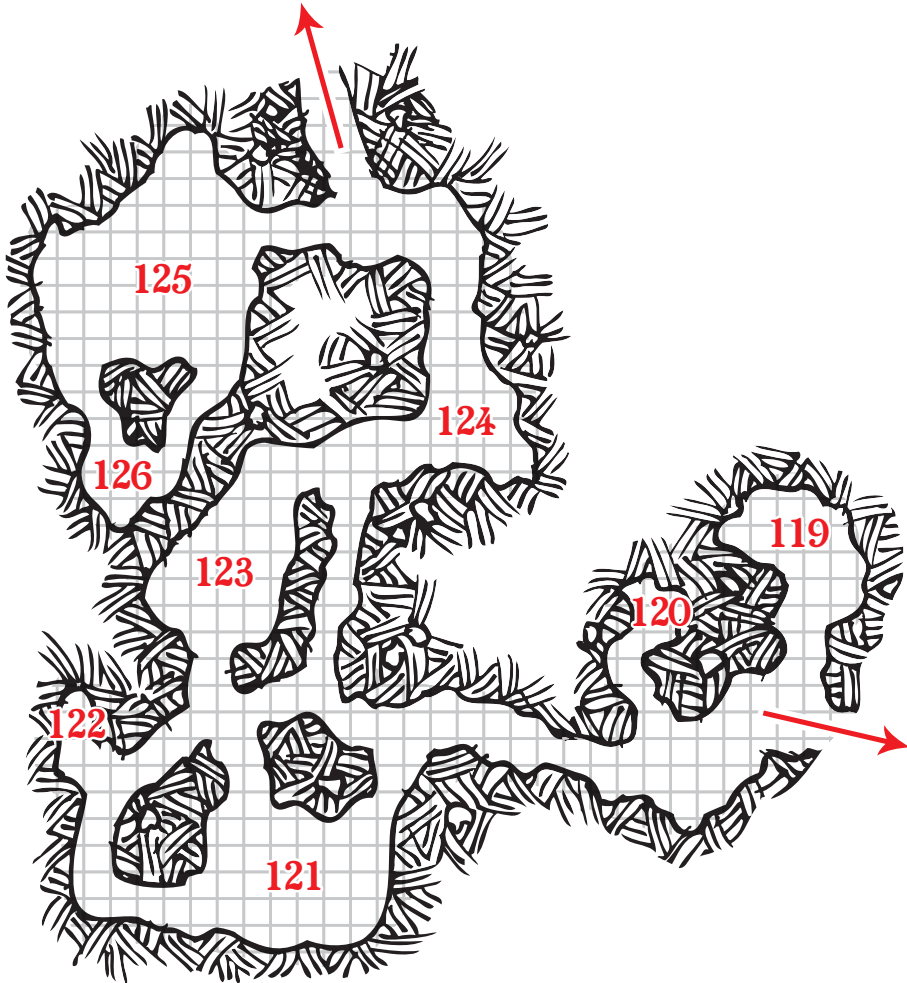
The walls of this room are covered in a flesh-like membrane. Hanging from the membrane are several polyps.	The polyps are about 3ft in diameter, are filled with a saline solution and house a Swarm of Abbothian infants. At any time there are 2d6+1 polyps.	The Swarms (AC 7; HD 2; Att 1d6 swarm; MV 60') are content to be inside their polyps. If, however, the polyps are cut open, or if someone is foolish enough to push their hand through the membrane, then they will viciously attack.
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<p>OVERVIEW: Rooms 119-126 are crudely cut with little attention to detail — the rock was carved only when the natural cavern didn't already provide the space. The ceiling, walls and floor look moist or wet, but closer inspection will reveal that they are covered in a thin layer of slime which gives off a slight stench of rotting fish.</p>		
<p>119. Store Room</p>		
<p>This appears to be a store room.</p>	<p>There is a pile of 2d6 nets, a wrack with 2d6 tridents and a pile of 3d10 wooden boards.</p>	<p>The nets & tridents are of good quality. The wood is a rare hardwood worth 25gp per board.</p>
<p>120. Store Room</p>		
<p>This appears to be a store room.</p>	<p>There are three boxes with scroll cases. The scrolls contain hymns to Abboth.</p>	<p>Anyone who tries to read the scrolls must save vs. spells or go insane.</p>
<p>121. Fungal Cave</p>		
<p>This cave is covered in fungus.</p>	<p>The fungus is edible and it is possible to harvest 1d3 rations worth.</p>	<p>If harvested, 1d4+1 of the mushrooms give the partaker an adrenalin rush (+1 to damage for one combat).</p>
<p>122. Cave</p>		
<p>There is a carving in the wall.</p>	<p>The carving is anti-Dagonite graffiti.</p>	
<p>123. Fungal Cave</p>		
<p>This cave is covered in fungus.</p>	<p>The fungus is edible and it is possible to harvest 1d3 rations worth.</p>	<p>If harvested, 1d4+1 of the mushrooms cause a nasty rash (-2 on all rolls for 24 hours) unless a save vs. poison is made.</p>
<p>124. Shrieker Cave</p>		
<p>One corner of this cave is covered in fungus.</p>	<p>The fungus contains 3 Shriekers.</p>	<p>The Shriekers (AC 7; HD 3; Att 50% chance of wandering monster; MV 9'; 14, 10, 7hp) are used as an alarm system (they shriek at light within 60').</p>
<p>125. Cave</p>		
<p>At the centre of this cave is a big pile of ropes and rags.</p>	<p>The air smells of sweet syrup. The pile is actually a Giant Sticky Plant.</p>	<p>The Giant Sticky Plant (AC 7; HD 8; Att 1d3 x 6 per person within 5' + entangle [cumulative -1 per two tendrils]; MV 10'; 41hp) will attack anyone within 5'.</p>
<p>126. Cave</p>		
<p>This cave is dominated by the giant pillar of rock on the north side.</p>	<p>Hidden in a hole in the pillar is a small jewelled chest (worth 1100gp). Inside the chest are 82gp, 84pp and a gem worth 250gp.</p>	

To
T on
pę 59



To
S on
pę 53

OVERVIEW: Rooms 127-128 are crudely cut with little attention to detail — the rock was carved only when the natural cavern didn't already provide the space. The ceiling, walls and floor look moist or wet, but closer inspection will reveal that they are covered in a thin layer of slime which gives off a slight stench of rotting fish. Any combat in this area will attract occupants of nearby rooms in 1d6 rounds.

127. Guard Room

There are 2d6 guards here.	The guards are Abhothians . If the party is coming from the north they will fight to capture, otherwise they will fight to kill.
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127a. Sleeping Quarters

The walls of this room are covered in a film that creates man-sized bubbles.	There are 6 of these bubbles, each has a 2 in 6 chance that they will be occupied. One can enter a bubble by pushing through the membrane. They are filled with a saline solution.	Any Abhothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.) are asleep. Anyone entering a bubble must save vs. spell or fall asleep. Unless awakened, anyone who falls asleep will die in a number of rounds equal to their CON.
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128. Guard Room

There are 2d6 guards here.	The guards are Abhothians . If the party is coming from the north they will fight to capture, otherwise they will fight to kill.
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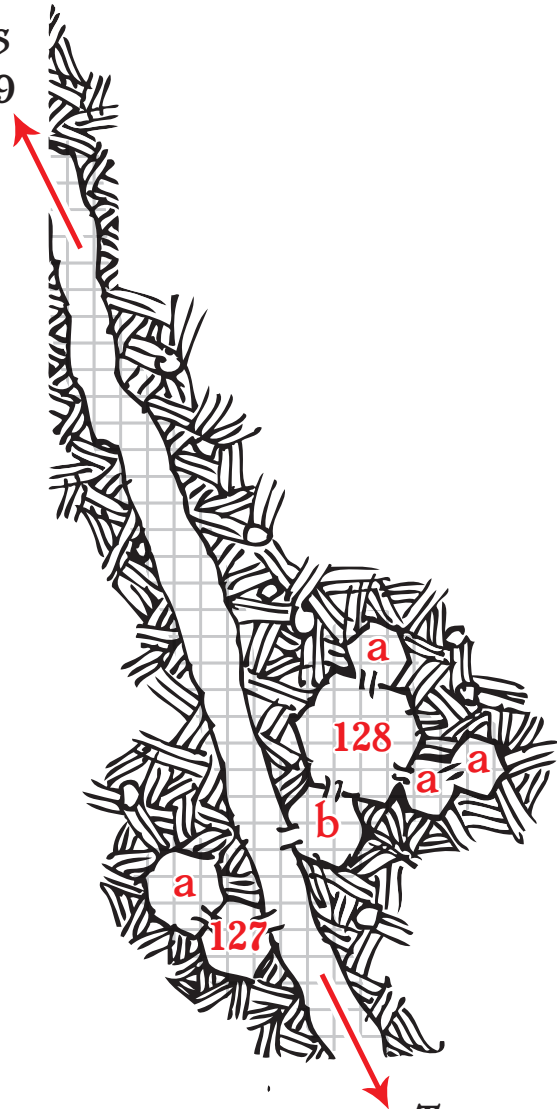
128a. Sleeping Quarters

The walls of this room are covered in a film that creates man-sized bubbles.	There are 6 of these bubbles, each has a 2 in 6 chance that they will be occupied. One can enter a bubble by pushing through the membrane. They are filled with a saline solution.	Any Abhothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.) are asleep. Anyone entering a bubble must save vs. spell or fall asleep. Unless awakened, anyone who falls asleep will die in a number of rounds equal to their CON.
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128b. Watch Post

There is a guard with 1d6+1 dogs.	The guard is an Abhothian & the dogs are Stinghounds . If the party is coming from the north they will fight to capture, otherwise they will fight to kill.	1 Abhothian (AC 4; HD 2; Att 1d4+1 or mancatcher; MV 90'; 9 hp); 1d6+1 Stinghounds (AC 7; HD 2; Att 1d4 + Paralysis; MV 150'; 7 hp each).
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To Slave Pits
U on page 59



To
T on
page 57

OVERVIEW: Rooms 129-131 are crudely cut, but are cut with care and filled with images of chaos and transformation.

129. Pit Traps

There are several hand-sized indentations in the wall of this hallway.

The indentations appear before and after each pit trap marked with an 'X' and are triggers that arm & disarm the traps. They are activated by an Abhothian hand.

The pits are 10' deep with poisoned spikes — 1d6 damage and save vs. poison or be paralyzed for 1d4 turns. There is also a **Shrieker** (AC 7; HD 3; Att 50% chance of wandering monster; MV 9'; 11 hp) in each pit.

The secret door protected by the north-west pit is opened by placing an Abhothian hand on an indentation in the wall.

130. Open Anteroom

This room is covered in symbols and overlooks a pit.

The symbols tell of the transforming powers of Chaos. The pit is Room 131.

Every turn spent here requires a save vs. spell or gain an insanity for 2d4 days.

131. Testinç Pit

This area is three feet lower than the surround area and filled with a flesh colored slime.

There are two ledges along the wall about half-way across the pit (the areas marked 'a').

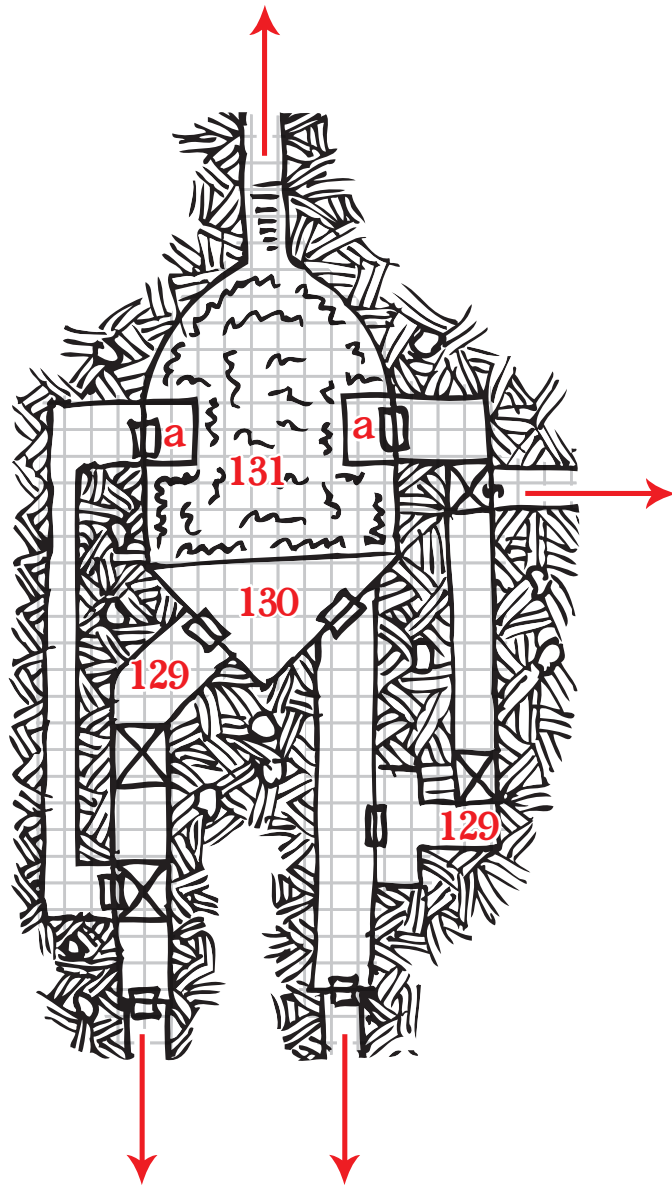
The slime seems to react to those who look at it. It begins to coalesce into a hump that is higher than the rest of the pool in the vicinity of anyone approaching the slime.

When any non-Abhothian touches the slime, a **mutated clone** of that person emerges from the slime. This clone will have all the stats of its original and will attack the original (2 attacks of 1d6) mercilessly until either it or the original is killed. Each clone will have one of the following mutations:

1. Extra arms (+1d3 attacks per round)
2. Bladed Hands (damage = 1d10)
3. Claws (rend for +2d6 if both hit)
4. Tentacles (constriction)
5. Rhino Skin (-2 AC)
6. Two Heads (+2 to hit)

A new clone will be made for every new contact with the pool of slime. The pool can be destroyed either with several gallons of acid or a *Purify Food & Water* spell.

To
AA on
pę 67



To
Y on
pę 63

To
W on
pę 47

To
X on
pę 47

OVERVIEW: Rooms 132-136 though this area is roughly cut, taking advantage of caverns already in place, there is a cleanliness about them that is almost clinical. The air is permeated by an intense chemical smell.

132. Statue

There is a statue of a woman being transformed into something...else.	The statue is constantly (if slowly) changing.	The statue will emit a low chant if any non-Abthothian approaches within 5ft.
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133. Decontamination Room

Several sets of shackles are riveted to the floor right beneath a grate above. There is a drain in the floor. There is a lever on the wall.	If the lever is pulled, a caustic liquid pours through the grate, showering the the shackle area & then is drained. The grate is sealed shut. Above it are spouted vats filled the liquid. There is a 2 in 6 chance that 1d6 slaves are being decontaminated.	Anyone under the shower loses all body hair and must save vs. poison or go blind. Any equipment must make a save vs. acid at +4 or be damaged. Any slaves being are guarded by 2 Abthothians each (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.).
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134. Subject Preparation Room

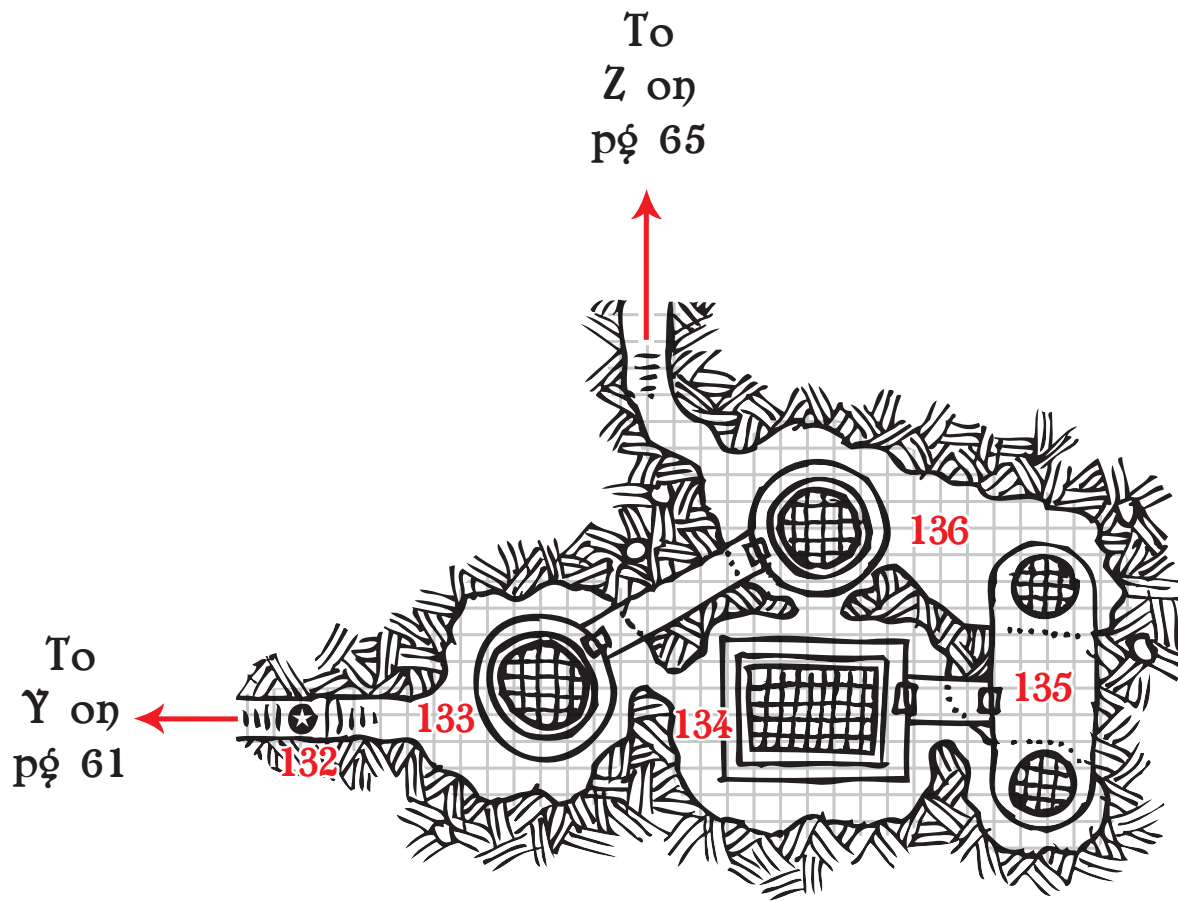
A series of shackles line the floor right beneath the grate above. There is a drop-down ladder that allows access to the room above.	In the room above there are spouts corresponding to the shackles below. Liquid can be poured into the spouts to create a shower. There is a 2 in 6 chance that 1d6 slaves are being prepped for impregnation.	Any slaves are guarded by 2 Abthothians ea. (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.) & there will be a 6th level Halfbreed Magic User (AC 7, 18hp) above pouring chemicals. Spells: <i>Hold Portal, Protection from Good, Mirror Image, Web, Haste, Hold Person</i> .
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135. Lab

Access to this room is through ladders lowered from the grates, which can be opened on a hinge either from above or below.	This room is lined with all kinds of chemicals and vials and biological specimens. There is a robed figure mixing chemicals.	The robed figure is a 10th level Abthothian Magic User (AC 4, 30 hp). Spells: <i>Charm Person, Hold Portal, Protection from Good, ESP, Invisibility, Web, Dispel Magic, Haste, Hold Person, Arcane Eye, Confusion, Polymorph Self, Cloud Kill, Teleport</i> . All the chemicals are toxic. Any contact requires a save vs. poison or take 1d4 hp for 1d4 rounds.
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136. Impregnation Room

There are three sets of shackles on the floor underneath the west grate & a single set underneath the east grate. Both grates are accessible by a drop-down ladder that allows one to open the grate on a hinge either from above or below.	The east grate leads to Room 135. In the room above the west grate, there are six glass tanks with what look like large fish eggs. There is a 2 in 6 chance that 1d6 slaves are being impregnated. (See Room 134 for stats of the Abthothian guards and Halfbreed Magic User).	When the eggs come into contact with flesh they stick & hatch in 1d6 rounds. The hatchling will burrow into the flesh of the victim. In 1d3 turns the hatchling will reach the brain or the heart, killing their host. Oil will remove an egg from flesh, fire will kill the egg (though it will do damage to the victim). Once the hatchling has burrowed into the victim, however, the only way to stop death is by a <i>Cure Disease</i> spell.
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OVERVIEW: Rooms 137-138 though this area is roughly cut, taking advantage of caverns already in place, there is a cleanliness about them that is almost clinical. The air is permeated by an intense chemical smell.

137. Nursery Access

At the end of each of these hallways is a grate in the floor. There is a robed figure monitoring the grates. The monitor is an **Abhothian Monk**. The **Monk** (AC 0; HD 8; Att 3/2 rounds 3d6; MV 210'; 23hp) will fight to kill.

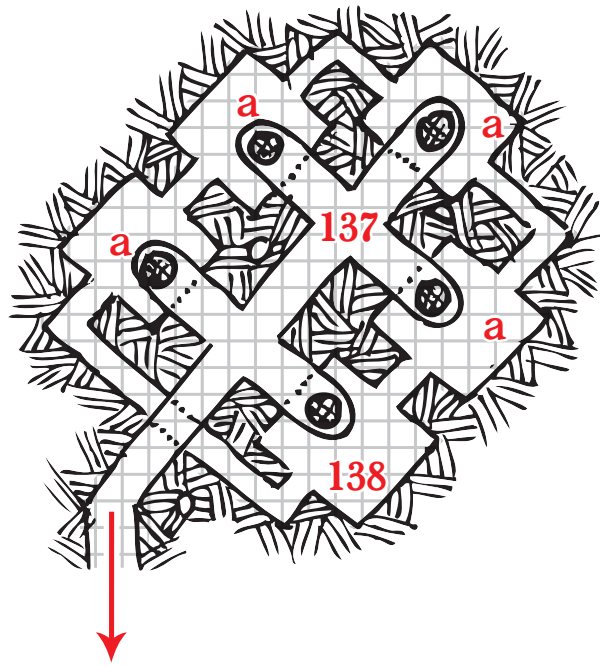
Each grate is locked. The smell of blood, feces and rotting fish strongly emanates through each grate.

138. Nursery

This is a series of identical rooms that connect to form a continuous loop. They are full of bones, blood stains and feces. The sound of hundreds of small claws can be heard scraping against the stone. The **Swarms** (AC 7; HD 10; Att 1d6 swarm; MV 60'; 50hp) are 20' in diameter & will attack anything in reach.

At each section marked 'a' there is a giant **Swarm** of Abhothian hatchlings fighting and eating each other. This is where the weak and the unstable mutations are culled. Only the strongest hatchlings are allowed to survive and be moved to Room 118.





To
Z on
pç 63

OVERVIEW: Rooms 139-143 These rooms are carved with more care than any other place in the dungeon. There is an impossibly complex, interweaving design several layers deep carved into the walls. Should one try to investigate or interpret the design, a save vs. spells must be made or suffer the effects of a confusion spell.

139. Anteroom

This room reverberates with a low hum. The hum repeats: "Change & be free."

140. Chapel

This is some kind of chapel dedicated to Chaos.

The area mark 'a' is the altar.

When the party enters roll a d6:

1-3) A group of **2d4 Abhothians** are cleaning the altar, the result of which is a **Gibbering Mouter**.

4-5) An offering (a sacrificial slave) is being made to Abthoth on the altar by a group of **4d6 Abhothians** led by 3 robed figures.

6) Abthoth is trying to breach this reality and a pile of continuously warping flesh is pouring out of the altar.

Abhothians (AC 4; HD 2; Att 1d4+1x2; MV 90'; 9hp ea.)

1-3) **Gibbering Mouter** (AC 1; HD 4+3; Att 1x6 + confusion & blindness & smothering; MV 30'; 26 hp)

4-5) One of the Abhothians will be a **Lieutenant** (HD 6, 31hp). The robed figures are two **6th level Halfbreed Magic Users** (AC 7, 18, 17hp) Spells: *Hold Portal, Protection from Good, Mirror Image, Web, Haste, Hold Person* and a **10th level Abhothian Magic User** (AC 4, 30 hp) Spells: *Charm Person, Hold Portal, Protection from Good, ESP, Invisibility, Web, Dispel Magic, Haste, Hold Person, Arcane Eye, Confusion, Polymorph Self, Cloud Kill, Teleport.*

6) The flesh will attack as a **16HD Avatar of Abthoth** (see Room 143) with 1d6-1 additional physical attacks per round (representing the rapid physical changes as Abthoth tries to form into different creatures). The damage done will vary with every attack: 1=1d3; 2=1d4; 3=1d4+1; 4=1d6; 5 = 1d6+1; 6=2d4.

141. Vestery

There are several pegs in the wall on which are hung leather clothing

The clothing are robes, masks and gloves adorned with symbols of Chaos.

When worn, they act as leather armor and grant a +4 to saves vs. acid.

142. Waste Pit

At the center of this room is a pit that reeks of chemicals and decay.

The pit is full of biological waste.

This is where the remains of sacrificial victims are dumped.

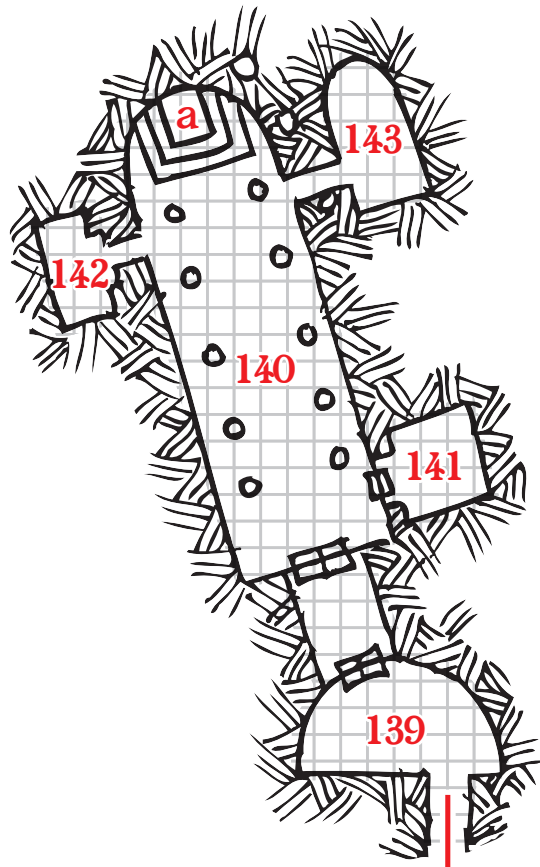
143. Lair of the Avatar of Abthoth

At the center of this room is a font surrounded by a huge pile of coins.

The font is home to an **Avatar of Abthoth** that will attack any non-Abhothian that approaches.

Avatar of Abthoth (AC 9; HD 8; Att: *Special see pg. 69; MV 30'; 48hp*).

The pile of coins includes 53,000 sp, 10,000 gp, 1300 pp and 30 gems worth 25gp each. They are cursed. Anyone who removes them must roll two dice for everything and take the worst outcome.



To
AA on
pg 61

New Monsters

Abhothians

These vile fish men are a heretical group of Deep Ones (also known as *Dagonites* — see below) that turned their back on the worship of the Old One Dagon. They now worship the Old One Abboth. Like the Dagonites, they use human beings to reproduce. These *Half-breeds* can pass as human into adulthood; however, as time passes they slowly change into *Full-blooded* Abhothians. In addition, due to the genetic experimentation that is at the core of their heretical beliefs, the Abhothians also produce mutants. Thus, there are three different types of Abhothians: *Full-Blooded*, *Half-Breed* and *Mutant*. In addition, Full-Blooded and Mutant young act as vicious *Swarms*.

Full-blooded

No. Enc.: 2d12
Alignment: Chaotic
Movement: 90' (180' swimming)
Armor Class: 4
Hit Dice: 2 (or more)
Attacks: 2 claws or 1 weapon
Damage: 1d4+1 x 2 or by weapon
Save: F2
Morale: 8
Hoard Class: III, IV, V Individuals; XXII in lair
XP: 47 or more

Full-Blooded Abhothians, due to their association with Abboth and the genetic experimentation they have done over the millennia, are immune to spells that affect other humanoids (such as *Charm Person*, *Hold Person*, *Sleep*, etc.). They are also immune to *Confusion*, take minimum damage from *Magic Missile*, and half damage from electrical attacks. They are still not yet adapted to the surface world and suffer a -1 on all rolls in sunlight.

Large groups of Abhothians will be lead by either a 10th level assassin or a 10th level magic user. In addition, there will be several Lieutenants that are 6HD and for every 12-30 Abhothians there is one 7th level monk, whose responsibility is to cull any mutations and mutants that are either too weak or too difficult to control.

Abhothians normally attack with man-catchers or nets in order to capture prisoners for their foul experiments.

Half-breed

No. Enc.: 2d12
Alignment: Chaotic
Movement: 90' (180' swimming)
Armor Class: 4
Hit Dice: 1 (see below)
Attacks: 1 weapon
Damage: by weapon type
Save: F1
Morale: 8
Hoard Class: III, IV, V Individuals; XXII in lair
XP: 10 or more

The average Half-breed Abhothian functions as a 1st level fighter; however, exceptional individuals can pursue careers in one of several classes:

- Assassin up to 9th level
- Fighter up to 9th level
- Illusionist up to 7th level
- Magic-user up to 6th level
- Monk up to 7th level

Though they can pass as humans, as they reach adulthood, Abhothians Half-breeds show signs of their eventual mutation into Full-blooded Abhothians. 1 in 4 Half-breeds roll on the following table:

1. Elongated/Narrow head
2. Eye lid replaced by a clear membrane
3. Grey-green complexion
4. Gill folds on the neck
5. No body hair
6. Scaly back
7. Webbed fingers and toes
8. Roll Twice

Mutant

No. Enc.: 1
Alignment: Chaotic
Movement: 90' (180' swimming)
Armor Class: 4
Hit Dice: 4
Attacks: 2 claws or 1 weapon
Damage: 1d4+1 x 2 or by weapon
Save: F4
Morale: 8
Hoard Class: none
XP: 300 + 55 per extra mutation

Mutants are an inevitable outcome of the genetic experimentation that the Abhothians do. While some are deemed useful, they are very rarely found without other Abhothians to closely supervise their behavior. Any group of Abhothians that include a mutant will have a 50% chance of including a 7th level monk.

To determine what mutations are exhibited by an individual mutant, roll on the following table:

1. Chameleon Skin — surprise 3 in 6
2. Extra Armor — AC 2
3. Extra Limbs — 1d4 additional attacks per round
4. Extra Strength — +1d4 damage
5. Poison Slime — any contact will result in a Save vs. Poison or suffer 1d6 damage
6. Shriek — everyone in a 10' cone must Save vs. Petrification or be stunned for 1d4 rounds
7. Spines — base damage is increased to 1d6+1 and 2d6 of these spines can be used as a missile weapons per day
8. Toxic Spray — 3x per day, the mutant can spew a 30' line of goo. Save vs. Paralysis for be paralyzed for 2d4 turns.
9. Two Heads — cannot be surprised
10. Roll Twice (or add more)

Abhothian experimentation does result in degenerative and debilitating mutations as well, but these are normally destroyed once discovered.

Swarm

No. Enc.: 1d3
Alignment: Chaotic
Movement: 60'
Armor Class: 7
Hit Dice: 2-10
Attacks: swarm
Damage: 1d6
Save: F2-10
Morale: 8
Hoard Class: none
XP: 29, 45, 135, 350, 570, 790, 1560, or 2400

Swarms are Abhothian young that aggressively attack any non-Abhothian. They attack in a swarm, automatically doing damage to anyone within a 10' square (2-7HD) or 20' square (8-10HD).

Avatar of Abhoth

No. Enc.: 1
Alignment: Chaotic
Movement: 30'
Armor Class: 9
Hit Dice: 8
Attacks: 1
Damage: Special (see below)
Save: F9
Morale: 12
Hoard Class: none
XP: 1560

An Avatar of Abhoth is a tiny portion of the ancient primordial alien that can only exist in this reality as a constantly changing, amorphous pile of mud-like flesh. Since it is barely extant in this reality, it is immune to all non-magical weapons and all cold-based attacks. It does, however take half damage from acid, fire and electrical attacks.

An Avatar of Abhoth makes no physical attacks, rather it assaults the minds of its victims. Each round it will do one of the following to every enemy in a 60' radius (role 1d6):

1. *Confusion* which lasts 1d4 rounds.
2. *Stun* which lasts 1d4 rounds.
3. *Mind Thrust* which does 3d6 damage.
4. *Empathy* which acts as a kind of Charm Person affecting the emotions of the targets. This effect lasts 1d4 rounds.
5. *Psychic Crush* which does 3d8 damage.
6. Roll Twice ignoring a roll of 6.

The effective AC of the targets is 18 minus Intelligence, Wisdom, or Charisma, which ever total is lowest. Thus a character with a 15 Int, a 12 Wis and a 9 Cha would have an effective AC of 3 (18 minus 15). This number cannot be higher than 9.

Coffer Corpse

No. Enc: 1
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 7
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F2
Morale: 12
Hoard Class: XXI
XP: 48

A Coffer Corpse is an angry spirit that animates a dead body in order to vent its wrath upon its victims. It is undead, is turned as a 7 HD creature on the clerical turn undead table and is unaffected by mind influencing spells.

A coffer corpse is immune to normal weapons, but will collapse after sustaining 4 hit points of damage or more and appear to be slain. One round later, however, the creature will rise and continue to attack. Any one who sees this must save vs. spells or flee in panic for 2d4 rounds. Fleeing PCs have a 50% chance of dropping whatever they are carrying.

A successful attack by a coffer corpse indicates that it has wrapped its hands around the neck of its victim. It then automatically hits with strangling damage of 1d6 per round. The grasp of a coffer corpse is unbreakable.

Chrysopelea

No. Enc.: 2d10
Alignment: Neutral
Movement: 90' (500' gliding)
Armor Class: 6
Hit Dice: 1
Attacks: 1
Damage: 1d6
Save: F1
Morale: 8
Hoard Class: none
XP: 13

These large (8-12 feet long) arboreal snakes are well adapted to live anywhere there is somewhere they can crawl up off the ground such as columns inside a dungeon. When attacking, they can launch themselves like a javelin, stretching out their rib cage to glide up to 500'. When doing so, they surprise on a 5 in 6.

Dagonite

Also known as Deep Ones, these fish-like humanoids are an ancient race that has been creeping around since before the dawn of human civilization. They are servants of the Old One Dagon. They have an intense hatred of humanity, who they see as unworthy usurpers of their superior and ancient civilization; however, they have found that they need to interbreed with humans in order to successfully reproduce over time. These *Half-breeds* can pass as humans into early adulthood; however, over time they mutate into *Full-blooded* Dagonites.

Full-Blooded

No. Enc.: 2d6 (6d8)
Alignment: Chaotic
Movement: 90' (240' swimming)
Armor Class: 4
Hit Dice: 3
Attacks: 2
Damage: 1d4+1
Save: F3
Morale: 8
Hoard Class: IV Individuals; X in lair
XP: 80
Large raiding parties have a leader with 5 HD. Lairs have leaders with 7 HD. There are rumors that Dagonites have cities under the seas ruled by powerful magic-users.

Half-Breed

No. Enc.: 1d12
Alignment: Chaotic
Movement: 120'
Armor Class: 7
Hit Dice: 1 (see below)
Attacks: 1 weapon
Damage: by weapon type
Save: F1
Morale: 8
Hoard Class: IV Individuals; X in lair
XP: 10 or more
The average Half-breed Dagonite functions as a 1st level fighter; however, exceptional individuals can pursue careers in one of several classes:

- Assassin up to 9th level
- Fighter up to 9th level
- Magic-user up to 6th level
- Thief up to 9th level.

Though they can pass as humans, as they reach early adulthood, Dagonite Half-breeds show signs of their eventual mutation into Full-blooded Dagonites. Fifty percent of half-breeds roll on the following table (1d8):

1. Elongated/Narrow head
2. Eye lid replaced by a clear membrane
3. Grey-green complexion
4. Gill folds on the neck
5. No body hair
6. Scaly back
7. Webbed fingers and toes
8. Roll Twice

Ectorat Swarm

No. Enc.: 1d3 Swarms
Alignment: Chaotic
Movement: 120'
Armor Class: 7
Hit Dice: 3
Attacks: Swarm
Damage: 1d6 + Paralysis
Save: F3
Morale: 12
Hoard Class: XI
XP: 80

Ectorats are the ectoplasmic remains of normal rodents that have spent too much time consuming the waste products of Abthothian experiments. They retain some semblance of their former selves in that they look like rats made of gelatin with a rubbery skeleton visible inside. Ectorats attack as a swarm, automatically hitting everything in a 10' square. Their touch is mildly paralytic. Those who fail their saves are paralyzed for 1d4 rounds; however, this paralytic is countered by adrenalin. Therefore, the save is made with a bonus equal to the amount of damage done in that round.

Fyrnewt

No. Enc.: 2d4 (6d6)
Alignment: Chaotic
Movement: 90'
Armor Class: 5
Hit Dice: 2+2
Attacks: 1 weapon or Breath Weapon (5' cone)
Damage: By weapon type or 1d6
Save: F3
Morale: 12
Hoard Class: IV, V Individuals; XVII in lair
XP: 47, 100 (Elite), 215 (Overlord)

The name *Fyrnewt* is a bit of a misnomer, as these are reptilian humanoids whose scales range from red to black. Most scholars assume they are cousins of lizard folk; however, a few suggest that they may be dragon kin. This is due to their limited ability to breath fire. Once per turn, Fyrnewts can produce a 5' cone of fire that does 1d6 damage. In addition, all Fyrnewts have *Resist Fire* as a natural ability; however, they take an extra hit point of damage per die versus cold attacks.

In combat, they prefer to use swords and pikes. Larger groups of Fyrnewts will have 3+3 HD *Elites* and will be led by a 4+4 HD *Overlord*. Fyrnewts are vicious and cruel creatures with a predilection towards slavery.

Giant Sticky Plant

No. Enc.: 1
Alignment: Neutral
Movement: 10'
Armor Class: 7
Hit Dice: 8
Attacks: 6 per person within 5'
Damage: 1d3+entangle
Save: F8
Morale: 12
Hoard Class: none
XP: 1560

The Giant Sticky Plant appears as a large pile of rags and ropes. When anything moves within five feet, it will lash out with its tendrils (up to 6 *per person*). These tendrils are tipped with a sticky glob that initially does 1d3 damage, and entangle their victim. In subsequent rounds, they automatically do 1 point of acid damage. For every two tendrils that successfully attack, the victim has a cumulative -1 to hit (up to -3).

Gibbering Moulder

No. Enc.: 1
Alignment: Chaotic
Movement: 30'
Armor Class: 1
Hit Dice: 4+3
Attacks: 6 bites + *Confusion*
Damage: 1
Save: F5
Morale: 12
Hoard Class: VI
XP: 290

These horrific creatures are the occasional byproduct of Abthothian genetic experimentation. When Abthothians extract the base genetic material from their victims, all that is left is an almost unrecognizable biological mass. Sometimes, this mass has a remnant of genetic material which then mutates and forms a Gibbering Moulder.

They appear as an amoebic glob of formless flesh with dozens of misshapen mouths and eyes. When it lays eyes upon a non-Abthothian, it begins to mumber strange sounds from its multiple mouths. Anyone within 60' must save vs. spells or be affected as if by the *Confusion* spell. It may attack with up to six of its mouths. Each successful attack will only do one point of damage; however, the mouth will latch on and automatically do 1 point per round thereafter.

Once a victim has three mouths attached, they must save vs. petrification or fall down. The Gibbering Moulder will flow over any victim that falls down. It will then be able to attack the victim with a dozen more mouths.

Ogrillon

No. Enc.: 1d4 (5d6)
Alignment: Chaotic
Movement: 120'
Armor Class: 6
Hit Dice: 2
Attacks: 2
Damage: 1d6+1 x 2
Save: F2
Morale: 9
Hoard Class: IV Individuals; XXI in lair
XP: 29

These nasty humanoids are a mixture of an ogre and some other kind of humanoid (most commonly an orc). They are brutish and strong, preferring to attack merely with their fists to demonstrate their prowess in combat.

Mindria

No. Enc.: 1
Alignment: Any
Movement: 120'
Armor Class: 0
Hit Dice: 8+
Attacks: 1
Damage: 2d6
Save: M8+ or C8+
Morale: 12
Hoard Class: XXI
XP: 3060

These lich-like creatures are a peculiar type of undead. While living, they were Magic Users or Clerics of 8th level or higher. Unlike lichs, however, they are not transformed by means of arcane magic. Rather, by sheer force of will and desperation, they refuse to die because they have one last urgent task that needs to be done.

Most Mindrias encountered will have as their task to guard a particular object or place. This force of will is so great that not only do they Turn as Infernals, but they will rise 24 hours after being "killed" to return to their task. Should that be focused on an object, they will pursue that object until they can reclaim it.

The only way to truly destroy a Mindria is to remove the need to complete the task that they set for themselves. Once completed, they turn to dust never to return again.

In combat, Mindrias can do 2d6 HTH damage, but prefer to cast spells. They do not prepare spells, but rather have a number of spells up to their HD that they can cast each day as special abilities. These spells reflect what they had prepared at the time they turned into a Mindria.

Ossuarian Guard

No. Enc.: 1d10
Alignment: Lawful
Movement: 90'
Armor Class: 3
Hit Dice: 2
Attacks: 1
Damage: 1d6+Curse
Save: F3
Morale: 12
Hoard Class: XX
XP: 47

These creatures at first appear as a statue, icon or other religious item. When they detect a non-Lawful being or a person who is not a follower of their creator's religion, they will transform and attack. When attacking, they generally appear as something frightening, designated by their creator (normally, a skeletal warrior or other undead). When an Ossuarian Guard lands a successful hit, the target must make a save vs. spell or be afflicted with a curse. This curse takes the form of rolling an extra die every time rolling is required. The player must then take the worst outcome. This curse is cumulative — if a target fails the save twice, that target must roll two extra dice. Only a *Remove Curse* spell can eliminate this affect.

Though an Ossuarian Guard normally appears as an undead creature, they are not undead. Rather, they are a type of construct made with divine magic for the express purpose of guarding religious relics, reliquaries or other sacred sites. Thus, they are immune to all but magical weapons, are unaffected by hold, charm or sleep spells and immune to poison and gases. They will not move beyond the immediate area that they are tasked with guarding.

Stinghound

No. Enc.: 1d6+1
Alignment: Chaotic
Movement: 150'
Armor Class: 7
Hit Dice: 2
Attacks: 1
Damage: 1d4+Paralysis
Save: F2
Morale: 9
Hoard Class: none
XP: 29

Stinghounds are one of the successful genetic experiments of the Abbothians. From a distance, they appear to be bloodhounds. Up close, however, it is obvious that they are a cross between a dog and a stingray, with the head and tail of the latter. They attack with the stinger in the tail, which has a paralytic poison which lasts for 2d4 turns.

Strangleweed

No. Enc.: 1
Alignment: Neutral
Movement: 30'
Armor Class: 5
Hit Dice: 4
Attacks: 1
Damage: 1d6+Paralysis
Save: F4
Morale: 9
Hoard Class: VII
XP: 135

Strangleweed is a type of carnivorous plant that resembles a 12' wide patch of seaweed. It attacks with its fronds which then wrap around its victim, entangling them. Once entangled, a victim automatically takes 1d6 damage per round from constriction and/or drowning. They may break out with a successful open doors check.

Undead Tree

No. Enc.: 1 (1d10)
Alignment: Chaotic
Movement: 0'
Armor Class: 2
Hit Dice: 8
Attacks: 6 (branches) + fear or Poison (fruit)
Damage: 1d4 (branches) or Poison (fruit)
Save: F8
Morale: 12
Hoard Class: none
XP: 1560

Undead trees are created when dead wood is exposed to evil, blood and suffering. They appear as a normal, if grey leafless tree with 2d6 apple-looking fruit hanging from its branches. Anyone within a 20' radius from the trunk will be attacked by up to six branches; however, this will at first appear as if the branches are "getting in the way." Therefore, the undead tree will surprise on a 5 in 6.

Once a victim realizes that the tree is actively attacking, the victim must save vs. spells or be affected by the equivalent of a *Cause Fear* spell. The undead tree can also attack by throwing its fruit. These do not cause any direct damage; however, a save vs. poison must be made for 1d10 rounds. Each failure means the victim takes 1d4 damage.

Undead trees can be turned. They do not, however, run away. Rather, they revert to being an inanimate tree for 2d4 turns. They are only affected by slashing weapons or fire.

New Magic Items

St. Cuthbert's Gospel Book

This relic appears as a hand-sized leather-bound book with the illuminated text of the Gospel of St. John. When used to pray for spells, St. Cuthbert's Gospel Book produces pages that function as cleric scrolls. The number of spell-pages is equal to the number of spell levels the praying cleric can cast. These spells are determined randomly and will remain until cast *appropriately*. Only one page per spell level will appear within the book.

Beads of St. Cuthbert

These magic beads appear as crinoid fossils. They radiate of magic, and the larger ones will have either crosses or a short prayer carved into them:

On a rock by Hucwind, St. Cuthbert sits, and toils to frame the sea-born beads that bear his name.

If one or more is in the possession of one who recites this prayer, they will be the recipient of a *Sanctuary* spell. This may be done three times per day and the spell lasts one round for every bead strung together on a prayer rope or necklace.

The Word of God

This sword functions exactly as a normal *Holy Avenger*; however, it does have a history. It appears as an exquisitely crafted weapon with a jewelled cross in the hilt and the words "I AM" etched into the blade in Celestial (or whatever passes for a high liturgical language in the campaign world). It was forged by the followers of St. Cuthbert in order to make concrete the metaphor in the prayer to St. Cuthbert found on the bottom of page 28. There are rumors that they also forged *The Helm of Hope*, *The Breastplate of Righteousness*, and *The Shield of Faith*.

Final Thoughts

There are plenty of further adventures that suggest themselves: the map in Room 29 can lead to other slaver operations; the Mindria Barsauma will unendingly pursue the party who takes *The Word of God* without properly taking care of the slavers; Dagonites and Fyrnewts still pose a threat to humanity.

One might also be curious about the over-all theme of *Change*. One of the characteristics of God is that he does not change — he has no beginning and no end. Positive change moves in this direction (towards God and His eternity); however, change for the sake of change (like that of the Abbothians) merely embraces death — our ultimate end sans God.

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