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SWORDTHRUST



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BORIS



SWORDTHRUST

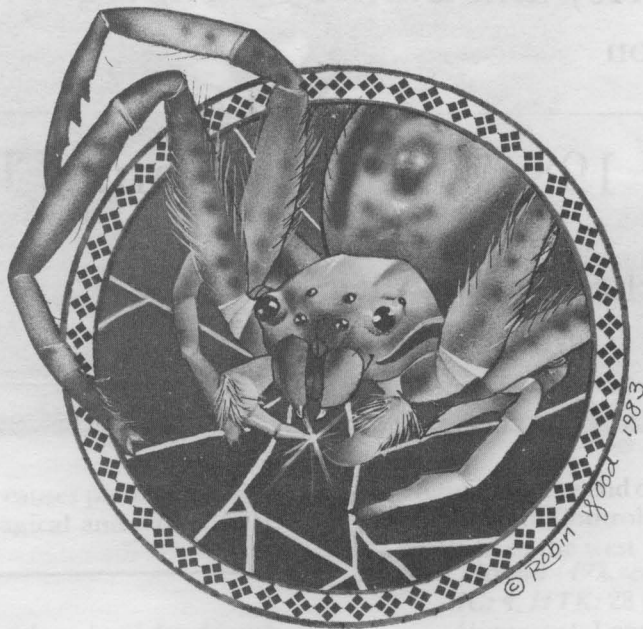


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Abbreviations:

ST - Strength
IT - Intellect
IN - Insight
SM - Stamina
D - Dexterity
A - Appeal
AC - Armor Class

HTK - Hits to Kill
Att: - Attacks per melee round
Dm: - Damage per attack
M: - Movement in feet/yards per melee round
gp - gold piece(s)
sp - silver piece(s)
EP - Experience Points

SWORDTHRUST

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INTRODUCTION

S *wordthrust* is designed to be part of an ongoing campaign. As such it probably will not be cleaned out on the first attempt, barring only the most exceptional circumstances. As long as the players keep in mind the concept of strategic retreat, they will live to fight another day. The scenario is designed to accommodate 3 to 6 characters, from skill levels 3 to 7.

GM BACKGROUND

This adventure concerns one of the greatest beings that has ever dwelt on the face of the world: an Ice Titan of the Elder Tribe. Titans were some of the most ancient and powerful beings ever created by the Gods. Scribes and mages contend that the Elder Titans were the direct children of gods for they were unimaginably massive—their heads were in the clouds while their feet touched the ground.

Elder Titans were a powerful force in the shaping of the world. Working for the gods, they moved mountains and split islands off from the mainland. When they moved, the earth shook and spilt with each footfall. Sometimes, they created lakes just by stepping on a river and letting the water fill up their footprints.

Though their great size caused many changes, the Titans strived to live in harmony with the land, and were simple creatures who did not understand hate or love. They merely acted spontaneously, without interest in helping or hurting others.

Near the end of the Elder Titans' time on the world, men appeared. They were sired from the thoughts of Titans and given form from the elements of Titan's bodies. Yet the Titans were greatly alarmed by the appearance of man, for they saw within him the ability to do good and evil, qualities the Titans had never known.

The Elder Titans were puzzled at the erratic behavior of their offspring. They found it increasingly difficult to communicate with man. The gap between the two generations widened and for the first time Titans felt the annoying pangs of frustration. Unable to understand man, they decided something drastic must be done. But what? More and more Titans withdrew into a death-like sleep to meditate on the perplexing problem.

Soon all the Titans were asleep, dreaming of their past and trying to decide what to do about the child, man. When they awaken, the Titans will decide whether to support the evil or good impulses in man and will be prepared for a re-emergence of the Titan Empire.

One Titan, entirely made of ice, sat himself upon the tallest of the Chatar mountains to better view the actions

of the world. He slowly allowed himself to slip into the depths of contemplation.

It is here that the player characters must go. Hired by an evil wizard named Morlean, they must enter *inside* the head of the Ice Titan and search for an ancient and arcane suit of armor and for information leading to its use. The wizard Morlean will pay handsomely for either. The evil wizard does not suspect that Titan's Crown is actually the Ice Titan.

But before reaching the Ice Titan, the party must enter the town of Ferraburg and deal with the monsters that inhabit the surrounding mountains. They will soon learn that just reaching the mountain will not be easy.

PLAYER CHARACTER INTRODUCTION

It is a dark and stormy night and your glad for the warmth and company of a local tavern. Outside the winds howl through the narrow avenues and the rain looks like curtains blown along the street.

The door opens and a stranger stumbles in. The robed figure leaves a trail of blood as it staggers into the backroom. If the characters follow up, they will see a completely robed human figure lying against one of the booths, fumbling with something under the robes at belt level. If the characters approach, the figure will draw a shining knife and threaten to cut off their ears if they come closer.

GM NOTES: Anyone with an intellect over 16 has a 70% chance of realizing that the voice is feminine. Indeed, the stranger is Merrie Flamehair, a female thief. She is too weak from blood loss to put up a fight and will not survive more than 2D12 turns unless a Cure Light Wounds is cast upon her. If helped, Merrie will tell the party the entire story of her employment. After this point, Merrie can be played as a player character or non-player character as the Game Master chooses.

Merrie Flamehair

Human, Skill 5 Thief

Stats: Strength: 11, Intellect: 15, Insight: 12,

Stamina: 11, *Dexterity:* 17, *Appeal:* 18

Armor Class: 4,

HTK: 13, *Alignment:* Neutral/Neutral.

Weapons & Armor: +3 dagger, sword, leather armor,

Equipment: Elven Cloak, Magical Lock Pick Tools which increase her chance to pick a lock by 20%, usual traveling and dungeon equipment, medium horse with saddle and trappings.

Description: Merrie is a stunningly beautiful woman with a head of gloriously red hair and bewitching green eyes. She isn't a bad thief either. Her sister is in trouble with the law and she is adventuring to raise money for her sisters release.

Merrie Flamehair's Story

For Player Characters

"You might think me foolish, but I am traveling to the Chatar Mountains to deliver a trinket to a wizard named Morlean. *Merrie holds up a silver bracer.* It has been an arduous journey, I've been attacked by wolves, thieves, and more, but each time I escaped. Now, less than a week away, I fall prey to a simple mugger.

"I have been paid well to transport this trinket to the town of Ferraburg," Merrie continues. "I'll be glad for the company if you would join me. I have received 500 gold pieces and collect another 500 at the end of my journey. I think something is trying to keep me from my mission. Protect me and I will give you half."

GM NOTES: If the party allows the thief to die, she will be carrying a letter on her that explains the same facts, including the extra 500 gp waiting for her at Ferraburg.

TRAVELLING TO FERRABURG

The only way to travel to Ferraburg is along a narrow defile called Snake Pass. Only a day from the end of the arduous week trek, there the small band is attacked by a screaming horde of Goblins goaded on by a figure clad in black robes. The figure reaches out with a glistening scaled hand and demands in a crackling voice:

"The bracer, I will have it. Deny me and I will twist your mortal minds in agony. Give it to me. *Give it to me!*"

If the adventurers have not already attacked, they can now. Their adversary is a Durge, a lizard-like creature found inside the Ice Titan. A Durge is an evil and cruel creature whose motivation is completely self-centered—what's in it for him is more important than anything else. Because of this, Durges are usually cowards and can usually be manipulated (but never trusted).

This Durge, however, is a Priest and has some limited magical powers and self-discipline; they are much more powerful foes than the average Durge.

Durge Priest

AC: 6, *HTK:* 18 (4D8), *M:* 6"

Att: 1, *1D6* or by *weapon*,

Description: Durges are slightly smaller than men, but taller than Goblins. Durges have no hair except for some strands on their chins. They have black eyes, yellow teeth, and green, scaly skin.

Special: can spit up for 40' a noxious solution of vomit mixed with a special freezing agent which freezes anything it touches, including a player character. The horrible smelling stuff will immediately cause 1D6 HTK of cold damage and will cause another 1D4 the next round automatically. Characters who save versus Dragon Breath take half damage.

Specials: half damage from all cold-based attacks, infravision, (see dungeon for more detailed explanation).

The Priest is wearing a tattered chainmail shirt and leather and wood armor on his legs and arms. He fights with a two handed flail for 2-7 HTK of damage.

This particular Priest can cast a Teleport spell on

himself with 100% accuracy. The Priest can Teleport to anyplace he has seen and remembers.

(42) Goblins

AC: 6, *HTK:* 4 (average) (1D8-1), *M:* 6"

Att: 1, *1-6* or by *weapon*, *Special:* If the Goblins lose more than 10 of their number they have a 50% chance of fleeing into the mountains. The Goblins are wearing leather armor and carry wood shields. They are armed with maces, short swords, or hand axes.

The Goblins will automatically disbelieve any first or second level illusion spells cast due to the nature of living inside the Titan (see upcoming adventure).

The Goblins will attack from in front of and behind the characters trying to surround them and take them from all sides. The mountain pass at this point is 60 yards wide with 110' cliff walls sharply sloping up on either side.

If the Priest ever gets the bracer, he will disappear in a pillar of black flame arcing toward Ferraburg and Titan's Crown. At this time the Goblins will immediately stop fighting and throw themselves on the ground begging for mercy.

Until such a time, the Priest will stand behind his Goblins, goading them with threats and obscenities. If the Priest appears to be losing the battle, he will immediately blast off to Titan's Crown using the previously mentioned spell.

The Priest also has an iron ring, inlaid with black ice, which detects as magical and cursed. Suspended within the ice is a small blue flame. An Identify spell will reveal that the ring will create a 30' Circle of Protection against Wolves for 24 + 1D4 turns twice a day.

It is cursed because it also increases a characters Armor Class by *one* the moment it is put on and cannot be taken off without a Remove Curse. The ring is extremely cold to the touch.



PLAYER CHARACTERS

Below is a list of pregenerated characters that would be typical for this type of adventure. They are all third to seventh Skill level complete with magic items and short histories. The histories are open ended and contain plot developments not necessarily important to this adventure, but, if the player characters wish, could be expanded on in future games. Merrie Flamehair can also be used as a player character.

Yosannah

Human, Skill 7 Thief

Stats: ST: 12, IT: 16, IN: 08, SM: 15, D: 17, A: 15

Armor Class: 2, Hits To Kill: 40,

Alignment: Neutral/Neutral, Religion: Greek

Experience: 51,437

Weapons & Armor: +1 leather armor, +1 ring of protection, cross bow of speed and (10) +1 quarrels, +2 dagger.

Equipment: Elven cloak, one Elven Boot (see below), two potions each with one dose left: Fly, Cure Light Wounds.

Special Abilities: Pick Pockets: 60%

Open Locks: 52%

Find/Remove Traps: 50%

Move Silently: 65%

Hide in Shadows: 43%

Hear Noise: 25%

Climb Walls: 94%

Read Languages: 55%

Description: Yosannah has been a member of the thieves guild since she was a little girl. Since then she has grown wise in the ways of thieving and is especially adept at moving silently (+10%). Much to her chagrin, she lost one of her Elven Boots to a Green Slime a few adventures ago. Needless to say, one Elven boot does not work. Yosannah is very bright, but is very selfish and will not listen to others once her mind is made up.

Her greatest interest is for rare books and she is very learned in different languages. She speaks six besides common (+20% to Read Languages). She will steal a book before gold or silver.

Grim Ben

Human, Skill 4 Fighter

Stats: Strength: 17 (×1 to hit/×1 to damage), Intellect: 16,

Insight: 15, Stamina: 14, Dexterity: 10, Appeal: 04

Armor Class: 3, Hits To Kill: 24,

Alignment: Chaotic/Good, Religion: Greek (Zeus)

Experience: 11,989

Weapons & Armor: +3 sword, +1 knight's shield, +2 leather armor, +1 dagger,

Equipment: Rope of Climbing, Boots of Striding and Leaping, Ring of Fire Resistance.

Special Abilities or disabilities:

Move Silently: 55%

-4 to hit with missile weapons

Description: Massive facial scars cover Ben's face. His left eye is gone which affects his spatial judgement (thus the minus to hit with missile weapons). Finally, his throat is badly damaged and he can only whisper. Most of the time, Ben covers his horrible scars with a face mask. His faithful servant, Turk, is always by his side explaining and apologising for Grim Ben's gruff and bullying manners.

Grim Ben has a grudge against the rest of the world because of his injuries. Consequently, he has a gruff and

annoying manner and is constantly provoking fights and challenges, even without a voice.

He is adventuring to make enough money to get a Regeneration spell to heal his face. In his lands the spell costs well over 100,000 gp. So far, Ben has saved 50,000 gp and has hidden it away in an island cave 50 miles to the south.

Turk

Half Orc, Skill 2 Fighter

Stats: ST: 07, IT: 12, IN: 16, SM: 18, D: 11, A: 16

Armor Class: 7, Hits to Kill 23

Alignment: Lawful/Good, Religion: Athena

Weapons & Armor: leather armor, +1 dagger, +1 bow and (20) arrows

Equipment: potion of Spider Climb (3 doses), 1 dose of Sleep Powder (as per Sleep spell), 4 doses of Cure Light Wounds, 3 doses of Web spell)

Special Abilities: Permanent increase of Hits to Kill due to magical boon from previous adventure.

Description: Turk is the loyal follower of Grim Ben. He will never leave his master's side and Ben will always fight to save Turk if he is in trouble. Turk has had his HTK and Stamina raised to a high level, but he still saves as a Skill 2 Fighter (he can be put to sleep with a sleep spell). Turk uses his high Appeal to intercede on Grim Ben's behalf.

Although a fighter, Turk hates to fight and will instinctively reach for one of his potions which are securely strapped around his waist or an arrow—which he barely has the strength to pull.

Because of his loyalty, Turk should not be played as a player characters.

Tildon

Elf, Skill 4 Fighter/Skill 3 Magic User

Stats: Strength: 18⁰⁰ (×3 to hit/×6 to damage), Intellect: 17,

Insight: 12, Stamina: 13, Dexterity: 11, Appeal: 12

Armor Class: 2, Hits To Kill: 19,

Alignment: Lawful/Good, Religion: Elven (Hobri)

Weapons & Armor: +1 sword (Intellect of 6, Ego of 8) can cast Fly Spell twice per day, plate armor and knight's shield, (6) +2 arrows, Elven Bow (+2 to hit for Elves only).

Equipment: Elven Cloak, Ring of Spell Storing (Skill 9 Dispell Magic, Skill 9 Lightning Bolt), Spell Books, all necessary spell components for First and Second level spells.

Spells: 2/1

Special Abilities or disabilities:

Identify Gems: 50%

May cast spells while in plate armor

Move Silently: 55%

Discover Secret doors on a roll of 1 on a D6

Infra-vision

Resist the charm of a bard (-20%)

Description: Tildon is of royal Elven blood, but he has been robbed of his birthright by an evil cousin. He was forced to flee his country and wander the countryside as an adventurer. He is trying to increase his experience and power until one day he can reclaim his throne.

Tildon has a good voice and likes to sing. When singing increase his Appeal 3 points. He has often toyed with the idea of becoming a bard and his research has given him the ability to resist the charming song of bard, reducing their chances 20%.

Hogan Iron Shield

Dwarf, Skill 6 Fighter

Stats: Strength: 18⁰⁴ (×1 to hit/×3 to damage), Intellect: 14,

Insight: 13, Stamina: 16, Dexterity: 13, Appeal: 12

Armor Class: 0, Hits To Kill: 36,

Alignment: Neutral/Evil,

Religion: Dwarven (Sharmal Ironfist: God of War and Peace)

Weapons & Armor: +3 Axe (especially made for him), +1 plate mail, knight's shield, +1 throwing hammer.

Equipment: Bag of Holding, Potion of Undead Control,

Ring of Undead Detection, Cursed Amulet of Invisibility.

Experience: 65,000

Special Abilities or disabilities:

Cannot turn invisible

Infravision

Detects slopes: 75%, New construction: 75%, sliding or shifting passages: 66%, Detect traps involving masonry: 50%, Determine depth underground: 50%

Can identify Gems and stones 95%

Insatiable greed for all gems and stones

Description: Hogan Ironshield is an old hand at adventuring. He has been doing it for many years now. He is very close to becoming a Skill Seven Fighter.

Therefore, though a fearless fighter, he is having second thoughts about blithely going into every dangerous situation he meets.

Hogan's second great concern is the acquisition of gems and jewels. He has a Dwarves traditional thirst for everything shiny. Hogan was once a Neutral/Good Dwarf, but his desires have turned him evil—though he still walks the line between the two alignments.

Due to a cursed amulet around his neck, Hogan cannot become invisible. He knows about the amulet, but cannot take it off (one needs a Limited Wish or Altered Reality spell to accomplish this).

Icarus Whitebeard

Human, Skill 6 Cleric

Stats: Strength: 13, Intellect: 16,

Insight: 16, Stamina: 15, Dexterity: 14, Appeal: 17

Armor Class: 2, Hits To Kill: 29,

Experience: 31,000

Alignment: Lawful/Good, Religion: Norse (Forseti)

Weapons & Armor: +3 footman's flail, +1 plate mail, +1 silver mace (1-6).

Equipment: 3 vials of Holy water, box of Holy Wafers, Robe of Useful Items (this is a special robe made for the cleric), small silver mirror, Amulet that detects lies when spoken directly at him (glows).

Spells: 3/3/2

Special Abilities or disabilities:

Turn Undead

+1 hit and damage against all Evil creatures

+5 to hit and damage on creatures his amulet tells is lying to him.

Description: Being a Cleric of Forseti, a god of justice, Whitebeard is particularly sensitive to liars. While he doesn't mind evil beings in general, if they lie to him and he finds out, he will never trust them again. When Whitebeard discovers a lie, he must do everything in his power to reveal the truth, no matter how embarrassing to his fellow adventurers. He is not a fool though, he will hold his tongue if a deception is necessary to fool an evil one, but later on (not more than 12 hours later) he must tell

even his enemies the truth—if they haven't gone to meet their own god by then.

His amulet of Lie Detection also serves as his holy symbol. If he knowingly forgives a lie, it will not work for 1D4 days as either holy symbol or amulet of lie detection.

Radu Gaston

Human, Skill 5 Magic User

Stats: Strength: 06, Intellect: 17, Insight: 14, Stamina: 13,

Dexterity: 16, Appeal: 14

Armor Class: 8, Hits To Kill: 12,

Alignment: Lawful/Good, Religion: Egyptain (Isis)

Experience: 29,905

Weapons & Armor: +1 ring of protection, Wand of Lightning Bolts (6D6—37 charges left. Cannot be recharged), +1 dagger with a gem in its hilt that can cast three different spells once per day. The gem must be turned to activate the spells of: Haste, Strength, Enlarge. The spells only work while the person wields the dagger in combat.

Equipment: Scroll of Tongues, Scroll of Cloudkill, Flying carpet (can carry up to 4 people with full loads or 5 people lightly encumbered), Spell books and materials for all spells up to fourth level.

Spells 4/2/1

Failed Spells: Does not know these spells: Hold Portal, Detect Evil, Shatter, Fumble.

Description: Radu is a the nominal leader of this band of adventurers. He is a thoughtful man, but is a bit vain and self-serving. He feels ill-prepared to stay on the front line and tends to drift towards the back of the marching order. Like all good magic users, he is disdainful of fighters and their macho bravado.

Robert Terrance Patrick

Human, Skill 3 Fighter

Stats: Strength: 16, (×1 to hit) Intellect: 15, Insight: 11,

Stamina: 14, Dexterity: 09, Appeal: 15

Armor Class: 2, Hits To Kill: 26,

Alignment: Neutral/Neutral, Religion: Monotheistic (The Savior).

Experience: 6,905

Weapons & Armor: +1 longsword, platemail, knight's shield.

Ring of Guile: This special magic item allows Robert Terrance Patrick to talk his way out of situations that otherwise could get ugly. The ring raises the wearer's Appeal by 2 and allows him to attempt to magically lie and deceive.

Those listening to him must be able to understand him. If they can, they must save versus magic or they will believe whatever story Patrick spins.

Person who are affected by the ring are *not* charmed, and still have free will. They will not go against basic drives (like staying alive), but they will trust the ring wearer as if he was a brother.

Equipment: Standard Dungeon equipment.

Description: Patrick has led a charmed life, the ring was willed to him from his adventuring father, a man Patrick has never seen, when Patrick was just a little boy. Ever since then Patrick has wanted to become an adventurer and search for his "dad."

So far he has not found him. Patrick's ring has enabled him to amass a fortune (which he spent with wild abandon) and since has had to take to the road to avoid prosecution by the Empire.

FERRABURG

The Chatar Mountains contain some of the richest lodes of all the northern mountain chains. Ferraburg served as a trading center for the scattered miners in the hills. The town was ruled by a Council of 12 Clans, both Dwarven and human.

The Council survived rival barons, economic warfare, and even Troll attacks for 50 years. But around 100 years ago, miners found the biggest, purest vein of iron in a 1,000 years.

And things were never the same.

Miners, claim jumpers, outlaws, adventurers, and other unsavory types began to flood the town, swelling it to ten times its pre-rush population.

An evil wizard, Morlean, came to Ferraburg during the boom, hot on the trail of the Ice Titan. His research and Divination spells led him to believe that the Titan was buried somewhere in the Chatar Mountains, and he feared that the swarms of miners would find the Titan and loot his fortress.

Therefore, the wizard cast spells that masked the veins of ore to the miners and sold information on the locations of unmasked veins to a few chosen mining groups. Soon most of the miners lost interest in Ferraburg and moved away.

The chosen miners, unable to locate ore without Morlean's assistance, have become subservient to his wishes, and respect him as the town's elder citizen.

Though Morlean has no official title or position in the town political structure, the city fathers often consult with him on important issues, and depend on his insights.

At the same time, other members of the old clans suspect Morlean of ruining the town. The Dwarves are especially suspicious. The resentment is now spreading and an active underground is planning to rid Ferraburg of "the old man."

PLAYER CHARACTER INFORMATION

The characters can learn about Ferraburg from any number of sources including libraries in their base town, sages, travellers, etc. But all the information they can learn is stated below. This is also all Morlean will tell the party about the town.

* * *

Ferraburg is a sleepy little mining town nestled in foothills of the Chatar mountain range. The town was founded 175 years ago as a trading station to get supplies to the miners who worked the gold, iron, and lead mines in the frozen mountains.

About 100 years ago a huge iron vein was discovered, and Ferraburg, despite its isolated location, became a roaring boom town. Its prosperity lasted nearly 20 years, when the vein dried up as quickly as it had opened.

The town decreased in size substantially, and might have faded away completely were it not for the local wizard, Morlean, who could magically locate the few remaining lodes of ore for the miners. Since then the town's size has stabilized to around 500 occupants, mostly humans and Dwarves.

MEETING MORLEAN

Upon arrival in Ferraburg, the adventurers are met by Morlean's manservant/apprentice, Jalla, at the city gate. Jalla is a tall, dark-skinned man who rarely speaks and never smiles. He quickly escorts them to Morlean's abode (Building 13) where Morlean greets them.

Morlean is a large portly man with gray hair and beard. He looks to be in his late 60's, but is actually 320. For the past 50 years he has been affecting the demeanor of a cheerful, friendly, wise old wizard with a Lawful Good alignment. Actually, his alignment is Lawful Evil. The charade is wearing thin, and he occasionally explodes in an angry outburst.

If the players have the bracer, Morlean will praise them, calling them great warriors and expert tacticians as he counts out 500 gold pieces. Jalla will then take the bracer and leave the room to hide it in Morlean's study.

If by some awful chance the bracer was lost in the attack, Morlean will scream a few appropriate unbelieving comments in a shocked voice. He will then quickly calm himself and, in a fatherly sort of way, forgive them.

"There is great treasure to be had in Titan's Crown," says Morlean, "or so my divinations proclaim. If you wish to investigate I will arm you with equipment, legends, and charms. You may keep all treasures you find. I only ask that you bring to me any silver armor you find, and that you relate in detail your experiences within the mountain.

Once the party has agreed to work for Morlean, the wizard will nod his head and walk to a locked book case with glass doors.

"First of all," says Morlean as he fumbles with the lock on the bookshelves, "I would like to fill you in on a few of the legends." Taking an ancient scroll from the shelf, he begins to translate:

"These legends say that in the time of the Elder Gods, before the race of man, an Ice Titan, whose name is lost from us, was sorely troubled with the problems of good and evil. He built an ice blue fortress, high up in the mountains, so he could look across the world and see the

whole of the civilized world. Whereupon he laid himself down within its frigid halls and fell into a sleep of contemplation. It is said that the Titan is deciding whether to aid good and evil in the coming time of men."

Morlean looks up from the brittle paper. "That mountain is Titan's Crown. It is there you will find all the treasure you can carry, and the silver armor I desire." Morlean walks over to his desk and produces a rough drawing of a suit of armor.

"I wish to warn you first about the armor," he says "It is cursed. It saps the life force of anyone wearing it. This living spark is irreplaceable and the loss of it cannot be remedied by magic or mortal means. Do not use the armor. I cannot be responsible for what will befall you.

"The entire mountain," he continues, "has been carved into a fortress. I have reason to believe it has been taken over by a strange race of intelligent reptiles known as Durges. They hold a race of bird people, the Fantsies, enslaved, forcing them toil endlessly within the catacombs. The Durges have fortified the entrance and infested the mountain sides with Goblins and other vile creatures to keep away the miners. There is also a band of Winter Wolves which roam the mountain. They can be especially dangerous.

Either way, if the characters have lost the bracer or given it to Morlean, Morlean will begin a long speech intended to entice the characters into working for him.

"Your task is difficult. I suggest that you do not try to complete it with one visit—should you try you will most likely die. Rather, be like a penetrating swordthrust, entering and withdrawing quickly and decisively."

Morlean stops his lecture for a moment and opens up a large, flat leather case. In it is a detailed map of the area. On it Morlean continues his speech.

"You will be entering by the western face through a mystical portal on the rim of the crown," he says. "You must knock against this portal with a ring I will prepare. Also, to aid you in climbing, I have made Boots of Climbing. The spell is not permanent, but will last for five trips to and from the mountain."

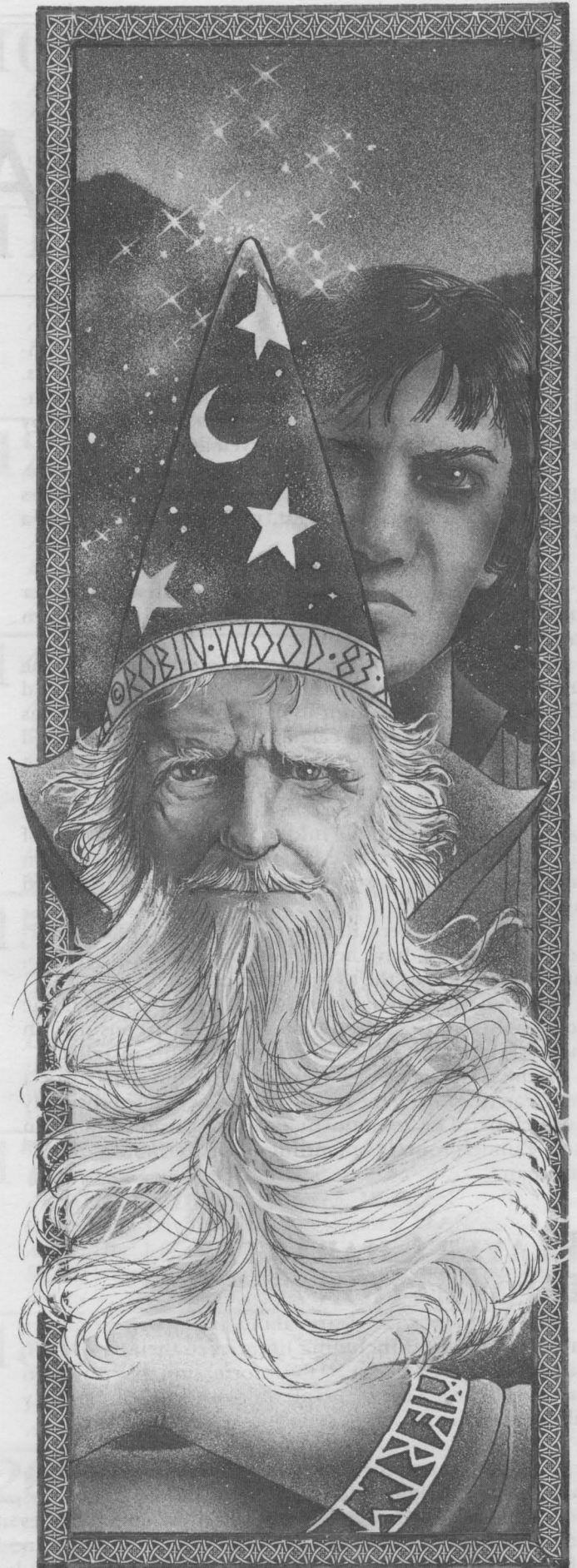
Jalla brings a contract for the characters to sign. Morlean will assure the characters that it is not magically binding (though it is a legal document). The servant also hands each character a set of boots, and will give one character a gold ring.

The magic in the Boots of Climbing and the Ring can be cancelled by Morlean at any time and at any distance. A mage can dispel the spell as vs. a 16th level Wizard. The ring has 13 charges. It can be used as a Knock spell on normal locked doors.

The legends also state that inside the fortress is a great throne from which a warrior could command a legion of Titans and become so powerful he would rival the sun for control of the heavens. It is this throne that Morlean wants—though he won't reveal it to the characters. The armor is the key to the throne.

"I would like to caution you about the Fantsies," Morlean tells the group. "They are the last of a dying race of bird people. They are a non-violent group, barely capable of defending themselves. If you should happen upon one, be extremely careful not to harm him. Protect them and help them to escape their captivity.

"Are there any of you who are in need of further provisions? I can outfit with any equipment you may need for



the expedition." *Morlean will then satisfy any requests within reason.*

"I must leave you," finishes Morlean, "for I have many things awaiting my attention. I have arranged room and board at the Inn (Building 3) for those of you who are without a room for the night. I must now ask you to go. Tomorrow morning, I will meet you with a wagon at the northern road to carry you to the slopes of Titan's Crown."

Morlean

Human, Skill 13 Magic User

Stats: Strength: 12, Intellect: 17, Insight: 11,

Stamina: 13, Dexterity: 14, Appeal: 12

Armor Class: 2, Hits to Kill: 29

Age: 320, Height: 5'7"

Experience: 1,195,000

Alignment: Lawful Evil

(pretending to be Lawful Good)

Description: Morlean is a large portly man with grayish-white hair and beard. He looks to be in his late 60's but is actually 320. He has a very stern, commanding appearance, and a quick temper.

Equipment: Morlean is a pack rat and a collector. He has many magical items he has not had time to divine what they are. He has numerous scrolls and potions with a 25% chance of having any one potion or spell named (*except Level 8 or 9 spells*). Usually, he has a Wand of Negation, a Bag of Holding (containing a box with potions, a leather case with magic scrolls, Wand of Negation, a Bag of Holding (containing a box with potions, a leather case with magic scrolls, and a carefully packed Crystal Ball), Bracers, Armor Class 2, and his most important item, a Staff of Power with 25 charges.

Spells: 5/5/5/4/4/2

IMPORTANT BUILDINGS IN FERRABURG

As shown on the map, there are many more buildings in Ferraburg than those listed here. Most are private residences or small shops including a weaponsmith, stables, moneychanger, leather workers, and clothiers. There is also a local chapter of a Lawful/Good religious order. As a whole, about 50% of the buildings in the town are uninhabited and in disrepair.

1 IRON FORTRESS

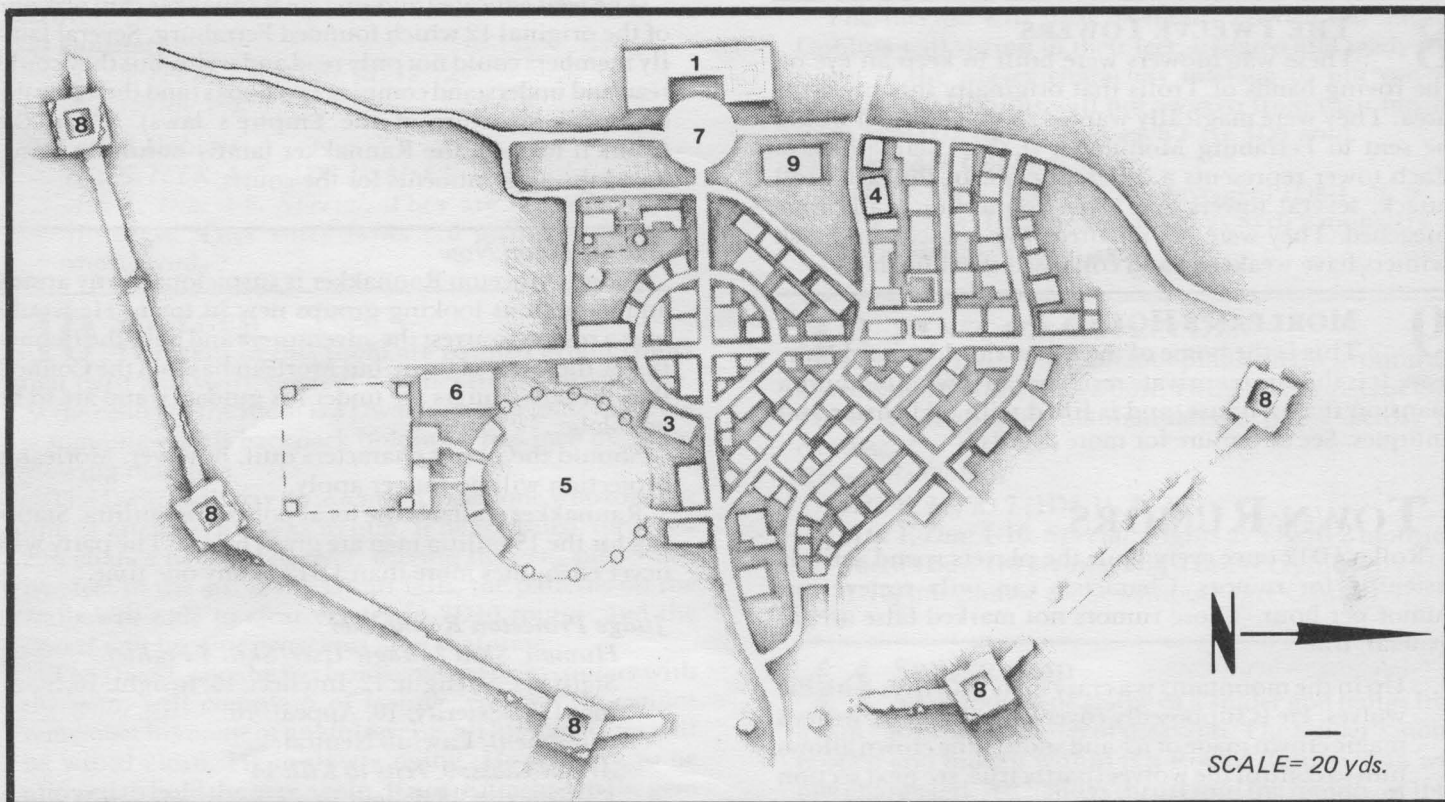
During the boom, when iron was plentiful, the Council ordered this impressive structure built out of solid iron. The Council meets here, and all city functions including land assaying, claim staking, law making, trials, and more, take place here. If the adventurers are arrested, they will be interned here.

2 SMELTING PLANT

All of the iron smelting and ore purification in town is done here. During the boom two enterprising Dwarves, named Vorborin and Dulin, turned their small blacksmith shop into a foundry.

3 MOLTEN ORE TAVERN & INN

This is the biggest and busiest of Ferraburg's three taverns. People of all professions and social classes meet here. There is a large assortment of food and drink on hand, and occasionally (35% chance) travelling musicians are playing. There are rooms to let above the tavern for 3 silver pieces a night, plus a silver piece per meal. Many influential people in town dine regularly in the Inn. It is a good place to make important contacts, and gather information.



4 GENERAL STORE

Thom Able sells mining equipment, cooking gear, dried or preserved food, and anything else a camper or miner might need. It is the principle source of equipment for the miners, and can provide standard adventuring equipment. Next door is the main storehouse for the Able family (including large items unable to fit in the store).

5 MERCHANTS' GREEN

The Green is a large circular field where merchant's caravans may park for free to sell their wares. There will always be bustling activity here during daylight hours. This is also the best place to receive news of the outside world, listen to rumors, and buy information.

6 MINERS' HALL

The Miners' Hall was established as neutral territory long before Ferraburg was a town. It is a good place for a good time because feuding clans were not allowed to fight in here.

The Hall was the spot where the twelve clans met to form the Council, and has been declared a historic shrine. The adventurers can go there to have a good time and talk to the locals, but if they cause a disturbance, the town will have them arrested on the spot and given a stiff fine of 1D10x100 gold each and a prison sentence of 1D10 weeks.

7 MONUMENT PARK

At the center of the park is a magic iron statue of three miners, a Human, an Elf, and a Dwarf, marching with picks and shovels. If the town is ever attacked, the statue glows red and sounds an alarm. It could be activated from any one of the Twelve Towers of Ferraburg. Every year, after the Miner's Dance, a group of rowdies activate the statue.

8 THE TWELVE TOWERS

These watchtowers were built to keep an eye on the roving bands of Trolls that originally inhabited the area. They were magically warded so that a signal would be sent to Ferraburg Monument if they were attacked. Each tower represents a different clan. In the last Troll attack, several towers and some connecting walls were breached. They were not repaired. The subsequent harsh winters have weakened and collapsed them further.

9 MORLEAN'S HOUSE

This is the home of the eccentric old wizard Morlean. It is the largest private residence in town. It is more a mansion than a house, and is filled with odd curios and antiques. See adventure for more details.

TOWN RUMORS

Roll a 1D12 once every hour the players spend actively listening for rumors. Characters can only receive one rumor per hour. Those rumors not marked false are, in general, true.

1. Up in the mountains is a crazy man who lives with the wolves. He is supposedly covered in rages and wears a magic crown made of ice and snow—the crown allows him to control the wolves (partly true, see next section for details).

2. People are saying that someone came back from Titan's Crown with a golden necklace and then disappeared one night.
3. The Dwarves at the smelting plant will pay 40 gold for any mage's head. (false)
4. Old man Erskine is starting a crusade to rid the town of thieves.
5. Brightly colored ice can be seen on the western slope of Titan's crown during the spring thaw.
6. Men with wings can be seen flying around the mountains on early spring mornings.
7. There are some new adventurers in town who are going to be working for Morlean.
8. The merchants in town are saying that someone is restricting the local trade.
9. Molten Ore Inn is the best place to look for spies.
10. The thieves guild leaders have been fighting for positions among themselves. (false)
11. The adventurers in town are really spies for the Empire (false).
12. Someone has been kidnapping the local infants from their cribs and been selling them to the Dwarves. (false)

POWER GROUPS IN FERRABURG

Judge Princeton Rannakker

History

The well educated and literate Rannakker clan was one of the original 12 which founded Ferraburg. Several family members could not only read and write, but they could read and understand complex law books (and therefore the byzantine structure of the Empire's laws). When the Council formed, the Rannakker family naturally dominated the appointments for the courts.

The Situation Now

Judge Princeton Rannakker is suspicious of any armed and dangerous looking groups new in town. He would love a reason to arrest the adventurers and have the Deputy throw them out of town, but Morlean has told the Council that the adventurers are under his guidance and are to be left alone.

Should the player characters quit, however, Morlean's protection will no longer apply.

Rannakker controls the local police and militia. Statistics for the 15 militia men are given below. The party will never encounter more than 1D12 at any one time.

Judge Princeton Rannakker

Human, Skill 2 Magic User/Skill 4 Fighter

Statistics: Strength: 12, Intellect: 15, Insight: 16, Stamina: 13, Dexterity: 10, Appeal: 16

Alignment: Lawful/Neutral.

Armor Class: 9, *Hits to Kill:* 14

Equipment: +3 dagger in sleeve, magic scroll with a

Teleport spell (to home).

Spells: 2/

Preferred Spells: Charm Person, Detect Magic, Read Magic, Hold Portal, Light, Sleep, Unseen Servant, Write, Erase.

Description: Rannakker is a prepossessing man over six feet tall with pale blue eyes and blonde hair. He is now getting old and slowing down, but still is a good scrapper. His spell use is limited to the preferred spells listed above. He can not gain any more levels as a magic user.

(14) **Milita Men**

Human, Skill 2 Fighters

Statistics: Strength: (14+), All other stats average

Alignment: Neutral/Evil

Armor Class: 5, *Hits to Kill:* 2D10

Equipment: chainmail, spear or halberd, short sword, dagger.

Description: Militia men are all loyal to Judge Rannakker and will follow his orders even if they require murder. However, the judge does not trust them to accomplish sensitive missions. They dislike strangers almost as much as the judge does.

Visper Erkin, Viceroy

History

The Erkin family originally ran the Thieves Guild in Ferraburg, and set up a flourishing fencing operation as the town grew. Soon they realized that their moneychanging operations were as profitable as their illegal operations, and required no substantial risk.

Some family members don't want to give up the luxury of stolen money, and try to secretly continue their family's original business.

The Situation Now

Visper Erkin is a stern, elderly man. He is much older than any other Council member, and certainly too old for the strain of public office. His fellow Council members greatly admire his determination to stay in office, without ever suspecting the cause of it.

Visper knows there are Erkin who are still thieves, and he doesn't know who they are. He knows they are lying low, waiting for him to resign or die, so one of them can become a Council member. For this reason he is terrified of leaving office, until all thieves in his family have been secretly killed.

He has hired an assassin group, The Crimson Dagger, to root out the Erkin thieves. The Crimson Dagger seized the opportunity to gain access to Ferraburg political secrets and kill anyone, Erkin or otherwise, who gets in their way.

Visper is now in a panic. He has the dual problem of finding and destroying all the Erkin thieves before he dies, and keeping the Crimson Daggers' activities hidden. He desperately needs someone to get rid of the Crimson Daggers so he can devote full attention to his family problem.

If the player characters return from their first expedition to Titan's Crown, Erkin will try to hire them at an unheard of 10,000 gp *each* to destroy all Crimson Daggers in town, and any of his own family members he tells them to kill.

Visper Erkin

Human, Skill 9 Thief

Stats: Strength: 06, Intellect: 16, Insight: 11, Stamina: 07, Dexterity: 14, Appeal: 16

Armor Class: 9, *Hits to Kill:* 21

Alignment: Lawful/Evil

Equipment: +2 throwing dagger that returns (60' range), Bag of Holding, Robe of Blending.

Description: See above.

(10) **Erkin Thieves**

Human, Skill 1 through 6 Thieves

Stats: Strength: (14+), Intellect: (12+),

Dexterity: (15+), all others average

Armor Class: 6, *Hits to Kill:* varies

Alignment: Lawful/Evil (60%), Chaotic/Evil (20%), Chaotic/Good (20%)

Special Abilities: See Rule Books—but due to irregularities in their training, the Erkin family thieves have 10% *less* chance of Moving Silently or Hiding in Shadows than normal thieves, but 5% *better* chance of Pickpocketing and Opening Locks.

Equipment: Each Thief is given leather armor and a family ring which acts as a +1 Ring of Protection *but only for family members*. Higher Skill level thieves also have a magic weapon and one of the items on the following list: Elven boots, Elven Cloak, Arrow of Direction, Rope of Climbing, Boots of Speed, Ring of Invisibility, Skeleton Key (acts as a Knock Spell three times a day), Cloak of Useful Items, Gauntlets of Ogre Power, Potion of Clairaudience, Potion of Giant Strength.

(18) **Crimson Daggers**

Humans (85%) or Half-Orcs (15%), Skill 2 Assassins

Stats: Strength: (14+), Intellect: (11+), Dexterity: (14+) all other stats are average.

Armor Class: 7/9, *Hits to Kill:* 9 (average)

Alignment: Chaotic/Evil

Special Abilities: As per rule books, but Crimson Daggers prefer to use a blowgun with a poisoned dart instead of arrows.

Weapons & Armor: bronze dagger (with groove for poison), leather armor (with special pockets to carry poison knives and darts safely), steel short sword or hand axe, and blowgun with 15 darts.

Equipment: Disguise Kit, Poison vials (3D4 poison), mirror (for signaling) small purse with 1D10 gp.

Description: Crimson Daggers have all the special black leather and cloth uniforms emblazoned with a red dagger, but they have been warned not to wear them. Therefore they dress as ordinary citizens. Once a week they meet in one of the twelve towers outside of town. When the adventurers arrive, their next meeting will be in two days.

Sandor the Black

Human, Skill 8 Assassin

Stats: Strength: 16, Intellect: 16, Insight: 12, Stamina: 13, Dexterity: 17, Appeal: 16

Alignment: Chaotic/Evil

Armor Class: 4, *Hits to Kill:* 30

Special Abilities: See Crimson Daggers above

Weapons & Armor: +2 sword, Bracer of Armor Class 4, as above, +4 dagger if opponent struck with a natural 19 or 20—turns opponent to stone

Equipment: Flying Carpet (need special code word to

fly), five Smoke Pellets, Horn of Blasting, Elven Cloak, one vial (three doses) of distilled Black Lotus juice—so potent a human-sized victim receives *no saving throw*.

Description: Sandor appears like a laughing, good-natured man but he loves nothing more than slitting the throat of some innocent street waif just for the fun of it.

He is the personification of impersonal, unplanned mayhem and cruelty. Only the promise of more gold has kept his wilder impulses in check these past weeks.

Sandor wants to muscle in on the Town Council, but he knows that Morlean will stop him. Hence, he is planning to kill Morlean using his Black Lotus poison. He will be the enemy of any who side with Morlean or Erkin.

The Dwarves

History

During the time of the Great Iron Rush, the Dwarven population of Ferraburg increased over five times. Dwarves were attracted to the town for many reasons in addition to the iron. The area around Titan's Crown is sacred to Dwarves, and some Dwarven legends go so far as to say that their original ancestor is buried there. Armor of wondrous powers is said to be buried with him.

Two thrifty Dwarves, Verborin and Dulin turned their small blacksmith shop into a huge iron foundry, and soon controlled a good deal of power. When the iron veins ran dry, many of the Dwarves who supported them left town cutting Verborin and Dulin's power considerably.

Verborin and Dulin have kept their irritation secret, fearing Morlean's wrath, but they still secretly plot against him when they are sequestered away in the deepest reaches of the Smelting Plant. They built a network of Dwarves to spy on the human's operations. Dwarves worked as servants in all of the councilmember's homes.

The Situation Now

Dwarves trust no one except other Dwarves and miners. They like miners of all races. Their philosophy is that anyone who can survive the life of a miner in these mountains can't be all bad.

There is a 50% chance that during their meal, an agent of the Dwarves will 'befriend' any strange miners and tell him of the "evil Wizard Morlean" who controls the town. Dwarves have a 100% chance of being approached.

Verborin and Dulin have a group of 4 wizards they have smuggled into town and hidden inside the Smelting Plant. They have hired the wizards to kill Morlean. Verborin and Dulin also have 3 professional full-time spies and about two dozen maids, servants, and others which actively help them. These are all Dwarves. These spies have a 75% chance of discovering the mission and purpose of the adventuring group.

Verborin

Dwarf, Skill 14 Miner/Skill 4 Fighter

Stats: Strength: 16, Intellect: 16, Insight: 06,

Stamina: 13, *Dexterity:* 14, *Appeal:* 11

Armor Class: 9, *Hits to Kill:* 21

Align: Lawful/Good.

Equipment: +2 War Hammer (on a natural 20 gives double damage), +1 chainmail armor (rarely wears this)

Description: A robust dwarf with red hair and beard.

Verborin likes to laugh and have a good time, but lately the worries of his clandestine operations have fatigued him—his temper is short.

Dulin

Dwarf, Skill 12 Smelter/Skill 7 Thief

Stats: Strength: 12, Intellect: 14, Insight: 15,

Stamina: 12, *Dexterity:* 17, *Appeal:* 15

Armor Class: 9, *Hits to Kill:* 31

Align: Neutral/Neutral.

Equipment: +1 Hand Axe, Chime of Opening, Boots of Leaping and Travelling, Fire Gem.

Description: Smaller than his partner, the black-haired Dulin is a quick, agile Dwarf. He was second in command at a small Thieves Guild before having to leave town quickly.

(3) Dwarf Spies

Dwarf, Skill 4 Thief

Stats: Intellect: (12+), Dexterity: (14+), all other stats are average

Armor Class: 9, *Hits to Kill:* 4D6

Align: Neutral/Neutral

Equipment: Each thief is given a small tuning fork which, when struck, emits a high pitched tone only Dwarves can hear. This alerts all the Dwarves that "something" is up. Each Dwarf also carries a +1 dagger and usually has a vial with a poison (level 5) hidden somewhere in their kit.

Description: These Dwarves are loyal workers of the Dwarves and will never betray their leaders. Their codeword when they need to contact each other is "Mandolin" which, in Dwarvish, means *Foolish One*.

(4) Magic Users

Humans, Skill 4, 4, 5, 6 Magic Users

Stats: Intellect: (16+), all other stats are average

Armor Class: 9, *Hits to Kill:* 4D4 to 4D6

Align: 2 are Neutral/Neutral and 1 are Neutral/Evil, 1 Lawful/Evil.

Spells: Skill 4: 3/2

Skill 5: 4/2/1

Skill 6: 4/2/2

Equipment: Each Magic User has two of the following items:

Wand of Lightning Bolts (10 charges),	Ring of Magic Detection,
Crystal Ball,	Scroll of Dimension Door,
Scroll of Wall of Ice,	Scroll of Cloudkill,
Potion of Clairaudience,	Dust of Disappearance,
Potion of Undead Control,	Oil of Slipperiness,
+1 Ring of Protection,	Rod of Absorbion,
+2 Ring of Protection,	+1 dagger,
	+2 dagger,

Wand of Fireballs (with 15 charges, but *cursed*—magic user is unaware that wand will explode if used 1D4 more times for 6D10 HTK),

Description: The four Wizards have formed a society called the Order of the Dolphin. Each wears a medallion with a silver dolphin leaping against a blue azure background. Each Magic User has 100D20 gold pieces in easily portable gems and platinum pieces. The Order of the Dolphin plans to use a combined sneak attack against Morlean the moment the wizard steps from his home.

KING OF THE MOUNTAIN

Molten Ore Tavern is where you are to meet Morlean the next day. The characters have the evening and night to spend in town. If they ask about Morlean, there is a 85% chance they will hear nothing but good about the wizard.

However, 15% of the townspeople mistrust the wizard and if befriended will accuse Morlean of drying up the mines and killing miners not allied with him. These townspeople are usually Dwarves (85% chance). Townspeople will generally be courteous to the party in most normal circumstances.

At dawn the party will find Morlean and Jalla in a large wagon in front of the Molten Ore Tavern. The wagon, pulled by two large chestnut horses, is big enough to accommodate the characters and all their equipment.

The trip to the mountain will take two days through the foothills and two days up the gentle western face until they party reaches the last 1,000 feet (which veer straight up). A magical stone supplied by Morlean will provide heat and light while encamped. At night the stone heats up and glows a fiery orange-red. By daylight the stone is cool to the touch. As soon as the characters reach the western face, Morlean and Jalla will leave, taking the wagon with them.

The Boots of Mountain Climbing will allow the character to travel the treacherous mountain passes with relative safety from falling. Everytime a character comes even close to the edge, the boots grip the stone as if they had steel hands. Characters can even move up a sheer rock wall (at 1" a melee round).

KING OF THE MOUNTAIN

After the characters make camp the first day, they will hear the eerie wail of a wolf. The howl will soon be answered by a chorus of other wolves, but they will not approach the camp, nor can the characters find the animals in the dark.

The next day, a random adventurer will sight a wolf on a cliff high above them. The white furred wolf is almost invisible against the snow of the high passes. It is huge, almost three times the size of a regular wolf. The wolf is out of normal spell range and will disappear the moment the characters make a move to capture it. If the characters do find a way to attack it, use a wolf from the encounter below.

If left alone, the wolf will follow the characters from a safe distance until noon of the next day. At that point, the characters will reach an especially narrow pass (see map).

In the middle of the snow covered pass stand a regal looking man wearing a plate chest piece, fur boots, and a fur cloak. In his hand is a drawn shortsword. Around him are three huge white wolves. To the left is a cave mouth covered by a fur curtain. To the right is a steep drop of 1,000 feet.

The man will not wait for you to react, but raise his hand and speak in a commanding voice.

"You are in the presence of the King of the Mountain," he says. "You must pay the toll or face the consequences." The toll, the King will tell you, is one magic item. Money and gems are useless bribes. The King wants only magic.

If the characters pay the toll, the King will hold out his ring near the items. If they are magical the ring will glow blue; if they are cursed, the ring will glow red—he will not accept cursed magical items.

Once approved, a wolf will pick up the magic item and disappear into the cave mouth. The King will wave his hand at the characters, turn around, take one step and vanish in a puff of snow.

GM NOTES: Needless to say, the players should be very reluctant to pay the fee—the king will demand it everytime the party moves through this pass to the western face. Needless to say, this is the *only* way to the opening described by Morlean.

Attacking the King should be done carefully for he is a formidable opponent. Besides the three wolves around him, three more are hidden in the cave and two more are on a ledge to the left, out of sight by the characters.

Furthermore, a pair of Giant Eagles, under the King's command, wait higher up on the mountain side ready to attack any flying creatures.

As indicated on the map, there are many trapped areas around the pass and cave. The King can magically activate all those areas at once using the ring on his finger. Once activated, the trapped areas have the consistency of loosely pack snow to a depth of 30 feet. The character standing on the trap will quickly sink to the bottom.

The King can then resolidify the area, making it as hard as ice—trapping the character inside and killing him in 1D6 melee rounds.

The wolves are another defense of the King. They are fierce mountain Silver Wolves who are completely controlled by the King (though the control is magical and can be dispelled). They will attack without regard to wounds or danger (see below for statistics).

The King is a product of the Ice Titan's mind. Certain

thoughts of the Titan become so strong, they take on a reality of their own. If successful, these thoughts then roam around the mind of the Ice Titan and even escape into the outside world.

This particular thought has done just that. He was once just one of the Ice Titan's memories of a King of the Northern Tribes some 1,000 years ago. His name has long been forgotten by the modern world, but now he lives again attempting to gain enough "reality" to come down from the mountain and conquer the world.

The king is disorientated by his recent "rebirth," there are so many missing spaces in his memories about his own land, or even his own name. He only knows that he was once a great king, but of whom or where is a mystery to him.

This is his great weakness, for any information about him will be snatched upon with great eagerness and it is possible, if you can delude him with false information, to have him give you free passage through the pass for tidbits of false knowledge about himself. If befriended, there is a 75% chance he will allow the characters to study the scrolls in room 5 of the Dwarven Cave. If attacked, though, he will never trust the characters again.

Once faced with the truth about his condition (he is really nothing more than a memory of the Ice Titan), the King will flee up into the mountains, never to be seen again.

Until then, the King of the Mountain will require a toll of one magic item each way. He will be at the cave everytime the characters come by. If the characters attack him and flee, the King will order his Wolves to track the characters down and kill them.

Morlean will refuse to supply any magic items towards the toll, nor will he attack the King himself—unless the characters realize that the King's Mithril breast plate is actually one of the pieces of armor needed (see section on recognizing the armor in the next section). Then Morlean order the characters to attack the King.

The King's power comes from his cave, which was once a Dwarven Priest stronghold. The Dwarves tunneled little shrines like this all over Titan's Crown to reach the blue crystal "flesh" of the Ice Titan. They did not realize what the crystal substance was, but everytime they tried to mine the incredibly hard rock, the holes would magically seal right before their eyes. To the Dwarves, this was magic on a grand scale.

This stronghold was erected right next to the Titan's heart. The sound of the heart, beating once per month, was considered holy to the Dwarves.

Now the Dwarves are gone from the mountain due to the Dukes who constantly raided their encampments. The King of the Mountain is left alone.

The King has many magic items, but the most wondrous is a small brass ring and a brass sculpture that resembles a five foot tall tree. Any magic items that are hung on the branches of the tree will confer their power to the ring. Hence, the only magic item the King needs is the ring, for all his other items work through that (including the various pluses of different magic weapons).

There are some restrictions. Only two magic items can work at a time and the magic is not cumulative (two +2 swords do not make +4 to hit and damage). However, a spell cast by a magic item will not be cancelled just because another item is chosen after it was cast.

The most important restriction is the range. The King can only move 200 yards from the cave, otherwise the magic is immediately cancelled.

One magic item does not function through the tree and that is the King's Mithril Chest and Back Piece. This just happens to be one of the pieces needed by the characters to complete their mission. It allows the King to Fly as often as he desires (otherwise as per the Spell).

If the characters refuse to give him a magic item, or attack the King, he will do the following.

Order his Wolves to attack, activate the traps, use the +2 flaming sword (through the short sword—which is not magical), throw anyone of the spells from the two scrolls (which are used up as the spells are cast). If the battle is going against him, he will teleport back into the cave to recuperate. The Wolves will fight fiercely to keep the characters from entering the Dwarven stronghold.

King of the Mountain

Human, Skill 12 Fighter

Stats: Strength: 17, Intellect: 17, Insight: 15,

Stamina: 17, *Dexterity:* 14, *Appeal:* 18

Hits To Kill: 66, *Armor Class:* 5/2

Alignment: Lawful/Evil

Weapons & Armor: +2 Mithril Breast Plate (AC: 5),

Equipment: Ring and Tree (see above), Scroll of

Magic Missiles (2 uses—as a Skill 8 Magic User),

Wand of Animal Control (25 uses), Potion of Speed (1

dose), Potion of Hill Giant Strength (3 doses), Potion

of Mammal Control (1 dose), Wand of Snow (used to

activate traps—has no other use and will not affect the

Ice Titan), Wand of Lightning (25 charges), Bracers of

Armor Class 2 (will not work when king is wearing

Breast Plate), +2 Flaming Sword, +2 Dagger, +2 Bow.

(8) **Silver Wolves**

AC: 4, *HTK:* 12, 11, 14, 16, 21, 12, 09, 10 (4D8)

M: 18", *Att:* 1, *Dm:* 1-12,

Special: Silver Wolves usually track the caribou, mountain goats, and moose, but they can live off the thousands of field mice that infest the mountains. Nevertheless, these wolves have developed a special attack to drop really big game like the Giant Moose or Shaggy Buffalo which inhabit the higher meadows. Their first strike is with both front paws designed to deliver a stunning blow to their prey.

A Silver Wolf in the open first attacks with a leap (as long as 60' with a running start). The wolf's aim is to knock his opponent down then ravage him with his powerful jaws. Silver Wolves always get a +1 to all initiative die rolls.

If struck on the first attack by a Silver Wolf, a player character must save twice. The first save is against his Dexterity on a D20. If failed, the character is knocked down and the wolf is atop him, pinning to the ground. Characters in this position have a -5 to hit and increase their Armor Class by +3.

The second save is roll on a D20 against the character's Stamina. If failed, the player character has been stunned. The character is penalized by an additional -2 to Hit, +2 to Armor Class, (even if he is still standing), and a -2 to initiative die rolls. The effects of a stunning blow lasts for 24 melee rounds *minus the player's Stamina*.

(2) **Giant Eagles**

AC: 7, HTK: 12, 16 (3D8), M: 3"/48"

Alignment: Neutral. Intelligence: Average

Att: 3, Dm: 1-6/1-6/2-12, Special: Flight, diving attack: +4 to Hit and double claw damage (but no beak attack).

THE DWARVEN CAVE

A Dwarf will notice that the walls of this cave are built especially strong and are reinforced with heavy braces. This cave is built near the slowly beating heart of the Titan and must be strong enough to withstand the powerful vibrations.

1 CAVE MOUTH

Along the corridor is a brass tube attached to the ceiling. If touched, the tube will be hot—but will do no damage. Near the Cave's mouth, the tube enters the ceiling.

The tube carries smoke from the interior rooms to a vent higher up on the mountain.

Three of the eight Silver Wolves are stationed in this doorway and will run out one at a time. In normal times, one wolf is always stationed just inside the fur curtain that covers doorway. Without magic, it is impossible to surprise an alert wolf.

2 MAIN CHAMBER

This room is used by five of the eight Silver Wolves as a place to sleep. The floor is covered with straw and blankets. Bones (not human) have been hidden in the northwest corner. In the center of the room is a fire pit with a cover that is fitted into the brass tube.

3 KING'S QUARTERS

Here in the old Priest's quarters, is the home of the King. It is sparsely furnished with a few dwarf sized stools and a broken table. Two small beds have been shoved together to make one long enough for a human. Another stove is in the center of the room with a brass pipe leading to the main exhaust duct.

The room has two murals on the walls. Each mural covers a secret door. These doors are extremely well made and very difficult to see (Remember, they were built by Dwarves to deceive Dwarves!). They can only be found by magic, or by with a roll of 1 on a D8.

It is to this room the King of the Mountain will Teleport after first encountering the player characters.

4 THE MAGIC TREE

In this room, hidden behind a secret door, is the Magic Tree that powers the King's magic items. It is five feet tall and is made entirely of Brass. A plaque at the bottom is written in Dwarvish. It explains that the tree is for sacrificial purposes only.

Upon the tree are all the magic items of the King. A used up scroll of Teleport lies on the ground. The Tree is guarded by an old Dwarven trap. When a player character (or something of equal weight) steps within 10 feet of the statue, a stone block falls on him doing 6D6 points of damage. The only way to approach the tree is to remove the trap (30% harder than normal), or fly over to it.

5 BLUE CRYSTAL WALL

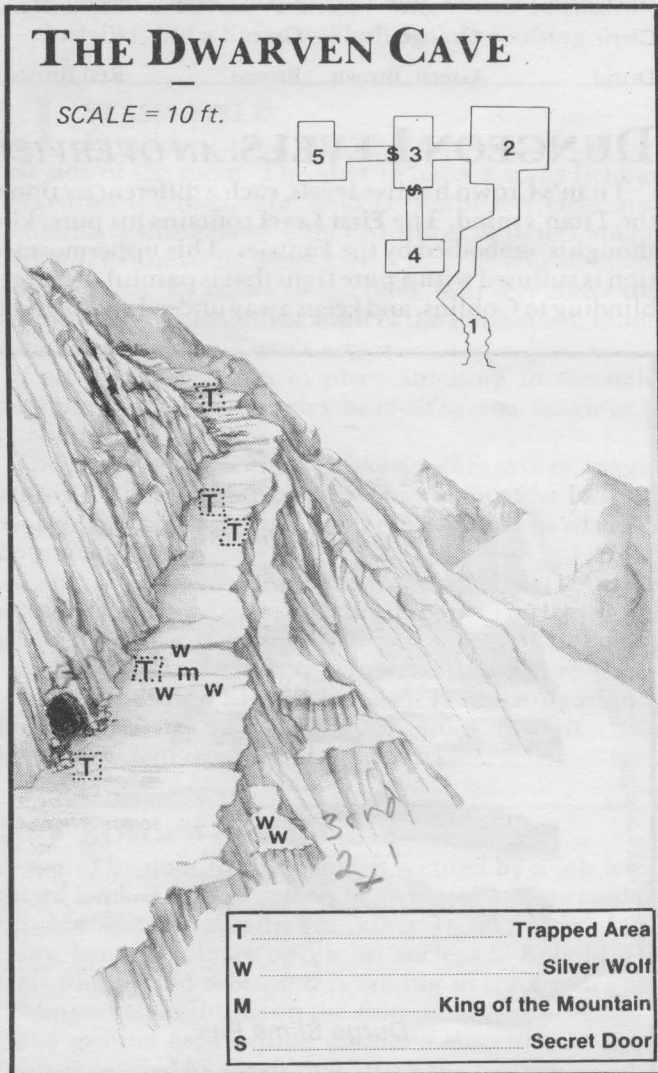
The west wall of this room is the Blue Crystal "flesh" of the Ice Titan. It is extremely hard material and is self-regenerating. There is a 10% chance per turn that the Titan's Heart will beat three times while the characters are in this room causing incredibly strong vibrations similar to an earthquake.

Once it beats three times, the heart will not beat for another month. While beating, everyone anywhere inside the shrine must save versus their Dexterity or will fumble and fall down (dropping anything in their hands). The Cave is strongly built and will not collapse.

A stack of old yellowed scrolls in this room relate the history of the cave, and the discovery of the Durges and "men-like birds of astonishing grace and gentleness." The scrolls also tell of bands of Goblins that have attacked the encampment—some of them working for the lizardmen and some working against them "for even a greater evil."

Another scroll is the report of a mission from inside the "Titan's Fortress." The Scroll is brittle and faded, but still visible is a paragraph that tells of a human archeologist that requested permission to explore the caves. It seems he never returned and this expedition went in to look for him.

"We fear he has travelled down to the third level," wrote some long dead dwarven scribe. "We could not follow him because we fear for our lives that deep in the dungeon."



THE DUNGEON

The actual dungeon is formed completely from magical, clear-blue crystalline ice. The ice is manufactured by the Titan's own metabolism. Pure Titan ice will melt only at 60 degrees F. or above. The ice is as hard as stone and will regenerate is chipped away at 1" per Turn.

The average temperature of the dungeon is 35 degrees F. Player characters in plate or chain mail armor will find the cold uncomfortable and after 1 Turn inside the dungeon will suffer a -1 to Hit because of the cold. In later adventures, if players state they are bringing along warm underclothing, the penalty is ignored.

The Titan's mind is made of pockets of memories connected by narrow nerve channels. To a mortal, or any being of less than Elder Titan status, the memories would appear as substantial as real things, the memory pockets as rooms and caverns, and the nerve channels as hallways. The "rooms" sometimes have a memory of a background, but all the walls are made of the ice crystals material.

The nerve channels connect to the memory rooms by iris valves that can be opened by grasping the central knob and pushing up, down, left, or right. This will cause the iris to slowly (10 seconds) open.

Once open, it will begin to slowly (10 seconds) close. If pressure is exerted on the inside of a closing valve, it will begin to open again. Once shut, it will remain shut until opened again.

The complex's ceiling is 30' high, though the Goblin lairs are smaller (see room descriptions). The Goblins have been able to chip away at the ice long enough to form a kind of scar tissue which does not regenerate. This way they have been able to patiently carve lairs into the crystal ice.

The crystal ice acts are a perfect fiber optic medium. They convey the bursts of magical light from the center of the brain (the Throne room—51) to the memory rooms and back again. In each of the rooms the light will interact encoded phrases and produce the physical memories instantly.

These memories can interact with the player characters and store learned information about them (i.e if the characters were hostile, they will remember).

In certain places, the walls are so clear it is possible see into other corridors or rooms. These places are noted in the dungeon room descriptions. The only places without ice walls are the "memory rooms" who makeup has changed due to the magical energy of the Titan.

The ice is sensitive to magical energies and it can absorb any spell cast at it up to a Full Wish. The spells are lost to the character if it was cast directly on the wall (as a Pass Wall).

Furthermore, the ice is colored by the residue of any spell cast in the area. Powerful spells turn the ice completely opaque, the color depends on the alignment and class of the spell user (see chart). For these purposes, clerics are considered to cast spells as well.

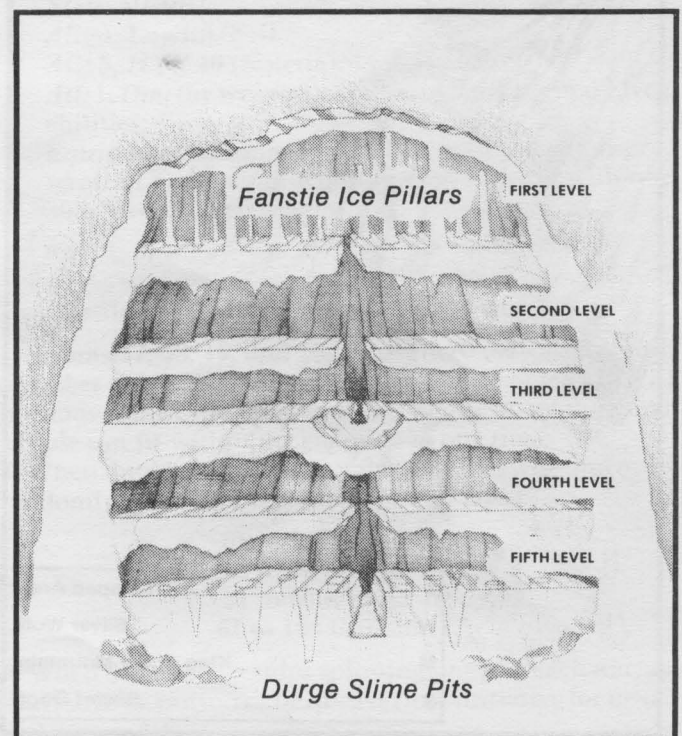
COLOR CHART

Any magic striking the ice walls will color them as follows:

Magic User:	Alignment:		
	Good	Neutral	Evil
Mage	Blue	Yellow	Red
Illusionist:	Sky Blue	Light Aqua	Pink
Cleric	Orange	Green	Violet
Druid	Green Brown	Brown	Red Brown

DUNGEON LEVELS: AN OVERVIEW

Titan's Crown has five levels, each a different section of the Titan's mind. The **First Level** contains his pure, kind thoughts, embodied by the Fantasies. This uppermost section is suffused with a pure light that is painful to Durges, blinding to Goblins, and keeps away undead and Demons.



The peaceful Fancies are safe here from all but wandering adventurers. From this base they descend into the other areas of the Titan's mind, building up and repairing the physical brain with pure crystal ice water, and trying to influence the other Memory inhabitants to the ways of love and kindness.

The Fancies have had the biggest impact on **Level Two**, as it is nearest their homes and furthest from Durge control. Many of the inhabitants of Level Two are peaceful, if not completely good. Most will not attack first, and some (like the Elves in room 17) regard fighting with disdain.

Many of the inhabitants on this level are interested in cultured pursuits, arts, sciences, and learning in general. Most of the Memories on the southern (left) half of the second level are interested scientific endeavors, those on the northern (right) half are more interested in artistic endeavors.

A twenty foot wide crevasse divides the two sections. The crevasse extends through all 5 levels, connecting the Fancies level with the Durge level.

The **Third Level** is a proving grounds area where Memories influenced by the Fancies meet Memories influenced by the Durges. There they struggle for supremacy. Large fields are cleared for combat, and smaller arenas are used for personal combat.

The legions that clash here symbolize the direct clash of good and evil ideologies within the Titan's thoughts. Durges and Fancies are in equal abundance here.

The **Fourth Level** is under the influence of the Durges, who ascend from the pits of the Fifth Level. Many of the Memories here are crueler and more self-centered than those on Level Two. The Memories on the southern (left) half of level four are more interested in a more ordered, mechanistic, methodical approach than those in the

northern (right) half, who are more concerned with independent, unrestricted, and unrestrained activities. Few Fancies stay here.

The **Fifth Level** is populated by the embodiment of the Titan's base, cruel, and greedy thoughts: a race of lizard-men called Durges. They live in deep slime pits that produce a stink so vile that the Fancies, and other good beings cannot tolerate the stench.

INHABITANTS OF THE DUNGEON

When the Titan went into the death-like sleep of meditation, he divided his brain into two sections. The first section was the base self-serving motivations of greed, evil, and apathy which is embodied by the lizard-like Durges.

The second part of the Titan's mind was inhabited by the birdlike Fancies. Fancies are purely altruistic, unable to force their will on other creatures. They are guided by the eternal qualities of goodness and light.

The Fancies and Durges struggle continuously to determine who will be the dominant ideology within the Titan's mind when he is reawakened.

Also within the Titan's mind are his living thoughts and memories. They are physical representations of the beasts and entities which he met in his earlier years. These different memories interact with one another in a representation of the Ice Titan's sleep meditation. Through these encounters, the Titan is working to resolve the great issues of Good and Evil.

Fancies

AC: 9, *HTK:* 1D8, *M:* 12"/24"

Att: 1, *Dm:* 1-4. *Special:* Usually the cramped corridors will not allow a feathered creature to take flight, but



Fantasies beat their wings very fast and very close to their bodies and therefore can fly in any space just a little larger than themselves.

Description: Fantasies appear as bird-like men with colorful yellow and blue feathers. They are actually a creation of the reality-altering power of the Ice Titan Elder's ancient mind.

Fantasies are totally altruistic, kindly beings who want only to be nice to others and do their jobs. Fantasies represent the amount of thought the Titan is devoting to good thoughts; thoughts of altruism and selflessness. Fantasies reflect the physical well-being of the Titan. If he is injured, the Fantasies will appear listless and dull.

Their purpose is to perform routine maintenance on the very structure of the Titan's upper brain that cannot be repaired by the Titan's regenerative process. They repair broken, frayed or cracking sections in the cavernous walls or corridors—the pathways of the Titan's brain.

To do this chore, Fantasies bring a liquid form of Titan Ice from the upper dome (level 1). They soak the liquid into their feathers and lovingly apply it to the walls. The water freezes over and reforms the wall exactly as it should be.

Fantasies constantly wander the mazes of the upper three levels, searching for damaged or frayed sections. If a section of wall is damaged it will be noticed by Fantasies in 4D12 turns and repairs will be under way 1D12 turns after that. They repair walls at the rate of 1 hour per 10' section of wall per Fantsie.

They also remove any impurities from the upper brain's crystalline ice structure. Some walls have become cloudy and opaque due to absorption of bits of stray dust, dirt, ash, or marking by magic. The Fantasies scrap out these dirty areas and pour the dirty ice out of the Titan's tear ducts.

Over the centuries, a rainbow cascade of tears has frozen into a glittering display. In the spring thaw, the brilliant colors can be seen shining through the layers of ice.

If anyone bothers the Fantasies or interrupts their functioning, they will politely give the person a gold piece and attempt to resume their work. If the harassment continues, they will say they have too much work to do and cannot spare the time (to answer questions or whatever). Only if pressed, will the Fantsie answer a question. The creature will be correct only 10% of the time.

If attacked, Fantasies will offer no resistance to the players. They will simply plead, "Please stop killing us."

Durges

AC: 8 (or armor class), *HTK:* 4D8, *M:* 9"

Att: 3, *Dm:* 1-2/1-2/1-4 (or weapon). *Special:* can spit up for 40' a noxious solution of vomit mixed with a special freezing agent which freezes anything it touches, including a player character. The horrible smelling stuff will immediately cause 1D6 HTK of cold damage and will cause another 1D4 of cold damage on the next round as well. Characters who save versus Dragon Breath take half damage.

Durges take half damage from all cold-based attacks Durges have infravision.

Description: Durges are diametrically opposed to the peaceful Fantasies. They are well-versed in the ways of torture and cruelty—practicing on each other when they can find no other victims.

The lizard creatures hold sway over the Goblins that infest the mountain by threats of both immediate and eternal agony. Durges are also a result of the Ice Titan's mental ability to manipulate reality. Their purpose is to keep the lower sections of the Titan's brain in repair.

They too use the liquid form of the Titan Ice, but their very presence discolors it black. Durges don't do meticulous repair work. Rather, they swallow large amounts of the liquid, and then vomit the discolored and tainted water onto the breached wall.

Durges are totally cruel, greedy beings who want to hurt others and shirk their maintenance responsibilities. They are driven by their priests to wander the lower areas of the Titan's brain, searching for damaged or frayed sections.

Most Durges are crippled and many have massive facial scars, or deformed bodies. Some have horrible diseases like leprosy, typhus, or cholera (10% chance of encountering such a Durge).

Durge Priest

AC: 6, *HTK:* (4D8), *M:* 6"

Att: 1, 1D6 or by weapon,

Special: can spit up for 40' a noxious solution of vomit mixed with a special freezing agent which freezes anything it touches, including a player character. The horrible smelling stuff will immediately cause 1D6 HTK of cold damage and will cause another 1D4 the next round automatically. Characters who save versus Dragon Breath take half damage.

Specials: half damage from all cold-based attacks, infravision, (see dungeon for more detailed explanation). Each can cast a single spell three times a day, the variety of the spells are infinite, but 95% cannot cast more than the equivalent a 5th level spell in power. Durge Priests are so jealous and quarrelsome that it is rare that there is only a 10% chance they will work together and never gather in groups larger than 4.

Goblins

AC: 6, *HTK:* 1D8-1, *M:* 6"

Att: 1, *Dm:* 1-6 (or by weapon).

Special: *Renegade Goblins* fight as two die creatures due to constant training.

Goblin Guards: Are not affected by Phantasmal Forces or other illusion magic spells from level 1 or 2 spell tables (includes Phantasmal Force).

Description: There are two types of Goblins in the Dungeon, Guard Goblins and Renegade Goblins. The ancestors of both groups were brought in by the Durges to keep out interlopers, harass the Fantasies, and generally strengthen the Durge's control of Titan's Crown.

Guard Goblins: These Goblins are under the influence of the Durges, but they are not very good servants. They run from battles (unless the Durge is goading them on), and fall asleep at their posts. They are scared of the Durges though. Due to experiments on their brains by Durge Priests, Guard Goblins have an increased resistance to lower spell level illusions. All first and second level illusion spells do not affect them—including Invisibility (but not Invisibility 10' radius).

Renegade Goblins: Years ago, some of the Guard Goblins revolted because of the experiments performed on their friends. They simply left their guard posts and never came back. The "Renegades," as they call themselves,

spend their days practicing combat, raiding Goblin outposts, playing cat-and-mouse with the Durges, and engaging in stimulating conversation with the knowledgeable inhabitants of Titan's Crown.

They wear tattered remnants of their former uniforms and they all wear their groups symbol, a picture of a dead lizard lying on its back. They fight as 2 hit die monsters, due to their constant training.

White Apes

AC: 5, HTK: 3D8, M: 24"

Att: 3, Dm: 1-4, 1-4, 1-8+2, Special: White Apes are incredibly fast, moving twice as fast as a regular ape.

Description: White apes are a survivor race that can live on dangerous frozen mountains peaks. They have extremely thick pelts (each worth 50 gold), great speed and agility, and a keen understanding of whom to trust.

They can sense another survivor race in the Renegade Goblins and have joined them in the struggle to live within the Titan's Crown. The White Apes are fiercely possessive of their smaller allies, and will savagely attack anyone they see fighting the Renegade Goblins.

White Apes are capable of sure-footed navigation on all mountain terrains, and the Renegade Goblins use them to bring supplies up from the lower valleys.

Cletus Frues

Human, Skill 10 Archeologist (Skill 0 Fighter)

AC: 8, HTK: 8 (1D8), M: 12"

Stats: ST: 05, IT: 18, IN: 11, ST: 14, D: 12, A: 07

Age: 58, Align: Chaotic/Neutral (insane)

Description: Cletus is an extraordinarily well educated man whose passion for knowledge has slowly driven him mad. Five years ago, Frues arrived at Titan's Crown in hopes of finding the Titan sleeping within the mountain. After wandering around in the Crown for three years without success, the archeologist suddenly realized that he was within the Titan's living brain. This realization shattered what little was left of his fragile sanity, leaving him quite mad.

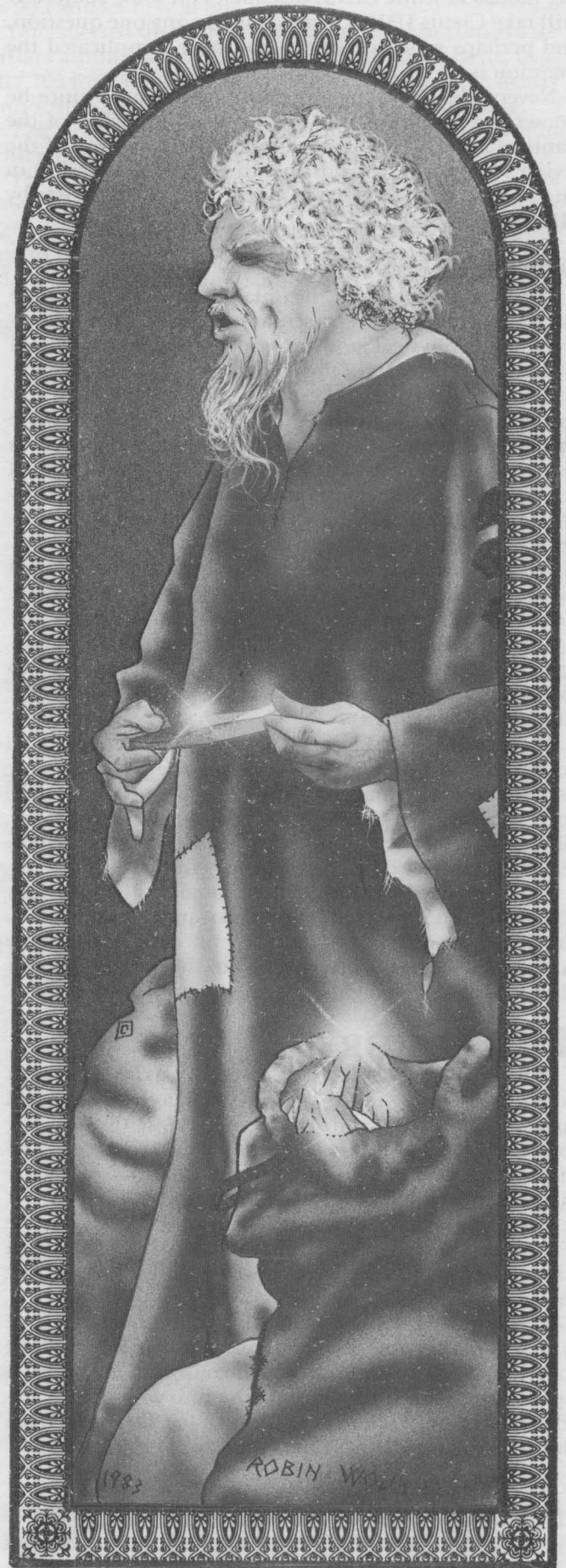
Frues appears as a wild-eyed old man with tangled white hair, scraggly white beard, and dressed in a ragged set of scholar's robes. He carries 7 large sacks filled with ice shards of many colors (including clear), fragments of wood, pottery, glass, bone, metal, twine, etc.

When encountered, he will be (01-45%) examining and scraping at a section of wall for samples, or (46-79%) walking along muttering to himself, or (80-00%) in the midst of a lecture concerning the Composition of the Crystalline Ice of the Corridors, Conduits, and Crawlways of the Crown.

In all cases, Cletus will be eager to talk, though his mind will often stray to other related thoughts. In order to find out about the Titan, or anything within the Crown, the adventurers will have to choose their words carefully.

For example, if he is asked where the Titan is, (instead of explaining that the Titan is part of the mountain chain, and Crown mountain is his head), Cletus will say things like "He is all around! Just listen!" and point above, below, and all around him. If the adventurers ask if that means the Titan could be anywhere, he will say "Not anywhere, everywhere."

It will take considerable patience for the adventurers to sit and listen to his ramblings. Be sure to roll for wander-



ing monsters while Cletus discourses on some subject. It will take Cletus 1D12 Turns to answer any one question, and perhaps more, depending on how complicated the question is.

Nevertheless he is a great information source since he knows the history of the Titan, the relationship of the Fantasies and Durges to the Titan, and the nature of the living Memories. It is possible to see him wandering in any section of Titan's Crown at any time. He is ignored by all the inhabitants.

MEMORIES

Many of the rooms in the Titan's cranial recesses are inhabited by physical representations of the Titan's memories. These physical landscapes and beings are patterned after his recollections of the world before his sleep began.

The sum total of each memory has been magically encoded in the structure of each ice crystal. Each of these encoded memories is called a phrase. When a phrase is struck by a properly synchronized pulse of magical carried and modulated by the icy neurons that make up the corridor walls, it causes a physical scene complete with creatures to spring into existence.

These monsters and settings are physically real, but if viewed using a Truesight they appear slightly translucent. As they interact with the world about them, their life-essences grow stronger. Eventually they can cut the umbilical cord (the pulse of synchronized light) tying them to the Titan and live completely independently (as is the King of the Mountain).

A normal Dispel Magic can sever the monster's magical connection to the Titan. The spell must be cast by a magic user equal to the phrase monster's number of hit dice to be successful. Once the connection is broken, the monster will collapse to the ground dead. Monsters who are 100% real are not affected by Dispel Magics in this way.

The creatures from the memory rooms with more than 50% reality can leave their rooms and wander the dungeon. Creatures who are at 100% reality are under no restrictions, except for those normally applied to them. They are not affected by Dispel Magic.

THE ARMOR

In the first years of the Titan's slumber, as he sat himself down to think, he felt that in the new age there would come a time when he must awaken and face the growing forces of Man. So he created a set of mithril armor and dispersed it throughout his brain. The armor would be guarded by his thoughts and the Durges.

When a man had gained sufficient power to breach the Titan's mind and win the armor, it would prove that men had come of age and were now a viable threat to his massive power.

The armor is formed of ten separate pieces, each of which functions independently as a magic item. Worn together, they give the wearer an uncontrollable urge to sit upon the central throne, tantalizing him with the knowledge that he can be the one to awaken the Titan and from the throne control him. This feeling is, of course, false.

The pieces of armor are:

1. *Right gauntlet*: +1D6 damage. Also allows the wearer to manipulate ice 10 feet x his Skill level worth of cubic ice without tainting or melting. He can open pathways in the ice, create pits, and collapse walls—

but cannot animate the ice or allow it to be affected by other spells. Durges will always attack the character wearing this gauntlet no matter the odds.

2. *Left gauntlet*: Allows character to add 1D6 extra damage to any blow using the left hand (cumulative with magical effects of other weapons).
3. *Right vambrace*: subtracts 1 from armor class as per bracer of defense. A vambrace is the forearm's armor.
4. *Left vambrace*: same as #3; cumulative.
5. *Helm*: allows Truesight 6 times a day. If helm is worn with *entire* suit, it allows the True Sight to function continuously.
6. *Chest and back piece*: allows flight for one person as a Flying Carpet.
7. *Right greave*: doubles running speed. A greave is armor for the legs.
8. *Left greave*: same as #7; cumulative, Triples running speed.
9. *Left boot*: the boots only work together.
10. *Right boot*: as Boots of Stealth (quiets the clanking of any suit of armor).

The armor changes size to fit anyone from the size of Halfling to Hill Giant. It will also contour itself to fit a man or woman.

The armor will test as cursed and magical. An Identify spell will correctly reveal what a given part can do. It will be impossible to determine the true nature of the curse until the entire suit of armor is assembled and worn (by then it will be too late).

The armor pieces can be removed until the first time the complete suit is worn. Then a Remove Curse must be cast on each piece individually to remove them—and at least 5 pieces must be removed to break the curse.

When the entire suit of armor is worn, it will act as AC: -1 (until then AC: 2) with all of the previously mentioned special abilities.

The wearer will also have the insane desire to sit upon the crystal throne of thought (this insane desire can be awakened in the player simply by informing him that he can rule the Mile High Titan if he were only to sit upon the crystal throne. Be sure to leave out the part concerning his immediate death, as the armor would not reveal such information.)

Once the wearer sits upon the throne, the character and the armor will be destroyed in a dazzling burst of light.

Location of Armor:

Helm:	Room 52
Left Vambrace:	Morlean
Right Vambrace:	Room 49
Left Gauntlet:	Room 64
Right Gauntlet:	Room 50
Chest Piece:	King of the Mountain
Left Greave:	Room 11
Right Greave:	Room 27
Left Boot:	Room 24
Right Boot:	Room 51

ENTERING THE DUNGEON

If the characters climb the western face, as they were told, they will come to a small rim that is not covered with

snow, but is icy blue. A 30' x 30' area of wall also glistens blue. If the character with Morlean's gold ring knocks on the face of the blue ice area, or a Knock spell is cast, the area will become mist, as will the 30' of ice behind it.

In other words, a 30' x 30' x 30' cube of ice becomes mist, allowing passage into Titan's Crown. It will only remain mist for 3 rounds before resolidifying.

Any character trapped inside when it becomes solid again must save vs. magic or die. A save must be made each melee round the person is trapped inside.

Each save has a minus equal to the number of rounds trapped inside (i.e., -1 in the first round, -2 in the second round, etc.) If the characters are using the ring, remember to subtract the charges. This portal enters into room #1.

crevasse, are stairs leading to the Second Level. There will be 90 Fantsies here at any time.

Interspersed throughout the room are thin concave ice pillars around which the Fantsies build their nests, usually 100 foot above the floor. The slick pillars are nearly impossible to climb, **even with the boots of climbing.**

The floor is dotted with pools of melted Titan Ice in which the Fantsies frequently dip themselves.

There is one insane Fantsie on this level. There is a 25% chance he will swoop down and attack the party with his +2 spear. The deranged Fantsie always attacks first, but due to his great speed, the round following his attack he will be out of range. He is subject to ready missile weapon and magic attacks at -3 to hit during the following round.

Fantsies

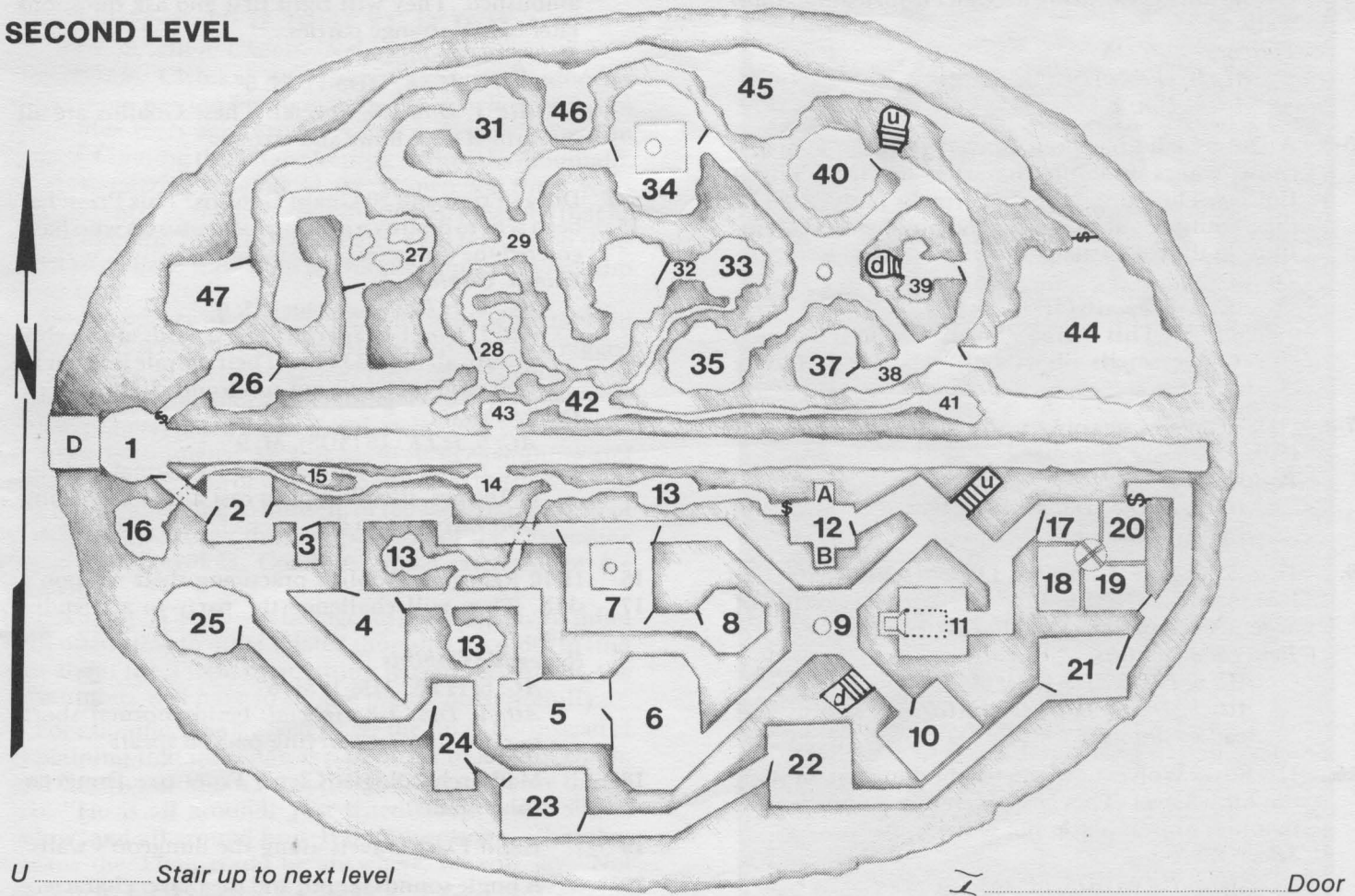
AC: 9, HTK: 1D8, M: 12"/24"

Att: 1, Dm: 1-4. *Special:* Attacks as a 6 die monster and gives 3-18 with spear because of his swooping attack.

FIRST LEVEL

This huge vaulted cavern is completely open. The roof rises a full 200 feet above the floor. Sufficient sunshine filters through the snow covered ice roof to provide full illumination in daytime. A twenty foot crevasse separates the north and south sides of this level. In the middle of the cavern, on each side of the

SECOND LEVEL



- U Stair up to next level
- D Stair down to next level
- S Secret Door

- Door
- D Desolidified area where the characters enter.

SCALE = 10 ft.

LEVEL TWO

A

ll walls, floors, and ceilings of this level are formed from smooth, translucent ice crystal unless otherwise noted. All rooms have 30 ft. ceilings. The temperature on this level is 35 F.

Below is a table for wandering monsters for this level. To check for wandering monsters, roll on a D6 once per turn. If a 1 is rolled, roll a D20 on the following chart.

WANDERING MONSTERS

Die Roll	Monster/Event
1-2.	(1D4) Fantsies drenched in clear ice water. Fantsies AC: 9, HTK: (1D8), M: 12"/24" Att: 1, Dm: 1-4.
3-4.	(1D6) Fantsies smearing ice water from feathers onto walls. Fantsies AC: 9, HTK: 1D8, M: 12"/24" Att: 1, Dm: 1-4.
5-6.	A Durge, who has been converted to the Fantsies' cause, comes up to the characters bearing a gift of flowers. The Durge will not harm the party and if he dies, counts double against the number good creatures in the total balance. Durge AC: 8, HTK: 10 (4D8), M: 9" <i>Special:</i> This Durge's breath has been cleansed and he smells of wild flowers. He is totally harmless.
7-8.	(1D8) Fantsies scraping walls, floor, and ceiling of hall. Fantsies AC: 9, HTK: 1D8, M: 12"/24" Att: 1, Dm: 1-4.
9.	1D6 Renegade Goblins. These Goblins are not looking for a fight, but they are very wary of adventuring parties. Each has 1-10 gold pieces. Renegade Goblins AC: 6, HTK: 1D8-1, M: 6" Att: 1, Dm: 1-8. <i>Special:</i> All carry swords and leather shields.
10.	1D4 Silver Wolves have entered the dungeon through the Fifth Level. They are covered in so much filth that they appear black, not white. Silver Wolves AC: 5, HTK: 4D8, M: 18" Att: 1, Dm: 1-12. <i>Special:</i> Forward Leap.
11.	1D10 Guard Goblin Patrol. These Goblins are out of their element and not willing to fight. If any of their members are killed or wounded, they will flee toward the nearest stairway down to Level Four. Guard Goblins AC: 6, HTK: 1D8-1, M: 6" Att: 1, Dm: 1-8. <i>Special:</i> Immune to Level 1 and 2 illusion magics
12.	1D6 White Apes. These apes are hungry and can be bribed with food. White Apes AC: 5, HTK: 3D8, M: 24" Att: 3, Dm: 1-4, 1-4, 1-8+2, <i>Special:</i> +1 on initiative rolls.
13.	2D6 Renegade Goblins. These Goblins are in hot pursuit of a group of Guard Goblins, whom they ambushed. They will fight first and ask questions later of any strange parties. Renegade Goblins AC: 6, HTK: (1D8-1), M: 6" Att: 1, Dm: 1-6, <i>Special:</i> These Goblins are all armed with bows and arrows.
14/15	Durge Priest and 20 Guard Goblins. This Priest has been sent to destroy a group of adventurers who have entered the dungeon. Guard Goblins AC: 6, HTK: 7 (average) M: 6" Att: 1, Dm: 1-6. <i>Special:</i> The Guards are an elite group, all have 7 HTK. Their morale is better as well, and they will not run from a fight. Durge Priest AC: 5, HTK: 16 (3D8), M: 9" Att: 1, Dm: 1-8, <i>Special:</i> Besides normal abilities of Durses, this Priest can cast a 4D6 Lightning Bolt three time a day.
16/17	1D10 Renegade Goblins practicing their weapon's skill. They will challenge the party to a friendly dual. Renegade Goblins AC: 6, HTK: 1D8-1, M: 6" Att: 1, Dm: 1-8, <i>Special:</i> beside normal short swords, they are carrying padded spears
18.	Mad archaeologist Cletus Frues (see Dungeon Inhabitants).
19	Light Flash travels along the dungeon's walls.
20	A bugle sounds far off, and the player characters can hear the clash of battle.

THE ROOMS

1 A GRUESOME SIGHT

This room is bare except for a non-magic sword lying on the westernmost section of the floor. Protruding from the west wall 5 feet above the sword is the skeletal remains of a hand and upper arm.

Past the arm, faintly visible within the ice wall is the hapless adventurer who never made it into the room before the Knock spell wore off and the wall resolidified. His dead body is now frozen within the wall.

If the adventurers remove his body while the wall is mist, they will find that the body is frozen solid. It will begin to rot as it thaws. On the body is a sack with 30 gold pieces and a pair of Boots of Mountain Climbing that look identical to the ones given to the adventurers by Morlean.

There are three entrances/exits to this room. In the southeast section of wall is a standard iris door. In the northeast section of wall is an iris door with hidden seams. (Treat as a very difficult to spot secret door. It can be seen only on a roll of a 1 on a D20).

The western wall will remain mist for 3 rounds. Anyone trapped within must save vs. magic or die. Additional saves must be made each subsequent round until the area is Knocked again.

2 GUARD GOBLIN LAIR

When approaching this room from either door (west or east) the adventurers will hear low rumbling noises, followed by growls (Goblin laughter) through the iris door.

In the middle of this room is a make-shift wooden table covered with the remains of a dinner. Lining the north wall is a rack of spears. Sitting around the table are four Goblins presently engaged in a burping contest.

When the adventurers enter, the weakest Goblin will attempt to run out the door in the east wall and raise the alarm. Each Goblin has 3 gold pieces.

(4) *Guard Goblins*

AC: 6, HTK: 1D8-1, M: 6"
Att: 1, Dm: 1-6

3 SUPPLY ROOM

There are two Goblin sentries posted outside this door. One is asleep on his feet and softly snoring. The other is groggy and bored. They each have 8 gp. The iris door leading into this room has a black ice crystal set in the central door handle.

If anyone except a Durge attempts to open the door, the crystal will do 2D6+2 poison damage (saves do 1/2 damage). A successful Remove Traps will avoid the trap. If the Remove Traps roll was made by 20% more than necessary, the Ice Crystal is still functional, and can be set in another door, chest, etc.

Inside the room are 7 extra suits of Goblin armor, eight spears, six short swords, and food (rations) for 30 for two weeks. There is also a sack with 80 gold pieces in it.

4 HARPIES IN A PEAR TREE

Moss covers the entire floor. A 30 foot pear tree grows from the center of the room. Hidden within its branches are three Harpies, who will attack when the characters approach the tree. There is a 500 gp gem buried in the moss at the foot of the tree. Anyone viewing this room with a Truesight will notice the room and Harpies look slightly translucent.

(3) *Harpies*

AC: 7, HTK: 12, 15, 17, (3D8), M: 6"/15"
Alignment: Chaotic Evil, Intelligence: Low
Att: 3, Dm: 1-3, 1-3, 1-6, Special: singing and charm.
The Harpies are only 30% real.

5 FANTISIES AT WORK

The walls of this room are blue ice streaked with red. Six Fantsies are scraping off the tainted parts of the wall. If harassed, the Fantsies will each pull a gold coin from their feathers and offer them to the character in return for leaving them alone. The Fantsies occasionally leave the room laden with tainted frost.

(6) *Fantsies*

AC: 9, HTK: 3, 4, 4, 4, 5, 5, (1D8), M: 12"/24"
Att: 1, Dm: 1-4.

6 TROLL'S HIDEAWAY

This room is usually empty, but there is a 30% chance that Bourgar the renegade Troll is hiding behind the partition munching on a Fantsie.

Troll

AC: 4, HTK: 17, M: 12"
Alignment: Chaotic/Evil, Intelligence: Low
Att: 3, Dm: 5-8, 5-8, 2-12, Special: Regeneration. The Troll has come from the outside and hence, is 100% real.

7 DEVIL SUMMONERS

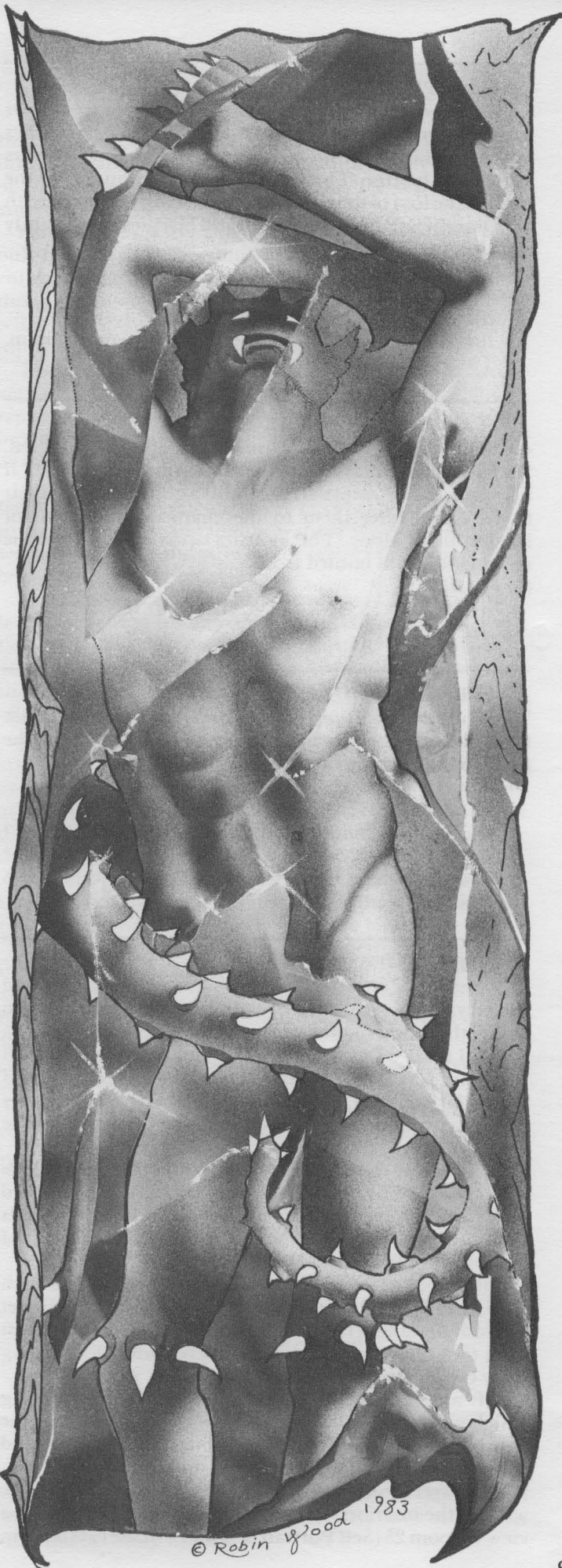
The walls are scorched in vibrant reds, oranges, and muted yellows. A 20' x 30' ice pillar stands in the western half of the room. In the eastern face of the pillar is visible a trapped Barbed Devil. He is frozen in a posture of painful writhing. The Devil cannot be seen from any other side of the pillar, though the pillar itself appears completely translucent (and empty) from any other side besides the east.

Prone before the pillar are four chanting Ratmen priests who can be seen through the clear pillar. The Rat-faced men can each cast a Curse and a Cause Light Wounds spells once per day. They are presently in the process of summoning the Barbed Devil.

Imbedded in the southern side of the pillar, 1/2 inch deep, is a silver and ruby bracelet (2,100 gp). If the bracelet is removed (takes 1D6 melee rounds), the Devil will burst from the pillar and attack for 1D10 rounds before fading away due to an incomplete summoning.

Left alone, the priests will continue the summoning which will be completed in 2D4 hours. In such a case, the Devil will track the characters through the dungeon and attack them 1D12 Turns after it is summoned.

If a player looks into cavity left by the Barbed Devil, he will see the interiors of three other rooms. In the west is a view of room 25 (Self Portrait of Titan), in the east is room



17 (High Elves), and in the north is room 59 (Minotaur Lair).

In fact, this pillar is a teleportation device to any of those rooms. The "window" can be easily chopped through to open a gateway passage to the corresponding room.

Barbed Devil

AC: 0, HTK: 40, (8D8), M: 12"

Alignment: Lawful/Evil, Intelligence: High

Att: 3, Dm: 2-8, 2-8, 3-12, Special: See rule books, may not summon more devils.

(4) **Ratman Priests**

AC: 5, HTK: 13, 14, 15, 17, (3D8), M: 6"

Alignment: Lawful/Evil, Intelligence: High

Att: 1, Dm: 1-6, (or weapon), Special: Cast one Curse and one Cause Light Wounds per day. All wear chainmail and carry iron maces.

All are 45% real.

8 PRIESTS' LAIR

Garbage and tattered clothing form a nest in which three more Ratman priests are sleeping. They will attack when awakened by sounds of fighting or if the Barbed Devil is summoned. Wrapped within a wad of rags are three potions of Extrahealing.

(3) **Ratman Priests**

AC: 7, HTK: 12, 11, 14, 10 (3D8), M: 6"

Alignment: Lawful/Evil, Intelligence: High

Att: 1, Dm: 1-6, Special: Can cast one Curse and one Cause Light Wounds per day. All are naked, but have iron maces next to them. All are 25% real.

9 STATUES OF THE SAGES

A strange rumbling sound filters down the corridor. The noise seems to come from the mouth of a 12 foot statue standing in the center of the room. The statue is of a robed sage and it is holding a real book.

The rumble is an form of speech so intense and concentrated that its vibrations can destroy anything in its direct path. The most intense area is 12 feet above the ground in the center of the room. Any item thrust into the field must save vs. crushing blow or be destroyed.

The book held by the statue is real. To remove it a character must roll under his strength + dexterity on D100. One attempt is allowed each round. 1D4 rounds after the statue is disturbed, the figure will move its head and speak directly at the character in a bizarre rumbling voice.

In the first round the character must save vs. paralysis or be stunned and unable to move for 1D4 rounds due to the bizarre concepts the statue is uttering. The statue will not move off his pedestal or strike at the characters, but the vibrations of his voice can cause damage.

All characters still within the room after the statue has animated and spoken will be subjected to 1D4+1 points damage from the sonic vibrations (no save) *per statue*.

The statue can withstand 60 points of damage before it ceases speaking (a Silence spell will negate the vibration effects of the statue's speech).

Statue

AC: 5, HTK: 60, M: 0"

Att: 1, Dm: 1-4+1.

The cover of this book depicts many geometric shapes. Language is unfamiliar, but it appears to be a discourse on

the various qualities of geometric shapes for use in magic. Anyone but a magic user reading the book will find it unintelligible, but a mage will gain 1,000 experience from studying it (takes three weeks).

10 COCKATRICE LAIR

This room is filled with floating feathers that reduce visibility to two feet. A Cockatrice will attack anyone who enters (he is not affected by the poor visibility). The feathers of the Cockatrice have silver centers and the snake scales are pure platinum. The full plucked feathers are worth 500 gold pieces and the scales are worth 1,000 gp.

Fighting in the room is at -5 to hit due to the poor vision (plus a double chance of fumbling if the GM uses a fumble table). If the Cockatrice is killed, the feathers will stop swirling and a corridor behind the transparent southeast wall of room 10 can be seen. There is no door into the passage.

Cockatrice

AC: 6, *HTK:* 15, (5D8), *M:* 6"/18"

Alignment: Neutral, *Intelligence:* Animal

Att: 1, *Dm:* 1-3, *Special:* The Cockatrice is only 20% real and its powers are weakened. Instead of turning a character to stone, its touch only paralyzes him. However, the affected player character *looks* and feels like he has been turned to stone—his clothes, skin, and magic items all turn gray and hard. The paralyzation lasts 1D12 Turns. A Dispel Magic will release the character, but a Stone to Flesh will do *nothing*.

11 STASIS FIELD

An red ice crystal altar fits into an alcove in the west side of the room. The altar radiates a stasis field as marked on the map. The field is completely clear and without any shimmer or light distortion. A Detect Magic spell will delineate its boundaries.

Trapped in the center of the field, four feet above the ground and 5 feet inside the limit of the stasis effect, is one of the greaves to the Titan's armor.

If an adventurer tries to place anything in the field (including a part of his body), he must save vs. magic or it is held in stasis.

The player character must make *another* save vs. magic to move it. If the save is made, the object will move 1 foot in the direction pushed, then another save must be made to continue moving.

A character may continue to move an object until he fails a save. Then he must wait until the next melee round. If a Dispel Magic is cast at the altar it saves as a 15th level mage. A dispelled field will return in one hour.

Two of the High Elves from room 17 make occasional checks on this room. Roll every 5 rounds, there is a 20% chance they will come by.

12 KOBOLD DRUID

The door to this room is secured by a 5th level Wizard Lock. This room looks like a huge hanging garden with 13 flagstones ringing the center. In the center of the stones, beneath a large tree, is an ancient 6' Kobold. He wears long Druid robes and is talking to three renegade Goblins who are sitting on the stones.

The ground between the door and the circle of flagstones is covered by weeds that attack the party as one die

monsters, but ignoring armor class. In other words, on a roll of 10 or more (modified only by dexterity benefits) the players' feet are ensnared by the weeds and unable to move.

Each square foot of weeds has 3 HTK and is AC: 9. It is easy to chop a way out, but a new set of weeds will attack each time a character takes a step.

The weeds will serve to keep the player characters fairly occupied as the Goblins prepare for attack. Before the Goblins leave the flagstones, they will smear the soles of their boots with belladonna oil which they carry in their pouches. The weeds recoil from the poisonous oil.

Meanwhile, Gerazon, the Kobold druid, will throw Fire Seed pellets at the trapped characters (for 2D8 HTK damage). He has twenty of them in his pouch.

If Garazon is attacked, he will turn himself into an insect and hide in the tree. If he must, Garazon fights as a Skill 7 Druid.

The Goblins will try to escape through a small door in the west wall. If allow to flee, alarm bells will be heard in 1D10 melee rounds.

Gerazon

Kobold, Skill 7 Druid/Skill 5 Alchemist (75% real)

AC: 7, *HTK:* 15,

Stats: ST: 15, IT: 17, IN: 16, SM: 06, D: 15, A: 14

Alignment: Chaotic Good

Spells: 4/4/3/1

Preferred Spells: Entangle, Pass Without a Trace, Obscurement, Charm Person, Hold Animal, Snare, (note: he cannot use Call Lightning)

(3) Renegade Goblins

AC: 6, *HTK:* 1D8-1, *M:* 6"

Att: 1, *Dm:* 1-8. *Special:* Fight as two die creatures

In the two side rooms are: (a) a scroll of Plant Control and two Healing Potions; (b) Dust of Appearance in a beaker, and a Potion of Delusion which is labelled a Potion of Invulnerability.

If the player characters do not attack, the Goblins will snarl at them to leave, but they will be allowed to stay if the player characters ask politely. Gerazon will toss them a jug of belladonna oil and tell them to anoint their feet before entering. Gerazon knows of the armor piece held by the Blue Dragon in Room 55.

13 RENEGADE GOBLIN LAIRS

In each of these small rooms (ceilings are only 5 feet high) are five Goblins. There are cooking utensils, sleeping mats, old clothes and other junk strewn about the room. Also in each room is a brass alarm gong.

If the characters have not alerted the Goblins, they will all be asleep.

(4 per room) Renegade Goblins

AC: 6, *HTK:* 1D8-1, *M:* 6"

Att: 1, *Dm:* 1-6. *Special:* Fight as two die monsters. 75% of these Goblins carry hand axes and shields, the rest carry short swords.

14 WALKWAY

Three mounted crossbows are aimed at the corridor. A 25' plank lies along the floor. There is a hole in the north wall looking out over a 20 foot crevasse between the two sides of the dungeon.

There are two Goblins here guarding the passage between the two sections. They have two doses of Strength

potion to help them maneuver the heavy plank in times of crisis.

One also carries a whistle on his neck. If the characters attack, this Goblin will blow the whistle which emits a high frequency pitch and summons a trained Shambling Mound from room 15 (see room for statistics). It will take the monster four rounds to reach room 14.

(2) **Renegade Goblins**

AC: 5, HTK: 7, 7, M: 6"

Att: 1, Dm: 1-8. Special: Elite members, these guards fight as *three die* monsters, wear chainmail armor, and can only be surprised on die roll of 1.

15 SHAMBLING MOUND

This is the lair of a Shambling Mound. Unlike normal Mounds, this one does not stand upright (due to the narrow and short corridors) but crawls on all fours. This reduces movement, and decreases his attacks per round, but increases its chance of engulfing a character.

Shambling Mound

AC: 0/2, HTK: 65 (11D8), M: 4"

Att: 1, Dm: 2-16, Special: Immune to cold-based spells, weapons do one-half damage, and lightning causes it to grow (add 1 hit die). Fire-based spells do an additional +1 per die of damage.

Due to its make up, this Shambling Mound can reshape itself into a flowing river of fibers and muck which can move around a character very quickly and suffocate him by forcing plant roots into all the victim's orifices.

This type of attack is an *automatic* hit (causing no damage) once the monster is within 5 feet of the character, but an adventurer does get a saving throw. He must save versus Dragon's Breath or become unconscious and die in 2-5 melee rounds—unless the monster is killed. The Mound can engulf one or two player characters (or three if two are smaller than man-sized).

This free form shape exposes the Shambling Mound's vital organs. While in this form, his Armor Class is increased from 0 to 2.

16 GOBLIN LAIR

There are eight female Renegade Goblins here, and twenty Renegade Goblin children. There is also a badly wounded Renegade Goblin here sleeping. This room is the most hidden and best guarded of all the Renegade Goblin areas. The Head Woman of the Tribe also has a whistle to summon the Shambling Mound.

The women will savagely hurl themselves on their attackers (+2 on all attacks, three attacks per round) while the children try to flee through the door. There is no treasure here.

(8) **Renegade Goblins**

AC: 6, HTK: 4, 4, 5, 3, 2, 5, 3, 2, (1D8-1)

M: 6"

Alignment: Neutral/Neutral, *Intell:* Average

Att: 3, Dm: 1-6, 1-6, 1-6. Special: Desperation permits these female and the wounded male Goblin to fight with frenzy—+2 to hit and damage, three attacks per turn. Untrained or badly wounded, they fight as only 1-1 die creatures. all carry hand axes.

(20) **Renegade Goblins**

AC: 6, HTK: 1, (average) 1D8-1, M: 6"

Att: 1, Dm: 1-3. Special: These are children, they fight as less than 1-1 die creatures and only get one attack.

17 HIGH ELVES

This room is a large dining hall outfitted in regal Elven style. Four elegant Elven tapestries hang from the wall (200 gp. each). The table is set with cut crystal cups, plates and vases worth 900 gp. The tiny, delicate utensils are made of mithril and are worth 6500 gp.

In the room are four High Elves, two male and two female. They are dressed for battle, in chainmail. They will fight with enchanted swords +1/+3 vs. humans.

The swords only work for Elves. The Elves will only speak to one another and they greatly dislike parties with other Elves in them. They will glare at anyone who opens the door and crosses the threshold.

One female Elf, Sisteria, will cast a Fear spell. If the party stays, the male Elves, Hestron and Symon, will rise wearily, draw their swords and attack. If the party leaves they will not pursue. The last female Elf, Cessina, will cast Haste (on her male comrades), Confusion, Protection from Normal Missiles, Dispel Magic, and Web as necessary.

The Elves will retreat into the room 18 or 19 if they are bested in combat. They will not surrender.

(2) **High Elves**

Elves, Skill 6 Fighters: 80% real

Stats: all 16+

Alignment: Lawful/Evil,

AC: 3, HTK 30 (Hestron), 41 (Symon) (6D10),

Att: 1, Dm: (by weapon), Special: All the normal Elven abilities.

Equipment: +2 chainmail, +1 longswords (+3 to hit and damage against humans)

(2) **High Elves**

Elves, Skill 5 Magic Users/Skill 3 Fighters: 80% real

Stats: all 16+

Align: Lawful/Evil

AC: 5, HTK 10 (Sisteria), 14 (Cessina) (5D4),

Att: 1, Dm: (by weapon), Special: All the normal Elven abilities.

Equipment: chainmail, +1 daggers, +1 short sword, scroll of Confusion, Ring of Spell Storing with one 30th level Dispel Magic.

Spells: 3/3/1

Preferred Spells: Fear, Haste, Protection From Normal Missiles, Web, Hold Person, Wizard Lock.

Rooms 17, 18, 19, and 20 are connected by a revolving chamber of ice. It is entered through a door of ice and will not move until the door is closed again. A total of four people can fit within the chamber at one time.

When the door is closed, it will spin clockwise and open randomly after three revolutions—roll D100:

01 to 12 is room 19;

13 to 30 is room 20;

31 to 60 is room 18;

61 to 100 is room 17.

When the chamber stops spinning, the player characters must save vs. poison or be queasy (lose initiative for next 5 melee rounds).

18 KITCHEN

This room is full of expensive food, most of it never before seen by man. An Ogre Mage is at work here, hacking up a side of meat. He will savagely attack anyone who stumbles in. He will then cast a Cause Darkness, further disorienting the party. The Ogre Mage is upset because the Elves did not like his previous meal of baked Basilisk.

In the room are magically enhanced food (treated as potions). There are three loaves of bread that heal 2D12 HTK of Damage, and four doses of a strange carbonated brew that tastes sweet and will Neutralize Poison.

Ogre Mage 30% real

AC: 4, HTK: 27 (5D8+2), M: 9"/15"

Alignment: Lawful Evil, Intelligence: Average

Att: 1, Dm: 1-12, Special: Because this Ogre Mage is a memory of the Titan's he is only 50% real and cannot use all his powers.

Spells: Fly, Cause Darkness, Become Invisible, Regenerate (1 HTK per melee round), 3D8 Cone of Cold.

19 CHAINED CENTAUR

This room is loaded with wooden debris; old planks, timbers, logs, etc. If they examine the pieces, the characters can deduce that the room was once a stable. Piled up against the east wall is a thrown together hut. If the party investigates, they will find a Centaur huddled on the ground. He will not attack unless threatened.

The Centaur's name is Canaris and at one time he was up to 80% reality. But his savage nature angered the High Elves who locked him into this room (he cannot fit through the revolving door). Without contact with others he has dropped to 20% reality.

The Centaur will plead with the characters to attack him so he can regain his "lost soul." If the players oblige him, he will begin to regain his lost reality, gaining 10% reality per round in combat and increasing a new hit die until he reaches 80% reality (in 6 melee rounds).

The Centaur will become ecstatic as he fights, laughing each time he takes a blow or delivers a hit. Once he reaches 80% reality he will stop fighting and sue for peace with the party.

If the party tries to flee, he will grab the nearest one, attacking with his hooves. If there are only a few opponents left in the room, and it looks like they are not lasting well, he will pull his blows, doing only half damage.

He will offer the party his four silver horseshoes if they can help him escape (one is magic and acts as a +1 Luck Stone, 10 gp each). He will also explain that there is a secret door behind his hut that the Fantasies often use (he cannot open it).

Centaur

Centaur, Skill 8 Fighter

AC: 5, HTK: 12 (7D8), M: 18"

Align: Chaotic Good, Intell: Average

Att: 2, Dm: 1-6, 1-6, Special: While starting out with only 12 HTK, he gains 1D8 HTK per round of fighting for 6 melee rounds (until he reaches 80% reality).

20 BEDROOM

The sleeping quarters of the High Elves are appointed with furs and rare woods. Tapestries showing the creation of the world adorned the north wall. In the center of the room are four couches surrounding a brazier.

The gold braizer is studded with precious stones. It is worth, conservatively, 5,000 gp. Unfortunately, the treasure is really a trap. Once lifted off the floor, the brazier will turn into a 10D8 Giant Snake who will wrap itself around a player character and attempt to crush him to death.

Giant Snake

AC: 5, HTK: 78, (10D8), M: 6"

Alignment: Neutral, Intelligence: Animal

Att: 2, Dm: 3-18, 3-24, Special: Once the Snake has struck with his constriction attack (3-24), he does not have to strike again to do damage. If killed, the snake will not turn back to the bejewelled braizer.

21 LILLIPUTIAN'S REVENGE

All along the floor of this room is a 8 inch thick layer of very finely powdered dust covered with what appears to be moss, small colored blocks, and low shrubbery. There are wisps of white mist hovering about 8 feet above the ground.

When a player character steps into the room, he will sink several inches into the powder. If someone examining the room makes a roll under his intelligence on a D20, he will notice that the area is a miniature village with people barely 1/4 inch tall.

While walking through the room, the little villagers (Lilliputians) will feel an earthquake and will load catapults and siege engines to shoot the "giants." The hail of rocks and needles will do 1D4 damage to anyone in the room during the second round (save versus wands).

The entire city will fight as a Skill 1 fighter the first round of combat; as a Skill 2 fighter the second round and as a Skill 3 Fighter on every round thereafter.

By the third round, the villagers will do 1D6 to any player characters in the room. On the fourth round on they will do 1D8. The village can fire volleys for 10 melee rounds before exhausting its ammunition. They are 60% real.

If the player characters do not walk on the ground, the Lilliputians will not attack them as they are used to Fantasies flying over them regularly.

22 GIANT SPIDERS

There is no floor for this room, just a drop of 60 feet. Spun through the room, floor to ceiling, wall to wall, are stout fibers and webs. If anyone steps or climbs onto the webbing, 5 Giant Spiders will drop onto them from above.

While attacking, a "to hit" roll of 1 means the character must save against his dexterity or he falls to the bottom (doing 3D6).

(5) Giant Spiders

AC: 4, HTK: 12, 12, 12, 12 (1D8+4), M: 3"/12"

Alignment: Chaotic Evil, Intelligence: Low

Att: 1, Dm: 2-8, Special: these Giant Spiders are only 10% real and therefore have no poison in their bite and only 1D8+4 HTK rather than the usual 4D8+4.

23 VACUUM PACKED ROOM

When a character opens the door to this room, everything within 20 feet of the door must save versus wands or be sucked into the room and bounced against the far wall (suffering 3D6 HTK of damage).

Otherwise the room is empty.

24 ETERNAL STRUGGLE ROOM

This room is magically darkened, except for a dazzling, sparkling two foot diameter globe of light suspended six feet off the ground in the center.

This magical globe is constantly emitting bright sparkles which revolve along with it in a counter-clockwise direction. Figures can faintly be seen standing in the north and south corners of the room.

When the party enters, the globe casts an Illusion that the party is floating weightless in the void. Attempts to save are at a -1. A Truesight will reveal not only that the sensation of floating is an illusion, but that there is one of the Titan's left boot hanging in the center of the bright globe of light.

The two figures are two Druge Priests each observing the rotations. The first is highly Lawful/Evil; the second is extremely Chaotic/Evil. Both are trying to move the globe towards their end of the room.

When they notice the player characters, the Lawful Durge will plead with them. "He is destroying the world," says the Durge pointing to his opponent at the other end of the room, "stop him before it's too late."

The second Durge cries, "Leave, save yourself before he has taken complete control!"

If the player characters attack, or try to remove the Titan's boot, the Lawful Durge will create a glowing globe of magical energy and hurl it at the characters. The globe will explode when it strikes a hard surface doing 1D10 in a 10' x 10' x 10' area. Characters can save versus magic for half damage.

The Chaotic Durge can split himself into three separate beings each attacking with mace made from a wood handle and a crystal head.

Durge Priests

AC: 5, *HTK:* 18 (Lawful), 15 x 3 (Chaotic) (4D8), *M:* 9"

Intell: High, *Strength:* 16+

Att: 1, *Dm:* 1-6, *Special:* Vomit stinking fluid,

Lawful Durge: Glowing Globe of magical power for 1D10.

Chaotic Durge: split into three selves each with full HTK.

25 SELF PORTRAIT

When this door is opened, a chilly gust of wind blows a flurry of snow into the corridor. The room is blanketed in knee-deep drifts of snow.

Sitting on a larger drift in the northwest corner is a man made completely of blue ice. He has a long beard, long hair and is somewhat bald. The ice man is idly tracing geometric figures in the snow.

The man will freely identify himself as the Ice Titan, but he refuses to leave the room. He will attempt to discuss the logical differences between various geometric shapes. If befriended and given the book on geometric forms from room 9, he will tell the adventurers two rumors during the course of his animated discussion.

First, he will say he is perplexed by the problem of Good and Evil. He keeps tapping his chin and saying that he must go into a really deep sleep to study the problem.

In the second clue the Ice Titan reveals that he is much larger than the largest trees, or any living things. "There is a quote," the Ice Titan says, "Only the Gods are higher than the Titans."

If forcibly removed from the room, the Ice Titan will melt in 3 melee rounds.

GM NOTES: The man is the Titan's memory of himself from earlier years.

Ice Titan

AC: 6, *HTK:* 45, (6D8), *M:* 12"

Alignment: Neutral, *Intelligence:* Exceptional

Att: 1, *Dm:* 2-12, *Special:* Being only 30% real, this memory is without any other powers except the manipulation of the ice forms in his own room.

26 GUARDROOM

Five Guard Goblins are holding his area for the Durges. One is under a curse from the Durges and is in the process of rotting away. Within three days he will be too far gone to survive. He is incapable of fighting and will beg to be spared.

If the Curse is removed (Remove Curse or Cure Disease), he will tell this rumor: the statue of the Fantsie can animate and destroy all the Durges on this level (see room 29).

(5) Guard Goblins

AC: 6, *HTK:* 2, 4, 5, 4, 6 (1D8-1), *M:* 6"

Att: 1, *Dm:* 1-6. *Special:* All carry spears.

27 MERMAN ISLES

Murky marsh water fills the room to a 10 foot depth (and shallow pools extend into the corridor as well). Huge cypress trees draped in spanish moss rest on floating islands. Along the west wall, a water filled corridor winds to the north. The entire room is a physical memory about 40% real.

Any roll on a D20 below 18 means a successful leap between islands. If the roll is missed the character must spend 1D4 rounds struggling back out of the water. The splashings will attract three Lamprey Eels hidden in the murky depths.

Sitting on a large central island are three Mermen excitedly discussing some aquatic topic. Hanging on the tree is a diamond necklace (450 gp). One of the Mermen wears the Titan's mithril right greave.

The Mermen will fight to keep the armor. If attacked, two more Mermen will appear from the water and join in. If any characters have fallen in the water, the Merman will attempt to drag them under and drown them. While in the water, any successful strike by the Merman will be to hold a player character underwater.

Characters who are held down for more than 4 rounds will be unconscious for 1D12 Turns, and those held under for 8 rounds will die.

(3) Lamprey Eels

AC: 7, *HTK:* 6, 7, 8, (1D8+2), *M:* 12"

Alignment: Neutral, *Intelligence:* Non

Att: 1, *Dm:* 1-2, *Special:* Drain 2 HTK of blood per round.

(5) Merman

AC: 7, *HTK:* 9, 9, 9, 9, 9, (1D8+1), *M:* 1"/18"

Alignment: Neutral, *Intelligence:* High

Att: 1, Dm: 1-10, Special: Drowning (see above), all use tridents for 1-10 damage.

28 ANT WARS

This room is filled with a sand dune that extends 20 feet below ground level. Competing for space in the room are three Giant Ant hills spaced equally apart and each containing a different color ant. The lairs of these ants extend into the ice crystal walls of the Ice Titan, but they are only 5' wide and 3' high.

The red and black colonies are engaged in a heated battle between their workers. The warrior ants merely stand around the mouth of the anthills and rebuff any attacks.

The yellow ants are hauling the carcasses away into their lair, where their Queen will gold plate them and bring them back to life as yellow ants. Her ability to resurrect dead ants can be extended to dead player characters as well (as a Raise Dead spell), though they will have to break out of a golden cocoon. If a player character is killed in the ensuing battle, he will also be carried away by the yellow ants.

There is no treasure in any of the lairs, but the gold Queen can gold plate any object at the rate of 1 square foot per half hour (10 gold pieces per half hour). The Queen must eat 5 pounds of food per day to survive. She weighs seven pounds. If she is taken, all Yellow Ants will break off their chores and attack the player character carrying the Queen Ant.

Black Ants: 30 workers, 5 warriors, 1 Queen.

Red Ants: 40 workers, 4 warriors, 1 Queen.

Yellow Ants: 20 workers, 8 warriors, 1 Queen.

This room is 45% real.

Giant Worker Ants

AC: 3, HTK: 8 (average) 2D8, M: 18"

Alignment: Neutral, Intelligence: Animal

Att: 1, Dm: 1-6, Special: None

Giant Warrior Ants

AC: 3, HTK: 12 (average) 3D8, M: 18"

Alignment: Neutral, Intelligence: Animal

Att: 2, Dm: 2-8, 3-12, Special: Poison Stinger (save and take only 1-4 HTK)

Giant Queen Ants

AC: 7, HTK: 40 (average) 10D8 M: 3"

Alignment: Neutral, Intelligence: Animal

Att: 0, Dm: 0, Special: None

29 SILVER FANTISIE

Posed at the junction of 4 corridors is a seven foot silver statue of a Fantsie. It has no wings.

A close examination will reveal that the wings have been broken off (they are on Level Four). If the wings are returned to it and put in place, the statue will animate. The statue is impervious to all forms of attack by Durges while animated.

The Fantsie will sweep through this level, clearing out the Durges and dropping them down the stairways—but not killing them. When the level is cleared (1D20 Turns), the statue will return to its post. The act of returning the wings is worth 1,500 experience. The statue is worth 1,000 gp in silver.

Silver Fantsie Statue

AC: 0, HTK: 50, M: 12"/48"

Alignment: Lawful/Good, Intelligence: High

Att: 1, Dm: 1-10, Special: Fly, 75% Magic resistance, impervious to attacks by Durges.

30 GOBLINS

It is possible to look through the clear ice walls and see three Goblins jeering and making various lewd gestures. The wall is too strong to be broken and will simply absorb any spells cast at it.

31 GUARD BARRACKS

This room is empty except for seven Guard Goblins playing Diamond Back (an obscure card game) around a table near the northern wall. They have a total of 15 gp. The Diamond Back deck is worth three silver.

(7) *Guard Goblins*

AC: 7, HTK: 2, 2, 3, 4, 5, 5, 5 (1D8-1), M: 6"

Alignment: Neutral Evil, Intelligence: Low

Att: 1, Dm: 1-6, Special: All wear leather armor (no shields) and fight with spears.

32 SPECIMEN CHAMBER

The corridor between rooms 33 and 34 is festooned with hundreds of razor-sharp, needle-pointed spikes that protrude from both walls and ceiling. The floor is covered with a slippery film of oil.

Each round a player character is in the chamber, he must save versus his dexterity or he will stumble and one of the spikes will pierce his armor, causing a small scratch. When a spike draws that small tissue and blood sample, it retracts into the wall.

33 VIKERRA'S CLASS

Every stool, table, and bench in this chamber is filled with scrolls pertaining to necromantic knowledge (worth 5,000 gp and 3,000 experience points to a Magic User). There are three partly dissected Durges on a table against the wall. Around them, a seven foot Kobold wearing necromantic robes is teaching two Renegade Goblins the necromantic arts. The Kobold is the necromancer Vikerra and he will attack immediately (+1 to initiative dice).

Any player who was knicked while walking down the corridor can be affected by Vikerra's voodoo magic, otherwise treat the necromancer's spells as a Phantasmal Force spell.

In the ensuing fight, if he takes half damage, Vikerra will try to flee into the Goblin passage hidden behind a cabinet. (the cabinet has a sliding back panel.) The Goblins will cover his retreat and the three partially dissected Durges will come to life as Zombies when Vikerra flees.

Vikerra has a magic item (described below). He will use this item first, instead of casting spells, because he did not memorize any spells today. His spell books, however are with him and if he escapes, he will learn spells and hunt the adventurers.

(3) *Zombies*

AC: 8, HTK: 8, 9, 12 (2D8), M: 6"

Alignment: Neutral, Intelligence: Non

Att: 1, Dm: 1-8, Special: Unaffected by Sleep, Hold, Charm, or Cold-based spells

Vikerra, 90% real

Kobold, Skill 7 Magic User

AC: 8, HTK: 22 (7D4) (1D8+4),

Stats: ST: 10, IT: 17, IN: 12, SM: 10, D: 09, A: 14

Alignment: Lawful Evil, Att: 1, Dm: 1-4,

Spells: 4/3/2/1

Preferred Spells: Shocking Grasp, Dancing Lights, Detect Good, ESP, Pyrotechnics, Darkness 15' radius, Fireball, Clairaudience, Haste, Phantasmal Force, Dispel Magic, Confusion, Fear, Wall of Ice.

Magic Items: The Kobold Vikerra's only magic item is a necromantic totem; a small Kobold shaped voodoo doll that casts the following spells up to 360' away. Each spell can be cast only once per day and with the following charge costs: Curse (1), Cause Blindness (3), Cause Critical Wounds (5), Sanctuary (1). The doll has 30 charges and must have sample from the body of the victim within it before it will cast the spell (otherwise treat as a Phantasmal Force—and still mark off a charge). Charges can be replaced to the limit of 30.

34 BARBED DEVIL

The walls, floor and ceiling of this room are streaked with vibrant reds, oranges and muted yellows concentrated around a twenty foot diameter square pillar of ice. Imbedded in the south face of the pillar is a jewelled necklace worth 1,500 gp.

Seemingly trapped within the pillar is a Barbed Devil. The Devil can only be seen in the North face of the pillar. The interior of this pillar functions as a teleport device exactly as room #7 except that this room's teleport mechanism opens to rooms 25, 11, and 5.

Prostrate on the ground are five Durges and one Durge Priest. They will fight the adventurers if a party member touches the necklace.

Barbed Devil

AC: 0, HTK: 42, (8D8) M: 12"

Alignment: Lawful Evil, Intelligence: Very

Att: 3, Dm: 2-8, 2-8, 3-12, Special: once per melee round— Produce Flame, Pyrotechnics, Hold Person, May not summon other Barbed Devils.

(5) Durges

AC: 5, HTK: 15, 16, 11 (3D8), M: 9"

Att: 1, Dm: 1-8. Special: Vomit.

Durge Priest

AC: 5, HTK: 17 (4D8), M: 9"

Att: 1, Dm: 1-8. Special: Vomit, Spell.

Spell: Spiritual Hammer (as a Skill 10 Cleric) three times a day.

35 GIANT SLUG

When the characters open the door, they will see a landscape as if they opened a door to another world. A sky above them will be gloomy and filled with rain clouds. Lightning can be seen flashing among the thunderheads.

A four inch layer of mud covers the floor, cutting movement in half. Across the room, against the west wall, is a sturdy wooden shelter containing a metal table.

Tied to the table is a Fantsie who is being cruelly tortured by three Durges. The Durges are not even bothering to ask questions, they are simply enjoying the Fantsie's agonized screams.

Spread along the foot of the table are various implements of torture. Hanging from a hook is a Giant Slug who is likewise being tortured with liberal doses of salt.

The Slug (whose name is unpronounceable in common) is very intelligent and, if freed, will tell the party that one of the armor pieces is held by Mermen in a room with floating isles (room 27).

The Slug's magical brain is exposed and is clearly made of gold, his solid gold brain is worth 1,000 gp. If taken from the Slug (which kills him) it allows the owner to Speak to Animals twice per day.

(3) Durges

AC: 5, HTK: 21, 17, 14 (3D8), M: 9"

Att: 1, Dm: 1-8, Special: Vomit. All carry swords and shields.

Fantsie

AC: 9, HTK: 6 1D8, M: 12"/24"

Att: 0, Dm: 0, Special: None

Giant Slug

AC: 9, HTK: 8, (1D8+1), M: 3"

Alignment: Lawful/Good, Intelligence: Very

Att: 1, Dm: 1-4, Special: Drain blood for 1D12, can cast a Cure Light Wounds and Speak to Animals twice per day.

36 CHAINED STATUE

In the center of this room is a statue covered in cobwebs. The 12 foot marble statue is of a man in a smock surrounded with marble paintbrushes, palette, and canvas. He is bound head to foot in chains of blackish ice. Next to him is a real book entitled, *The One True Path to Understanding Aesthetics*. If he is freed, he will slowly animate, and begin to paint. The runes, "Do as you will" will appear on the base of the statue.

The book is non-magical and not worth adventuring experience points, but is a fascinating and well written study of art.

37 RENEGADE GOBLIN HEADQUARTERS

There are two arrow slits in the door through which two Renegade Goblins will fire bows at anyone approaching. Inside the room, maps of the Chatar Mountain range hang on the walls. There are tables covered in plans written in Goblin for a potential takeover of Ferraburg. One report, written in Goblin, says that the wizard Morlean would be willing to destroy help in the destruction of the town (true—Morlean thinks the Goblins would be better allies than the humans).

Five Renegade Goblins stand around the table discussing plans. One of them, obviously a leader, is dressed in chain and carries a shining sword.

GM NOTE: See Number 38.

(7) Renegade Goblins

AC: 6, HTK: 12, 15, 13, 11, 10, 092D8-1, M: 6"

Att: 1, Dm: 1-8. Special: These Goblins are the leaders of the revolt, they all fight as Skill 7 Fighters. All have +1 swords.

Raggog.

Goblin, Skill 6 Fighter

AC: 2, HTK: 29, (6D8), M: 9"

Stats: ST: 17, IT: 16, IN: 14, SM: 15, D: 12, A: 16/19,

Alignment: Lawful/Evil,

Att: 2, Dm: 1-10, Special: This Goblin is the leader of the revolt. His name is Raggog and was trained as a

(2) **Renegade Goblins**

AC: 8, HTK: 2, 4 (1D8-1), M: 6"

Att: 1, Dm: 1-6. *Special:* These Goblins wear no armor and fight only with crystal-headed maces

trained gladiators in the royal courts. Although he is a Skill 6 fighter, he fights as a Skill 13 Fighter.

Weapons & Armor: +1 chainmail, shield, +2 longsword that increases his appeal by *three* when worn or used.

38 DURGE HUNTING PARTY

In the hallway, 3 Durges, 10 Guard Goblins, and 1 Durge Priest are hot on the trail of the Goblin Headquarters. They will attack in 1D10 rounds after the characters enter room 37.

If things look bad for the Guard Goblins, the Durges will flee.

(10) **Guard Goblins**

AC: 6, HTK: 5 (average) 1D8-1, M: 6"

Att: 1, Dm: 1-6. *Special:* All carry spears.

(3) **Durges**

AC: 5, HTK: 12, 10, 5 (3D8), M: 9"

Att: 1, Dm: 1-8, *Special:* Vomit. All carry swords.

Durge Priest

AC: 5, HTK: 20 (4D8), M: 9"

Att: 1, Dm: 1-8, *Special:* Vomit, Spell

Spell: This Durge has the ability to cast a Find the Path spell.

Magic Item: Staff of Striking (3-18) with 25 charges.

39 FANTASIES AT WORK

Outside this room are two Fantasies absorbing black footprints with their feathers. In the room is a flight of stairs going down, and two Goblins hiding in the alcoves.

(2) **Fantasies**

AC: 9, HTK: 2, 4 (1D8), M: 12"/24"

Att: 1, Dm: 1-4.

(2) **Guard Goblins**

AC: 6, HTK: 4, 3, (1D8-1), M: 6"

Att: 1, Dm: 1-8. *Special:* They are not affected by illusions. They carry bows (10 arrows each) and shortswords

40 SOULGEM

The walls of this room are painted bright colors that twist and swirl, depicting scenes from Dwarven life. At the center of the room is a Dwarf wearing plate mail. He is standing on his backpack holding a five inch diameter glowing diamond.

The Dwarf will pay no attention to anyone who touches him or attempts to speak to him. If he is jostled, there is a 20% chance he will fall over, leaving the gem suspended five feet in the air. If the Dwarf falls, the patterns on the walls will fade to clear crystal in 2D10 rounds and the Dwarf will become conscious after that time.

The Dwarf, once he has been removed from contact with the gem, will complain of feeling 'empty.' He cannot remember his name or anything else, all his memories will be wiped clean. He is slowly dying. He will ask to be allowed to hold the gem again. If not reattached to the gem he will die in 10 rounds.

Anyone touching the gem must save vs. spells at a -3 or become stuck to the gem. His soul will be sucked into the gem, whereupon his life will be abstractly depicted upon the walls.

If contact with the gem is broken, his memories will fade away into nothingness and he will die.

Only a Remove Curse or Limited Wish will retrieve an adventurer's soul. The player character can be awakened without magical aid, but he must remain in contact with the gem or die in 5 hours. The gem can be moved from the room (though it will lose its ability to float in the air). If destroyed while containing a character's soul, that person will suffer an agonizing and irretrievable death.

41 RENEGADE GOBLIN DEN

This room, and all other Goblin dens in this part of Titan's Crown, can only be entered through tunnels 3' wide by 4' high. The rooms themselves are only 5' high. Man-sized or larger player characters in these tunnels will suffer -5 to hit, increase armor class by 2, and subtract 2 from their initiative rolls. Furthermore, man-sized or greater adventurers can only move at half speed. Goblins and smaller than man-sized creatures do not suffer from these restrictions.

(9) **Renegade Goblins**

AC: 6, HTK: 5 (average) 1D8-1, M: 6"

Att: 1, Dm: 1-6. *Special:* Fight as Skill 2 monsters, all carry shortswords.

42 RENEGADE GOBLIN DEN

There are five Renegade Goblins sitting in a circle with Incense of Meditation burning. They are all under Sanctuary spells. If one is actually attacked, the Incense will explode in flame and strike the attacker like a Flame Strike (6-48 HTK—save for half damage).

The incense will then be totally burned out and the Goblins will spring to their feet, irritated and ready for a fight. If the player characters manage to put out the Incense, the Goblins will not awaken from their meditations for 1D12 turns. They each have 3D6 gold.

(5) **Renegade Goblins**

AC: 6, HTK: 4, 6, 7, 8, 9, 3 (average) 1D8-1, M: 6"

Att: 1, Dm: 1-6. *Special:* Fight as Skill 2 monsters, all carry maces or hand axes.

43 RENEGADE GOBLIN DEN

This room has a 25' foot plank on the ground and a Renegade Goblin with a bow. He has Gauntlets of Ogre Power to help him manhandle the plank across the crevasse.

Renegade Goblin

AC: 6, HTK: 7 (1D8-1), M: 6"

Att: 1, Dm: 1-10. *Special:* Fights as a Skill 2 monster, carries bow (10 arrows) and a heavy crystal club (does 1-10, but cannot use it without Ogre Gauntlets)

44 SPIDER GOD

A ten-foot stone statue of a spider god hangs from a thin rope in the center of the room. The Spider's mouth is open and hidden within is a Rod of Resurrection with one charge left. If a hand is thrust into the mouth, or if the Rod is disturbed in any way, the statue will come to life.

45 WHITE APES

This cavernous area is illuminated by a sun high above the crystal roof. (Illusion, those disbelieving are left in the dark.) Five foot tall grass covers the ground, waving in the warm, dry breeze. Interspersed throughout are berry bushes, edible roots, and grasses.

Those listening carefully will hear the sound of stone grinding on stone emanating from the center of the room. The noise is caused by White Apes grinding primitive stone axes. Three females are foraging nearby for roots and berries. Upon noticing the adventurers, the Apes will give shrill screams and charge to the attack, wielding their axes (treat as hand axes). There is no treasure.

(8) *White Apes*

AC: 5, *HTK:* 12, 13, 15, 17, 18, 15, 12, 11, (3D8), *M:* 18"

Alignment: Neutral, *Intelligence:* Low

Att: 3, *Dm:* 1-4, 1-4, 1-10, *Special:* +1 to initiative die rolls.

46 RENEGADE GOBLINS

Three Renegade Goblins are here fixing a huge pile of torn leather armor. They have whistles to call the aid of any White Apes in Room 45.

(3) *Renegade Goblins*

AC: 6, *HTK:* 4, 3, 2, (1D8-1), *M:* 6"

Att: 1, *Dm:* 1-8. *Special:* All carry short swords.

47 SELF PORTRAIT II

Like room 25 this room is filled with snow drifts. Also identical to room 25 is a man made completely of blue ice.

This representation of the Ice Titan is idly sketching abstract, artistic forms in the snow. If the adventurers befriend him, he will attempt to discuss the aesthetics of the forms in the snow. If the player characters give him the art book from room 36, he will begin to read it, then fling it away in disgust, saying "Bah! Can one true path be the secret to art?"

If the player characters tell him the saying on the Runes on the statue base (room 36—"Do as you will") he will cheer up considerably, nodding in understanding. He will be extremely grateful, and engage in an animated discussion, in which he will reveal that there is a throne room on the level below (3) that spans the division in the middle of the dungeon.

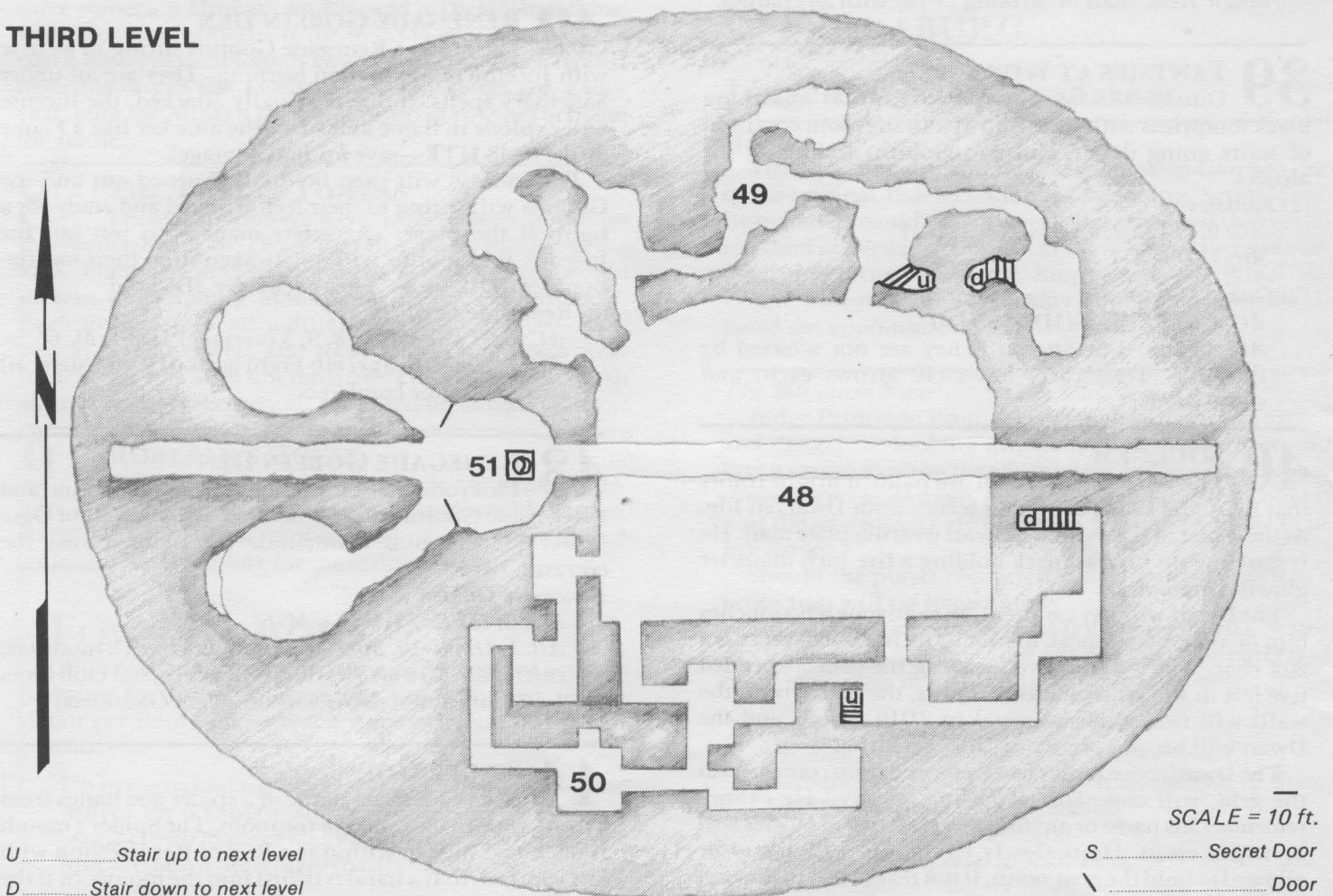
Spider Statue, 40% real

AC: 1, *HTK:* 48 (8D8), *M:* 12"

Alignment: Lawful Evil, *Intelligence:* Average

Att: 1, *Dm:* 1-12, *Special:* Shoots a web like material that quickly hardens to stone. Treat as a Web Spell the first round. After that, the web hardens and shrinks, squeezing anyone inside it. Characters still ensnared by the webs in round two must save versus their dexterity or the hardening web will cause 1D6 HTK per round for 10 rounds.

THIRD LEVEL



LEVEL THREE

Before the player characters enter this level (while they are on the stairs) they can hear the clash of arms and the cry of hurt creatures. A trumpet and a charge call in some unknown language will be heard.

The entire Third Level is used to play out the conflict between good and evil occurring in the Titan's mind. The physical representations of Good meet the physical representations of Evil in an ongoing battle in room 50.48

Good memories come down from the Second Level and Evil memories up from Level Four constantly stalk each other in labyrinths on either side of the central battle room seeking to kill one creature from the opposite alignment. Once a kill has been made, the creature has won the right to enter the central battle arena.

There are two set encounters on this level. Both involve pieces of the Titan's Armor (see text).

Encountering Good or Evil creatures on this level is very tricky. Everyone is primed to shoot first and ask questions later. Even the most Lawful of creatures will be nervous and ready for a fight. Any threatening moves will be met with violence.

All memories are at 75% to 79% reality.

WANDERING MONSTERS

Automatically roll a D20 every Turn

1 ELVES

No. Appearing: 1D10

AC: 2, *HTK:* 5, (average) 1D10, *M:* 12"

Alignment: Lawful/Good, *Intelligence:* High

Description: This is a band of Elves. There is a 25% chance of a Skill 4 Magic User also included. Otherwise the Elves will all be in plate mail with long swords.

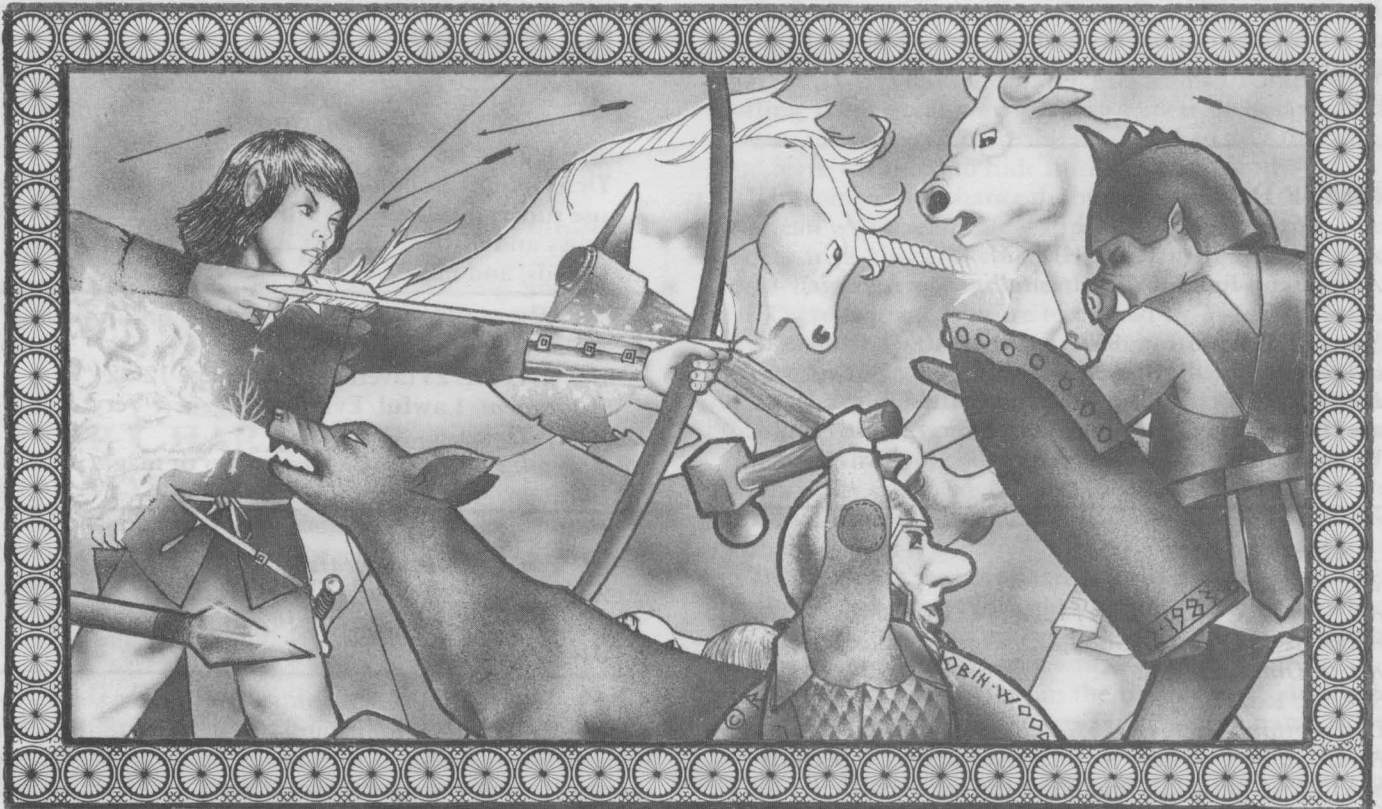
2-3 DWARVES

No. Appearing: 1D10

AC: 2, *HTK:* 5, (average) 1D10, *M:* 12"

Alignment: Lawful/Good, *Intelligence:* High

Description: Like the Elves, these Dwarves are wearing platemail, though they carry maces and hand axes. There is a 25% of encountering a Skill 4 Dwarven Cleric.



4 LAMMASU

No. Appearing: 1

AC: 6, *HTK:* 35 (average) 7D8+7, *M:* 12"/24"

Alignment: Lawful/Good, *Intelligence:* Genius

Att: 2, *Dm:* 1-6, 1-6

Special: Magic Resistance: 30%, +2 to Saving Throw, Invisible, Dimension Door, Protection From Evil, double strength Cure Wounds,

Description: There is a 10% the Lammasu can speak a Holy Word and a 25% that the Lammasu has been wounded (1D20 HTK)

5-6 WEREBEARS

No. Appearing: 1-4

AC: 2, *HTK:* 31 (average) 7D8+3, *M:* 9"

Alignment: Chaotic/Good, *Intelligence:* Exceptional

Att: 3, *Dm:* 1-3, 1-3, 2-8

Special: Hug for 2-16, Only magic or silver weapons can hit.

Description: These Werebears' chaotic nature make them even harder to reason with while on this level. Subtract 2 to all reaction rolls.

7 BROWNIES

No. Appearing: 1-6

AC: 3, *HTK:* 2 (average) ½D8, *M:* 12"

Alignment: Lawful/Good, *Intelligence:* High

Att: 1, *Dm:* 1-3,

Special: Dancing Lights, Protection from Evil, Ventriiloquism, Mirror Image, Continual Light, Confusion, Dimension Door, Save as a 9th level Cleric, Never surprised,

Description: These Brownies will attempt to confuse and bewilder opponents and then attack them from behind. Lawful/Good groups can easily enlist their aid.

8 BLINK DOGS

No. Appearing: 1-8

AC: 5, *HTK:* 16 (average) 4D8, *M:* 12"

Alignment: Lawful/Good, *Intelligence:* Average

Att: 1, *Dm:* 1-6,

Special: Teleporting, 25% chance of attack from rear (+4 to Hit)

Description: There is a 25% chance these Blink Dogs are badly hurt and need assistance (Cure Light Wounds etc)

9 ANDROSPHINX

No. Appearing: 1

AC: -2, *HTK:* 48 (average) 12D8, *M:* 18"/30"

Alignment: Chaotic/Good, *Intelligence:* Exceptional

Att: 2, *Dm:* 2-12, 2-12

Special: Roar

Description: There is a 75% chance that this particular AndroSphinx is new to this level and is especially anxious to get a kill and enter the main battle (-1 to reaction rolls)

10 SHEDU

No. Appearing: 1

AC: 4, *HTK:* 34 (average) 9D8+9, *M:* 12"/24"

Alignment: Lawful/Good, *Intelligence:* Exceptional

Att: 2, *Dm:* 1-6, 1-6

Special: Magic Resistance: 25%, Become Ethereal at will, Psionic (3 major and 5 minor disciplines).

11 HOBGOBLINS

No. Appearing: 4D20

AC: 5, *HTK:* 5 (average) 1D8+1, *M:* 9"

Alignment: Lawful/Evil, *Intelligence:* Average

Att: 1, *Dm:* 1-8,

Description: These Hobgoblins will use their sheer numbers to attempt to overwhelm any group of opponents. They all carry swords and 2 javelins.

12-13 ORCS

No. Appearing: 1D10

AC: 6, *HTK:* 4 (average) 1D8, *M:* 9"

Alignment: Lawful/Evil, *Intelligence:* Low

Att: 1, *Dm:* 1-6,

Description: 75% of the Orcs will be armed with bows and arrows. They will attempt to avoid contact with enemy groups and pepper them with arrows.

14 MEDUSA

No. Appearing: 1

AC: 5, *HTK:* 24 (average) 6D8, *M:* 9"

Alignment: Lawful/Evil, *Intelligence:* Very

Att: 1, *Dm:* 1-4,

Special: Gaze turns victim to stone, poison from snakes *Description:* All Medusi encountered will hide their face and snakes under a sack. They will pretend to run or cower from the party until able to turn their gaze on them.

15-16 KOBOLDS

No. Appearing: 4D10

AC: 7, *HTK:* 2 (average) ½D8, *M:* 6"

Alignment: Lawful/Evil, *Intelligence:* Low

Att: 1, *Dm:* 1-6,

Description: Kobolds, like the Hobgoblins, hope to use superior numbers to kill their prey. 25% will have bows and arrows, the rest have war hammers, short-swords, and maces.

17 WRAITH

No. Appearing: 1-2

AC: 4, *HTK:* 23 (average) 5D8+3, *M:* 12"/24"

Alignment: Lawful/Evil, *Intelligence:* Very

Att: 1, *Dm:* 1-6,

Special: Energy Drain. Need silver or magic weapons to hit.

18-19 OGRES

No. Appearing: 1-10

AC: 5, *HTK:* 17 (average) 4D8+1, *M:* 9"

Alignment: Chaotic/Evil, *Intelligence:* Low

Att: 1, *Dm:* 1-10

20 ROLL TWICE

Roll twice, if the groups are of opposite alignment they will be fighting. If they are of the same alignments, they will work together—*except for Chaotic Evil*—who fight everyone.

ROOMS

48 THE ARENA

This room is a huge battlefield filled with an undispellable fog. The smoke reduces visibility to 50'. The room is lit by a light from overhead, not strong enough to adversely affect undead or Orcs.

Many dead bodies will be encountered, while Fancies and Durges toil to drag away the fallen creatures. There is no treasure here.

Every warrior in the room will be uninterested in fighting the adventurers, as they are obviously not Memories. If the player characters attack any of them, they will fight back. This is a quick and foolish way for an adventurer to die. The total number of Memories fighting here is endless and nothing the adventurers do will effect the general quality of the place for longer than 1D12 Turns (including Full Wishes).

ENCOUNTER CHART FOR ROOM 50

Roll a D20 per melee round. Replaces Wandering Monster table.

1. A 10D6 Fireball at party.
2. A 8D6 Lightning Bolt at party.
3. A Hold Person (full spread)
- 4-12. Roll on above Wandering Monster Table encounter table
13. Unicorn races past group with a Nixie on its back
14. Hear a Trumpet call and the clash of arms, but when the party reaches the spot, only three dead humans lay on the ground
15. (1D6) **Gargoyles**
AC: 5, HTK: 20 (average) 4D8+4 M: 9"/15"
Alignment: Chaotic Evil, Intelligence: Low
Att: 4, Dm: 1-3, 1-3, 1-6, 1-4, Special: +1 or better to hit
16. Random Character is attacked by a Wyvern, if struck, player character is swept up and above the group. There is a 25% chance the Wyvern will crash into a wall and drop the character (3D6 damage from fall—the Wyvern will not sting him).
Wyvern
AC: 3, HTK: 35 (7D8+7), M: 6"/24"
Alignment: Neutral/Evil, Intelligence: Low
Att: 2, Dm: 2-16, 1-6, Special: Poison.
17. Player characters see a pair of red glowing eyes in the fog. All characters must save versus Paralyzation.
18. 1D10 Fancies clearing bodies away
Fancies
AC: 9, HTK: 1D8, M: 12"/24"
Att: 1, Dm: 1-4.
19. 1D10 Durges clearing bodies away
Durge
AC: 5, HTK: 21 (3D8), M: 9"
Att: 1, Dm: 1-8.
20. Party hears the clash and screech of arms, but sees nothing. Then, from above, drops the body of a dead Ogre. The Ogre is wearing a cursed Ring of Flight (fly over 50 feet and it fails).

49 RIGHT GAUNTLET

A group of mutilated Kobold bodies lies in a wheelbarrow while two Durges pick up bits and pieces. One more Durge is munching on a arm in the corner. If the Durges are attacked, they will flee. In the wheelbarrow, on the arm of a Kobold, is the Right Gauntlet.

(3) **Durges**

AC: 5, HTK: 12, 13, 07 (3D8), M: 9"

Att: 1, Dm: 1-8, Special: Vomit.

50 RIGHT VAMBRACE

The Right Vambrace subtracts one from a wearer's armor class. In this chamber it is worn by a Succubus, who has polymorphed herself into the shape of an oriental girl, chained to an iron ring in the wall. The Vambrace is clearly seen on her arm, since the chain loops around and through a hole in the armor. Whip marks can be seen on the girl's back.

When the Succubus sees the party, she will cry out to be released. She will warn the group that a huge monster lives in the next cave (to the north) and will attack if she is disturbed.

Just then a huge, ugly Hill Giant carrying a cat o' nine tails will rush out of the cave and demand to know who disturbs his lair. This Chaotic/Good Hill Giant is charged with keeping this Succubus chained in this chamber. He will fight anyone who attempts to release her.

The Succubus is held bound by magic chains and cannot become ethereal, or use any of her magic *except* her shape change ability. If released, the Demon will immediately attempt to kiss a character, then turn ethereal and disappear (leaving the Vambrace behind).

Hill Giant

AC: 4, HTK: 51 (8D8+2), M: 12"

Alignment: Chaotic/Good, Intelligence: Low

Att: 1, Dm: 2-16, Special: Uses a special magical leather scrouge which inflicts 1-6 HTK of damage and forces an opponent to save versus poison with a -4 to saving throw or writhe in agony for 1D12 melee rounds. A character so incapacitated cannot defend himself (+8 to armor class) and will suffer the lash again and again. For every melee round in pain, a character has a 05% chance of going crazy.

Succubus

AC: -1, HTK: 41 (6D8), M: 12"/18"

Alignment: Chaotic Evil, Intelligence: Exceptional

Att: 2, Dm: 1-3, 1-3, Special: Energy Drain, +1 or better weapons needed to hit, Cause Darkness, Charm Person, ESP, become ethereal, Shape Change.

51 THE CRYSTAL THRONE

Although the room can be seen from this level (if the characters are in Room 48 and against the west wall), it can only be entered by first going through Rooms 57, 58 on Level Four.

The entire room filled with growing ice crystals. Crystal curtains hang from the walls, reflecting the light and casting rainbow shadows around the room. A massive crystal ice throne hangs suspended in the center.

Upon the seat of the throne is the right boot. As said before, if anyone has put on all of the Titan's Armor, he will have an uncontrollable urge to sit on the throne (thereby destroying himself instantly and completely).

There will always be 2D4 Fancies here, keeping the room polished and crystal clear.

LEVEL FOUR

The walls, floors, and ceilings of this level are ice-blue, but streaked with sludge-black ice. All rooms have 30 foot ceilings. On this level encounters with Durges will be more frequent and more violent. They will be much more likely to attack.

The temperature on this level is 25 F. All characters in chain or platemail will suffer -2 to Hit while on this level.

Below is a table for wandering monsters. To check for wandering monsters, roll on a D6 die once per Turn. If a 1 is rolled, roll a D20 on the following chart.

WANDERING MONSTERS

Die Roll Monster/Event

1. (1D4) Durges spitting muck on the walls.
Durge
AC: 5, HTK: (3D8), M: 9"
Att: 1, Dm: 1-8.
2. (1D6) Durges beating on one another.
Durges
AC: 5, HTK: (3D8), M: 9"
Att: 1, Dm: 1-8.
3. A Fantsie, who has been converted to the Durges' cause, attacks the characters with balls of semi-frozen slush balls (no damage). The Fantsie will pepper the party for two melee rounds and then flee.
Fantsie
AC: 9, HTK: 1D8, M: 12"/24"
Att: 1, Dm: 1-4. Special: This Fantsie will attempt to bite anyone it sees, with a 25% chance of giving his opponent a disease.
- 4-8. (1D8) Durges on patrol
Durges
AC: 5, HTK: (3D8), M: 9"
Att: 1, Dm: 1-8, Special: vomit.
- 8-10. Durge Priest. He will have a random magic user spell with a 75% chance it is of offensive value (i.e. Magic Missile, Fire Ball, Flame Arrow, etc). The Spell cannot be higher than Fourth Level.
Durge Priest
AC: 5, HTK: (4D8), M: 9"
Att: 1, Dm: 1-8, Special: Vomit, Spell
- 11-13 1D10 Guard Goblin Patrol. These Goblins are willing to fight. If outnumbered or outclassed, the Goblins will blow whistles which will summon 1D10 more Goblins and 1 Durge Priest in 1D10 melee rounds.

Guard Goblins

AC: 6, HTK: 1D8-1, M: 6"

Att: 1, Dm: 1-8. Special: Immune to Level 1 and 2 illusion magics

- 14-15 1D4 Trolls. Trolls have just recently been recruited by the Durges. They will pursue the party relentlessly, but not to the upper levels.

Trolls

AC: 4, HTK: 30 (average) 6D8+6, M: 12"

Att: 3, Dm: 5-8, 5-8, 2-12.

16. 1D6 Renegade Goblins attacking a Durge

Renegade Goblins

AC: 6, HTK: 7 (average) 1D8-1 M: 6"

Att: 1, Dm: 1-8.

Durge

AC: 5, HTK: (3D8), M: 9"

Att: 1, Dm: 1-8.

17. Durge Priest and 20 Guard Goblins. This Priest is in hot pursuit of a band of Renegade Goblins who entered the Fourth Level to search for food.

(20) Guard Goblins

AC: 6, HTK: 7 (average) M: 6"

Att: 1, Dm: 1-6. Special: The Guards are an elite group, all have 7 HTK. Their morale is better as well, and they will not run from a fight.

Durge Priest

AC: 5, HTK: 16 (3D8), M: 9"

Att: 1, Dm: 1-8, Special: Besides normal abilities of Durges, this Priest can cast up to 18 Magic Missiles a day any way he chooses. Each missile does 1-4 HTK.

18. 1D10 Renegade Goblins carrying sacks of grain and dried meat. They are fleeing to the Second Level and will try to avoid fighting the party.

Renegade Goblins

AC: 6, HTK: 1D8-1, M: 6"

Att: 1, Dm: 1-8, Special: Beside normal short swords, they are carrying bows and arrows.

19. Mad archaeologist Cletus Frues

20. Light Flash travels along the walls of the dungeon.

THE ROOMS

52 THE BLUE DRAGON

Against the east wall of this room is a 40' x 40' lean-to made of rotting lumber. In the south side of the room is a 30' x 40' vegetable garden filled with growing lettuce, radishes, and carrots. The radishes will detect as magic, and will heal 1 point of damage each if eaten. There are 20 radishes in the garden.

Presently sitting in the hut is an ancient Blue Dragon eating from a golden bowl.

If the party does not attack, he will be very courteous, engaging them in a conversation concerning the health advantages of a vegetarian life. Though the Dragon is evil, he is starved for company and will treat his guest politely unless provoked.

If the adventurers express hunger, the Dragon will offer a salad containing one of the magical radishes. (More radishes can be obtained just by asking.)

The Dragon will serve the salads in golden serving bowls. He has 8, each worth 60 gp. The salad forks are silver (3 gp. 8 total). The Dragon will immediately notice any attempts to palm the utensils and will pointedly request their return or he would be forced to become a carnivore. (Electric charges will crackle between his copper teeth.)

Hidden beneath his bed is a wooden chest trapped with a Prismatic Spray. Within the chest is a platinum statue of a Fantsie, inlaid with diamonds, sapphires, amethysts (worth a total of 15,000 gp.) and a Ring of Invisibility (10 charges) and the mithril Helm of the Titan. (Gives the wearer Truesight—See the section on the Titan's Armor.)

The Dragon has grown attached to the Helm and will only give it up if an equal or better magic item is traded (GM's choice).

Ancient Blue Dragon/25% real

AC: 2, HTK: 40, (10D4), M: 9"/24"

Alignment: Lawful/Evil, Intelligence: High

Att: 3, Dm: 1-6, 1-6, 3-24,

Breath Weapon: Lightning for shock only

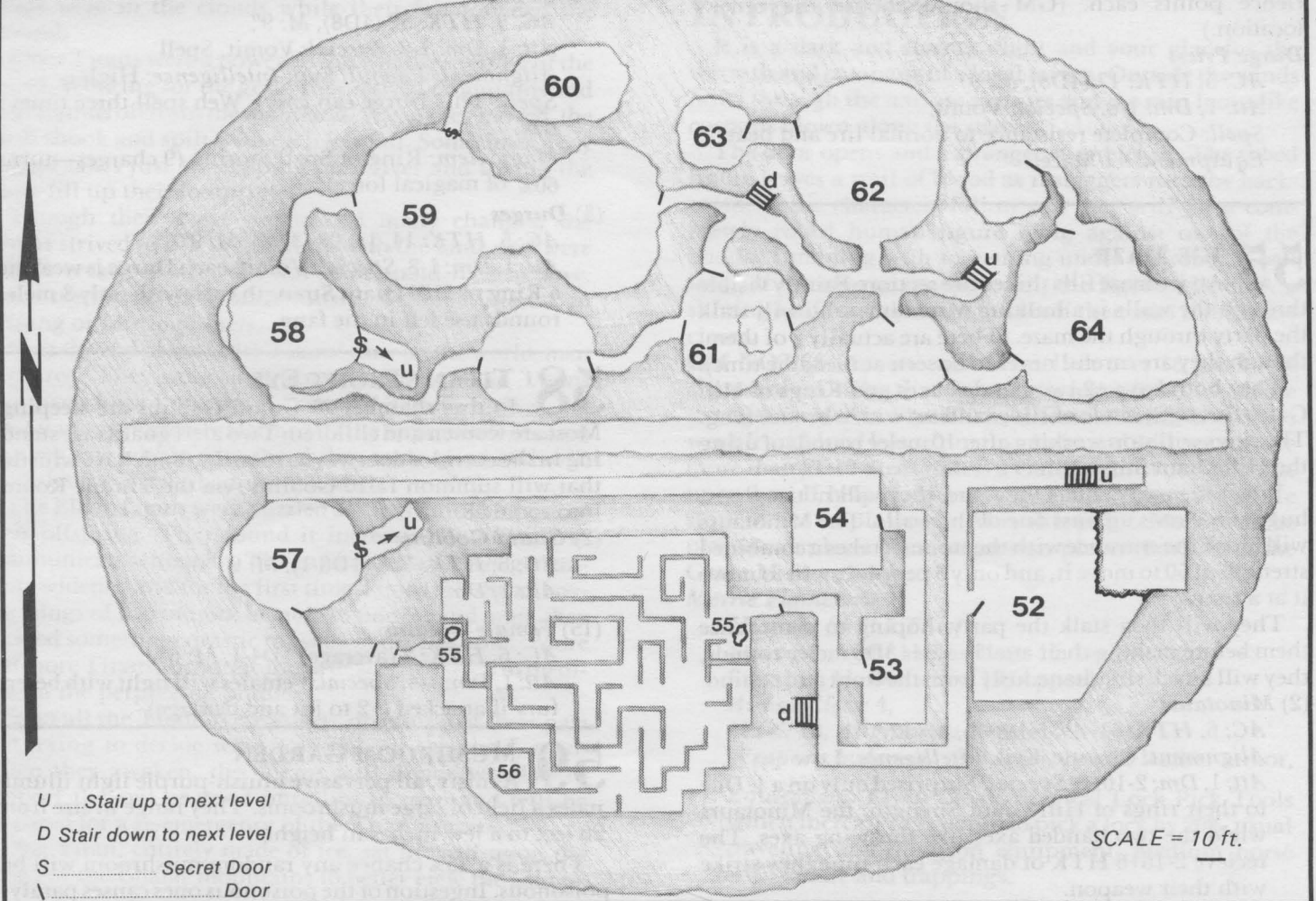
Spells: 3/3/2

Description: Because he is only 25% real, this Dragon is not up to full strength. His Breath Weapon only shocks a character (save versus Stamina or stunned for 1D4 rounds), however his bite and claws are quite powerful—as is his spell use.

53 FEAR SKELETONS

Various implements of torture are strewn about the room. Six iron cages hang on chains from the ceiling along the south wall. In each cage is the skeletal remains of a human. If the cages or Skeletons are disturbed, the Skeletons will spring to life, burst through the rusted cages,

FOURTH LEVEL



and attack.

Their shock attack casts a Fear spell that paralyzes everyone in sight. A successful Save vs. Spells will allow the victim to move again, and a save may be made every round.

(6) **Skeletons**

AC: 7, HTK: 4 (average) 1D8, M: 12"

Alignment: Neutral, Intelligence: Non

Att: 1, Dm: 1-6, Special: half damage from edged weapons.

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54 DURGE TORTURE ROOM

Moaning and soft cries can be heard by the party 20' before they reach the door. Inside, a beautiful maiden is tied to a rack. Against the east wall, a man hangs from his wrists. Heating up a branding iron in a stove in the west wall, is a Durge Priest. He is wearing a horrific mask with an obscene grin painted on it.

If attacked, the Priest will toss some powder into the flames of the stove and the entire room will fill with smoke. He will then move the stove that is blocking a secret door and escape down the hallway to room 57 (alerting the Goblins and Durges there). The stove is very hot, and player characters trying to move it will receive 1D6 HTK of heat damage.

The man against the wall is dead. The woman is a member of an order of holy nuns whose caravan was set upon by the Durges. If returned to her order, the woman (Appeal: 17) will give the party 100 gold pieces and her undying thanks. Her god will give the party 1,000 experience points each. (GM should choose the order's location.)

Durge Priest

AC: 5, HTK: 17 (4D8), M: 9"

Att: 1, Dm: 1-8, Special: Vomit,

Spell: Complete resistance to normal fire and heat.

Equipment: +1 Mace.

55 ICE MAZE

An ice maze fills this entire section. Faintly visible through the walls is a hulking Minotaur, who will stalk the party through the maze. (There are actually 2 of them, though they are careful never to be seen at the same time).

They both have +2 two handed axes and Rings of Hill Giant Strength made of silver and set with a bronze fang. The rings will stop working after 10 melee rounds of using the Hill Giant Strength.

When the party enters the maze, they will notice that a huge stone rests against one of the walls. The Minotaurs will block the entrance with the stone (it takes a combined strength of 50 to move it, and only 3 people can fit to move it at a time.)

They will then stalk the party, hoping to demoralize them before making their attack. After 3D8 melee rounds, they will attack simultaneously from the front and behind.

(2) **Minotaurs**

AC: 6, HTK: 51, 49, (6D8+3), M: 12"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 2-16+6, Special: Surprised only on a 1. Due to their rings of Hill Giant Strength, the Minotaurs wield the two handed axes like throwing axes. They receive 2-16+6 HTK of damage each time they strike with their weapon.

56 MINOTAUR LAIR

The room is ankle-deep in cracked bones of former victims of the maze. One bone, a bronze looking Bugbear skull, will Detect as Magical. Each of the Bugbear's 8 remaining bronze fangs will provide 10 melee rounds of use for the Rings of Hill Giant Strength. There are 600 gp. scattered throughout the room.

57 TITAN'S LEFT EYE

The icy walls of this egg-shaped half dome room are stained a velvet black. In the daytime, bright sunlight fills the room, pouring in from the west wall (the Titan's eyelid).

A Knock spell or a lift gates roll will cause the west wall to raise up. There is a 3 foot ledge outside the wall, and then a 500 foot drop—the wall opens into the open air and will close again in 2D12 rounds.

Lounging about the room are 17 bored Goblins listening to a long boring lecture by a Durge Priest about the evils of talking to Fantsies. A mural of a Fantsie on the east wall is used for illustration. Three more Durges are keeping watch over the Goblins.

In the east wall, behind the mural of the Fantsie, is a secret door that leads through a slanted corridor to the Throne Room (Room 51—Level Three).

(17) **Guard Goblins**

AC: 6, HTK: 4 (average) 1D8-1, M: 6"

Att: 1, Dm: 1-8

Durge Priest

AC: 5, HTK: 32 (4D8), M: 9"

Att: 1, Dm: 1-8, Special: Vomit, Spell

Alignment: Lawful/Evil, Intelligence: High

Spell: This Durge can cast a Web spell three times a day.

Magic item: Ring of Spell Storing (9 charges—turns 60% of magical force).

(3) **Durges**

AC: 5, HTK: 14, 11, 08 (3D8), M: 9"

Att: 1, Dm: 1-8, Special: Vomit, each Durge is wearing a Ring of Hill Giant Strength each with only 3 melee rounds use left in the fang.

58 TITAN'S RIGHT EYE

In this chamber 25 Guard Goblins are sleeping. Most are women and children. Two alert guards are standing in the corridor doorway to room 59. Both have whistles that will summon 1D10 Goblins (via the Throne Room) into room 58.

(2) **Guard Goblins**

AC: 6, HTK: 7, 5 (1D8-1), M: 6"

Att: 1, Dm: 1-8.

(15) **Female Goblins**

AC: 6, HTK: 2 (average) 1D4-1, M: 6"

Att: 1, Dm: 1-4, Special: Females will fight with berserk fury if attacked (+2 to hit and damage).

59 MUSHROOM GARDEN

A misty, all pervasive bluish-purple light illuminates a field of large mushrooms. They range in size from 20 feet to a few inches in height.

There is a 25% chance any random mushroom will be poisonous. Ingestion of the poisonous ones causes paraly-



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sis for 2D6 hours, a second dose causes permanent coma.
10% of the Mushrooms are magical and will cure 1D6 HTK (30 in all).

60 STOREROOM

This storeroom is filled with sacks of dried mushrooms, bolts of leather, boxes of metal studs, weapons, extra clothes, armor, and blankets.

61 FANTSIE WINGS

In the center of this room is the statue of a Durge. The statue is made of ice crystal and has struck a heroic pose. In the Statue's arms are the wings from the Fantsie Statue on Level Two (Room 30). If the wings are touched, the Durge Statue will animate and attack (holding on to one of the wings with all his strength).

Durge Statue

AC: -1, HTK: 40, M: 3"

Alignment: Neutral, Intelligence: Low

Att: 1, Dm: 1-12, Special: Twice a day can cast a 4D8 Cold Ray up to 60' (save versus wands).

62 HELL FOR DURGES

This room contains a pastoral setting of colorful flowers and pleasant grasses. Anyone entering the room will disturb the rainbow colored butterflies, who will flutter about harmlessly.

After a one melee round a ragged Durge will crawl over to the characters and plead with them to let him leave. To a Durge, the sweetness and light of the place is horrible. Two rounds after the character escort the Durge out of the room, he will fade away.

63 GIANT HELLHOUND

As the door is opened, a tongue of flame plays out only inches from the player character's faces. On the other end of the billowing flame is a Giant Hell Hound. The

Hound is at the end of a 9 ft. magic silver chain. (Chain of Hell Hound Control, must be held to work.) The chain is attached to the west wall.

Hell Hound /49% real.

AC: 4, HTK: 28 (7D8), M: 12"

Alignment: Lawful/Evil, Intelligence: Low

Att: 1, Dm: 1-10, Special: Breathe Fire for 7 HTK, surprise on a 1-6 (out of 6).

64 STUFFED ADVENTURERS

The door to this room is partially ajar. Arranged about the room are 8 adventurers standing very still: an elven thief, three human fighter, an orc in platemail, a Halfling cleric, and a Dwarven fighter. Upon closer examination, the player characters will see that the adventurers (ex-adventurers) are stuffed.

One of the human fighters is wearing the Left Gauntlet from the Titan's Armor. The hand is clenched and must be forced open. In the fist is a paralyzation powder that will fill a 10' x 10' x 10' area around the hand. Those in this area must save versus paralyzation or be paralyzed for 1D10 melee rounds.

The Halfling cleric has a letter written by "The Mages Council of the Free State," with a long list of crimes committed by the "guile tongued, diseased Morlean." Furthermore, it states that any who bring his head to the Mages Council will receive 3,000 gold pieces and three scrolls filled with magic writings (any 6 spells, up to 6th level, written on scrolls).

If the Orc is touched, a Spectre will rise up out of his body and attack (with a +2 to initiative and a +2 to hit for the first round).

Spectre /65% real

AC: 2, HTK: 32 (7D8+3), M: 15"/30"

Alignment: Lawful/Evil, Intell: High

Att: 1, Dm: 1-8, Special: Energy Drain, +1 or better weapons to hit.

FIFTH LEVEL

This is the bottom level of the Titan's Crown Dungeon. Here the Durges live and breed. This huge area is open and unobstructed. The ground area is dotted by bubbling mud pits. At any given time, there will be 75 Durges sliding through the mud or quarreling with one another and 1D10 Durge Priest ordering them about.

Any non-Durge creature setting foot in this area will immediately find the stench intolerable and will suffer a -2 to hit and -1 to initiative die rolls due to the horrible stink. Any player character will instantly be attacked by Durges who will attempt to cut the interlopers off from their escape route and then set upon them in wave after wave of hysterical lizard men (4D10 at a time).

Durge Priests will never attack immediately, but wait to see how the regular Durges are faring. The Durges will only start to negotiate if they begin to take heavy casualties.

If asked what they would prefer in trade, the Durges will request aid in destroying the disgustingly saccharin Fantsies. Proof will be required in the form of Fantsie wings. In return for each pair of wings, they will offer the characters information concerning the nature of the Titan, such as his reason for meditating, the reason for the creatures in the dungeon, and the process for awakening the Titan (they will not mention the unavoidable death of one who awakens the Titan).

The Durges get two rewards from this interaction. First, they are able to assert their supremacy over the Fantsies and thus be the dominant force in the awakening Titan, and second, once the Durges have gained control, they can lure the players into awakening the Titan at the proper moment.

One interesting item on this level are the Durge eggs buried in the mud pits. They taste absolutely horrid, but there might be a market for young Durges somewhere.

AWAKING THE TITAN

The adventurers can, if they choose, attempt to re-awaken the sleeping Titan. The process requires the life essence of a valiant human wearing the Mithril armor and sitting on the crystal throne.

The burst of his dying essence is shot through the focusing crystal in the throne room (room 51). The crystal of the throne converts the life essence into a beam of energy that is fed into every neuron in the Titan's mind. This simultaneously activates every memory and jolts the Titan into awareness.

A player character will immediately die (no save and no resurrection) if he sits on the throne while wearing the armor. The Titan will awaken. He will stir a bit, horribly frightening the residents of Ferraburg, as avalanches cascade down the shaking mountain.

When the Titan awakes it is possible he will have decided the issue of Good and Evil to his satisfaction. To determine this the GM *must make an accurate count of the Durges and Fantsies killed during the adventure.*

At the time the characters enter there are roughly 150 Fantsies and 100 Durges (including priests) within the

Dungeon. After subtracting the number of Fantsies and Durges killed by the characters, subtract an additional 1D10 Durges and 2D20 Fantsies (killed by other means).

If at that moment of awakening, the amount of Fantsies alive is twice as great as the number of Durges (due to adventurer extermination) then the Titan will be wonderfully Lawful Good creature. All the Durges must immediately go to the Fifth level and cannot venture from there again. Furthermore, all the fouled and dirty walls of the Titan instantly become bright and clear.

If so many Fantsies have been killed that the Durges outnumber them two to one or greater, the Titan will awaken a completely evil being who is completely driven by base impulses. Once this happens, all the Fantsies are banished to the upper reaches of their home on Level One. They may not venture from there ever again. The walls of the Titan's mind will slowly turn black with impurities. The process is slow and will take 2D12 rounds to complete. As soon as all the walls are black with evil thoughts, a light source will be needed to see in the dungeon.

In first case (Titan turning good), only Good creatures will be encountered in the Dungeon and wthe party will be asked politely, but firmly, to leave by a Ice Blue Titan.

If the Titan is evil, only Evil creatures will be encountered while in Titan's Crown. All will be at full strength and power. *All* the Durges in the Dungeon will immediately search out and try to kill the party members, and all other outsiders including the Goblins and Trolls.

If the number Fantsies and Durges is roughly the same, with no more of one race killed than the other (less than two to one), the Titan will awaken bewildered, no closer to an understanding of Good and Evil than before. He will shrug, re-scatter the armor randomly through his mind, and settle back to sleep, contemplating these ancient questions in light of his current knowledge.

If your campaign has a place for a mile high Elder Ice Titan, feel free to incorporate him as a very influential non-player character, in whatever form he re-awakens (Good, Evil, or a Neutral balance).

Otherwise, the prudent Game Master will keep the Ice Titan exactly where he is. If you decide not to have a mile high Ice Titan in your campaign, use this reason:

The Titan will not move simply because he cannot, through the years the neural pathways to his lower body have become clogged and he cannot unclogged them for 300 years (or whatever period the GM feels appropriate). After all, he has been sleeping for a long time.

Sometimes, your fate hangs upon a spell.
Other times it's determined by a riddle
Occasionally, it depends upon sheer luck
And often fate rests on a well delivered

SWORDTHRUST

The Wizard Morlean hired you to transport a minor relic across the Chatar mountains. Amidst the windswept glaciers you find an evil cult, an ancient myth, treasure filled caverns, and great danger. You will need every ounce of all your adventuring skills, sound judgement, and luck to survive among the glittering walls of ice.

SWORDTHRUST is a fantasy roleplaying module for three to six players from three to seventh level. Suitable for use with all popular roleplaying systems including Advanced Dungeons and Dragons*



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