

NECROMANCER Games

HALL OF THE RAINBOW MAGE

By Patrick Lawinger



SWORDS &
WIZARDRY
COMPATIBLE

HALL OF THE RAINBOW MAGE

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NECROMANCER Games

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HALL OF THE RAINBOW MAGE

BY PATRICK LAWINGER

AN ADVENTURE FOR 4 TO 6 TIER 3 CHARACTERS.

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CHAPTER 1: INTRODUCTION

The Hall of the Rainbow Mage is a challenging site-based adventure designed for four to six characters of 7th to 9th level. Ideal parties should be balanced with respect to magic and combat.

While investigating the disappearance of Londar Brightrain, also known as the Rainbow Mage, the party comes across dark, twisted plans and deadly secrets before locating his famous treasures. Treasures found include several new spells along with a few magic items. Unfortunately, the traps and creatures left behind by Londar hamper the party's investigation and other adventurers compete for his famous secrets and treasures.

Londar Brightrain's modest mansion can be placed on a small hill near any village or small town. Hampton Hill, the small town provided, can be replaced with any town or city, but there should be a town relatively close to Londar's home to give the characters an opportunity to rest and recover during the adventure. Some NPCs described in the chapter detailing Hampton Hill are provided to entice the characters into investigating Londar's disappearance. If the Referee uses different character hooks, these NPCs can be eliminated or used in other ways.

During their investigation, the characters learn that Londar was killed due to his illicit dealings with the thieves' guild and a rogue baron. His death is related to his discovery of a powerful magical artifact, *Horgrim's Pyramid*, as well as *Korik's Ruby* and *The White Eye*, items required for the pyramid to function. To prevent all the parts from falling into the wrong hands, the characters must trek to a forgotten temple dedicated to Horgrim, the god of war and magic.

ADVENTURE BACKGROUND

Londar Brightrain, a powerful wizard known to most as the "Rainbow Mage," is known for his beautiful displays of magical fireworks and complex multicolored illusions during his regular attendance at carnivals and celebrations. What is not commonly known is that his research into newer and more powerful spells led him to tap darker powers by delving into mysterious shadow magic and communicating regularly with demons. Regular communication with these dark powers made him greedy for more wealth and power, leading to the development of plans to conquer a small kingdom for himself. At first, Londar performed patient experiments aimed at somehow generating an army in the laboratory and library he hid deep beneath his modest home amid a network of natural caverns.

While many experiments ended in failure, his constant scrying on the surrounding area helped him locate a forgotten library. One of the books in that library held a key to gaining power, a description of powerful relic known as *Horgrim's Pyramid* and a description of the various items needed to make it function. Londar recognized several of the items instantly, including the pyramid itself, and a massive ruby owned and displayed by a wealthy merchant in distant Bard's Gate. Knowing he could not acquire these items alone, he sought the assistance of a nearby baron just as greedy for power. Using the completed pyramid, Londar and Baron Kurell could conquer the surrounding area with an army of undead shielded from sunlight.

Londar agreed to arrange the "acquisition" of the known items and research the location of the final piece of the pyramid. Baron Kurell agreed to finance the acquisitions. Londar hired a thief named Alfuir K'Eliek to acquire the pyramid and *Korik's Ruby* as well as some additional items he needed for spell components. Londar, though wealthy, needed money from the baron to help fund these efforts. He depended on his reputation and credit to extend payment deadlines until Baron Kurell provided him with the needed money. Unfortunately for Londar, Alfuir and other members of the thieves' guild are not known for their patience. When several members of the guild (sent by Alfuir) cornered him while he was traveling, a short, deadly battle ensued. Londar, though victorious, was poisoned. He teleported into his deepest laboratories but was unable to find an antidote for the poison before it killed him. Londar did not show up for his beloved niece Learah's wedding celebration, something so far out of the ordinary that everyone believes something horrible happened to him.

Before his death, Londar discovered texts and maps that allowed him to identify the location of a relic known as *The White Eye*, the final piece for *Horgrim's Pyramid*. While the ancient texts did not make clear its many functions, Londar determined that it is located in an ancient temple dedicated to Horgrim, the god of war and magic, and is hidden in a hollow mountain less than a week's travel from Hampton Hill. This knowledge, along with the new spells he created, are hidden in his mansion and library. Natural caverns and a number of strange creatures create a series of powerful defenses and deterrents to prevent the discovery of his dark secrets.

Londar's disappearance was immediately noticed when he did not show up for his niece's wedding. His niece, Baron Kurell, members of the thieves' guild, and a number of wizards are very curious about what happened to him, and, more importantly, what happened to his knowledge, spellbooks, and treasure.

MODULE ORGANIZATION

The module is organized into several chapters. This chapter provides background information and character hooks designed to get the characters involved in the adventure. The second chapter provides information about Hampton Hill and NPCs found there — including their motivations and actions. It is imperative for the successful running of this module that Referees spend their time familiarizing themselves with the NPCs and their motivations as detailed in the chapter on Hampton Hill.

Information the characters gather in Hampton Hill should lead them on a short trek through the wilderness, detailed in **Chapter 3**, on the way to Londar's Mansion, detailed in **Chapter 4**. Information covering an ambush on the return to Hampton Hill, and further information acquired in Hampton Hill after locating Londar's corpse and the evidence he left behind, is found in **Chapter 5**. This information is designed to lead the characters on a trek to Arn's Mountains and Horgrim's Temple, which are detailed in **Chapters 8 through 11**. Finally, the module closes with a concluding chapter and appendices covering NPCs, monsters, items, and spells discovered throughout the adventure.

CHARACTER HOOKS

It is presumed that Referees provide their own campaign reasons for the characters' arrival in Hampton Hill. Perhaps they are just passing through on their way to other locales and simply wish a room for the night. Perhaps they have heard stories of the famous Rainbow Mage and have come to consult him or learn from him. Or perhaps they are friends of Learah Relight or her new husband and have come to offer their congratulations to the new couple. In any event, once the characters arrive in the village, they can become involved in investigating Londar's disappearance through several different means:

Learah Relight, Londar's young niece and sole relative, is worried about his disappearance and could hire the characters to investigate. Perhaps the characters were friends of Learah's (or her husband Trevor) and attended her wedding. The characters might volunteer to investigate after they see how upset she gets when her uncle doesn't appear.

Alfuir K'Eliek, a wealthy merchant, claims Londar owes him a great deal of money and could hire the characters to help recover some of the money he is owed.

Ander Fierk, a man claiming to be a simple wizard, offers money for some of Londar's "lost" spells.

Alternatively, the characters might become interested in Londar based on rumors of his treasure, magical items, and spells. The Referee should plant such rumors about Londar before running this adventure. See **Appendix A: NPCs** for more on each of these NPCs and their motivations.

REFEREE NOTES

Though primarily a site-based dungeon setting, this adventure covers several different types of terrain, so the Referee should monitor ropes, light sources, and spells used to overcome various obstacles. The adventure includes two large dungeons with a majority of the treasure at the end of each dungeon. Referees that include more random encounters might want to adjust rewards appropriately. Some of the treasure provided includes new spells that might not fit into the Referee's game world. Other spells the Referee considers more appropriate to his or her game world should be substituted.

Referees can adjust the adventure for lower-level parties by removing some of the more difficult encounters and cutting down on random encounters. The adventure can be adjusted for higher-level parties by adding additional encounters, or by adding random encounters with other adventuring parties to prevent easy rest and recovery.

RUNNING THE ADVENTURE

Once the characters arrive in Hampton Hill, the party finds that almost everyone in town is discussing Londar's mysterious disappearance. They should hear many conflicting rumors. Soon after their arrival, the party finds that several different people are looking for someone to investigate Londar's disappearance. It is likely that Alfuir K'Eliek and Learah Relight appeal for the party's assistance, and Ander Fierk makes his own requests whether or not the party hires on with one of them.

Whether or not they hire on with one of those interested individuals, the party realizes they must study the site of Londar's disappearance as well as his mansion in a search for clues. While investigating his mansion and tower — as friends or interested parties, not as looting explorers — they come across a secret entrance to caverns deep underground, caverns that conceal Londar's real laboratories, treasure, and Londar's corpse. Reaching his hidden laboratories requires successfully navigating the creatures and traps Londar left behind to guard his secrets. Careful exploration reveals Londar's dark plans aimed at conquering a small kingdom for himself and uncovers that he had a collaborator. After the adventurers discover Londar's corpse and find some of his hidden treasures, they return to town with their new knowledge only to find another dark deed has been performed.

The party learns that Baron Kurell tortured and left for dead an elven historian named Xanthaque. This cements their conclusion that the baron and Londar planned to conquer the surrounding area together but leads to another mystery. Xanthaque tells the characters that the baron seeks a powerful relic known as *The White Eye*. Using Londar's books, notes, and maps, she gives the characters an exact location for Arn's Mountain, a hollow mountain home to a temple that is reportedly the last resting place for *The White Eye*. She begs the characters to locate the eye and destroy it before her torturers can locate it.

The characters discover a hollow mountain filled with bright sunlight and the last guardians over an ancient, evil temple that an army was unable to breach thousands of years before. They must work their way through the various traps and treacherous creatures left behind to guard the temple's treasures before obtaining the relic and destroying its evil power.



CHAPTER 2: HAMPTON HILL

The town nearest Londar Brightrain's home is Hampton Hill. Hampton Hill is located in an area of rolling hills and light forests beside a deep ravine cut by a swift river. While fairly small, the merchants and nobles who keep vacation homes in and around the town help support the many shops and craftsmen.

Hampton Hill (Small Town): Population 1153; Mixed (human 89%, halfling 6%, elf 3%, dwarf 1%, half-elf 1%).

Authority Figures: **Strybyorn Arthand**, male human noble (mayor).

Important Characters: **Hamra Ranthas**, female human sheriff; **Anya, Ria, Mik,** and **Dane**, male and female human deputies; **Mara Lighthand**, female halfling priest; **Baeris Blackoak**, female half-elf innkeeper of The White Boar Inn; **Viarik Kite**, male human innkeeper of The Red House; **Ebbon Goldaxe**, male dwarf blacksmith; **Kyrean Lane** female human thieves' guild leader; **Marroof Sandwalker**, male half-elf magic-user.

Others: **guards** (x15) (town and personal guards); **nobles**, (x17); **bandits** (x15) (thieves' guild); the rest are **commoners**.

Notes: Thanks to Londar Brightrain's spectacular displays of magic, Hampton Hill is known for the fall festival it holds every year. People travel from surrounding areas simply to visit the festival and view Londar's fireworks. Due to the tranquil location, many nobles and wealthy merchants keep vacation homes in and around the area.

RUNNING THE ADVENTURE IN HAMPTON HILL

Much of the adventure centers on this town, its NPCs, and their various motivations. In order to run this adventure, it is imperative that the Referee become familiar with the NPCs detailed below, their motivations, and the information they have in their possession. The following basic information is summarized here and then expanded upon in the NPC descriptions below.

THE CURRENT SITUATION REGARDING LONDAR'S DISAPPEARANCE

Preliminary investigations located Londar's overturned carriage on a road outside town with the corpse of his driver and the corpses of several unidentified people in dark clothing. There was no sign of Londar in the wreckage or at his home and there have been no ransom demands or other signs he might be alive.

One week later, Learah visited the mansion with her bodyguards, Sheriff Hamra Ranthas and several town guards. When they arrived, they found that looters already took anything transportable, though in reality these "looters" were members of the thieves' guild hired by Alfguir. A near-fatal encounter with the golems in Londar's Office (See **Londar's Mansion, Area 9**) and a trap on a door into Londar's tower

led the sheriff to bring everyone back to town. Despite Learah's pleas for assistance, the sheriff refuses to expend more manpower searching for her uncle.

Such is the current situation as the characters arrive in Hampton Hill.

INITIAL ACTIONS BY MAJOR NPCs

The following list summarizes the initial actions of the major NPCs in Hampton Hill regarding adventurers. This list is simply a summary for the Referee. Consult **Appendix A: NPCs** for a full description of each NPC's true motivations, information, desires, goals, and future actions.

Learah Relight: Londar, the Rainbow Mage, was Learah's uncle. Learah is disappointed with the sheriff and the town guards and is actively seeking adventurers willing to help search for her uncle. Learah and her guards have a suite at The Red House, and she can be found at The White Boar Inn every evening. When she hears of adventurers in town, she sends a message to them asking for a meeting at one of those locations.

Baron Kurell: The baron was collaborating with Londar and badly desires some of the items hidden somewhere in the mansion. He plays the role of a "family friend" supporting Learah and her efforts to hire adventurers while already having hired some of his own to search the mansion. The baron also has a suite at The Red House and is often found dining in The White Boar Inn or talking to merchants in the square.

Alfguir K'Eliek: Alfguir is not only a senior member of the thieves' guild, he is the specific thief Londar hired to obtain a number of special items. Londar never paid him for his work, using his reputation and promises of new magic items to obtain "credit." Alfguir wants his money and has decided to turn to hiring adventurers to do his dirty work. Alfguir is staying at The White Boar Inn and is found dining there every day. He is willing to contact and meet the adventurers any place in town, and at any time. He plays the role of a wounded merchant who has lost a huge amount of money and is searching for someone to help him recover at least some of his losses.

Ander Fierk: Ander is a wizard interested in Londar's new discoveries regarding golems. Ander wants the spells he knows Londar created, as well as the methods to create his own army of golems. When Ander discovers the characters are investigating Londar's disappearance, he approaches them and offers great deal of money for the chance to copy some of Londar's spells. He presents himself as a simple wizard in pursuit of knowledge and offers a few potions as a sign of goodwill. Ander has rented a small, private cottage to allow him to watch the characters through scrying and spying to determine whether or not they find Londar's spellbooks and papers.

Mayor Strybyorn Arthand: Strybyorn was once a very successful merchant and businessman and is now mayor of Hampton Hill. He can be found at the Village Hall (**Area 2**) or at his home (**Area 10**).

Sheriff Hamra Ranthas: Sheriff Hamra and her deputies can be found at the Village Hall (**Area 2**). She and her deputies discovered Londar's overturned carriage and the body of his driver shortly after his disappearance. She is able to tell the characters many details.

CONTENTS OF NOBLE AND MERCHANT HOUSES

If the home of a merchant or noble is entered and searched, roll 1d8 on the following table to determine any contents or treasure:

| 1d8 | Result |
|-----|---|
| 1–4 | A small, locked jewelry chest hidden in a dresser contains jewelry, gems, and coins worth a total of 1d4 x 100gp. |
| 5–6 | A hidden safe holds a number of papers as well as gold and gems with a total value of 2d4 x 100gp. |
| 7 | A small chest hidden in the bottom of a drawer contains a <i>potion of healing</i> . |
| 8 | A thick chest holds scrolls with 1d4 1st-level magic-user spells and coins with a total value of 5d6 x 10gp. |

Adding works of art or other items to different homes can also give them added flavor. Generally, characters should be discouraged from robbing villagers. In addition, local law enforcement will pursue the characters, and the thieves' guild will target them. The guild extorts protection money from the merchants and nobles, and characters violating that protection is bad for business.

RUMORS AND INFORMATION

Londar was very important to the town and his recent disappearance has been big news leading to the creation of many rumors, some of them conflicting. The characters can gather various bits of information either through roleplaying conversations in the local taverns or with the NPCs listed below, or the Referee may roll 1d20 on the table below. Give the characters all the information with a target number equal to or lower than the number rolled.

| Minimum Roll | Information |
|--------------|--|
| 4 | A bunch of rather dangerous looking people have come to town, probably to steal the Rainbow Mage's treasure. (True, several groups of adventurers are interested in Londar's spells and treasures) |
| 6 | Londar's niece and her new husband are after his fortune. They killed him to inherit his gold. (False) |
| 8 | Londar got so busy with his spells that he blew himself up. (False, but a popular rumor) |
| 10 | People have been to the Rainbow Mage's house and taken everything out of it already. (Partly true, looters did make it into some of his rooms and have stolen a number of items) |
| 11 | Someone or something attacked and killed Londar and his driver along the Horrik Trade Path. (True, but Londar's corpse has not been located) |
| 13 | The Rainbow Mage has been toying with demons, one of his spells went wrong, and he fell into the Abyss. (Partly true, he has contacted and summoned demons but didn't fall into the Abyss) |
| 15 | Wizards jealous of his power assassinated the Rainbow Mage. (False) |
| 16 | Good luck getting anything Londar left behind. His house is full of traps and golems and things. (Partly true, Londar put deadly traps and creatures in his most important rooms but most of the house is unguarded) |
| 18 | Londar ran away from town because he owed the thieves' guild a huge amount of money. (Mostly false, Londar did owe the guild a great deal of money but didn't run away) |

Aside from the rumors listed above, the characters can easily learn the location of Londar's mansion as well as directions to the stores and merchants selling any materials they might need to investigate Londar's disappearance. They also hear rumors about "monsters" in the light forest in and around Hampton Hill but a check with any town guard quickly ascertains there have been no attacks in or near the town by creatures of any type for many years.

GENERAL LOCATIONS IN HAMPTON HILL

COMMON HOMES AND COTTAGES

Most of the homes and cottages belong to commoners working for the various merchants and craftsmen in town. Hampton Hill is a relatively wealthy village due to the constant influx of vacationing nobles and merchants so even commoners maintain the appearance of their homes. Some commoners work outside the town on farms or in the surrounding forests. Larger cottages often hold several generations, with beds being bunked along the walls and in lofts of the main room. Commoners have very little hidden money and characters should be discouraged from stealing what little they might have. Any homes not specifically marked should be considered commoners' homes.

NOBLE AND MERCHANT HOMES

Hampton Hill is a peaceful, relatively safe part of the world surrounded by beautiful forests and peaceful rivers. Nobles and wealthy merchants maintain vacation homes in Hampton Hill and come to relax, hunt, or simply enjoy the scenery. These houses are almost always occupied in summer and during festivals. Whether occupied or not, there is a 50% chance a **hired guard** is present, and an additional 20% chance that a **guard dog**, or other guard animal, is present. While the local thieves' guild isn't large, many merchants and nobles have chosen to pay "protection money." Theft from these homes makes the characters a target for the local thieves' guild.

While most parties probably refrain from outright theft in town, some characters might decide to search some of these homes. The Referee can create a basic layout with several rooms and use treasure generated on the accompanying table to give the homes more life.

Hired Guard, Male or Female Human (50% chance): HD 1; AC 7[12]; Atk short sword (1d6); Move 12; Save 17; AL Any; CL/XP 1/15; **Special:** none.

Equipment: leather armor, short sword.

Guard Dog (20% chance): HD 2; AC 7[12]; Atk bite (1d6); Move 14; Save 16; CL/XP 2/30; **Special:** none. (*Monstrosities* 127)

KEYED LOCATIONS IN HAMPTON HILL

1. THE TOWN SQUARE

Various merchants sell their wares during daylight hours at booths placed around the square. Fruit and food items are easy to find here, as are ropes, lanterns, weapons, and other equipment valued less than 100gp. **Two town guards** are always stationed here during the day and other guards and deputies often wander through to talk to the merchants and ensure everything is going well. While evenings are usually quiet here, sometimes traveling carnivals or bards put on shows during the early evening hours.

Town Guards, Male or Female Human (2): HD 1; HP 7, 6; AC 7[12]; Atk longsword (1d8); Move 12; Save 17; AL Any; CL/XP 1/15; **Special:** none.

Equipment: leather armor, longsword.

2. THE VILLAGE HALL

This broad stone building contains offices for **Mayor Strybyorn Arthand** as well as offices for **Sheriff Hamra Ranthas** and her **deputies**. A large courtroom fills the center of the building and small jail cells fill the dungeon below the building. Strybyorn does his best to get all his work done in the morning so he can spend his afternoon talking with the merchants and wandering through town. Hamra or one of her deputies can be found here anytime during the day or night. In addition to guards patrolling through town, at least **4 town guards** patrol the building at all times. The oak doors leading into the building are virtually always open, even in bad weather.

Mayor Strybyorn Arthand, Male Human Noble: HP 23; AC 7[12]; Atk dagger (1d4); Move 12; Save 13; AL L; CL/XP 4/120; **Special:** none.

Equipment: leather armor, dagger, 2d6gp.

Sheriff Hamra Ranthas, Female Human Warrior (Ftr5): HP 31; AC 7[12]; Atk +1 *battleaxe* (1d8+1) or shortbow x2 (1d6); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: leather armor, +1 *battleaxe*, shortbow, 20 arrows, badge of office, signet ring (3gp), 1d8sp.

Anya, Ria, Mik and Dane, Male or Female Human Deputies (Ftr2): HP 12x4; AC 7[12]; Atk short sword (1d6) or shortbow x2 (1d6); Move 12; Save 13; AL L; CL/XP 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

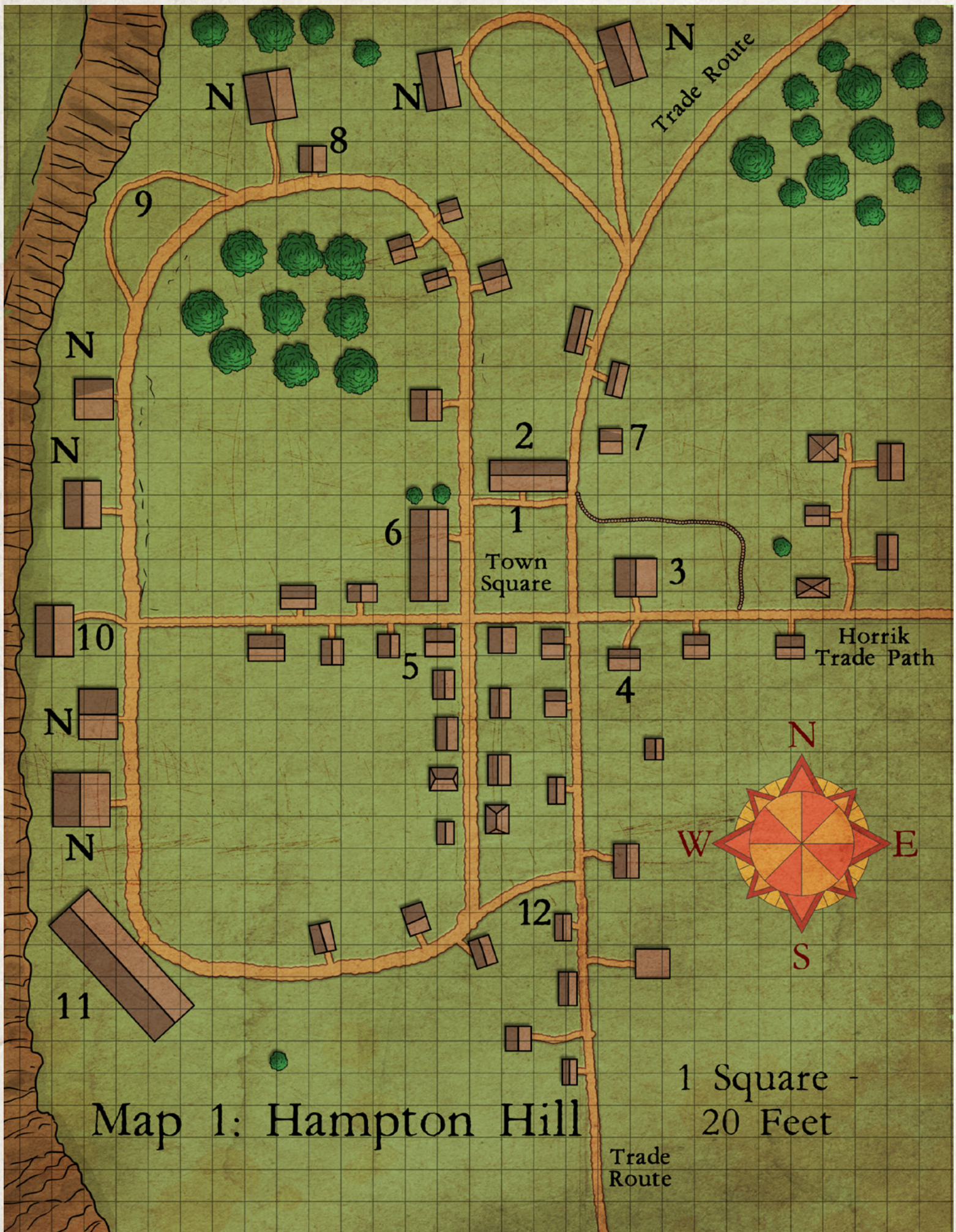
Equipment: leather armor, short sword, shortbow, 20 arrows, badge of office.

Town Guards, Male or Female Humans (4): HD 1; HP 1d8; AC 7[12]; Atk longsword (1d8); Move 12; Save 17; AL Any; CL/XP 1/15; **Special:** none.

Equipment: leather armor, longsword.

3. THE HAMPTON HILL STABLES

The large, plain barn has 40 individual stalls that run along the sides of the building with a large open area outside the barn to tether additional animals and store wagons. Pegs and hooks in each stall hold saddles, saddle-bags, and other



Map 1: Hampton Hill

1 Square = 20 Feet

Trade Route

personal items. The large loft above is stocked with hay and oats and other grains are stored in barrels beside the door. While some pay local people to care for their animals, the stables are well stocked and **Sasha Blaine** has a reputation as a fine caretaker for animals. Sasha employs two addition stable hands, **Radik** and **Danae** and has enough work to keep all three very busy. Between the constant care Sasha and her hands give the animals, and the regular visits by the local militia, personal items left in the stables are generally considered safe. Horse theft is punished by hanging and is extremely rare.

Sasha Blaine, Female Human Stable Caretaker: HP 5; AC 9[10]; Atk whip (1d4); Move 12; Save 18; AL L; CL/XP B/10; Special: none.

Equipment: whip.

Radik, Male Human Stablehand: HP 3; AC 9[10]; Atk strike (1hp); Move 12; Save 18; AL N; CL/XP A/5; Special: none.

Danae, Female Human Stablehand: HP 2; AC 9[10]; Atk strike (1hp); Move 12; Save 18; AL N; CL/XP A/5; Special: none.

4. EBBON'S FORGE

Ebbon Goldaxe works in this large stone building. One of the few stone buildings in the village, it stands out against the backdrop of the small cottages that surround it. Ebbon lives in a small cottage behind the forge. The building itself has a single room that is dominated by the huge forge in the center. Barrels containing oil, water, and salt water are lined up beside an anvil that stands in front of the hot fire while bins containing raw ore and coal line the walls. Ebbon is a very elderly dwarf that refuses to make less than masterwork quality weapons and armor because the nobles and merchants coming through town keep business strong. He is happy to repair armor and sharpen weapons but often tries to convince people to simply purchase something new. Ebbon's last apprentice left to become a blacksmith in another town and he hasn't obtained another. Business is so steady that he hasn't kept up on the gossip about Londar's disappearance.

Children are often found sitting on some of the tables near the front of the building watching Ebbon work, and there is a 30% chance someone has come by to make a purchase. Ebbon closes up at night, boarding windows from the inside and locking the massive oak doors that lead into the building. He stores 2 suits of chainmail, a set of platemail, 2 war axes, 2 longswords, a short sword, and a bastard sword in a heavy oak chest. All of Goldaxe's work is of the highest quality and although not magical, if well cared for will not break or dull even if roughly used.

Ebbon Goldaxe, Male Dwarf Blacksmith: HP 14; AC 7[12]; Atk warhammer (1d4+1); Move 9; Save 16; AL N; CL/XP 2/30; Special: darkvision (60ft), detect stonework.

Equipment: leather apron, warhammer.

5. KYREAN'S

A portion of her sign came down in a storm years ago, and **Kyrean Lane** never felt the need to repair it. Everyone knows Kyrean and that she sells a variety of fine goods, but very few people know that she is also the leader of the local thieves' guild. Kyrean sells everything from bolts of silk to fine weapons and leather armor. While she does have a great deal of money, she generally avoids buying anything very expensive from anyone outside a recognized thieves' guild. Although her life as a thief makes her a fence as well, she is smart enough to avoid trying to sell items that were stolen in or near the village. She makes an effort to maintain a stock of rare wines and expensive foods to cater to the tastes of the merchants and nobles that vacation here. Kyrean, a light sleeper, lives in a small room above the store.

A hidden trapdoor behind the counter leads down to a small cellar where a variety of items are stored. The various items stored in the cellar and in the store above have a total value over 3000gp but Kyrean's position in the guild makes any theft a very risky proposition.

Kyrean Lane, Female Human Thief, Leader of the Thieves' Guild (Thf6): HP 19; AC 7[12]; Atk +2 dagger (1d4+2) or shortbow x2 (1d6); Move 12; Save 10; AL C; CL/XP 6/400; Special: +2 save bonus vs. traps and magical devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, +2 dagger, ring of protection +1, 2d8x10gp.

6. THE WHITE BOAR INN

The White Boar Inn is known for its fine food, excellent wine, wonderful music, and clean rooms. The lower floor of the massive, wood-frame building is filled with a large tavern and a fine restaurant. **Baeris Blackoak** runs the inn with the help of her wife **Ivellia** and their 3 daughters, **Irena, Karia, and Sindria**. Baeris has an agreement with the local thieves' guild that provides bouncers and guarantees the safety of her patrons in exchange for regular payments. At least 2 bandits are in the tavern during working hours. A human troubadour using the name **Khenden Bright Sun** performs in the tavern every night.

The restaurant area has subdued lighting and collections of tables and booths that are kept private through the use of carefully-positioned curtains. Despite the thick walls, music, laughter, and loud voices echo in from the tavern area, making the restaurant nearly as loud as the tavern. A long walnut bar lines one wall of the tavern with a stage positioned against the wall opposite it. Wood chairs surround heavy walnut tables throughout the room. The tavern closes in the wee hours and opens again before lunch the following day. The tavern is a popular place for gossip and discussion. The restaurant serves breakfast, lunch, and dinner, with dinner being the

most popular and crowded meal. It is not unusual to wait hours for a table in the restaurant on busy nights.

Rooms are located on the second floor. Each room is cleaned and checked before and after a customer moves into it to ensure proper maintenance. Doors for each room can be barred from the inside, but there are no other locks to protect valuables left in the room. The walls and floors are very thick, cutting down on most of the sounds from the tavern, but rooms near the stairs still get a great deal of noise.

NPC Notes: **Learah Relight** and her guards can be found here every evening. When she hears of adventurers in town, she sends a message to them asking for a meeting at one of those locations. **Alfguir K'Eliek** is staying at the inn as well and can be found dining here every day.

Baeris Blackoak, Female Half-Elf Innkeeper: HP 9; AC 9[10]; Atk club (1d4); Move 12; Save 16; AL L; CL/XP 2/30; Special: darkvision (60ft), detect secret doors.

Equipment: club, ring (4sp), 2d6gp.

Ivellia, Female Human Commoner: HP 4; AC 9[10]; Atk strike (1hp); Move 12; Save 18; AL L; CL/XP B/10; Special: none.

Equipment: dress, ring (4sp).

Irena, Karia, and Sindria, Female Half-Elf Commoners: HP 3x3; AC 9[10]; Atk strike (1hp); Move 12; Save 18; AL L; CL/XP A/5; Special: darkvision (60ft), detect secret doors.

Thieves' Guild Bandits, Male or Female Human Thieves (Thf2) (2): HP 7, 5; AC 7[12]; Atk dagger (1d4); Move 12; Save 14; AL C; CL/XP 2/30; Special: +2 save bonus vs. traps and magical devices, backstab (x2), read languages, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%.

Equipment: leather armor, dagger.

Khenden Bright Sun, Female Human Troubadour: HP 6; AC 9[10]; Atk strike (1hp); Move 12; Save 18; AL L; CL/XP B/10; Special: none.

Equipment: 2d4sp.

7. ANDER'S COTTAGE

Ander Fierk rented this cottage mere days after Londar's disappearance became known. Though small and poorly cared for, the cottage is close to the Town Square and the other places Ander frequents in search of rumors about Londar. Ander keeps most of his belongings with him but a small chest hidden beneath the bed contains 200gp, 38sp, and 43cp. Ander is found here only late at night or early in the morning. He spends his day in the Town Square talking to people and simply listening to rumors, while his evenings are spent at The White Boar Inn.

Ander Fierk, Male Human Magic-User (MU9): HP 28; AC 4[15] or 2[17] (missile) and 4[15] (melee) from shield spell; Atk +2 dagger (1d4+2); Move 12; Save 7; AL C; CL/XP 9/1100; Special: +2 save vs. spells, wands and staffs, spells (4/3/3/2/1).

Spells: 1st—charm person, magic missile (x2), shield; 2nd—darkness 15ft radius, invisibility, phantasmal force; 3rd—dispel magic, fly, lightning bolt; 4th—plant growth, polymorph self; 5th—transmute rock to mud.

Equipment: +2 dagger, bracers of defense AC 4[15], wand of fireballs (8 charges), crystal ball, bag of holding containing 452gp, a silver crown, and various notes and spell ideas.

8. XANTHAQUE'S HOME

Xanthaque, an elderly elven sage, lives in this small home (see Appendix A: NPCs for her full history). Xanthaque is a historian who spends her time researching a variety of different things, but mostly focuses on events of long ago. Considered a bit "off" by many of the townspeople, she is rarely visited by ordinary travelers. Books line sagging shelves that cling precariously to walls. Windows are boarded over to make more room for more bookcases. The only furniture in the room consists of an old oak desk, a leather chair, and a sofa with sagging cushions. She sleeps on her sofa, when she sleeps at all, and pays one of her neighbors to deliver food to her. Although her power as a witch is often discussed, few people have seen her cast even the tiniest of spells, so she is rarely beset by young wizards searching for new spells or apprenticeship.

Xanthaque, Female Elf Magic-User (MU9): HP 17; AC 9[10] or 2[17] (missile) and 4[15] (melee) from shield spell; Atk dagger (1d4); Move 3; Save 7; AL L; CL/XP 10/1400; Special: +2 save vs. spells, wands and staffs, darkvision (60ft), detect secret doors, spells (4/3/3/2/1).

Spells: 1st—detect magic, light, magic missile, shield; 2nd—continual light, detect evil, ESP; 3rd—clairvoyance, dispel magic, fly; 4th—plant growth, wizard eye; 5th—telekinesis.

Equipment: robes, dagger, silver pendant (20gp).

9. THE PATH OF SHRINES

A small footpath circles through a collection of shrines that look out over the vast ravine and river west of town. These shrines provide the only location for worship because there is no formal temple in town. Each shrine is essentially a statue standing over a small altar where worshippers may put their offerings. Many gods are represented, and Referees are encouraged to include deities from their own campaign world. Two additional shrines—clearly much older than the rest—have been chiseled and broken, leaving little more than a base. While **Mara Lighthand**

worships Arn, she maintains all of the shrines for the gods of good. An elderly priest known only as **Father Rim** visits town twice a month to perform services at the shrine to Arn and assists Mara with healing while he is in town.

Mara performs services at the shrine to Arn every morning and performs her caretaking duties immediately afterward. During her morning service, **3d6 villagers**, mostly women, are usually in attendance. If the shrines are visited in the afternoon, **1d10–1 worshippers** might be present performing their own prayers and vigils. While Hampton Hill is a fairly large town, few people in town actively worship the gods, aside from passing worship of Arn. Traveling clerics do come through fairly often, but Mara is the only cleric presently living in Hampton Hill full-time and she considers it her duty to minister to the health of all townspeople as well as any travelers or adventurers.

Mara Lighthand, Female Human Priest of Arn (Clr3): HP 15; AC 9[10]; Atk +1 *sun-tipped staff* (1d6+1); Move 12; Save 13; AL L; CL/XP 3/60; **Special:** +2 save versus paralysis and poison, banish undead, spells (2).

Spells: 1st—*cure light wounds* (x2).

Equipment: robes, sun-tipped staff, holy symbol of Arn.

Father Rim, Male Human Priest of Arn (Clr4): HP 19; AC 5[14]; Atk mace (1d6); Move 12; Save 9; AL L; CL/XP 4/120; **Special:** +2 save versus paralysis and poison, banish undead, spells (2/1).

Spells: 1st—*cure light wounds* (x2); 2nd—*bles*.

Equipment: chainmail, sun-tipped staff, holy symbol of Arn.

Villagers (3d6) or Worshippers (1d10–1): HD 1d6hp; AC 9[10]; Atk none; Move 12; Save 18; AL Any; CL/XP B/10; **Special:** none.

ARN, LESSER GOD OF THE SUN

Alignment: Lawful

Symbol: A radiant half circle of bronze, representing the rising sun

Worshippers: Simple townsfolk, farmers

Arn is commonly depicted as a male figure in glowing yellow and white robes carrying a bronze sun-tipped staff. His priests mimic these garments. Arn has a simple, practical, and undemanding theology and is therefore relatively popular among the common people. His followers shroud the symbol of their god at sunset and celebrate the rise of the sun by removal of that shroud in a short ritual with little formal ceremony, uttering only a prayer of thanks to their god. Unlike other clerics, followers of Arn's spells are renewed once the sun is fully risen at the conclusion of the unshrouding ritual. Arn's clerics must actually witness the sunrise and participate in the unshrouding ritual to regain their spells. Some followers of Arn are druids. His priests are bound to heal anyone who presents themselves for such aid following the rising of the sun. Those in greatest need are treated first. It is believed among Arn's followers that the first rays of the sun ("the fingers of Arn") carry healing qualities. Scholars believe that Arn is a debased and simplified version of the greater sun god, Ra, though worshippers of Arn vehemently disagree.

10. STRYBYORN'S HOME

Mayor Strybyorn Arthand maintains a beautiful, large wood frame home with the help of his servants **Miri** and **Leaf**. Strybyorn's wife died several years ago and both of his daughters are married and living in distant towns. His servants live in rooms at the back of the home. He is found at home only at night; during the day, he is either wandering the town or in his office in the Village Hall. Walls in his main living room are decorated with rapiers made by different artisans, several worn shields, and tapestries depicting great, glorious battles. The rapiers include 3 rapiers whose ornate designs give them a value of 600gp but those decorations make them easy to recognize and difficult to fence. He keeps a small chest in his bedroom that contains jewelry owned by his deceased wife (a diamond pendant worth 1000gp, a pair of ruby earrings worth 600gp, and a gold bracelet studded with tiny rubies worth 350gp).

Mayor Strybyorn Arthand, Male Human Noble: HP 23; AC 7[12]; Atk dagger (1d4); Move 12; Save 13; AL L; CL/XP 4/120; **Special:** none.

Equipment: leather armor, dagger, 2d6gp.

Miri, Female Human Commoner Servant: HP 4; AC 9[10]; Atk strike (1hp); Move 12; Save 18; AL L; CL/XP B/10; **Special:** none.

Leaf, Male Human Commoner Servant: HP 5; AC 9[10]; Atk dagger (1d4); Move 12; Save 18; AL L; CL/XP B/10; **Special:** none.

Equipment: dagger.

11. THE RED HOUSE

Its bright color and prominent location near the center of town easily identify the finest inn in town. **Viarik Kite** carefully maintains the inn and ensures it is the cleanest in town. Despite the size of the wood frame building, the inn has only 7 rooms, but each room has three bedrooms connecting to a large sitting area. The inn caters specifically to wealthy merchants and nobles visiting Hampton Hill on short vacations. While Viarik usually has one or two suites free, he refuses to lower his prices for fear it might hurt his reputation. Ornate wool rugs lining the oak floors and thick plaster walls cut down on sound, making all the rooms here quiet, peaceful, and very private. The Red House does not serve food, but servants willing to go obtain food from a local restaurant are always available. At any one time, Viarik has at least two people cleaning rooms and responding to customers' needs and is always willing to hire more if the need arises.

NPC Notes: **Learah Relight** and her guards have a suite at The Red House. When she hears of adventurers in town, she sends a message to them asking for a meeting at one of those locations. **Baron Kurell** and his people also have a suite here.

Viarik Kite, Male Human Innkeeper: HP 15; AC 9[10]; Atk club (1d4); Move 12; Save 14; AL L; CL/XP 3/60; **Special:** none.

Equipment: club, 2d6gp.

The Red House Servants, Male or Female Human Commoners: HP 1d6; AC 9[10]; Atk none; Move 12; Save 18; AL L; CL/XP B/10; **Special:** none.

12. MAROOF'S ELIXIRS

Maroof Sandwalker lives in this small, quaint home, along with all the pottery and glassware he uses to make his products. Maroof is an odd half-elf who has taken a vow of silence. The only words heard from his mouth are those used when he casts spells. He communicates through simple signs and written messages. The small cottage is packed with shabby furniture, and various clay vases and glass vials line the shelves that cling precariously to the walls. A large cauldron stands over a fire in the center of the room. A small clay box hidden beneath the fire holds 100gp in gold and gems.

Maroof Sandwalker, Male Half-Elf Magic-User (MU6): HP 17; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk staff (1d6); Move 12; Save 10; AL L; CL/XP 6/400; **Special:** +2 save vs. spells, wands and staves, darkvision (60ft), detect secret doors, spells (4/2/2).

Spells: 1st—*charm person*, *magic missile*, *shield*; 2nd—*invisibility*, *phantasmal force*; 3rd—*dispel magic*, *hold person*.

Equipment: robes, staff, *potion of animal control*, *potion of extra healing*, *potion of fly*, 54gp.

13. ADDITIONAL SHOPS AND INFORMATION

Hampton Hill's economy is based mostly on trade, travel, and vacationers, along with minor dependence on grain farming and nearby orchards. It is a convenient stop for trade caravans and a pleasant vacation location. A number of additional smaller stores and merchants not listed here can provide any of the standard goods, services, and weapons.

CHAPTER 3: WILDERNESS

TRADE PATH ENCOUNTERS

Roll 1d20 for every 30 minutes:

| 1d20 | Encounter |
|------|--|
| 1 | Medium-size merchant caravan with 3 wagons, 6 guards , and 1 merchant . |
| 2–4 | Small guard patrol, 4 guards and 1 sergeant on warhorses. |
| 5 | Large caravan, 6 wagons, 10 guards , 1 sergeant , and 3 merchants . |
| 6 | Heavily armed guard patrol consisting of 4 guards , 2 veterans , and 1 knight on warhorses. |
| 7–20 | No encounter. |

Merchant, Male or Female Human: HP 1d6hp; AC 9[10]; Atk club (1d4); Move 12; Save 18; AL Any; CL/XP B/10; **Special:** none.

Guard, Male or Female Human: HP 1d8; AC 7[12]; Atk short sword (1d6); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** none.

Equipment: leather armor, short sword.

Sergeant, Male or Female Human: HP 3d8; AC 7[12]; Atk short sword (1d8); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** none.

Equipment: leather armor, short sword.

Knight, Male or Female Human (Fr5): HP 5d8; AC 5[14]; Atk longsword (1d8); Move 12; Save 10; AL N; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: chainmail, longsword.

War Horse: HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 252)

TRAVEL TO LONDAR'S MANSION

Londar's mansion is a little way northeast of Hampton Hill and is surrounded by the Horrik Forest, a light forest dotted with rocky ravines and gullies that is relatively easy to travel through. The easiest and safest route to the mansion heads east along the Horrik Trade Path until it reaches the dirt road leading to the mansion. Heavily used by merchant caravans and travelers, the wide cobblestone Horrik Trade Path is constantly patrolled and is generally free of bandits and other dangerous creatures. The dirt road leading to the mansion is wide enough for a single wagon or cart and has no patrols or guards to speak of. Looters who have already been to the mansion avoid the trade path due to its patrols and because there are shorter routes to Hampton Hill through the forest. Horrik Forest is home to creatures and people who avoid the patrols along the trade path as well as the "civilized" realm of Hampton Hill. Most of these creatures do their best to protect their own territories without becoming known by the guards that patrol the trade path and nearby town.

If the characters travel along the trade path, it is likely they meet a merchant caravan or a patrol of guards but nothing particularly hazardous. The dirt road to the mansion is generally safe as well.

The first time the characters are approached by a guard patrol, they are asked their business. The looting of Londar's mansion is appalling to many of the guards, and they do their best to prevent more damage without shirking their other duties. If the characters are investigating Londar's disappearance for **Learah Relight** or **Alfguir K'Eliek**, the guards question them briefly and then leave them about their business. Once guards know the characters are on "official business," further encounters with patrols involve waving hands or nodding heads as the patrol rides past. If the characters do not have a clear reason for traveling along the path or if they are in possession of goods taken from the mansion, they are questioned more closely, and eyed with suspicion each time they meet a patrol.

No random encounters occur along the dirt road to Londar's mansion, but the Referee might choose to use a few encounters from the Horrik Forest encounters.

A. THE CRASH SITE

Bent branches and several crushed saplings mark the site where Londar's carriage was discovered. Hamra Ranthas and her deputies removed the carriage, bodies, and any other evidence they found and took it back to Hampton Hill. Wheel depressions in the soft earth off the cobblestone road suggest the wagon was moving very fast when it crashed. Anyone can notice scorch marks on the stone road approximately 600ft away. When thieves tried to halt the carriage, Londar set off a spell to scare them away. The flash of fire he created spooked the horses and caused them to run out of control. Once the carriage crashed, the thieves set upon Londar and his driver. The battle was brief but Londar was injured and just able to *teleport* back into his private laboratories (**Area 29**).

Searching turns up several empty poison vials and 7 crossbow bolts that Hamra and her deputies missed. While the exact poison left in the vials is impossible to identify, the empty vials are marked with a skull and crossbones that clearly indicate what they once contained. The crossbow bolts are the work of Ebbon Goldaxe.

WILDERNESS ENCOUNTERS

Once the party is a mile or more away from the trade path, roll 1d20 for every additional 30 minutes of travel through the forest. Each encounter should be used once, if at all. A roll indicating a previously defeated encounter results in a result of "No encounter."

| 1d20 | Encounter |
|------|---|
| 1–2 | A group of 6 kobolds attempts to ambush the party but flee when they realize the party's strength. They can be tracked back to their small lair where an additional 12 kobolds reside. |
| 3 | Byorik comes from behind a group of trees and attempts to speak with the party (see Area B). |
| 4–5 | The party notices several humanoid figures in dark clothing fleeing farther into the forest. |
| 6 | A griffon drops from the sky to attack any horses or pack animals the party might have with them. If no such animals are present, the party notices the griffin flying over the forest in a hunting pattern. |
| 7 | Ilariak stands in the party's path (see Area C). |
| 8 | The party is ambushed by 2 trolls . |
| 9–20 | No encounter. |

Griffon: HD 7; AC 3[16]; Atk 2 claws (1d4), bite (2d8); Move 12 (fly 27); Save 9; AL N; CL/XP 8/800; **Special:** none. (*Monstrosities* 231)

Kobolds (6): HD 1d4hp; AC 7 [12]; Atk short sword (1d6); Move 6; Save 18; AL C; CL/XP A/15; **Special:** none. (*Monstrosities* 277)

Trolls (2): HD 6+3; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3hp/round). (*Monstrosities* 489)

B. BYORIK'S CAVE

Byorik the troll lives in a small cave set into the side of a hill surrounded by tall oak trees. Stone benches in the cave circle a small table, and a fire toward the back of the cave heats a large cauldron. While most trolls would have strange, bloody trophies throughout their lairs, Byorik's home is decorated with weavings made of different grasses and branches found throughout the forest. The art, while rough and abstract, is very easy on the eye and makes the cave feel warm and peaceful. Stone shelves hold clay pots containing various herbs and spices that Byorik uses for his potions and cooking. A few potions are stored on the shelves, including a *potion of animal control*, a *potion of healing*, and a *potion of levitation*.

Byorik met a druid in his youth, a druid that taught him many things and helped alter his outlook on life. Byorik knows that few creatures could understand or believe his fresh outlook on nature. He stays away from the trade path but the increased traffic through the forest by looters disturbs him greatly. He tries to stay away from people moving through the forest unless they are disturbing the forest or invading his home.

Byorik, Male Troll: HD 8; HP 56; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 8; AL N; CL/XP 10/1400; **Special:** regenerate (3hp/round), spells (3/2). (*Monstrosities* 489)
Spells: 1st—*charm person, detect magic, faerie fire*; 2nd—*speak with animals, web*.

Equipment: ring of fire resistance.

Byorik prefers talking to fighting, but when he does fight, he uses all his natural abilities. If characters willingly to talk to such a creature, he directs them to Ilariak and to the mansion. He also lets them know that a number of “people” have been going through the forest lately, many of them carrying things. He knows nothing about Londar or what happened to him. If the characters attack Byorik, they find themselves facing a powerful, spell-casting troll with fire resistance. He uses his *web* spell to slow down characters and casts *faerie fire* to keep them in view. Overly aggressive or dangerous characters trigger Byorik’s chaotic nature and he does his best to kill them all.

C. SMALL FIELD

A guardian naga named Ilariak makes her home in this small grassy field. Now covered with dirt and grass, this area was once home to a small temple. While the temple may be forgotten by most, the area here is peaceful and provides a comfortable home for Ilariak who sleeps out in the open. Ilariak noticed looters passing through the forest and increased her patrols through the forest. She is usually gone during the day.

Ilariak has blue scales and a humanoid face with a large, flat nose surrounded by sharp quills. Long scars acquired in a battle with a young dragon mar the left side of her body. Ilariak admires Byorik’s ability to overcome his trollish heritage but doesn’t openly admit it. She attacks evil heritage and punishes evil actions with single-minded ferocity. She does regular patrols through the forest but has increased them lately after noticing looters moving through the forest.

Ilariak, Guardian Naga: HD 11; HP 74; AC 5[14]; Atk bite (1d6 + poison), coils (1d8 + constrict), spit (poison); Move 18; Save 4; AL L; CL/XP 13/2300; **Special:** constrict (automatic 1d8 damage per round), poison (save or die), spells (2/2/1/1). (*Monstrosities* 342)
Spells: 1st—*cure light wounds* (x2); 2nd—*hold person, silence 10ft radius*; 3rd—*cure disease*; 4th—*cure serious wounds*.

Ilariak attacks Chaotic creatures as soon as she determines their nature, but she is willing to speak with Lawful or Neutral characters. She uses *hold person* and enters into melee combat, saving her other spells and abilities for use if the battle goes against her. As a last resort, Ilariak flees to try to recruit Byorik (Area B) to assist her if a party is too powerful for her alone.

D. LONDAR’S MANSION

The tip of the tower of Londar’s Mansion is visible through the light forest from quite a distance, though the mansion is visible only when the party is several hundred feet from the door. Londar built his modest home and adjoining tower on a low hill somewhat outside town. It is slightly more than half a day’s travel by foot and several hours on horseback, so it is easy to scout the home and return to town the same evening. See the following chapters for more details on Londar’s Mansion, tower, and the caves beneath.

TRAVELING TO ARN’S MOUNTAIN

Later in the adventure, once the characters learn information from exploring Londar’s Mansion and their investigation into his death, they need to travel to Arn’s Mountain. Though such travel will not occur in the adventure until after the characters visit the areas detailed in the following chapters, the wilderness areas regarding Arn’s Mountain are detailed in this chapter for completeness.

The journey to Arn’s Mountain is far more arduous and dangerous than the short trip to Londar’s Mansion. Once the characters travel over the small river west of Hampton Hill, they find themselves in a rough, wild area consisting of thick forest broken by large rocky hills. Vast armies once fought great battles here, and the release of powerful spells broke open the very ground and left behind scars that still exist today. A rare woodsman might be encountered here.

WILDERNESS ENCOUNTERS WEST OF THE RIVER

Once the party is a mile or more from the river, roll 1d20 for every additional hour of travel. Each encounter should be used once, if used at all. A roll indicating a previously defeated encounter results in a result of “No encounter.”

| 1d20 | Encounter |
|-------|--|
| 1–2 | The party notices an orcish war party (10 orcs) studying them from a distant hill. |
| 3 | The party is attacked by 3 trolls . |
| 4–5 | The party notices a dragon circling above a distant hill (not a combat encounter). |
| 6 | A roc swoops down on the party and attempts to grab a horse, with or without its rider. |
| 7 | A young green dragon attacks the party. |
| 8 | The party notices a cave. As they near it, a behir protecting its lair attacks them. |
| 9–10 | The party is ambushed by 2 night hags . |
| 11–12 | The party is ambushed by 2 hill giants in a narrow pass. They can be tracked back to their lair, which contains their treasure (determined randomly). |
| 13–20 | No encounter. |

Behir: HD 12; AC 4[15]; Atk bite (1d8); Move 15; Save 3; AL C; CL/XP 13/2300; **Special:** constrict and claw (wrap body around, 6 claw attacks, 1d6 damage each), lightning breath (1 per 10 rounds, 24 damage, save for half). (*Monstrosities* 44)

Green Dragon (Young): HD 8; HP 16; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 8; AL C; CL/XP 6/400; **Special:** breathes poison gas (3/day, 50ft diameter cloud, 16 damage, save for half). (*Monstrosities* 138)

Hill Giants (2): HD 8+2; AC 4[15]; Atk club (2d8); Move 12; Save 8; AL C; CL/XP 9/1100; **Special:** throw boulders (2d8 damage). (*Monstrosities* 198)

Night Hags (2): HD 8; AC 8[11]; Atk bite (2d6); Move 10; Save 8; AL C; CL/XP 12/2000; **Special:** +2 or better magic weapon to hit, magic resistance (65%), spell-like abilities. (*Monstrosities* 347)

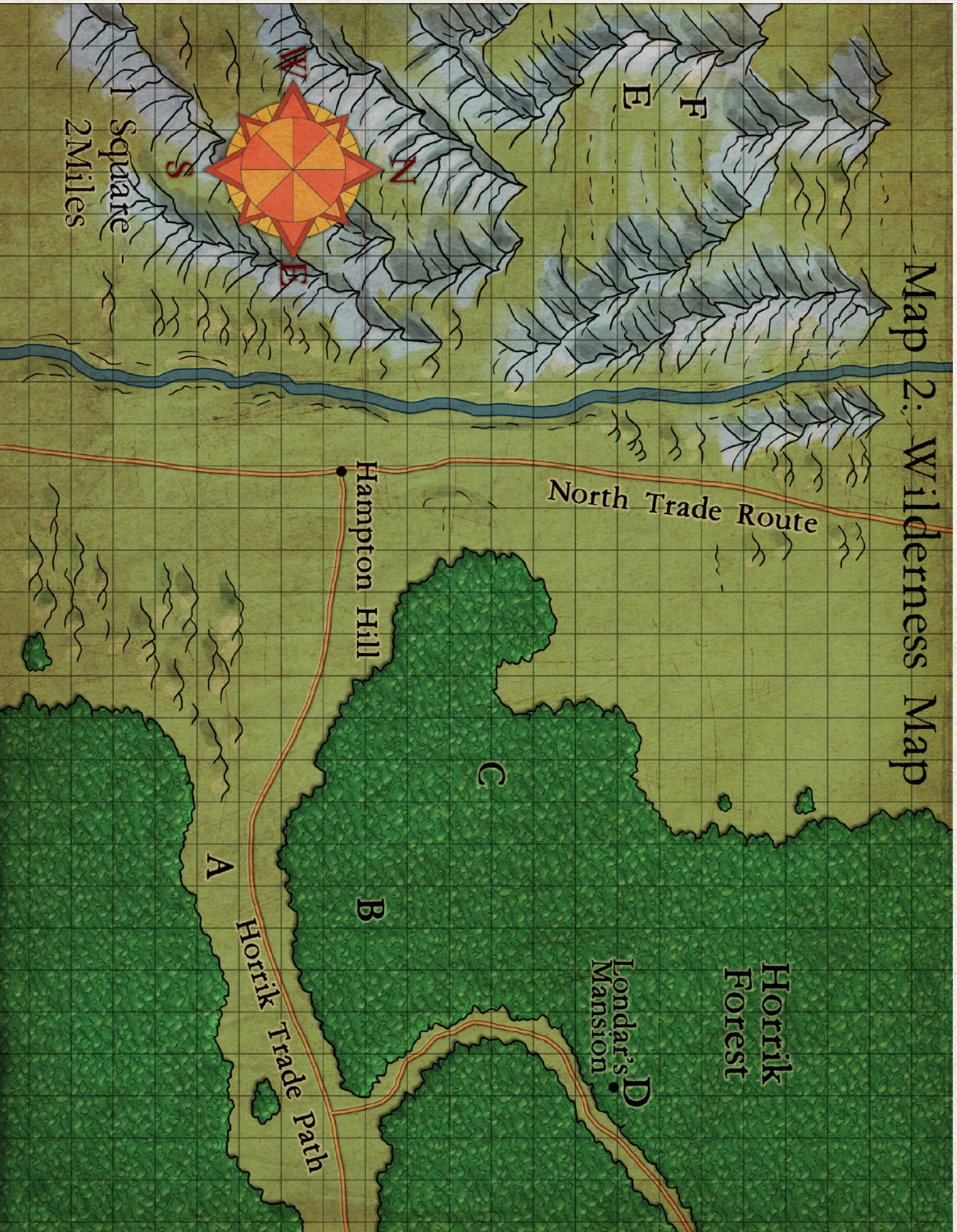
Spell-like abilities: at will—turn ethereal or incorporeal; 3/day—magical strike (100ft range, 2d8 damage, save for half), weaken opponent (100ft range, half strength, save resists); 1/day—invade dreams (steal 1 point constitution per night, no save, steal soul at 0 constitution), sleep (up to 12HD, save avoids).

Orcs (10): HD 1; AC 6[13]; Atk spear (1d6); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** none. (*Monstrosities* 364)

Roc: HD 12; AC 4[15]; Atk bite (3d6), 2 claws (2d6); Move 3 (fly 30); Save 3; AL N; CL/XP 13/2300; **Special:** none. (*Monstrosities* 399)

Trolls (3): HD 6+3; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3hp/round). (*Monstrosities* 489)

Map 2: Wilderness Map



1 Square
= 2 Miles

North Trade Route

Hampton Hill

Horrik
Forest

Londar's
Mansion

Horrik Trade Path

A

B

C

S

N

E

F

W

E. UVEAR'S CAMP

A peaceful **stone giant** outcast from his clan camps here. Uvear has untapped, untrained sorcerous powers that lead to the release of great waves of magical energy when he gets very emotional, even in his dreams. After several disasters, he was asked to leave the clan. He camps here in hopes of coming to terms with his strange powers and odd dreams. Uvear's camp is at the base of Arn's Mountain, and he has investigated several caves leading to the brightly-lit cavern inside. He is afraid to enter the mountain because he isn't entirely sure it isn't simply a vision brought on by his special "madness."

Uvear is a surprisingly gentle, friendly stone giant. His hairless head and thin features make him appear quite a bit older than he actually is. For a stone giant, Uvear is barely into puberty. He is extremely shy and wary, warning strangers away because he is cursed. More frightened of hurting someone else than of being hurt, he stands a safe distance away from visitors and maintains a stony calm. He forces calmness upon himself in an effort to keep things from bursting into flames or exploding around him. Things have gotten so bad lately that he is afraid of sleeping; nightmares sometimes result in catastrophe. These strange powers and occurrences weigh heavily on his mind, making bad dreams all the more likely when he does sleep. Uvear's loneliness generally overcomes his fear of hurting people. He hasn't spoken to anyone for several weeks, during which his strange powers have begun to torture him.

If the characters speak calmly to Uvear, they stand a good chance of recognizing the changes he is going through. Once recognized, any character magic-user can give Uvear hints on how to grasp and control his powers. Uvear is immensely relieved to discover his powers can be controlled and that the gods didn't curse him. If the characters help Uvear in this manner, he tells them about several caves that lead into a "sun cave" and offers to guard their pack animals for them. He is still afraid to travel with, or stay close to, other people until he has control of his abilities.

Uvear's powers caused enough catastrophes that he was outcast from his own home. If attacked, he simply flees into the mountains as fast as he can; he has no desire for combat or further destruction. If cornered, he fights to clear a path to escape and does so at the first opportunity.

Uvear, Stone Giant: HD 9+3; HP 66; AC 0[19]; Atk club (3d6); Move 12; Save 6; AL N; CL/XP 10/1400; **Special:** spell-like abilities, throw boulders (3d6 damage).

Spell-like abilities: enchant held weapon (+1 to hit and damage), produce flame (30ft range, random target bursts into flame, 1d6 damage).

Equipment: club.

Note: Uvear has magical powers he does not understand. Presently, his powers manifest in two ways. First, any weapon he holds glows and is treated as a magic weapon and gains a +1 bonus to hit and damage. Second, if under stress, a random object or creature bursts into flames at the start of Uvear's turn and inflicts 1d6 fire damage on the targeted creature.

F. ARN'S MOUNTAIN

This mountain has not been identified as "Arn's Mountain" for generations. Only the books, notes, and knowledge from Xanthaque allow an easy identification of the gray, jagged-tipped mountain as "Arn's Mountain." A great cleft runs down the center of the peak of the mountain. Those who camp on the west side of the mountain first see the sun through the cleft; those who camp on the east side notice that their last view of the sun as it sets is through the cleft. Numerous caves lead into the mountain's hollow interior; it takes a very short amount of scouting to discover several different routes inside. The mountain is detailed further in **Chapter 7: Arn's Mountain**.

CHAPTER 4: LONDAR'S MANSION AND TOWER



One would expect a wizard with Londar's reputation to have a home quite a bit larger, or, at the very least, more colorful than Londar's relatively simple mansion. The house itself has only one floor, though each room has a 20ft ceiling. The tower at the back of his mansion rises to a peak more than 90ft above the foundation and can be seen above the trees from over a mile away on a clear day. Londar chose this site for his simple home due to its position above a series of natural caverns.

Walls of the mansion are made of gray granite obtained from a local quarry and are fairly unremarkable. Dwarves consider the stonework solid, but unimaginative and unskilled.

Stained-Glass Windows: All the main rooms on the bottom floor (**Areas 2–8**) had beautiful stained-glass windows that looters broke to provide easy access to the building. Fragments of the stained-glass windows that once colored the gray stone walls remain in many of the window frames, but it appears that almost every window has been broken. Destruction of the windows provides a hint of the looting that has gone on since Londar's disappearance, as well as another sign that something terrible must have happened to him. Only the windows to **Area 9**, which have been magically enchanted, remain unbroken.

Lighting in the Mansion: Balls of glass with *continual light* spells provide steady illumination throughout all the main rooms (**Areas 2–9**).

Entering the Mansion: The characters can enter the home through the front door or by walking through one of the broken windows.

The Corpse on the Porch: A dark-robed thief attempted to pick the lock on the front door (**Area 1**). The corpse lies in a heap on the low steps before the front door. Decay makes the exact cause of death impossible to determine. Looters going through the mansion also picked clean the unfortunate thief's corpse. A search of the decaying body turns up nothing. The corpse is about 6 days old, meaning the thief died several weeks after Londar disappeared.

Map 3: Hall of the Rainbow Mage

1 Square - 5 Feet



1st Level



2nd Level



3rd Level



4th Level



1. THE FRONT DOOR

The massive front door is made of solid oak boards surrounding an iron core. It has a delicate, well-constructed lock that is magically warded. The front door is the only entrance to the mansion that remains unbroken. The oak door can be unlocked with one of several specifically warded silver keys that Londar created. One of these keys can be obtained from **Learah Relight**.

The door inflicts a powerful electrical shock on anyone attempting to open the lock without the proper key. The trap does not come into play if the characters obtained the key from **Learah Relight** or enter through a broken window.

The **electrical shock trap** activates when anyone tries to open the door without first disabling the lock. A failed attempt to pick the lock also sets off the trap. When the trap is set off, the character who triggered it must make a saving throw or suffer 3d8 points of lightning damage (save for half). The bolt of electricity then arcs toward the two nearest targets, with anyone wearing a great deal of metal struck over others. These secondary targets must make the same saving throw or suffer 1d8 lightning damage (save for half).

2. A LARGE ENTRY HALL

Fragments of the windows that once flanked the front door intermingle with pieces of a porcelain vase that someone dropped. The only items remaining in the entry hall, or the coat closet in the southern wall, are large pieces of furniture that couldn't be easily be carried away. Blank spots on the walls indicate that even the paintings were stolen. The hallway door to the east has been left open to provide a clear view of the hallway, but the door in the north wall remains closed. The closed door is unlocked and leads into the **Servants Quarters (Area 3)**. A character noticing the gouges in the wood-paneled inner walls might easily surmise that the looters were in a huge hurry to grab everything they could and leave before being discovered.

Ambush: Note that the three rascals in **Area 3** are most likely observing the characters as they enter this room and may take action against them.

Treasure: Searching the area carefully turns up a secret panel in the northern wall that slides down to reveal a compartment holding a light crossbow and several bolts. The light crossbow has ornate carvings on the stock along with delicate silver inlays, as well as 18 crossbow bolts.

THE SERVANT QUARTERS

Looters ransacked the small servants' quarters as effectively as the rest of the home. Several cots are turned on their sides, and the mattresses are slashed. Fragments of a broken wood chest cover the room along with small fragments of colored glass. Londar hired live-in servants and guards only when guests were staying with him. Londar placed great value on his privacy and generally had a coach drive the few cooks and food servers he did use back and forth to town.

Three adventurers hired by Baron Kurell hide in this room. Injured in a recent encounter with the wood golem in **Londar's Bedroom (Area 7)**, they finished resting and healing before hearing the characters stepping on the broken glass on the floor of the **Entry Hall (Area 2)**. Already prepared to battle the wood golems in the office and bedroom, they instead prepare an ambush when they hear the characters in the other room. If the characters bypass this room, the looters wait until they are in the **Dining Room (Area 5)** and ambush them there.

Violet, Female Human Thief (Thf6): HP 21; AC 7[12]; Atk +1 *short sword* (1d6+1) or light crossbow (1d4+1); Move 12; Save 10; AL C; CL/XP 6/400; **Special:** +2 save bonus vs. traps and magical devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, +1 *short sword*, light crossbow, 20 bolts.

Krybern, Male Human Thief (Thf7): HP 23; AC 7[12]; Atk +1 *short sword* (1d6+1) or light crossbow (1d4+1); Move 12; Save 9; AL C; CL/XP 7/600; **Special:** +2 save bonus vs. traps and magical devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 91%, Tasks/Traps 45%, Hear 5 in 6, Hide 40%, Silent 50%, Locks 40%.

Equipment: leather armor, +1 *short sword*, light crossbow, 20 bolts.

Celadra, Female Human Magic-User (MU4): HP 12; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk staff (1d6) or darts x3 (1d3); Move 12; Save 12; AL C; CL/XP 4/120; **Special:** +2 save vs. spells, wands and staffs, spells (3/2).

Spells: 1st—*magic missile* (x2), *shield*; 2nd—*pyrotechnics*, *web*.

Equipment: robes, dagger, 9 darts.

Violet, Celadra, and Krybern have been a team for several years and work very well together. Upon hearing the characters in the other room, the three move to the corners of the room farthest from the door and wait for the characters to enter the room. Once the door opens, Celadra casts *web* into the entry hall to trap the characters, while Violet and Krybern open fire with their crossbows. If the characters are stuck in the web, the three soften them up with missile weapons and *magic missiles* from Celadra. If the characters break or burn free, Violet and Krybern stand before the door to protect Celadra and then the three looters flee through the broken windows.

If the characters don't open the door within several minutes, Violet opens the door and stands aside to allow Celadra to cast *web*, and then the three use the tactics above. If the characters have already moved on, they wait and ambush the characters in the **Dining Room (Area 5)** using similar tactics.

Information: Capturing one of the three and coercing him or her to talk potentially provides useful information. Baron Kurell hired the team to find an ancient text about a pyramid, a small silver and gold pyramid, and a large ruby. The baron paid 5000gp in advance and agreed to pay another 10,000gp upon completion of the mission with all other treasures kept by the trio. The information is useful but can't be used against the baron in a court of law because no written agreements or other witnesses exist.

4. THE KITCHEN

A massive iron stove stands in the center of the room with a large chimney leading up through the roof. Pots and pans are scattered across the floor, along with a variety of cooking utensils. Cabinet doors stand open, and the plates, bowls, and serving dishes that once occupied them have been thrown on the floor. Flour and sugar cover the floor of the small pantry in the west wall. Looters emptied every container and cabinet in search of hidden money. Doors into the hallway to the north and the large dining room to the east remain open, allowing a clear view into those rooms. Some of the unbroken china and glassware left behind is quite valuable (worth 350gp).

5. THE DINING ROOM

A stench of stale vomit fills the air of the dining room. That, along with the jumble of broken glass from the shattered windows, taints the view of this once-magnificent dining room. Pale wood paneling along the walls contrasts with the dark wood of the massive dining table and chairs in the center of the room. The table and chairs are in complete disarray, and whatever decorative vases or glassware once occupied the table has been stolen or broken. All but one of the small niches for statues and vases lining the walls are empty.

The single remaining statue is an ornate silver depiction of a dragon with its mouth open and ruby eyes flashing in anger as it prepares to breathe fire on its opponents. A master craftsman created the statue years ago for Londar before he worked his own spells on it. Before the other statues and vases were stolen, the silver dragon was the most valuable-looking piece in the dining room. It is really a complex **magical trap**.

If anyone other than Londar touches the statue, it "breathes" a cloud of gas that forces everyone in the room to make a saving throw. Anyone who fails the saving throw becomes nauseated by the vapors and suffers a -1 penalty to hit and saves for 1d6 hours. The cloud dissipates through the broken windows 10 rounds after the trap is triggered. A *detect magic* reveals a complex magical aura surrounding the statue, but the trap cannot be identified by any other means. A successful *wish* spell removes the enchantment, as does a successful *dispel magic* (against a 12th-level caster). The magical effects must be removed before the statue can be transported and sold.

The silver dragon statue is worth 1200gp due to its exceptional craftsmanship and beauty.

6. THE GUEST BEDROOM

Londar, an intensely private man, has only a single guest bedroom in his home. Designed for his niece Learah, it usually saw use only when she visited. Shattered glass from the single stained-glass window in the northern wall covers the room. All the drawers from the small dresser and desk in the room have been pulled out and overturned, and the blankets and sheets have been taken from the mattress. The mattress itself is slashed and torn apart, and several parts of the bedframe are broken and dismantled. The only item of interest in the room is a small pool of blood along the windowsill. The blood is less than a day old. A looter rested on the windowsill to dress her wounds after running from the golem's in **Londar's Bedroom (Area 7)**.

7. LONDAR'S BEDROOM

Double doors entering Londar's room were left closed by the last thief who entered and then fled the room. The doors are not locked. Londar created a **wood golem** to protect him while he was sleeping and to protect his room while he was away. The golem appears to be a simple wooden statue of a tall man holding a large mace in each hand. Londar created the construct with very specific orders: It utters a loud shriek similar while it attacks anyone other than Londar who enters the room. Looters attempted to get past the golem but most met a bloody end. Broken glass is spread across the room along with the splintered furniture. Thieves broke the glass; their bodies broke the furniture as the golem tossed them about the room. Two ripe corpses remain in the room, both in an advanced state of decay.

Wood Golem: HD 9; HP 40; AC 2[17]; Atk 2 slams (2d6); Move 12; Save 6; AL N; CL/XP 10/1400; **Special:** alarm (piercing shriek), immune to cold and electricity, vulnerable to fire (200%). (*The Tome of Horrors Complete* 300)

The golem is keyed to Londar and attacks anyone else. It lets out a constant shriek as long as anyone is in the room and fights until destroyed. Fortunately, the golem is keyed to this particular room and does not chase fleeing victims. The golem has enough rudimentary programming to close the doors and stay away from the windows if the characters attempt to use missile weapons against it from outside the room.

Examining the Room: If the golem is defeated or disabled, the characters have an opportunity to search the room. Unfortunately, Londar had a passion for delicate porcelain and crystal, all of which was destroyed during the golem's battles with looters. One of the broken dressers has a drawer with a secret bottom holding several small, unmarked vials (*potions of giant strength, potion of growth, and a potion of poison*). A search of the two corpses turns up a longsword, two daggers, and coins totaling 14gp, 32sp, and 55cp.

8. THE LIVING ROOM

Londar used his living room extensively, both for entertaining and for his own reading and relaxation. The curved end of the home marks the base of Londar's tower and has the only unbroken windows in the room. The rest of the room is now a complete wreck. Plush cushions that once lined the many chairs and sofas are slashed and shredded, and small tables throughout the room were broken in vain searches for secret compartments. A wide stairway climbs along the outer edge of the tower to its upper levels, while bloody handprints mark a door in the north wall. Bare spots on the walls indicate where tapestries or paintings once hung. Niches along the inner walls are all empty.

Blood left behind on the door to **Londar's Office (Area 9)** is old enough to be dried and flaking. Learch and the sheriff left the door unlocked after their search for Londar. They were unable to enter the office due to the golems guarding it but determined that he wasn't there.

9. LONDAR'S OFFICE

Londar never allowed his servants into his office nor did he ever do business here. His office is really a gateway down to the caverns beneath his home, a gateway he has kept well-guarded against invasion. The two stained-glass windows in this room are unbroken. Powerful magic rendered the stained-glass windows virtually unbreakable, and 2 **wood golems** guard the room against any unwanted intruders. The room was damaged during a battle with looters, but after they saw what the golem in the bedroom could do, looters left this room alone.

High niches along the walls hold a variety of delicate crystal vases and statues that are all lit from behind with magical lights. The crystal splits the light into a rainbow of colors that spills across the ceiling in a complex interweaving of color. The effect is a startling, hypnotic reminder of the reasons behind Londar being known as the Rainbow Mage and acts as a **magical trap**.

Wood Golems (2): HD 9; HP 40x2; AC 2[17]; Atk 2 slams (2d6); **Move** 12; **Save** 6; **AL** N; **CL/XP** 10/1400; **Special:** alarm (piercing shriek), immune to cold and electricity, vulnerable to fire (200%). (*The Tome of Horrors Complete* 300)

The golems stand on each side of the doorway and turn to attack anyone entering through the door while emitting their piercing alarm wail. Neither golem leaves the office to chase intruders. They are programmed to close the door and stay out of sight to avoid missile fire and spells from outside the room.

Damaging area effect spells stand a good chance of destroying items on the shelves and makes the secret door behind the bookcase more difficult to locate (1-in-6 chance).

Staring at the pattern of colors on the ceiling for more than one round forces a saving throw to avoid being stunned and unable to move. Stunned characters are unable to act or think until the hypnosis is broken by somehow forcing the character to stop looking at the pattern or by destroying the pattern itself. Breaking the hypnosis causes mental pain and anguish, forcing a second saving throw to avoid suffering a -1 penalty to attacks and saves until the victim completes a long rest. Breaking a single crystal vase or statue disrupts the pattern and makes it safe to look at the ceiling.

Examining the Room: A large ebonwood desk stands in the center of the office, and massive bookcases cover the inner walls. Various papers and books are scattered along the shelves. Characters searching the shelves could find 1d4+1 spells of level 2-5 spells. The desk has several locked drawers that contain interesting items. A bookcase in the northeast corner of the office conceals a doorway that leads to a passage down to the caverns beneath the home. A dwarf studying the construction of the home has a 4-in-6 chance to notice the secret door due to the missing space behind the wall in the living room and the wall in the corner of his office.

Londar's desk has a **powerful trap** yet contains only a few items of value. Attempting to open the drawers causes a crystal embedded in the top of the desk to emit a flash of brilliant red light that causes painful burns to anyone nearby. The red light is a powerful, concentrated form of heat that affects anyone within a 5ft radius of the desk. The light passes above the desk, making it immune to the damage, but any items on top of it must succeed at a saving throw or catch fire.

Anyone inside the room when the trap activates takes 4d6 points of damage (save for half). Those who fail their saving throw are also blinded for 1d6 minutes. The trap recharges in 5 rounds.

Londar kept his most valuable items hidden in his true library and vault within the caverns deep beneath his home. The trap on the desk was simply meant to further deter thieves to allow Londar time to prepare for battle. The desk drawers contain only 3 random magical scrolls and a pouch containing 100gp.

LONDAR'S TOWER (AREAS 10-12)

Londar's Tower rises several floors above the main house. The living room of the home is the first level of the tower. Stairs circle the inner wall of the tower as they climb to the upper levels. A landing marks each level with a door blocking further progress up the stairs or into that particular floor. The three upper levels are devoted to storage or other special uses that Londar considered sage enough to house there. Doors in the tower generally have rather dangerous traps. Londar bypassed these traps — and all the traps in his caverns — using secret command words known only to him or by using *teleport* spells.

10. THE SECOND LEVEL OF LONDAR'S TOWER

The stairs that lead up from **The Living Room (Area 8)** end before a solid stone door painted in fluorescent red. Soot marks along the walls surrounding the landing hint at a recent fire. The only features of the door are its bright red color and its strange lock. Anyone attempting to pick the lock or force open the door triggers a **fire jet trap**.

The trap pumps out a jet of fire from a magical source. A jet of fire extends 5ft from the door toward the stairway. Anyone caught in the jet suffers 4d6 points of fire damage (save for half). The trap resets after 1d4 rounds.

Once the door is opened, an apparently empty room and a stairway that continues upward along the outer edge of the tower is revealed. Londar used this room to store unused furniture and old items he didn't need anymore. The center of the room is enchanted so that any inanimate objects placed there become invisible within 2 rounds. A character walking toward the center of the room bumps into the old furniture and can rapidly figure out what is there by feeling around. The items can be revealed for 1 hour with a *dispel magic* spell (vs. a 10th-level caster) or by removing them from the middle of the room. None of the items is of any value to the party. Once reached, this room is relatively easy to guard and therefore a good place to rest.

11. THE THIRD LEVEL OF LONDAR'S TOWER

Stairs from the second level rise to a small landing before a dull, featureless blue stone door. Anyone attempting to force the door or failing to pick the lock triggers a **trap** that releases oil from the holes along the floor. The oil pours across the landing and down the steps. The trap is difficult to locate but relatively easy to disable once discovered.

If triggered, oil sprays out from the trap and affects all in the area. Anyone moving through an area covered by the oil must move at half speed or roll below their dexterity on 3d6 to avoid falling down (keep in mind that falls down the stairs inflict normal falling damage for every 5ft fallen). The oil trap has 5 remaining activations before the reservoir runs dry.

Opening the door reveals a well-appointed reading room decorated with beautiful crystal lamps, broad wool tapestries, and ornate wooden chairs with plush cushions. A beautiful full-sized mirror is molded to the stone of the floor in the center of the room, and the eastern portion of the circular room is decorated with colored stone inlays in the shape of strange runes along the walls and the floor. Stairs along the west wall continue their climb along the outside of the tower to its upper levels.

Londar generally avoided his traps and devices by simply *teleporting* from place to place or by using passwords known only to him. Rune-shaped decorations helped him key in on exact destinations and eliminated any chance of a failed *teleport*. *Detect magic* reveals nothing strange or magical about the symbols themselves but reveals extremely powerful magic surrounding the mirror. The mirror is a *mirror of random portals* Londar created. When the mirror is activated, it generates a one-way portal to a random location throughout the world. Londar used the mirror to explore the world, always knowing he could *teleport* home when he needed to do so.

GREATER MISCELLANEOUS MAGICAL ITEM

MIRROR OF RANDOM TELEPORTATION

This odd mirror can generate a one-way portal to random locations throughout the world. The location cannot be determined beforehand and can include any place in the known world, including caverns, dungeons, forests, mountains, etc. The portal never ends up inside rock or underwater but can open to locations with no other exits. Activating the mirror requires a gem of at least 100gp value to be placed into the depression at the top of the frame. The mirror can be activated only once per day. Each mirror must be created in a particular location; moving a mirror from the spot where it was created prevents its magic from working anymore.

12. THE FOURTH LEVEL OF LONDAR'S TOWER

Stairs from the third level of the tower end before a purple stone door that is marked with glowing runes. *Detect magic* reveals the runes are runes, but the door has no traps and is unlocked.

A massive *crystal ball* occupies a circular table in the center of the room, and several strange silver bowls full of water rest on stands in different parts of the chamber. Runes and sigils decorate the north wall above a strange circle of inlaid stone. A small table against the west wall holds a number of carefully drawn maps.

Londar devoted the top of his tower to the creation of a scrying chamber that he used to spy on the important people and lands surrounding his home. He used this chamber to create intricate maps of the surrounding area and to record weaknesses of potential enemies. Carefully studying the map indicates that some of them were created as battle plans. Characters studying the notes come to the conclusion that Londar was planning to take over the surrounding area by force, a rather shocking revelation considering his reputation as a well-liked, generous man.

Treasure #1: The *crystal ball* is of the highest quality and would fetch over 3000gp on the open market. Unfortunately, everything bears Londar's symbol and can't be sold or openly transported locally. The maps and battle plans would be shocking to the local magistrate but are worth money only to Learah Relight who is willing to pay 1000gp to prevent any public knowledge of Londar's "temporary madness."

Treasure #2: One of the drawers has a carefully hidden secret compartment. It contains a *+1 dagger* Londar forgot about.

Treasure #3: Beneath some of the maps is a letter written on thin parchment that reads, "L. It appears we are in agreement. The western mountains are yours, may your search of those ruins find success, and everything east and south of the Remick River shall be mine. As we discussed, the pyramid is necessary for success. I shall send a courier with funds sufficient to help acquire the final pieces of the device." While the letter is unsigned, a wax seal has been affixed to the bottom of the parchment. The seal is very similar to Baron Kurell's, but not similar enough to be certain of its source.

Treasure #4: Mixed in with some of the other maps and papers is a detailed map of the mountains west of the mansion and Hampton Hill. Known to most in the area simply as "the western mountains," Londar's map has an additional message that reads: "Batrie's Fall." A scrawled note near a mountain circled on the map reads: "Arn's? Hollow? Temple?" When combined with other information, the characters can use this map to help locate Arn's Mountain where an ancient temple to Horgrim remains hidden.

CHAPTER 5: BENEATH THE MANSION



ADDITIONAL ENCOUNTERS IN THE JUNGLE CAVERN

The Referee may choose to include some of the following random events while in this cavern. Roll 1d20 for every 30 minutes in the cavern, an encounter already used counts as no encounter. The encounters should be used only once, if at all. Referees might decide to add more combat-oriented encounters to the jungle as it is a perfect place to add strange creatures *teleported* in from distant locations.

| 1d8 | Encounter |
|-------|--|
| 1–2 | A powerful roar reverberates through the trees and off the cavern walls followed by screeches and panicked birdcalls only to close with a distinctly uneasy silence. |
| 3 | A tiger bursts through the undergrowth and attacks the party. |
| 4–5 | A colorful bird charges from the treetops and attempts to chase the party away from its nest. |
| 6 | The party enters a small clearing only to notice 2 giant assassin bugs at the same time they notice them. |
| 7 | Something screeches before running into the undergrowth, leaving behind only rustling leaves. |
| 8–9 | A pained wail echoes through the trees, followed by the call of a strange bird. |
| 10–20 | No encounter. |

Giant Assassin Bugs (2): HD 6; AC 5 [14]; Atk 2 claws (1d6), bite (1d8 + liquefy organs); Move 9 (climb 6/fly 12); Save 11; AL N; CL/XP 8/800; **Special:** liquefy organs (2d8 damage, save resists). (*The Tome of Horrors Complete* 35)

Tiger: HD 6; AC 6[13]; Atk 2 claws (1d4+1), bite (1d8); Move 15 (swim 6); Save 11; AL N; CL/XP 7/600; **Special:** rear claws (after 2 claws hit, rake for additional 2d8+2 damage). (*Monstrosities* 472).

THE CAVERNS (AREAS 13–23)

Londar used the caverns below his home as a testing ground and as an extra layer of protection against invasion. Londar used magic to create rooms hidden off the caverns as well as the tunnels connecting them. Londar installed permanent *teleportation circles* in several parts of the Under Realms and a distant jungle to keep his different caverns populated with creatures to study and experiment on. Some of Londar's research went into creating special forcefields he used to keep creatures in the various caverns apart. Once he finished the intricate network of caverns, he never had to travel through them. Each room he created has a special area with inlaid stone in the form of colored runes that gave Londar the exact coordinates for the use of *teleport* spells. All these areas are unique in design but none of the stonework is magical in nature.

Some of the creatures in the various caverns were deliberately summoned or *teleported* there by Londar; others simply wandered through *teleportation circles* and became trapped. The presence of the outside *teleportation circles* provides an opportunity for the Referee to add new or different creatures the characters have never before encountered. Several caverns include possible random encounter lists, but these lists should be considered optional and used only if the Referee wants to create a more difficult adventure.

Forcefields: Forcefields dividing hallways and caverns can be turned on and off with special dials. Londar created a system of dials that could be triggered only by a humanoid hand with a full complement of fingers. When turned, these dials open doors or turn off forcefields, and then slowly reset over a period of about 10 rounds (one minute). Once the dial resets, the door it opened closes or the forcefield it disabled goes back up. The forcefields are difficult to notice without walking into them or hitting them with something, but characters should soon recognize the dials to disable them and that the forcefields are always located at logical junctions. The forcefields also can be disabled for 1d6+4 rounds with *dispel magic* (vs. a 12th-level caster).

13. ROUGHHEWN HALLWAY

The stairs drop steadily into the ground in a steep spiral before finally ending at a wide, roughhewn hallway sloping downward to the south. The robed body of a wizard slumps on the floor near a pillar 30ft down the hallway, which forks 30ft past the body. The wizard used a *passwall* spell to get through the wall into the hidden passage he realized must be behind it. Unfortunately, he ran into a rather deadly trap. Cautious characters recognize that the body and most of its clothing are horribly burned and that the stone wall near the body shows signs of great heat. A 5ft strip of floor before the pillar is designed as a trigger for a **fire jet trap**. Anyone stepping on that area of the floor is engulfed in jets of fire from tiny nozzles in the walls.

When activated, the trap shoots jets of fire along the length of the corridor from the pillar to the foot of the stairs. Those caught in this spray of fire must roll below their dexterity on 4d6 or take 4d8 points of damage (save for half).

Disabling the trap allows the characters to examine the corpse. The powerful flames destroyed almost everything on the burned corpse.

Ten feet beyond the stone pillar is a forcefield that must be deactivated to travel any farther. Characters studying the pillar closely notice a dial with a depression the size and shape of a humanoid hand. Placing one's hand in the depression and turning the dial brings down the forcefield. Turning the dial begins a slow ticking sound as it begins to reset. Once it returns to its original position, the forcefield turns on again. Beyond the forcefield, a similar dial in the wall turns off the forcefield from the opposite side. Londar set up several such walls in different places throughout the cavern's halls to keep creatures safely confined.

14. BEFORE THE JUNGLE CAVERN

A shimmering forcefield blocks the entrance to a massive cavern lit with glowing stalactites and filled with jungle plants. Air on the opposite side of the forcefield is far hotter and more humid than the air in the hallway, causing the field to shimmer enough to be somewhat visible. A dial with a depression shaped like a human hand in the southern wall can be used to disable the field for 10 rounds. A second dial on the other side of the field can also be used to deactivate the field.

THE JUNGLE CAVERN

Londar loved the brightly colored creatures he saw while traveling in the jungle and endeavored to create his own jungle in this massive cavern. He used spells to permanently light the cavern from above and then teleported in large plants and a number of animals. While some of the plants don't grow very well, *teleportation circles* placed in several different jungles bring a constant influx of small jungle animals along with a few larger jungle creatures. *Teleportation circle* arrival locations identified on the map indicate regions where creatures might suddenly appear out of thin air. The cavern's ceiling rises approximately 80ft above the floor with many of the jungle trees planted here reaching the top of the cavern and then bending along the ceiling. Birds, small monkeys, and other animals move through the twisted forest. Numbered locations indicate spots or encounters of particular interest.

Map 4: Hall of the Rainbow Mage



Up to 9



1 Square - 10 Feet



15. KUNKTHANK'S AMBUSH

Kunkthank, a moderately intelligent **tyrannosaurus rex** due to a side effect of the *teleportation circle*, arrived here through one of the *teleportation circles* over a year ago. Although he stands slightly over 18ft tall, he has found a particularly thick stand of jungle trees and undergrowth where he can hide and wait for food to wander by. While not overly intelligent, he knows exactly how close most prey needs to be before he charges forward and runs it to the ground. Few creatures ever get away from his brutal attacks.

Treasure: Kunkthank has a small cache of treasure hidden in a depression in the cavern floor near his ambush spot. Vines cover the hole, but characters have a 1-in-6 chance to notice green stains on the rocky ground where the vines are moved back and forth. His treasure includes some items acquired from two unlucky thieves who came through one of Londar's *teleportation circles*. In the depression is an empty *bag of holding*, lockpicks, 2 daggers, a rusted longsword, 18pp, 87gp, 93sp, and 72cp.

Tyrannosaurus Rex: HD 18; HP 112; AC 5[14]; Atk bite (5d8 + chew); Move 15; Save 3; CL/XP 19/4100; **Special:** chew (automatic 3d8 damage in rounds after bite). (*Monstrosities* 125)

16. A SECRET DOOR

The solid rock door sitting in the northern wall has carefully emulated the stone walls of the cavern, making it very difficult to spot (1-in-6 chance for all characters). Characters who spot the door also notice a dial with a human hand imprint in the rock several feet to the left of the door and automatically realize it must control a door or forcefield similar to those that the characters have already bypassed. Placing a hand in the impression and turning the dial opens the door to reveal a small laboratory.

The door is a piece of the cavern wall carefully cut out to create a well-hidden door. It opens by a series of mechanical and magical mechanisms triggered by the dial in the stone wall beside it. A humanoid hand with a full complement of fingers and a thumb is required to turn the dial; any other hand or appendage simply cannot bypass the magical protection placed upon it. Once turned, the dial slowly resets over a period of 10 rounds after which the door closes again.

A **babbler** set up an ambush by a small pond hidden by several thick trees and some heavy bushes. Intelligent enough to realize the dial in the wall controls a locking mechanism, it stands guard watching the dial and the adjoining doorway to learn who is responsible for its recent arrival here. The babbler presumes anyone opening or going through the door is the enemy that trapped it here and attacks. It would attempt to go through the door itself but is unable to turn the dial.

After falling through a *teleportation circle*, this babbler quickly assessed its situation and has made the best of a bad situation. It waits patiently, abandoning its vigil over the secret door only to hunt for a bit of food. Anyone attempting to open the door becomes a target for its anger.

The babbler bursts from cover and attacks anyone approaching the door or the lock, targeting the person closest to the door as its primary victim.

Babbler: HD 5; HP 35; AC 4[15]; Atk 2 claws (1d6), bite (1d8); Move 15 (bipedal 9); Save 12; CL/XP 5/240; **Special:** surprise (1–4 on 1d6). (*The Tome of Horrors Complete* 39)

17. AN ABANDONED ALCHEMIST'S LABORATORY

Glass objects, crystal flasks, and strange vases line shelves and benches throughout the room. Abandoned glassware here could fetch a total of 200gp from an alchemist interested in purchasing it. Shelves along the back wall hold a variety of large bottles made of tinted glass, each with wax-sealed stoppers. A purple dial with a hand impression is beside a set of shelves in the north wall. If turned, this dial does not begin to reset like the dials that open doors or trigger the forcefields in the hallways. This dial needs to be turned for the west door in the **Large Laboratory (Area 29)** to be opened. A bench in the center of the room has been cleared of all glassware and holds only a single bottle with a cork stopper. Scrawled words on a piece of paper resting beside it read, "One wish left, don't push him."

Londar actually used this laboratory while experimenting on gorillas and other creatures. He abandoned it several years ago, but beforehand, Londar put a few items here to make life "entertaining" for anyone searching through the lab. Londar discovered a way to transform and imprison creatures in the large glass bottles along the shelves and on the bench. He used this method to store a few of his experiments and a few other creatures he intended to experiment on in the future. Breaking or opening a bottle releases the trapped creature, which is unable to act for 1 round while it composes itself. Most of the creatures trapped in the bottles either attack anyone in the room or do their best to escape when finally released. While there is a **djinni** in a bottle on the bench, it was trapped in the bottle by Londar, can't cast any *wish* spells, and is VERY angry once it is finally released. Characters should be quite reasonably suspicious of both the bottle and the note. If they go ahead and open it, the djinni turns into a whirlwind as soon as it can act and travels through the room, shattering all the glassware and releasing the creatures trapped in the other bottles.

Djinni: HD 7+3; AC 5[14]; Atk fist (2d8); Move 9 (fly 24); Save 9; CL/XP 9/1100; **Special:** spell-like abilities, whirlwind (10ft diameter, sweep away 1HD creatures, 3d4 damage to others, save for half). (*Monstrosities* 126)
Spell-like abilities: at will—create food and metal, create illusions, gaseous form, invisibility.

After recovering from its initial stunning, the djinni bellows with rage and uses its whirlwind ability to decimate the room. It sends shattered glassware throughout the room and breaks all the bottles on the shelves before going ethereal and returning to its home. If released in the laboratory, the djinni does not stay around to battle the characters, though it would like to, because it is afraid of somehow being trapped again. Releasing the djinni outside the laboratory results in a full-scale battle from which the djinni flees only if mortally wounded.

The djinni breaks all the jars containing the bottled creatures (see sidebar) if he is released in the laboratory. Total chaos ensues: The hydra basically attacks everything in sight; the troll attacks the characters and tries to use them as a shield against the fire-breathing hydra; and other creatures generally attack anyone next to them. Releasing all the creatures at once results in a free-for-all. Wise characters flee and let the released creatures destroy each other.

THE BOTTLES

Creatures trapped in the bottles underwent a painful procedure against their will. Some failed enough saving throws that they did not survive, but most of the rest did. Creatures trapped in the bottles are not slaves of the person freeing them; in fact, they are more than likely going to attack as soon as they recover from their ordeal. There are 15 bottles total. If any are opened or destroyed, roll 2d8–1 and consult the following table.

| Roll | Contents |
|------|--|
| 1–2 | Kobold (any kobolds released are frightened and attempt to run away or negotiate their freedom) |
| 3 | Troll (attacks the nearest creature) |
| 4 | Ettercap (if the door is opened, it attempts to flee; if the door is closed, it attacks the nearest creature) |
| 5–7 | Dead kobolds |
| 8 | Griffon (hungry and frightened, it attacks the nearest creature) |
| 9–10 | Bugbear (attacks nearest creature) |
| 11 | Hydra (attacks anyone and anything around it) |
| 12 | Dead griffon |
| 13 | Shambling mound (attempts to communicate unless attacked) |
| 14 | Dead bugbear |
| 15 | Otyugh (attacks nearest creature) |

Bugbear: HD 3+1; AC 5[14]; Atk bite (2d4) or longsword (1d8+1); Move 9; Save 14; AL C; CL/XP 4/120; **Special:** surprise opponents (50% chance). (*Monstrosities* 53)

Ettercap: HD 5; AC 6[13]; Atk 2 claws (1d3), bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; **Special:** poison bite (save or die), traps (webs). (*Monstrosities* 161)

Griffon: HD 7; AC 3[16]; Atk 2 claws (1d4), bite (2d8); Move 12 (fly 27); Save 9; AL N; CL/XP 8/800; **Special:** none. (*Monstrosities* 231)

Hydra (9 headed): HD 9; AC 5[14]; Atk 9 heads (1d6); Move 9; Save 6; AL N; CL/XP 11/1700; **Special:** breathes fire (3/day, 4d8 damage, save for half). (*Monstrosities* 258)

Kobold: HD 1d4hp; AC 7 [12]; Atk short sword (1d6); Move 6; Save 18; AL C; CL/XP A/15; **Special:** none. (*Monstrosities* 277)

Otyugh: HD 7; AC 3[16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; AL N; CL/XP 8/800; **Special:** disease (90% to contract from bite, death in 3d6 days unless cured). (*Monstrosities* 367)

Shambling Mound: HD 8; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 8; AL N; CL/XP 11/1700; **Special:** enfold and suffocate victims (if 2 fists hit, target suffocates in 2d4 rounds), healed by electricity, immune to cold and weapons. (*Monstrosities* 419)

Troll: HD 6+3; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3hp/round). (*Monstrosities* 489)

18. CAVERN OF THE LAKE

The hallway opens into a large cavern with a small lake in its center. A second hallway exits the cavern along the southern side with both exits from the cavern protected by forcefields operated by standard hand dials. Londar purchased an **aboleth** as an egg and let it grow up here specifically to provide a guardian for his deeper caverns. A narrow flagstone path closely follows the edge of the lake as it makes its way toward the southern exit, easily close enough to allow the aboleth the opportunity for surprise attacks. While it is a good guardian, this massive fish-like amphibian has no allegiance to anyone. It would happily destroy Londar but never got the chance. It knows about the forcefields that trap it here, but its lack of humanoid hands prevents it from inactivating them.

Keying the forcefield at either entrance to the cavern sets off an underwater alarm that only the aboleth can hear. This warning allows it to prepare for visitors. After determining which entrance the characters are entering, the aboleth conceals itself in the lake and attempts to communicate with the party without revealing itself. During this conversation, it uses its probing telepathy to find out which party members are the most dangerous and then targets them with its enslave power. During battle, it attempts to use its tentacles to move creatures into the water so they suffer from the aboleth's mucous cloud.

Aboleth: HD 9; HP 64; AC 3[16]; Atk 4 tentacles (1d6 + slime); Move 9 (swim 12); Save 6; AL C; CL/XP 12/2000; **Special:** mucus cloud in water (save or cannot breathe air for 3 hours), special disease upon successful hit (save or must be immersed in water every hour), spell-like abilities. (*Monstrosities* 8)

Spell-like abilities: 3/day—*charm monster*, *phantasmal force*.

Treasure: Several adventurers unfortunate enough to fall through the *teleportation circles* into Londar's caverns fell victim to the aboleth. It has collected their items into a small cache hidden at the bottom of the lake. Most of the items are decayed or rusted, but there is a 1000gp ruby, an ivory tube containing 500gp worth of diamond dust, and lost coins totaling 72gp, 132sp, and 259cp.

19. A SHORT HALLWAY OF POLISHED STONE

A different type of stone, greenish in hue and highly polished, lines the walls, floor, and ceiling of the short hallway connecting the lake cavern with another, larger cavern. The short, curving hallway is flanked by forcefields operated with standard dials. Characters entering the hallway notice that sound is somehow magnified and concentrated by the walls.

A 10ft section taking up the center of the curving hallway is really a pressure plate triggering a powerful sonic trap that is concentrated and reinforced by the specially designed walls of the hallway. Creatures or objects vulnerable to sonic damage suffer 10d6 points of damage (save for half). Exposed glass or crystal objects are destroyed (magical items get a save), but objects stored in packs are buffered from the sound. Other creatures must make a saving throw or be deafened for one hour. The trap resets itself every round.

THE CAVERN OF CRYSTALS

The massive cavern is filled with strange crystals and bizarre stone structures. Patches of glowing moss cling to the floor and hanging stalactites shed an eerie light that is magnified by the many strange crystal growths throughout the cavern. Londar's latest attempt at creating an army resulted in strange humanoid creatures made of crystal and stone he named "chrystones." Londar used the natural crystal formations and stone of this cavern for his creations and imbued them with an ability to reproduce. Although chrystones have only rudimentary intelligence, they do have strange powers that make them extremely dangerous. While many still follow Londar's orders, others seek freedom. Some chrystones might attempt to communicate, while others simply attack the characters as they have been trained to do.

Sonic traps placed at the exits flanking this cavern are particularly deadly to the chrystone and were designed specifically to prevent their departure. The cavern itself is very rough, marked by small pools of water and a wide variety of stone stalagmites and stalactites, most of which have crystals of some sort imbedded in them. Creatures living in the cavern include the natural fungi and lizards present before Londar's modifications, the chrystones he created, and creatures arriving from *teleportation circles* placed in various caves and caverns throughout the world.

20. A CRYSTAL COLUMN

Londar's complicated spells gave the chrystones more intelligence and personality than he truly desired. Several of the chrystones created a massive column of various-colored crystals that shines with a soft light. The 5ft-diameter column is perfectly smooth and made from a full spectrum of differently colored crystals. Soft light shining from within the column sheds multicolored light throughout the area. Dwarven characters or characters who can detect stonework instantly recognize the superior craftsmanship that went into creating the single column.

The 5 **chrystones** that created this column are loyal to Londar; they made the rainbow-hued column as a tribute to their creator and master. When they hear the

characters approaching, they hide among the surrounding stalagmites and prepare an ambush. These particular chrystones are some of the first created by Londar and are the most loyal to him and his orders. While other chrystones might try to negotiate for their freedom, these attack anyone other than Londar.

Chrystones (5): HD 5; HP 37, 35, 32x2, 30; AC 4[15]; Atk longsword (1d8); Move 9; Save 12; AL N; CL/XP 8/800; **Special:** breath weapon (3/day, 20ft cone of rainbow colors, 2HD and below knocked unconscious for 2d4 rounds and blinded for additional 1d4 rounds; 3HD or more blinded for 1d4 rounds, save resists), death throes (explodes in razor-sharp fragments, 5ft radius, 2d6 damage, save for half), immune to magic (*transmute rock to mud* slows for 2d6 rounds; *transmute mud to rock* heals completely; *stone to flesh* negates immunity for 1 round), resist non-magical weapons (50%), shape stone (at will, change rock shape), shatter weapons (save or destroyed). (*The Tome of Horrors Complete* 94 or **Appendix B: New Monsters**)

The chrystones use their breath weapon as they close in from all sides and join in melee combat. Their immunity to spells and lack of experience fighting tactically makes them fearless. Chrystones do not retreat when heavily injured and chase fleeing characters no matter how badly they themselves are hurt.

ADDITIONAL ENCOUNTERS IN THE CAVE

In addition to specific encounters at the marked locations, the Referee has the option of using all or some of the following random encounters while the characters explore the cavern. The Referee might decide to use other exotic creatures that arrived via Londar's *teleportation circles* in place of these encounters. Roll 1d20 for every 30 minutes the characters explore the cavern. Repeat encounters should be counted as no encounter.

- 1 A low hum moves through the cavern and causes the surrounding rock and crystal to vibrate.
- 2–3 The party is ambushed by a group of 3 **chrystones**.
- 4 The party hears the splashing of a **young black dragon** bathing in a nearby pool.
- 5 Shrill whistles pierce the air and echo off the cavern walls before fading to silence.
- 6 A **phase spider** attacks the party.
- 7 A small, harmless lizard leaps from a rock to a party member's pack, and then leaps off and flees into the cavern.
- 8 A **fungus gargoyle** attacks as the party walks by.
- 9–20 No encounter.

Black Dragon (Young): HD 7; HP 14; AC 2[17]; Atk 2 claws (1d4), bite (3d6); Move 9 (fly 24); Save 9; AL C; CL/XP 5/240; **Special:** spits acid (3/day, 60ft-long-line acid, 14 damage). (*Monstrosities* 132)

Chrystones (3): HD 5; HP 37, 35, 32x2, 30; AC 4[15]; Atk longsword (1d8); Move 9; Save 12; AL N; CL/XP 8/800; **Special:** breath weapon (3/day, 20ft cone of rainbow colors, 2HD and below knocked unconscious for 2d4 rounds and blinded for additional 1d4 rounds; 3HD or more blinded for 1d4 rounds, save resists), death throes (explodes in razor-sharp fragments, 5ft radius, 2d6 damage, save for half), immune to magic (*transmute rock to mud* slows for 2d6 rounds; *transmute mud to rock* heals completely; *stone to flesh* negates immunity for 1 round), resist non-magical weapons (50%), shape stone (at will, change rock shape), shatter weapons (save or destroyed). (*The Tome of Horrors Complete* 94 or **Appendix B: New Monsters**)

Fungus Gargoyle: HD 5; AC 4[15]; Atk 2 claws (1d6); Move 14 (fly 18); Save 12; AL N; CL/XP 5/240; **Special:** fungus breath (every 1d4 rounds, 30ft cone of fungus, 1d6 damage, save resists), stench (10ft cloud, save or vomit). (*The Tome of Horrors Complete* 263)

Giant Phase Spider: HD 2+2; AC 6[13]; Atk bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 6/400; **Special:** lethal poison (+1 save or die), dimension phasing. (*Monstrosities* 452)

21. SLIME POOL

A **black pudding** hides beneath the small pool of stagnant water, sliding out only when someone or something comes close enough for it to attack. Its location near a *teleportation circle* arrival spot provides it with a constant source of food. Chrystones living in the cavern are immune to its acid but have learned to stay away from it anyway.

Black Pudding: HD 10; AC 6[13]; Atk attack (3d8); Move 6; Save 5; AL N; CL/XP 12/2000; **Special:** acidic surface, immune to cold, divides when hit with lightning. (*Monstrosities* 46)

The ooze remains concealed in the pool of water and makes no effort to move or attack anything that doesn't approach the water. Enough creatures come to the water for a drink that it has a steady supply of food. Once a creature is within 5ft, the ooze makes a swift attack and tries to grab and constrict the victim before sliding back into the pool.

22. A SHIMMERING POOL OF WATER

Water drips into the pool from the stalactites above, creating gentle ripples that shimmer due to the glowing crystals deep beneath the water. While the glowing crystals might appear attractive to adventurers, they are not very valuable and angering Yorliss is decidedly unhealthy. Yorliss is an elderly female **spirit naga** who made her home here after arriving through a *teleportation circle*. The pool itself is close to a *teleportation circle* arrival point that has provided Yorliss with plenty of food. She and the chrystones are content to leave each other alone because she has no desire for battle and the chrystones know her spells can cause them serious damage.

Yorliss' long, snake-like body is covered with emerald green scales. A series of orange and red spines run along her back and rise up when she is angered or frightened. Her face, though only vaguely human-like, is quite beautiful, and she has a charming personality. Her great age and constant food source have made her larger, stronger, and smarter than the average naga. She has explored the cavern quite thoroughly and, if the characters communicate with her, she can identify the location of *teleportation circle* arrival points, talk about where most of the chrystones can be found, and mention the location of a door she is unable to open (the door to Londar's laboratory). She knows nothing about Londar and has never communicated on any real level with any of the chrystones, so she doesn't know where they are from or how they came to be in the cavern.

Spirit Naga: HD 9; HP 61; AC 5[14]; Atk bite (1d3 + poison); Move 12; Save 6; AL C; CL/XP 13/2300; **Special:** charm gaze (as *charm person*), poison (save or die), spells (MU 4/3/2/1; Clr 2/1). (*Monstrosities* 344)

Spells: 1st—*cure light wounds*, *detect magic*, *magic missile* (x3), *sleep*; 2nd—*hold person*, *invisibility*, *phantasmal force*, *web*; 3rd—*lightning bolt* (x2); 4th—*dimension door*.

If the characters approach the pool peacefully, she breaks the surface a safe distance away and greets the travelers. She hasn't had any intelligent company for a long time and is open to talking to the characters and giving them any of the information mentioned above. If the characters threaten or anger Yorliss, they soon discover she is a canny, dangerous foe. Yorliss remains in the water while casting spells at the characters. She creates as much noise as possible to attract other creatures to the area (50% chance of 3 or more chrystones arriving in 5 rounds). If other creatures arrive, she casts a *web* around the characters and any stalagmites and the stalactites surrounding them to make them sitting targets. Otherwise, she uses her charm gaze on the most heavily armored characters and *hold person* against any obvious spellcasters. If the battle begins to go poorly, she casts *dimension door* to escape. She attempts melee combat only against single characters and keeps to the water if the characters stay in a group. If the characters attempt to use missile weapons and spells against her, she swims beneath the water and makes plans to ambush them later. She is very fast and sure in the water and attacks any character foolish enough to try to enter melee combat with her there.

23. THE DOOR TO LONDAR'S LABORATORY

A well-concealed stone door similar to the one at **Area 16** is given away completely by a marble dial set into the wall beside it. Marked with the standard impression of a humanoid hand, it provides a clear indication that a door is nearby. Furthermore, the dial itself glows with a faint magical aura that makes it easy to see from 30ft away. Characters within 30ft of the dial notice it easily and those approaching the dial can make out the faint lines that indicate the presence of a door.

While some of the original chrystones are blindly loyal, their offspring are more willful and intelligent. Several have made attempts to communicate to some drow that came through a *teleportation circle*. Although those attempts failed, they still have hopes of negotiating a way out of the cavern. They set up an ambush of sorts near the door to the laboratories. They use their camouflage ability to look like surrounding stalagmites and come forward when the characters approach the door. Although they retain the memories of their parental chrystones, they are more independent and have no loyalty to Londar. They simply want to escape the cavern and have lives of their own.

These 8 chrystones do not want to fight and attack only if forced. The leader, a chrystone with deep purple crystal along its arms and head, calls itself "Cliki" as it comes forward with its arms open in a gesture of peace. It attempts to communicate using some of the sounds it heard from the drow it met before, and then using some of the sounds that pass for the language created by its young race. Patient characters may begin to understand that it is looking for a way to leave the cavern. Once communication is established, it offers several diamonds and emeralds — gems it knows other creatures find valuable — for help leaving the cavern.

It is quite possible the characters misinterpret Cliki's overtures or refuse to deal

with it. If the characters attack, the chrystones make a fighting retreat using their breath weapon if needed. If Cliki is attacked or destroyed, the rest of the chrystones become enraged and attack the characters to the best of their ability.

Chrystones (8): HD 5; HP 39, 36x2, 32, 29, 27x2, 24; AC 4[15]; Atk longsword (1d8); Move 9; Save 12; AL N; CL/XP 8/800; **Special:** breath weapon (3/day, 20ft cone of rainbow colors, 2HD and below knocked unconscious for 2d4 rounds and blinded for additional 1d4 rounds; 3HD or more blinded for 1d4 rounds, save resists), death throes (explodes in razor-sharp fragments, 5ft radius, 2d6 damage, save for half), immune to magic (*transmute rock to mud* slows for 2d6 rounds; *transmute mud to rock* heals completely; *stone to flesh* negates immunity for 1 round), resist non-magical weapons (50%), shape stone (at will, change rock shape), shatter weapons (save or destroyed). (*The Tome of Horrors Complete* 94 or **Appendix B: New Monsters**)

LONDAR'S LABORATORIES (AREAS 24–33)

All of these rooms were cut from the surrounding stone using magic. The ceilings are 20ft high and lit with balls of glowing light unless otherwise stated.

24. A SHORT ENTRY HALL

The door from the rough cavern (**Area 23**) opens to a short entry hall that ends before a **green stone door**. A stone dial similar to others throughout the caverns is placed in the exact center of the door. Stone used for the hallway and the door is the same material found in the hallway at **Area 19**, a hint to cautious characters that another trap might be present. Turning the dial on the door opens it, but it also emits a high-pitched squeal that is specifically tuned to the structure of the chrystones and kills any chrystones who end their turn in the hall. Characters in the hallway find the high-pitched squeal painful, but any chrystones that might be with them must flee the area or shatter within one round.

25. A QUIET SITTING ROOM

Paintings depicting peaceful pastoral scenes line the walls, and small sofas and chairs are grouped around some low tables. The high-quality furniture has been kept clean and polished, almost as if someone has been here actively keeping it clean. Londar set up several different spells to help keep this room clean, for reasons he likely forgot long ago. Once the door in the east wall closes, the room can be considered a safe place to rest. It is devoid of traps and monsters, and there is little chance creatures enter the room through one of the doors.

Opening the door in the east wall triggers the sonic effect in **Area 24** unless it has been disabled. The door in the west wall is identical to the door in the east, with a hand-shaped depression marking the dial in the center of the door, but it is not trapped.

26. THE ROOM OF SYMBOLS

Symbols, runes, and strange shapes created from colored stone have been inlaid into the stone walls and floor. Warm light flows down from the entire ceiling lighting the room as if it were in full daylight. Hand-shaped impressions mark stone dials in the center of the doors in each wall. A careful study of the runes and symbols reveals that most are simply decoration, but some are protective runes and symbols meant to keep summoned creatures from traveling in or through the room. The light flowing down from the ceiling is, in fact, the equivalent of sunlight at high noon with the same effects on undead as normal sunlight. Any attempts to summon creatures into this room or have summoned creatures enter this room meet with complete failure due to the runes and symbols on the walls.

All the doors are identical and open easily with the hand dials in their centers. The doors remain open for 10 rounds before closing automatically.

27. THE COFFIN ROOM

Londar's decision to raise an army to take over the surrounding area first caused him to dabble in necromancy. His investigation into the necromantic arts was mostly disappointing, requiring more active control than he really wanted. When negotiations with a vampire went poorly, he simply sealed this room with the vampire in it and turned to other experiments. The vampire, though hungry, knows it can't exit without help. Daylight and magic runes in the room beyond effectively trap him here. Unlike other laboratory rooms, this room is cloaked in darkness that extends to the very doorway. Characters without darkvision require a light source

to see.

The room is full of coffins, but most of them are open or broken. Three of the coffins are made of heavy stone while the rest are made of wood. The coffins once held minions of **Corl Krick**, the **vampire** Londar recruited to his cause. All the spawn and vampires in Corl's control were destroyed by the sunlight in the **Room of Symbols (Area 26)** in fruitless attempts to escape.

Corl Krick is an adventurer who deliberately chose to become a vampire when age began to slow him down. Londar recruited Corl, promising him great wealth and a lofty position when they finally conquered a kingdom of their own. Londar helped find victims for Corl to turn into spawn or additional vampires. Unfortunately, the army of undead that Londar envisioned required darkness to operate, and Corl desired more wealth and power than Londar was willing to surrender. A disagreement led Londar to trap Corl and his spawn in this room. Corl went mad. He sent his spawn through the door into the artificial sunlight to find an escape. All attempts failed, leaving him trapped here alone for years.

Corl Krick, Vampire: HD 9; HP 64; AC 2 [17]; Atk bite (1d10 + level drain); Move 12 (fly 18); Save 6; AL C; CL/XP 12/2000; **Special:** +1 or better magic weapons to hit, charm gaze (as *charm person* save with -2 penalty), gaseous form, killed only in coffin, level drain (2 levels), regenerate (3/round), shapeshift, summon rats or wolves. (*Monstrosities* 498)

Corl's imprisonment has driven him insane, but it has done nothing to temper his combat ability. When he hears the door open, he assumes gaseous form and floats up near the ceiling. Keeping to the shadows, he slowly floats along the walls until he is near the doorway. He waits for all the characters to enter the room before floating down behind them and returning to his standard form. Once in standard form, he greets the characters. When the characters turn to face him, he attempts to use his charm gaze on anyone wearing holy symbols or the most heavily armored party member. Afterward, he attacks with his bite attack. Any charmed characters are ordered to assist him in the battle. If things begin to go poorly, he flies to the ceiling where he again attempts to charm additional characters, focusing on characters that clearly cast spells or wear holy symbols.

Corl has hidden treasure in the three stone coffins, one of which is his. Holes along the lid and sides allow anyone in *gaseous form* to easily enter or leave the coffins.

Coffin #1: The first coffin contains a *potion of animal control* and a *potion of clairvoyance*.

Coffin #2: The second coffin holds several tattered scrolls (choose five spells that the party lacks, plus *speak with the dead*).

Coffin #3: Corl's coffin contains a small bag holding several pearls: 7 white pearls (100gp each), 3 pink pearls (75gp each), and 8 freshwater pearls (15gp each), and one cloudy "pearl" that is actually a spherical clump of *dust of disappearance*. Identifying and separating the magic pearl from the mundane ones requires *detect magic* or other means of magical identification. A *bag of holding* containing 358gp, 237sp, and 82cp rests in the bottom of the coffin along with a bastard sword, a longsword, and a heavy crossbow.

28. A HUGE CLOSET

At first glance, this room appears to be nothing more than a massive storage closet holding old broken glassware, furniture, rugs, and a few other items. Several of the items in the back of the room, including an old wooden chest, hint at potential hidden value. Characters exploring the room discover it is really where Londar trapped a **beast of chaos**. The creature initially came through one of his *teleportation circles* and created havoc in one of his caverns, so Londar *teleported* it into this room and left it here as a deterrent to anyone lucky enough to get this far into his hidden domain. Designed as a lure to thieves, nothing of value is inside the room.

Beast of Chaos: HD 5; HP 37; AC 0 [19]; Atk 2 claws (1d4), bite (1d8); Move 15; Save 12; AL C; CL/XP 8/800; **Special:** frightful presence (5HD and below creatures must save or shaken and cower for 5d6 rounds), immunities (*confusion*, *fear*, *haste*, *hold animal*, *hold monster*, *slow*), magic resistance (25%), rage (in bright light, gains +1 to hit and damage). (*The Tome of Horrors Complete* 49)

This horrid creature initially hides behind an old chair. It waits until a character is within 5ft before darting out to attack. Runes and symbols in **Area 26** prevent it from leaving the room, so characters who flee are safe from its attacks. If characters stay outside the room and attempt to attack with ranged weapons, the chaos beast hides behind some solid objects and avoids their attacks.

29. A LARGE LABORATORY

This massive 50ft-by-30ft room was Londar's main laboratory. Vials of foul-looking liquids and vases containing dried up herbs and unidentifiable items are stacked on the rows of shelves that cover all the walls. Altar-like tables and long, low benches line the center of the room. Some of the benches are covered with complex arrangements of delicate glassware while others are completely barren. The stone doors in the north and east walls are identical, but the stone door in the west wall is made of a strange purple stone covered with strange runes.

Some of the tables are dissection tables and much of the glassware is designed for specific alchemical purposes. A thorough search of the vials and bottles in the room reveals a few unidentified potions: 4 are antidotes that negate various deadly poisons, a *potion of extra healing*, and a *potion of clairaudience*.

Trapped Drawer: A trapped laboratory bench drawer holds a spellbook containing a variety of different spells. Opening the drawer without uttering a password sets off a **fire trap** that destroys the contents of the drawer and affects those nearby.

The trap is triggered when the bench drawer is opened without uttering the password ("Not now"). Any creature within 5ft of the bench must succeed at a saving throw or suffer 2d8 points of fire damage (save for half). The trap has only one use.

Spellbook: The laboratory drawer holds a spellbook marked "Utility" that contains the following spells: 1st—*read languages*, *read magic*; 2nd—*continual light*, *darkness 15ft radius*, *invisibility*, *levitate*, *mirror image*, *strength*, *wizard lock*; 3rd—*dispel magic*, *slow*, *water breathing*; 4th—*dimension door*, *monster summoning II*; 5th—*teleport*.

Northern Door: The northern door opens with a standard dial like other doors throughout the caverns but is trapped. The dial on this door is keyed precisely to Londar's handprint. While any humanoid hand can open it, anyone other than Londar triggers a blast of liquid air that freezes everything within a 10ft radius of the door. All affected creatures must make a saving throw or take 4d8 points of cold damage (save for half). The trap resets itself after every use, but has only five uses before it must be recharged.

Stone Door in the West Wall: The door in the west wall is not trapped but cannot be opened unless the purple dial in the **Abandoned Alchemist's Laboratory (Area 17)** has also been turned. Londar enchanted the stone of the door and created two locks as a failsafe in the event one of his laboratory creations somehow attempted to open the door. The characters must break down the door if they did not locate that dial.

30. TELEPORT CHAMBER

A decaying corpse rests in the center of an intricate pattern of multicolored tiles set into the floor. These tiles provided Londar with exact *teleport* coordinates. Londar used this as his main teleport chamber for coming to his laboratory and separated it from the rest of his laboratory only for safety reasons. The room wasn't used for anything else and has no other decorations or items. The rotting corpse is, in fact, Londar. He *teleported* here and was attempting to make it to his stock of antidotes and potions in the laboratory when the poison finally killed him. His rotting hand is wrapped around an empty, unmarked potion vial. While the secluded nature of the chamber prevented any scavengers or maggots from getting at the body, bacteria have already begun their slow decay of the corpse. Characters might wish to use *speak with the dead* or other spells to communicate with Londar (and the Referee might be generous in allowing the spells to function given that Londar has been dead for 4 weeks plus the number of days it has taken characters to get this far). Londar generally answers poorly worded questions with riddles or questions, but carefully worded questions provide useful information (see Londar's Information sidebar). Londar felt safe and really wasn't carrying much with him when he left for his niece's wedding, so his corpse carries less treasure than the characters would normally hope.

Treasure: Londar's corpse wears a signet ring (20gp) that should make it clear that this is his corpse. They can also find the following items: a brightly colored cloak, a *ring of protection +1*, a *wand of fireballs* (12 charges), a money bag holding 58gp, 73sp, and 2cp, and a spellbook containing the following spells: 1st—*charm person*, *light*, *magic missile*, *protection from evil*, *shield*; 2nd—*detect invisibility*, *invisibility*, *web*, *wizard lock*; 3rd—*dispel magic*, *fireball*, *haste*, *rope trick*; 4th—*dimension door*, *rainbow spear**, *wall of fire*; 5th—*contact other plane*, *rainbow staff**, *teleport*; 6th—*anti-magic shell*, *control weather*, *extension III*, *geas*, *project image*, *stone to flesh*; 7th—*phase door*, *power word stun*; 8th—*mind blank*, *monster summoning VI*; 9th—*gate*, *prismatic sphere*, *time stop*.

* Spell created by Londar that appears in **Appendix D: New Spells**.

LONDAR'S INFORMATION

If the characters use a *Speak with the Dead* spell (a scroll with this spell is found in **Area 27**) to question Londar, they can learn some useful facts. A few sample questions and answers are listed below. The Referee needs to adjudicate other questions as Londar's corpse avoids giving information about what *Horgrim's Pyramid* does, specifically naming Baron Kurell, or telling the characters how to open his vault.

| Question | Response |
|--|---|
| Who killed you? | Thieves, who else? Lucky bastards, too. Poisoned me. |
| Why were you killed? | I suppose the baron didn't pay my bills as he promised. Probably wants the pyramid for himself. |
| What bills? | The bills the baron was supposed to pay. |
| Which baron? | The one that was supposed to pay the thieves' guild. |
| What pyramid? | <i>Horgrim's Pyramid</i> . |
| What does the pyramid do? | Enough to kill for. |
| Why do you owe the thieves' guild money? | We hired Alfguir to steal a few things for us. |
| How do you open the vault? | I generally just turn the dial with my hand. |
| Is the vault trapped? | Certainly. |

31. THE SUMMONING CHAMBER

This summoning chamber is heavily warded and protected. Summoned creatures cannot even touch the doors, let alone escape. Powerful runes and symbols adorn the walls and ceiling and prevent summoning anywhere other than the center of the circle of runes in the middle of the room. These same runes prevent any form of ethereal travel or *gate* or *teleport* spells. Londar used this chamber to summon and talk to demons and other powerful creatures and depended on his protective spells to keep the summoned creatures trapped here until he released them.

Londar's most recent discussion was with a **marilith** named **Irialia** who remains trapped in the room since the mage's death. Irialia desperately wants to escape the room but knows the only way out is to be invited by someone unaffected by the imprisoning spells. Londar normally entered through the western door from the library, and his long absence bothers Irialia, who fears being forgotten by the mage or of something happening to Londar. Upon hearing the click of the door mechanism, Irialia prepares to meet anyone coming through.

Irialia has been trapped for more than a month. The magic of the room prevents her from escaping. She must be invited out of the room by another free-willed being (*charmed* characters or NPCs do not count). She retains all her abilities and weapons in the room; she is simply prevented from leaving.

Irialia, Marilith: HD 7; HP 47; AC 7[12]; Atk 6 weapons (1d8), tail (1d8 + constrict); Move 12; Save 8; AL C; CL/XP 13/2300; **Special:** +1 or better magic weapons to hit, constrict (automatic 1d8 damage after tail hit), immune to fire, magic resistance (80%), spell-like abilities. (*The Tome of Horrors Complete* 101)

Spell-like abilities: at will—*charm person*, *levitate*, *polymorph self*.

Irialia's primary goal is to obtain her freedom. When the door from the laboratory, a door Londar never used, opens, she uses *polymorph self* to take the shape of a handsome male human wearing expensive clothing. Using this form, Irialia greets the characters joyfully and thanks them for rescuing him. Claiming to be a kidnapped victim, Irialia begs the characters to escort him out of "Londar's horrible dungeon." Irialia uses different tactics against the characters depending upon whether or not they invite her to travel with them (thus freeing her) or see through her ruse and refuse to help.

If the characters invite her along, they continue in their male human form, with the goal of letting the characters obtain treasure for her before she flees. She surreptitiously attempts to charm any character that interests her. Otherwise, she waits for a good moment to loot the characters before fleeing. She uses any charmed characters to foster confusion. If the battle goes against her, Irialia flees, stealing as many items as possible.

The characters are likely to find Irialia's male form and story of kidnapping different enough to be believable, but they might also notice that the doors out of the room open easily and might wonder why he didn't try to leave on his own. If the characters see through her ruse and refuse to release her, Irialia flees.

32. LONDAR'S LIBRARY

Londar's library is, in a word, magnificent. Londar *teleported* highly paid craftsmen into the room along with the wood and materials they needed to do their work. Dark brown leather chairs surround mahogany tables in the center of the room, and mahogany bookcases with intricate carvings line the walls all the way up to the high ceiling. Rolling ladders attached to the bookshelves allow access to books on the highest shelves. A diffuse light comes down from the ceiling, lighting the room evenly for reading and studying. Beautiful wool rugs cover the stone floors in all but the northeast corner, which is coated with colored tiles in the shape of intricate runes. The only doors in the room include the stone door leading back into the **Summoning Chamber (Area 31)** and the heavy steel door into **Londar's Vault (Area 33)** located at the southernmost end of the east wall.

Books lining the shelves cover a wide variety of subjects and include works of poetry and fiction along with texts on warfare, military organization, construction, and other rather dry subjects. Londar knew where he put different books and never took the time to organize his library beyond keeping books he used most often on the lower shelves. Books containing magic spells are mixed together with the other texts and take some searching to identify.

The library is protected by **3 wood golems** keyed specifically to Londar. These golems are similar to those in **Area 7** but are made from the same mahogany as the rest of the furniture in the library and are carved in the form of robed humans with clenched fists.

Wood Golems (3): HD 9; HP 40x3; AC 0[19]; Atk 2 slams (2d6); Move 12; Save 6; AL N; CL/XP 10/1400; **Special:** alarm (piercing shriek), immune to cold and electricity, vulnerable to fire (200%). (*The Tome of Horrors Complete* 300)

Tactics: The golems rush forward, screeching their alarm, and attack anyone other than Londar. They close for melee combat with their chosen target(s) and fight until destroyed. These golems follow fleeing characters as far as the **Laboratory (Area 29)** but go no farther. Doors that close automatically and prevent their return to the library might effectively trap them in a different room.

Battle with the wood golems stands a chance of damaging books and other items in the library. The Referee should carefully monitor the use of any area spells or fire-based spells and inflict damage on items within the library as needed.

Treasure: Finding the various spellbooks requires some time searching.

Spellbook #1: Contains all 1st-level spells. This book is trapped with *explosive runes* so anyone reading the first page takes 4d6 points of damage from the blast.

Spellbook #2: Contains the following spells: 4th—*extension I*; 5th—*passwall*; 7th—*charm plants*; 9th—*prismatic sphere*. This book is trapped with *explosive runes* triggered by anyone reading the 50th page.

Spellbook #3: Contains the following spells: 7th—*conjunction of demons*, *monster summoning V*, *reverse gravity*; 8th—*monster summoning VI*, *symbol*; 9th—*maze*.

Spellbook #4: Contains the following spells: 2nd—*continual light*, *ESP*, *knock*, *locate object*, *mirror image*, *wizard lock*; 3rd—*fireball*, *fly*, *haste*, *hold person*, *lightning bolt*, *rope trick*; 4th—*dimension door*, *fear*, *rainbow spear**. This book is trapped with *explosive runes* on the first page (like **Spellbook #1**).

Spellbook #5: Contains the following spells: 4th—*hallucinatory terrain*, *massmorph*, *monster summoning II*, *polymorph other*, *polymorph self*, *rainbow spear**; 5th—*contact other plane*, *feblemind*, *rainbow staff**.

* Spell created by Londar that appears in **Appendix D: New Spells**.

Treasure: In addition to the spellbooks, several other interesting texts are stored in the library:

Two matched books known as the *Arcanari* (equal to a *manual of intelligence*)
Magical libram

Several ancient texts describing the process to magically harden and reinforce stone (worth 2000gp)

Book describing how to create wood golems found throughout Londar's home (worth 1000gp)

Book describing several foul uses for dragon blood (worth 300gp)

* See **Appendix C: New Magic Items**

The ornate wool rugs are heavy and difficult to move but have a total value of 2700 gp.

33. LONDAR'S VAULT

The massive steel vault is covered with strange, glowing runes and sigils that surround yet another handprint lock. While any humanoid hand can unlock the vault, only Londar's hand can open the vault without setting off a very deadly **lightning trap**.

Once triggered, the trap fires a lightning bolt at the creature nearest the door. This bolt then branches off to hit up to 10 characters within 30ft of the door. The trap has a 25% chance of targeting characters wearing metal armor or carrying a large amount of metal. The first bolt inflicts 8d6 points of electrical damage; secondary bolts inflict 4d6 points of electrical damage.

Note: If the characters haven't learned caution after the door to the **Teleport Chamber (Area 30)**, this trap has the potential to kill many in the party.

In addition to spellbooks containing all or some of the spells found in **Areas 29, 30, and 32** (Referee's choice), the characters find a book describing a process to colorize spells and a variety of papers and documents describing Londar's experiments. When combined with the maps and battle plans found in the **Fourth Level of Londar's Tower (Area 12)**, the papers and documents the characters find here provide undeniable proof that Londar was planning to brutally conquer the surrounding area with the help of an unidentified baron.

Treasure: *Rainbow bracers**, *rainbow ring**, *rainbow crossbow**, *Horgrim's Pyramid**, *Korik's Ruby**, the *Decaying Book**, and gold and gems with a total value of 45,000gp.

* See **Appendix C: New Magic Items**

CHAPTER 6: RETURN TO HAMPTON HILL



After learning what happened to Londar, the party is almost certain to return to Hampton Hill with their newfound knowledge, treasure, and possibly Londar's corpse.

AMBUSH!

Unfortunately, **Andar Fierk** has been spying on the party to determine whether or not they have been successful. Once he learns they have some of Londar's spellbooks and papers, he decides to ambush the party along the road back to Hampton Hill.

Tactics: Andar, in his quest for power and knowledge, has joined forces with Baron Kurell. His mission is to obtain Londar's spellbooks, notes, and any evidence mentioning the baron. He casts *polymorph self* to alter his appearance to avoid being identified in the event he fails or someone gets away. He then casts *fly* to hover above the path or road the characters are using and waits for them to approach his position. He attempts to capture the characters with a *plant growth* spell to create

an impassable wall of thorns and ivy around them. If he gets a chance, he casts *transmute rock to mud* below the trapped characters to further slow their movement. He then demands any notes or spells the characters discovered. If the battle goes against him, Andar is a coward; he uses his *fly* spell to remain high above the characters and rains fireballs down on them. He retreats if he takes more than 12 points of damage and leaves the area to meet with Baron Kurell.

Andar Fierk, Male Human Magic-User (MU9): HP 28; AC 4[15] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** +2 *dagger* (1d4+2); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** +2 save vs. spells, wands and staves, spells (4/3/3/2/1).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*darkness* 15ft radius, *invisibility*, *phantasmal force*; 3rd—*dispel magic*, *fly*, *lightning bolt*; 4th—*plant growth*, *polymorph self*; 5th—*transmute rock to mud*.

Equipment: +2 *dagger*, *bracers of defense* AC 4[15], *wand of fireballs* (8 charges), *bag of holding* containing 452gp, a silver crown, and various notes and spell ideas.

ARRIVING IN HAMPTON HILL

After the ambush, the characters are likely injured, tired, angry, and somewhat suspicious. Finally reaching Hampton Hill doesn't turn out to be very relaxing.

Their return is met with joy and sorrow as other things have happened in their absence. After their return, Sheriff Hamra Ranthas summons the characters. Hamra and the mayor inform the characters that Baron Kurell and his men tortured and left for dead Xanthaque, an elderly elven witch living in town. Xanthaque did not reveal what they were searching for but did tell the sheriff that she gave them wrong directions. The sheriff tells the characters that pigeons have gone out with information about the baron's destination and that the king has sent guards to arrest him. Based on comments Xanthaque made, Hamra is concerned about potential threats to the town. She asks the characters to speak to Xanthaque and ensure there are no other threats to Hampton Hill.

Returning Londar's corpse and the incriminating papers to Leah Relight should garner a reasonable monetary reward and a small experience point reward. Upon the return of her uncle's corpse, Leah makes immediate plans to have him *resurrected*. Leah also most likely claims her father's spellbooks as her property by right, though she allows characters to copy spells from them. She also may (at your discretion) claim any of the major magic items recovered from the mansion as hers by inheritance.

Attempts to contact Ander Fierk (presuming he escaped the ambush without being identified) end in failure. Questions regarding Ander's whereabouts cause several people to say that he left with Baron Kurell, a rumor Leah and Xanthaque can confirm (see below).

XANTHAQUE'S TALE

If the characters follow up on the sheriff's request and visit Xanthaque, she weaves a tale that sends them off on another, possibly more dangerous, journey.

Despite the healing and ministering she has received, Xanthaque's age makes recovery from her ordeal rather lengthy. Xanthaque informs the characters that Baron Kurell is really a cleric worshipping Orcus and that he somehow found out about an artifact known as *The White Eye*. While she doesn't know the exact details about the eye, she knows it is an extremely powerful, evil relic. Xanthaque provides the characters with sketchy information about a forgotten evil god known as "Horgrim" and the great battles between his forces and forces worshipping Arn (see the information previously provided regarding Arn's Mountain).

If the characters provide her with the *Decaying Book* (Area 33 of the Mansion), maps, and other documents found in Areas 12 and 33, she interprets the book and tell the characters the properties of the activated pyramid. If the characters let her, she dispels some of the spells on the pyramid and asks them to melt it down. Although she is unable to identify the exact powers the eye is supposed to possess, she is certain that it is extremely powerful and should never find its way into the wrong hands. She tells the characters that she sent Baron Kurell in the wrong direction but believes he will escape capture and eventually discover the eye's location.

The maps and notes discovered in Londar's mansion and library allow her to provide the characters with a location for "Arn's Mountain," a hollow mountain reported to hold an ancient temple to Horgrim, the last known refuge for Horgrim's followers and *The White Eye*. If the characters seem hesitant, Xanthaque describes the vast wealth Horgrim's followers reportedly hid deep inside their temples and even goes as far as to offer a few magic items. After her torture, she is desperate to foil any plans the baron might have and is honestly afraid of the powers the eye might possess.

CONTINUING THE ADVENTURE

Leah recovers her beloved uncle's corpse and travels to a major city to have him *resurrected*. Londar's paranoia leads him to *teleport* to a distant jungle hideaway and begin making new plans. While he might eventually plot against the characters, he has more pressing plans to make regarding Alfguir and the baron and is desperately short of funds. If the characters introduce some of the items they found as evidence against Baron Kurell and Londar, they find that their information simply isn't important when compared to Xanthaque's testimony about the baron's torture.

The characters might decide to act on information suggesting Alfguir is somehow responsible for Londar's death or that he is a member of the thieves' guild. If they question Alfguir, they find themselves up against an intelligent, wily thief who has learned many tricks for fooling spells aimed at determining truth (see below).

QUESTIONING ALFGUIR

Alfguir is a successful merchant and a successful thief. He does an excellent job of avoiding accusations and redirecting accusations made against him. If the characters do question Alfguir, he avoids telling direct lies, but also avoids revealing much of the truth. One point that should be remembered is that Alfguir suspects his people killed Londar but doesn't know for certain, and he did not order them to do so. Londar's death disappoints him because all he really wanted was payment. This means that he can honestly say he did not know about or order Londar's death. If asked if he is a thief, Alfguir replies, "Well, someone always claims a merchant has robbed them, so I suppose you can find someone that will say I am." If asked if he is a member of the thieves' guild, Alfguir replies, "I am a member of many guilds, some admittedly with bad reputations, but all traveling merchants must make these sacrifices."

In general, the characters do not have enough information to accuse Alfguir of breaking any laws, and he avoids giving them any. Alfguir makes certain to depart for distant cities if he discovers the characters have any inkling of his true business. If the characters are clever enough about their questioning and avoid making any accusations, Alfguir might reveal he was hired to "acquire" a few rather strange items pictured in a book and used his contacts to eventually purchase them for Londar.

CHAPTER 7: ARN'S MOUNTAIN

BACKGROUND

Horgrim's followers once captured vast territories, but their success also led to their downfall. Using the many relics and artifacts they possessed depended upon cooperation, teamwork, and a strict adherence to hierarchy. Political ambitions and infighting broke down the hierarchy, leading many different factions to break apart, with each taking different relics and pieces of relics with them. Forces worshipping the good gods were quick to take advantage of their lack of order. Successive battles broke down and destroyed many of the different factions until one main faction remained. A last effort was made to create a hidden temple within the recesses of a hollow mountain. Designed as a place to gather Horgrim's remaining forces and artifacts and eventually rebuild the great armies they once possessed, it became a focal point not just for Horgrim's followers, but also for followers of the good gods, particularly Arn, one of Horgrim's main opponents.

Several rangers dedicated to Arn discovered the hollow mountain and instigated an all-out attack against the temple hidden within it. After terrible losses, Arn's forces took the cavern and trapped all of Horgrim's followers inside their temple. All efforts to invade the temple itself were repelled, sometimes by traps, other times by soldiers or magic. Arn's forces had few remaining leaders after these battles, but all of them reached the same conclusion: The cost of taking the temple was too high. It would be easier to keep the denizens of the temple trapped inside until they died of starvation, thirst, or old age.

The rock of the high ceiling was imbued with magical sunlight using complex rituals, and magical creatures were asked to guard the temple and prevent Horgrim's trapped followers from ever departing. With the outside of the temple securely guarded, the priests and faithful servants to Horgrim inside used their time to create numerous deadly traps to help protect their relics from Arn's forces. Some of the followers chose death, while others willing turned to a life of undead servitude in Horgrim's name. A few chosen followers were frozen in time, awaiting a day when they could again form armies in Horgrim's name and march forth on the world.

Over the centuries, some guardians left for other duties or died without passing the duty to another. A few magical creatures remain, guarding the temple as a duty handed down through generations with no real knowledge of why. Years of constant sunlight and moisture, along with seeds brought in by passing birds and animals, helped the cavern develop lush, rich vegetation that supports a variety of wildlife.

ARN'S MOUNTAIN

Bright, magical sunlight constantly flows from the high ceiling of the hollowed-out mountain to feed the many plants and mosses that grow in the moist, warm air. A number of animals make their winter, or even permanent, homes here, with some of them growing far larger than normal. The high ceiling varies from 600ft to 800ft above the rolling floor and the hollowed-out mountain itself has a radius of roughly 2000ft. A strange, tiered temple stands in the southwest corner, oddly free of the many vines and mosses that cover almost every other surface. While there are numerous exits and entrances to the hollow chamber, most are quite small, and all are at least 100ft above the ground, forcing creatures entering or leaving to either climb the walls or fly. Numerous pools of water dot the cavern, along with clusters of large trees grown from seeds carried by birds or other animals.

The most dangerous creatures in the cavern are undoubtedly the **couatl** that stand watch over the temple. Other creatures in the cavern are generally frightened enough of armed humanoids to stay far away. The only creature that might cause trouble is the tiger lord that doesn't like anyone interfering with its territory (see **Area A**).



HORGRIM, GOD OF WAR AND MAGIC

Alignment: Chaotic

Symbol: A black spearhead covering a gold disc that represents an eclipse.

Worshippers: Evil monks, fighters, magic-users, and nobles.

Favored Weapons: Short spear, staff

Horgrim is commonly depicted as a handsome male figure in black robes wielding a shortspear. Almost forgotten now, Horgrim was a popular god several millennia ago but political fighting among his priests led to a rapid decline. Horgrim's theology is straightforward: Magic is a tool used to enforce the law of might upon all. Some scholars use ancient references to Horgrim as a god of magic and darkness to support the claim that Horgrim's role as a war-god is a secondary result of this theology. Any modern priests or worshippers of Horgrim must practice their faith in secrecy because there are no known active temples. According to ancient texts, worship services included a gathering at dusk and a simple, unified chant of, "Power shall bring the darkness that makes all equal before Horgrim." At the height of their power, Horgrim's worshippers counted many wizards, warriors, and nobles among their number. Many of Horgrim's priests studied wizardry and warfare to better serve their god. Priests and wizards led the many wars Horgrim's followers fought to expand his domain and were usually seen at the front of the battle line. Sketchy records indicate the priests and followers of Horgrim created a number of powerful relics that are lost or forgotten. The few existing relics that can be traced back to Horgrim's worshippers are powerful enough to lend credence to these rumors.

Souref, Couatl: HD 12; HP 87; AC 4[15]; Atk bite (2d6 + poison), tail (1d6 constrict); Move 12 (fly 24); Save 3; AL L; CL/XP 15/2900; **Special:** magical tattoos (1/day—*detect magic*, *ESP*, *haste*, *protection from evil*, *wall of ice*)*, poison (lethal, save or die), polymorph (as *polymorph self*), spells (5/4/3/2/1). (*Monstrosities* 73)

Spells: 1st—*charm person*, *light*, *magic missile*, *protection from evil*, *sleep*; 2nd—*darkness 15ft radius*, *ESP*, *invisibility*, *phantasmal force*; 3rd—*dispel magic*, *lightning bolt*, *slow*; 4th—*dimension door*, *wall of fire*; 5th—*teleport*.

Shiviec and Rivarn, Couatl: HD 8; HP 56, 49; AC 4[15]; Atk bite (2d6 + poison), tail (1d6 constrict); Move 12 (fly 24); Save 8; AL L; CL/XP 11/1700; **Special:** magical tattoos (1/day—*detect magic*, *ESP*, *haste*, *protection from evil*, *wall of ice*)*, poison (lethal, save or die), polymorph (as *polymorph self*), spells (3/2/1). (*Monstrosities* 73)

Spells: 1st—*charm person*, *magic missile*, *protection from evil*; 2nd—*invisibility*, *phantasmal force*; 3rd—*lightning bolt*.

* See the **Magical Tattoos** sidebox

As guardians, the couatl must prevent evil creatures from leaving the temple and prevent the removal of powerful, evil items. They have nothing against adventurers entering the temple or taking the treasures hidden within, but their oaths force them to attack any creatures identified as evil. If they believe it might help them to learn more about the newcomers, they use their change shape ability to adopt a human or elven form. They ask the characters why they have come to the cavern and how they knew about it. If asked, the couatl provide most of the background information on the temple, but this knowledge is told from the perspective of Arn's followers and is heavily biased. If the couatl trust the characters' intention, they welcome them to the cavern and tell them they can do whatever they want in the temple so long as they do not remove any evil relics or artifacts from the mountain; such items must be destroyed. Each time the characters prepare to leave the cavern after exploring the temple, one of the couatl activates its *ESP* tattoo and questions them again. This time they just want to ensure that the characters are not leaving with any evil-aligned, powerful magic items. If the characters say they do not know, or are uncertain, the couatl ask them to show all the items they recovered, promising they can keep any non-evil items. A lie results in a request to empty their backpacks; if the characters do not comply, all three couatl attack.

THE GUARDIANS

Any creature entering the mountain is watched carefully by the few guardians that remain. After a few minutes, one of the **couatl** guarding the temple approaches the characters to determine their purpose. The main remaining guardian for the cavern is Souref, an ancient **couatl**, who is supported by two younger **couatl** named Shiviec and Rivarn. Any of these creatures is a formidable opponent; all three together are particularly deadly. All of them possess gold tattoos embedded into the scales of their chest that they can activate at will with a number of special effects as described below. Shiviec and Rivarn are a mated pair and are always found together. If only one is seen, the other is usually hiding nearby. Souref is often encountered alone, but the other two are always close enough to rapidly come to his aid.

Souref is a large serpent with feathered wings. Age has deepened the bright colors of his wings rather than fading them, making him even more colorful than the young couatl that assist him. Souref is vain, confident in his strength, beauty, and faith to Arn. Souref provides healing to those in need, but only if asked properly. Souref is resolute in his duty to prevent evil creatures from leaving the temple, and to keep evil magical items from being taken from it. In all the years here, he has only had two major battles. One with a creature that tried to flee the temple, and another with adventurers who entered the cavern with "evil hearts." Nothing would please him more than destroying some of the evil artifacts hidden in the temple, though he isn't even certain what those items might be. In the past 1000 years, he has witnessed three groups enter the temple. Two groups never emerged; the third fled the temple, bloody and terrified. Even after being healed, those adventurers decided against trying to enter the temple again. Souref would love to destroy any evil items the characters find during their exploration. Characters who willingly surrender powerful evil items for destruction might receive an item from Souref's treasure chest (See **Area D**) as a reward.

Shiviec and **Rivarn** are a mated pair, though it appears that only couatl can tell them apart. The beautiful creatures joined Souref in guardianship of the temple approximately 50 years ago. They are far more playful, friendly, and outgoing than their elder counterpart, but possess less knowledge about the temple. Compliments on their beauty appeals to their vanity and makes them far more receptive to requests for aid.

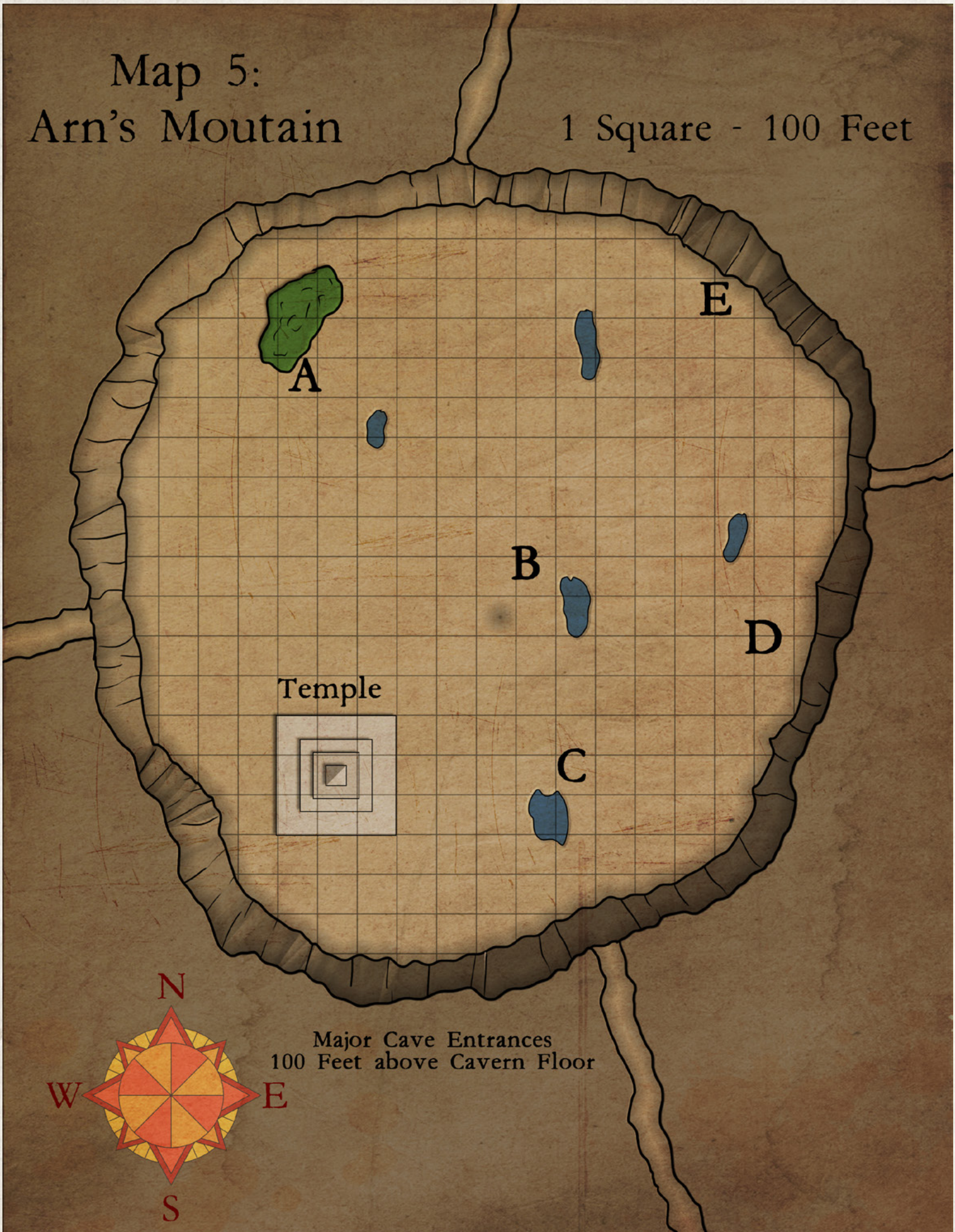
MAGICAL TATTOOS

Powerful tattoos inscribed into the scales on the couatls' chests provide them with additional powers. An ancient process handed down through generations of couatl serving Arn is used to create the tattoos. While a couatl with the proper knowledge could inscribe these tattoos on another being, the magic is keyed specifically to the couatl physiology. There are five tattoos that can be activated once per day: *detect magic*, *ESP*, *haste*, *protection from evil*, *wall of ice*.

The couatl generally consider physical combat beneath them and depend heavily on their spells to soften up their opponents before risking their beautiful bodies and plumage in physical combat. The first action any couatl takes when going into battle is to activate its *haste* tattoo. Shiviec and Rivarn use *wall of ice* tattoos to trap the characters. If this doesn't work, they close in for actual melee combat only if they have to do so. With all his age and wisdom, Souref is far less forgiving than the younger couatl, and wades into combat after using his spells.

Map 5: Arn's Moutain

1 Square - 100 Feet



Temple

Major Cave Entrances
100 Feet above Cavern Floor



KEYED LOCATIONS

Several locations inside the hollow mountain are potentially dangerous. The couatl warn the characters of the more dangerous locations if they are treated politely. If the characters are rude, or if the couatl don't trust them, the couatl don't give the characters any warnings. They fly high into the air and watch how the characters work their way through any problems.

A. TIGER LORD'S LAIR

A stand of large trees surrounds an obvious home for an extremely large animal. A **tiger lord** made its way inside the mountain while traveling as a druid's companion. The druid visited Souref, and the tiger lord decided it wanted to stay and play so the druid left it here. A collar around the massive beast's neck allows it to shrink itself enough to climb up one of the exits when food inside the mountain becomes scarce. The creature is intelligent enough to avoid armored characters, but defends the small, tree-shaded area that it considers home. The tiger is a source of potential problems toward the end of the adventure. If the characters staked horses or pack animals outside the mountain someplace, it is very likely the tiger kills and eats them if they aren't protected somehow.

Tactics: Generally, the tiger lord doesn't attack anyone unless its home is invaded. If the tiger lord does feel a need to fight, it pounces on the most lightly armored character (it learned once before that metal doesn't taste good) and tears at them until dead. It is intelligent enough to flee if badly injured. It is also intelligent enough to guess that adventurers might leave something tasty to eat outside the mountain. If it notices adventurers inside the mountain, it climbs out to scout for an easy meal. The tiger lord eats one unattended horse or pack animal per week (chosen randomly), leading to potential problems when the characters want to leave. If Uvear (see **Area G, Wilderness**) is guarding the pack animals, the tiger leaves them alone. The characters can communicate with it if they choose, but it is very wary of them and unwilling to be anyone's companion.

Tiger Lord: HD 10; HP 67; AC 3[16]; Atk 2 claws (1d6), 1d8 (bite); Move 15 (climb 9); Save 5; AL N; CL/XP 11/1700; **Special:** darkvision (60ft), rend (if both claws hit single target, save or additional 2d6 damage), roar (2/day, 40ft cone, 3d6 damage and flee, save for half and avoid flight), summon tigers (roar brings all tigers within 1 mile to its aid). (see **Appendix B: New Monsters**)

B. MURDER CREEPERS

Numerous vines crawling across the rocks and bushes surround a small pool of water. Two of these vines are **2 murder creepers** that wait for thirsty victims.

Murder Creepers (2): HD 5; HP 37, 32; AC 5[14]; Atk 2 tendrils (1d6 + blood drain); Move 6; Save 12; AL N; CL/XP 6/400; **Special:** blood drain (if tendril hits, target must save or lose additional 1d4 from blood loss), resist weapons (50%), vulnerable to fire (200%). (see **Appendix B: New Monsters**)

Tactics: The vine waits patiently for prey to approach the water before attempting to grab it. A few small animal corpses hidden beneath the leaves and vines in the area mark the roots of the plant.

C. PEACEFUL POOL

A slow trickle of water flows from the ceiling high above to splash into a peaceful pool of water. Vines cover several stone benches looking over the pool as well as several small statues. Clearing the vines away from the statues reveals stone figures of men and women with robes and staves facing toward the water. The entire area is considered sacred ground due to the many rituals and spells performed upon it by the clerics and paladins of Arn. This area is an excellent place to rest, heal, and plan.

D. SOUREF'S CAVE

Souref lives in this small cave near the top of the hollow mountain. The cave is difficult to detect (20% chance to spot) due to the magical sunlight pouring down from the ceiling and can be reached only with a *fly* or *levitate* spell, or some other means of flight. Souref is profoundly insulted if anyone enters the cave without an invitation and resorts to violence to expel them (see statistics above). Even Shiviec and Rivarn call to him from outside the cave and wait for an invitation before entering.

Permanent *continual light* spells along the ceiling of the small cave provide steady light (like daytime). A small altar dedicated to Arn faces east, but no other furniture is in the room. Beneath the altar is a heavy wooden chest (unlocked, no traps) that contains a vast array of items collected over the years by Souref and his predecessors.

Treasure: The chest contains more than 100,000 gp worth of various gems and coins, and a number of magical weapons, armor, and other items: *boots of speed*, *boots of levitation*, *boots of elvenkind*, *cloak of protection +2*, *cloak of elvenkind*, and a *robe of wizardry*.

If the characters voluntarily turn over evil-aligned items such as *The White Eye* and *amulets of the dark sun*, Souref rewards them with a few items from his treasure chest. The Referee should choose items that fit the classes and levels of the characters and the power level of the campaign.

E. SHIVIEC AND RIVARN'S LAIR

The mated couatl have a small home here that is usually used only for short rests and private time. The smooth-walled cave is 600ft above the floor of the hollow mountain and requires some means of flight to reach. Nothing of value is stored here because the pair gives any items they discover to Souref to store in his cave. Couatl are intensely private with regard to their homes; any invasion of this home results in attack.

F. THE TEMPLE

The temple to Horgrim is detailed in the next chapter.

CHAPTER 8: HORGRIM'S TEMPLE LEVEL 1

The massive temple stands in the southwest portion of the vast, hollow mountain. Each of its four sides is exactly 300ft or was when it was first constructed. Three tiers rise above the temple, each much smaller than the last, before finally reaching a pyramid-shaped top. Each tier is approximately 30ft tall, with the final pyramid at the top measuring 60ft in every direction. While the stone building is ancient, the engineering and construction were extremely skilled. Horgrim's faithful hollowed out the mountain to create a nice, dark place to build a grand temple dedicated to the god of war and darkness. Although Horgrim's faithful lost the hollow mountain to forces of the good gods long ago, the sturdy temple remains unconquered. Outer walls of the lower portions of the temple are 20ft thick, only thinning to 10ft or less toward the top of the temple. Various minerals contained in the stone prevent scrying in or out of the temple, interfere with all divination spells, and make *passwall* spells half as effective as normal. In addition, the minerals in the stone make it resistant to *transmute rock to mud* and similar spells that shape or change the nature of stone. These spells are only half as effective in terms of volume and duration. The thickness of the walls combined with the strange nature of the stone makes using spells to create an entrance to the temple extremely difficult but not impossible.

KEYED LOCATIONS

THE DOORS TO THE TEMPLE

Three doors are evenly spaced along the base of each face of the temple, with the central door always being a set of double doors. Only one of the 12 doors leads deeper into the temple and allows access to other levels; some of the other doors lead to other regions of the first level and contain various treasures and keys that make entering the higher levels of the temple somewhat easier. Several doors are simply traps, while others lead to rooms that are cleverly designed traps, or both. Numbering of the doors and rooms starts in the northwest corner on the western side of the temple and continues around the temple in a clockwise direction. All upper tiers are completely devoid of any type of windows or doors, leaving these 12 doors as the only visible entrances.

1. IRON DOOR

The humid air has added a patina of rust to the solid door. It is unlocked and opens easily.

2. ROOM OF BROKEN STONE

Broken rocks cover the floor, all of them clearly from the ceiling above. This room was designed as a trap, with the ceiling designed to collapse on anyone attempting to pass through the room. Many years ago, several unfortunate adventurers fell victim to the trap, leaving only their broken bones behind as a testament to their failure. A thorough search of the room finds remains from at least 5 individuals, but no treasure. Narise (Area 3) looted these corpses years ago and then moved the rubble back over the bodies. Dust covers a small open area before the door in the west wall. Someone took the time to move the rubble away from the door to open it, but dust coating the floor shows nobody has been here for a very long time.

A careful search through the rubble locates the trigger mechanism used to collapse the ceiling. While the trap has already been triggered, identifying this mechanism gives thieves a +10% bonus to Delicate Tasks and Traps checks to disable similar traps on this level.

3. NARISE'S GREETING CHAMBER

Flickering lamps shed a shadowy, uneven light throughout the beautifully decorated room. Velvet-covered sofas and chairs surround mahogany tables. Delicate tapestries depicting bloody battles decorate the walls, and a soft rug covers the floor. All the items in the room have an air of great age yet are clearly cared for. One of the tapestries on the southern wall conceals a series of evenly spaced holes that the vampire Narise travels through in gaseous form to reach her special burial chamber (Area 4). The wall is 3ft thick and must be broken down or passed through using *gaseous form* or *passwall* spells. Narise uses this room as her "greeting chamber" when she is fortunate enough to have victims to toy with. There haven't been any visitors in centuries, so Narise generally keeps up this room and patrols the halls (Areas 41–47). If the characters haven't met Narise in Areas 41–47, they definitely meet her here.

Narise was a vain sorceress who accepted vampirism as a way to preserve her beauty and serve Horgrim as a guardian for the temple and the treasures hidden within it. She did not know she would be given what she feels is a relatively minor and immensely boring job. She knows a bit about the design of the temple, but next to nothing about the treasures it was built to guard. She enjoys using her powers to confuse and trick people, and relishes destroying good clerics and paladins. The first few decades brought occasional explorers and adventurers, but since that time, Narise has had few visitors and is bored and restless. She desires companions to spend her time with and gets very excited at the prospect of finding, or creating, some.

Narise, Vampire: HD 7; HP 47; AC 2[17]; Atk bite (1d10 + level drain); Move 12 (fly 18); Save 8; AL C; CL/XP 10/1400; **Special:** +1 or better magic weapons to hit, charm gaze (as *charm person* save with –2 penalty), gaseous form, killed only in coffin, level drain (2 levels), regenerate (3/round), shapeshift, spells (4/3/2/1), summon rats or wolves. (*Monstrosities* 498)
Spells: 1st—*detect magic, magic missile, read magic, sleep*; 2nd—*darkness 15ft radius, mirror image, web*; 3rd—*lightning bolt, slow*; 4th—*confusion*.

Noise in either Area 2 or Area 5 alerts Narise to possible visitors. Narise is vain and overconfident, but not foolish. She greets the party in a friendly manner, joking with them by saying such things as "I keep telling you people I don't want to be rescued." Then she plays along with whatever presumptions the characters make. While she talks to the party, she looks for characters bearing holy symbols that might indicate clerics or paladins. Her first aggressive action is to attempt to use her charm ability on the most heavily-armed fighter in the party. She continues attempting to charm other characters until she is noticed, at which point she promptly moves away from the party and prepares for battle. She uses any charmed characters to defend her by having them attack their friends. She does her best to stand back and enjoy the battle, casting periodic spells to increase the chaos of the area. If the characters overcome her charm ability, she enters melee combat with the character she considers most dangerous, usually a cleric, paladin, or elven character. Narise is bold, but not foolish; if she is brought to fewer than 20 hp, she assumes mist form and flees through cracks in the wall to her special burial chamber.

4. SEALED CHAMBER

Narise has her coffin here as well as all her special treasures. Her special burial chamber was constructed with narrow gaps and cracks in the 3ft-thick stone walls between Areas 3 and 45, allowing her to act as a guardian for those portions of the temple. The walls in those locations must be broken down or breached with *passwall* or *gaseous form* spells to reach the chamber. If the characters somehow enter this room without already meeting Narise, she is drawn back to her chamber within 1d4 rounds by the noise they make. Narise attacks anyone in her private chamber, using all her spells and abilities as described in the tactics section of Area 3.

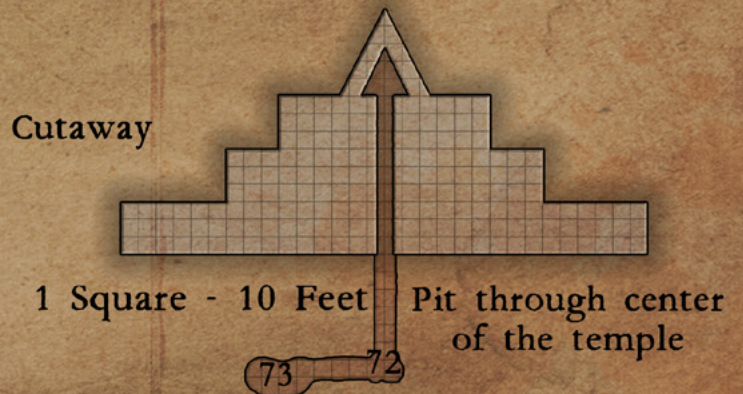
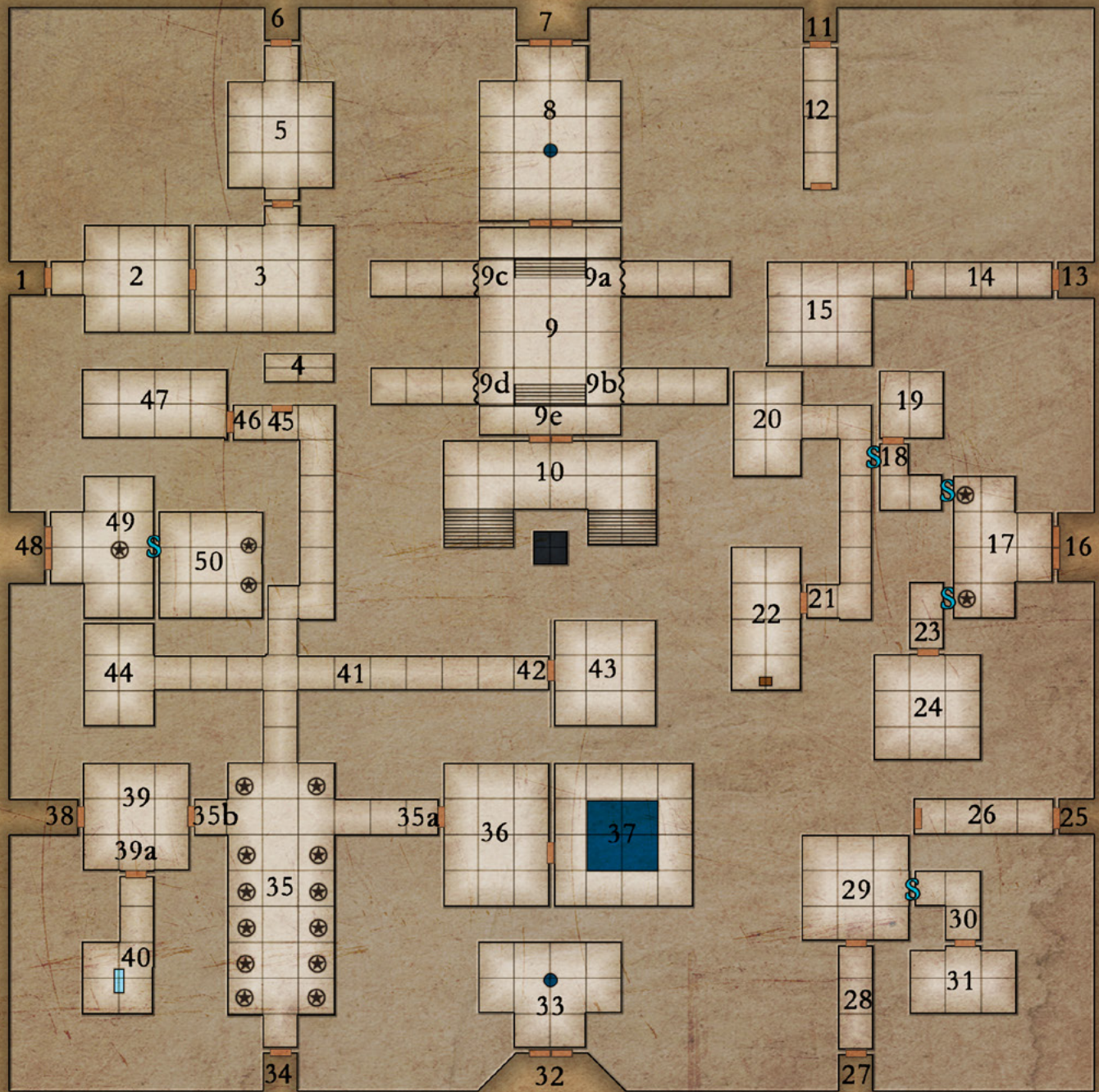
Narise rests in a stone coffin. While she does store some of her treasure in the massive chest at the foot of the coffin, the main items are in a hollow chamber beneath the coffin. A careful search of the coffin reveals holes along the bottom. Narise passes through the holes in gaseous form to obtain or store items.

Treasure #1: The chest contains a black velvet cloak decorated with small diamonds (800gp), 3 hats of various styles (45gp each), and a collection of silk scarves (30gp each) that cover small bags with the following treasure: a gold bracelet studded with six diamonds (2000gp), an emerald pendant on a gold chain (600gp), an ornate silver bracelet (400gp), and three ivory tubes filled with 250gp of diamond dust each.

Treasure #2: The heavy lid of the coffin must be moved aside (combined strength of 20) to get to the primary stash of treasure containing a +1 *longsword*, a *rope of climbing*, and a *potion of heroism*.

Map 6: Horgrim's Temple

1 Square - 10 Feet



5. THE RED PATH (CR 4)

Red stepping-stones create a winding path leading through the room from the northern door (Area 6) to the southern door with a large, flat red stone before each door. Faded tile mosaics decorate the walls with pictures of rocky hills and strange, twisted forests. Approximately 20 holes line the walls of the room at a height of 3ft. Almost anyone glancing into the room easily determines the holes are part of some sort of dart or arrow trap. A desiccated corpse in the center of the room provides another hint of danger. But what actually triggers the trap? A character examining the stepping-stones easily ascertains the red stepping-stones are linked to some sort of mechanical mechanism. What is not obvious is the fact that the red stepping-stones prevent the firing of darts while people are in this room. The entire floor, including the stepping-stones, is a weight-sensing mechanism that controls the firing of darts through holes in the wall. As long as one person stands on a red stepping-stone, the darts do not fire. If anyone is in the room without someone standing on a red stepping-stone, the darts fire incredibly quickly. While the trap is difficult to disable, it is easy to avoid once the triggering mechanism is understood.

This trap is triggered when any creature is standing in the room and no creatures are standing on the red stepping-stones. If activated, the trap shoots darts at every character in the room (attacking as a 4HD creature; 1d4+1 darts hit each character in the room each round for 1d3 points of damage each).

The trap is extremely clever, but purely mechanical. After 100 darts (5 rounds), the dart-firing mechanisms are empty and emit only hollow clicks.

Treasure: A thief began a solo exploration of this area several centuries ago, and now only her desiccated corpse remains. It is so dry that it turns to dust at the merest touch. The only items that survive are a gold amulet (350gp) and loose coins totaling 32gp, 45sp, and 72cp. The coins are very ancient, approximately 750 years old.

6. IRON DOOR

The plain, locked iron door shows no signs of rust but is clearly quite ancient. When viewed from the outside, scratches around the ancient lock suggest other people have done some “work” on the lock without the proper key. Characters who approach the door from the inside (Area 5) find the door easy to open. The locking mechanism is connected to the inner doorknob.

7. LEAD DOUBLE DOORS

Enchanted to harden the lead and make the doors impervious to heat and magical attacks, these locked doors (~30% Open Locks checks) are resistant to magic as well as physical blows. This, combined with the complex lock, makes the room virtually impossible to open without the **twisted lead key (Key T1)** found in Area 22. When they are finally opened, the doors emit an ear-piercing squeal.

8. DARKENED ROOM

The lead double doors open to reveal a room full of dark, roiling mist. While the mist glows magically and seems horribly ominous, it is designed only to cloak light sources and make them ineffective. All light sources attract the strange, magical mist, with normal lanterns and torches so effectively cloaked that they shed no light whatsoever. Magical light sources and spells produce a shadowy, uneven light to a maximum 5ft radius. The only features of the room include a stone fountain in the center of the room and a set of locked, rune-covered copper double doors (~30% Open Locks checks) set in the southern wall.

The stone fountain in the center of the room exudes the strange black mist. Mist pours from the extended arms of a tall, thin wizard to flow down his body into a basin surrounded by serpent-like figures before swirling out of the basin and spreading throughout the room. The fountain shows as highly magical (if *detect magic* is used). Destroying the fountain stops production of the mist, and the remaining mist fades within 8 hours, enabling the use of normal lights.

These rune-covered doors are enchanted to harden the copper and make the doors impervious to magical attacks. This makes the door very difficult to open without the **copper lion key (Key T2)** found in Area 43.

9. LARGE TILED ROOM

Large globes of glowing light hover inches below the high ceiling and illuminate a large room coated floor to ceiling with colored porcelain tiles. The colored tiles form a mosaic depicting furious black dragons battling groups of poorly equipped elves. The central section of the room is approximately 4ft lower than the 10ft landings in front of the north and south doors. Small, low steps lead down from the north and south landings to the central room where four hallways appear to extend to rooms filled with weapons, armor, or treasure. Characters who enter the lower portion of the room to look down the hallways might notice the floor is covered with traces of white, powdery dust. The powder is Zhilac powder, a compound that can be mixed with acid to produce a deadly gas.

The entire room is actually a very deadly trap designed to prevent invaders from reaching the silver doors at the south end of the room. Illusions cloak the hallways (9a–9d) and conceal a large volume of acid behind a magic barrier. The porcelain tiles are immune to the acid, so the walls and floor effectively contain the horribly caustic substance.

9A.–9D. ILLUSION-CLOAKED CHAMBERS

Illusions cloaking these chambers make them appear to be hallways extending to large rooms filled with weapons (9a), armor (9c), or chests of treasure (9b and 9d). In reality, they are 10ft-wide, 10ft-tall, 30ft-deep chambers coated with porcelain tiles holding a potent acid. Characters attempting to enter these hallways encounter a strange, flexible barrier that appears to be some version of a forcefield like those encountered earlier. *Dispel magic* or any physical attack with a weapon automatically dispels the illusions and barriers on all four hallways and releases a sudden flow of acid into the entire central section of the room. *Detect magic* reveals a variety of different types of magic at the junction of each hallway. Items such as a *gem of seeing* reveal the true nature of the hallways.

If triggered, acid fills the entire lower portion of the room to a level just below 4ft deep. All characters in the room suffer 2d4 points of damage per round of exposure (save for half). Only glass, porcelain, or pure gold items resist the acid. Water, wine, or ale is useful for rinsing or diluting the acid. Characters standing near the north or south ends of the room can attempt to leap onto the higher landings and avoid acid damage by rolling below their dexterity on 3d6; all others must swim or wade out of the acid.

The acid mixes with the Zhilac powder coating the floor to release a cloud of poisonous gas that fills the entire room within one round. Anyone still in the room one round after the acid is released must either attempt to hold their breath or breathe the gas. All breathing the deadly fumes must make a saving throw with a –3 penalty to avoid suffering the effects of a *confusion* spell. Victims recover after 20 minutes when removed to fresh air.

Once the trap is triggered, the southern door is very difficult to reach. The poison gas fades and loses effectiveness after 24 hours, but the acid remains a potent barrier that must be overcome. The silver double doors at the southern end of the room are covered with a variety of runes that pulse with a faint purple light.

9E. SILVER DOORS

The silver doors (~30% Open Locks checks) are designed to be opened with an **ornate silver key (Key T3)** found in Area 50. Enchantments on this door are similar to those on the lead and copper doors above. Attempts to damage the door with spells or to unlock the door with a *knock* spell fail. The acid and gas traps described above are immediately triggered when the door is opened, if they have not been triggered already. Magical protections designed to prevent the triggering of the trap when the key was used faded several centuries ago. Any means used to open the doors triggers the trap and creates a barrier the characters have to overcome when leaving the temple.

10. WIDE LANDING

Twin stone stairways to the east and west lead upward to the next level of the temple (Area 51). The silver doors in the south wall can be closed to prevent any poison gas from coming into this room. There are no markings on the walls or stairways to hint at what might lie in either direction.

11. SIMPLE STONE DOOR

The lock on this ancient door is so easy to pick (+30% Open Locks checks) that it almost seems broken.

12. HALL FULL OF RUBBLE

Rubble from the collapsed ceiling lines the floor, making it quite difficult to pass through the oak door at the very end of the hall. Despite its careful framing and solid appearance, the oak door leads nowhere. The entire room was designed as a trap triggered by a pressure plate in the center of the hall. A careful character searching through the rubble locates the trigger mechanism used to collapse the ceiling. The rubble also contains the remains of the unwary adventurer killed by the trap.

Treasure: A careful search turns up skeletal remains wearing an ancient gold amulet shaped like a spider, and a decaying leather pouch containing 5pp, 39gp, and 20sp.

13. ORNATE STONE DOOR

Ornate engravings of hawks and eagles adorn this locked, heavy stone door. The delicate artwork conceals the complexity of the lock used to seal it as well as the deadly poison needle trap the lock once contained.

14. HALL FULL OF RUBBLE

On the surface, this room appears to be exactly the same as **Area 12**. The trap, its trigger, and the collapsed ceiling are indeed the same, but the decaying oak door at the back of this room leads into another chamber. If the characters search this room, they find that the unfortunates that triggered this trap escaped.

The door is old, but still very sturdy. It is unlocked but opens out into the room. Several bits of rubble must be removed before the door can be opened.

15. HALL OF BROKEN STATUES

At first glance, the room appears to be full of rubble. Broken granite and marble statues — items where craftsmen failed to make their mark or cracked the stone with their chisels — line the room in uneven rows. Most of the statues are of wizards or witches, while others depict monsters or strange, warped creatures. Although the broken statues are of no value, a beautiful *flute of the black sun* made of a strange black metal lies forgotten beneath some broken rock.

MEDIUM MISCELLANEOUS MAGICAL ITEM

FLUTE OF THE BLACK SUN

Ancient elven runes adorn the black metal flute along with an elven symbol representing the sun. The alloy of silver, steel, and several rare minerals that create its black coloration helps prolong notes played on the flute and give it a beautiful tone. The flute can be used to cast *darkvision* once per day, and, if held or played, grants resistance to cold (50% damage).

16. STEEL DOUBLE DOORS

The enchanted doors are sturdy, solid, and so well constructed that it is easy to believe they were recently made and installed. Opening the doors releases a cloud of dried pollen from a pink lotus flower.

When the door is opened, a cloud of blue lotus pollen is released, covering a 10ft area outside the opened door. Anyone in this area must succeed at a saving throw to avoid hallucinations and a -1 penalty to attacks, damage, and saves. The effects last for 1d4 + 1 hours. The trap cannot be disabled.

17. GAS-FILLED ROOM

A thick, swirling gray mist fills the room. Strange static barriers in the doorway to the east and the secret doors in the northwest and southwest corners contain the mist. While these barriers contain the gas in the room effectively, they can be touched or walked through without any harm, giving only the vague feeling of static electricity. The wet, poisonous mist hides **4 mummies** and two statues of wizards in the west corners of the room. Secret doors hidden behind each statue lead deeper into the temple.

The poisonous gas protects the mummies with its moistness while it weakens characters entering the room. Fire-based attacks and spells used in the room do only half damage. The gray mist prevents any form of vision beyond 10ft. Creatures breathing the gas must succeed at a saving throw or suffer 2d8 points of poison damage.

Mummies (4): HD 5+1; HP 38, 36, 33x2; AC 3[16]; Atk fist (1d12); Move 6; Save 12; AL C; CL/XP 7/600; **Special:** +1 or better magic weapons to hit, resist fire (50%), rot (prevents magical healing, wounds heal at one-tenth normal). (*Monstrosities* 340)

The mummies use the swirling mist to help cloak their movements as they move up to attack. They attack any living creature in the room mercilessly until destroyed. Their job is to guard this room against intruders coming from any direction. They do not leave the room to chase fleeing characters.

A panel of stone hides a hidden door, it is easy to open.

18. BEFORE A STONE DOOR

The featureless hallway ends before a plain stone door to the north and a secret door in the west wall.

18A. PLAIN STONE DOOR

Although the door is unlocked, it has no handles or clear sign of which direction it opens. A short investigation quickly determines the door slides to the right.

18B. SECRET DOOR

Due to a gap in the wall, characters have a 4-in-6 chance to find this secret door.

19. SHIELD ROOM

A silver shield rests on a pedestal in the center of the room and sheds a faint blue magical light. Large metal shields coated with red enamel decorated with the faces of snarling hell hounds line the walls. A *detect magic* spell reveals an aura on all the shields in the room. Touching or moving shields on the wall has no effect, but touching the shield on the pedestal or attempting to remove one of the red enamel shields from the room releases the **7 hell hounds** magically trapped in the red shields. The hell hounds leap out of the red enamel shields and attack anyone in the room.

Hell Hounds (7): HD 4; HP 31, 29x2, 27, 25, 24, 21; AC 4[15]; Atk bite (1d6); Move 12; Save 13; AL C; CL/XP 5/240; **Special:** breathe fire (10ft range, 8hp damage, save for half). (*Monstrosities* 245)

The hell hounds begin with a breath weapon attack and fight characters in the room first, then track down any fleeing characters once everyone in the room has been killed or forced to flee. They fight to the death and track fleeing characters anyway they decide to run. If the characters hide behind a closed door, the hell hounds repeatedly ram the door to knock it down.

Treasure: The silver shield is an exceptionally light +1 *shield* decorated with delicate engravings. The seven remaining shields are steel shields coated with red enamel.

20. ABANDONED STOREROOM

The large room has wide shelves and racks along the wall but nothing of value is in the room. This room provides a relatively safe place to rest if a recent opponent is not tracking the characters.

21. HEAVY LEAD DOOR

The hallway turns slightly before ending in front of a sturdy lead door. Glowing runes run all along the outer edge of the door and circle the strange doorknob in its center. Opening the unlocked door summons a **barbed devil** into the hallway.

Barbed Devil: HD 6; AC 3[16]; Atk 2 barbed strikes (1d6), tail (1d8), bite (1d6);

Move 12; Save 11; AL C; CL/XP 8/800; **Special:** fear (10ft radius), spell-like abilities, summon barbed devil (40%). (see **Appendix B: New Monsters**)

Spell-like abilities: at will—*detect invisibility, fly, invisibility, phantasmal force, 1/day—wall of ice.*

The devil is almost as surprised at being suddenly summoned amid the characters as they are. It tears into the most lightly armored foe near it with frightening ferocity. The demon doesn't know why it was summoned and believes the characters are attempting to enslave it. It fights to the death, pursuing any fleeing characters to the limit of its ability.

22. LEAD ROOM

The walls, ceiling, and floor of this large room are coated with enchanted lead that nullifies any attempt to use magic to see into the room from outside. The only item in the room is a simple locked wooden chest resting against the south wall. A **blood wight** stands in front of the chest, remaining motionless until someone enters the room. Characters remaining outside the room can study it and the chest from a distance, but anyone entering the room is immediately attacked.

Blood Wight: HD 10; HP 71; AC 2[17]; Atk 2 claws (1d6); Move 12; Save 5;

AL C; CL/XP 12/2000; **Special:** +1 or better magic to hit, engulf (if 2 claws hit, envelop target that drowns in 1d4+1 rounds), wounding (injuries bled for 1hp damage per round until healed). (*The Tome of Horrors Complete* 596)

Tactics: The sentinel was summoned from a distant world and placed here to guard the key hidden in the chest. It attacks any creature that doesn't utter the words "Darkness is truth" before entering the room. It initially stands in front of the chest but immediately charges the doorway as soon as anyone enters without saying the proper phrase. It is bound to servitude within this room until it is destroyed and, hating the servitude, refuses to communicate even with characters who somehow learn its command phrase.

Treasure: The chest contains an ornate **lead key shaped like an eagle with a forked tail (Key T1)** that fits the door in **Area 7**, an *amulet of the dark sun*, a dagger bearing serpentine symbols engraved on the blade, an ivory tube holding 500gp of diamond dust, and a pouch containing an adamantine ring shaped like a hell hound biting its tail, 4 rubies (600gp each), 6 agates (200gp each), and 7 small bloodstones (50gp each).

23. ORNATE GOLD DOOR

The short hallway bends to the south to end at an ornate gold door. Glowing with a strange magical light and decorated with ornate filigrees and beautiful designs, the door appears far more imposing than it really is. The only magic on the gold door is the magic shedding the pale green light, and there are no traps. While the door appears to be made of solid gold, the interior core is made of lead and only the outer coating is gold. Separating the gold from the lead is costly, but the effort still garners a profit of 800gp to anyone willing to remove the door.

24. DOURALA'S ROOM

Dust-covered velvet cushions line several long sofas and small chairs surrounding a single stone statue in the center of the room. The statue depicts a female human in ornate plate armor swinging a large sword with both hands. Her expression is an odd mixture of pain and rage and bewilderment that is so deeply detailed that the statue seems alive. The statue is a victim of a *flesh to stone* spell. **Dourala, a faithful servant to Horgrim**, was unknowingly turned into a statue in the middle of a battle. Certain that the forces of good would return her to flesh and provide them with a powerful spy, Horgrim's minions left the statue here.

If the characters return Dourala to flesh, use the statistics and tactics described below. She carries an *amulet of the dark sun* (see **Appendix C: New Magic Items**)

Dourala, Worshipper of Horgrim, Female Human Warrior (Ftr9): HP 67; AC 4[15]; **Atk** +2 *two-handed sword* (1d10+4) or +1 *lance* (1d6+3) or longbow x2 (1d6); **Move** 12; **Save** 6 (5 vs. magic, amulet); **AL** C; **CL/XP** 9/1100; **Special:** +2 to hit and damage strength bonus, multiple attacks (9) vs. creatures with 1 or fewer HD.

Equipment: +1 *chainmail*, +2 *two-handed sword*, +1 *lance*, longbow, 20 arrows, *amulet of the dark sun*.

Dourala is not particularly bright, but she instantly recognizes that drastic changes have occurred since the middle of her last battle. She returns her sword to the sheath on her back if returned to flesh and calmly asks how the battle is going, waiting to see what the answer is before she mentions which side she is actually on. When informed of the time that has gone by, she gets extremely upset, and becomes even more upset when she is unable to locate her lance or bow. Dourala offers to travel with the party a bit before going her own way. If the party accepts, she does her best to quietly sabotage them, attacking openly if she is discovered. Her skills are aimed at battle, mostly leading mounted knights on horseback, not delicate subterfuge. If the characters are suspicious or disrespectful, Dourala draws her sword and attacks. She does her best to damage the party and then makes a fighting retreat out of the temple to escape and find reinforcements.

25. PLAIN STONE DOOR

The featureless door has no visible knob but slides to either side when pushed carefully.

26. SHORT HALLWAY

The simple hallway appears to end at a warped oak door but is really a trap. Anyone stepping into the center of the room triggers a **pressure plate trap** that causes the ceiling to collapse.

This trap is triggered when any living creature steps into the center of the hallway. When the trap activates, the ceiling falls in. Any creature in the room must succeed at a saving throw or suffer 6d6 points of damage (save for half).

27. ORNATE STONE DOOR

Carvings of lions and strange, twisted animals cover the entire surface of this locked and **trapped door**. Opening the door sprays everyone within 10ft of the entrance with insanity mist.

This trap is triggered by anyone opening the animal craved stone door. A fine mist is sprayed over everyone within 10ft of the entrance when the door is opened. Any living creature caught in the mist must make a saving throw or suffer the effects of a *confusion* spell. Holding down the tail of one of the lions prevents the mist from being released.

28. SHORT HALLWAY

This hallway is identical to the one in **Area 26**. Anyone stepping into the center of the room triggers a **pressure plate trap** that causes the ceiling to collapse. When the trap activates, the ceiling falls in. Any creature in the room must succeed at a saving throw or suffer 6d6 points of damage (save for half). The brittle oak door at the end of the hall is real. The door is unlocked and opens easily.

29. THE WHITE ROOM

Hexagonal white porcelain tiles cover the walls, floor, and ceiling of the entire room. All the tiles are highly polished and free of dust, but the east wall is marred by streaks of dried blood. A *detect magic* spell reveals a faint alteration aura on the entire room, but the magic of the room is designed only to keep it dust-free. A secret door is in the center of the east wall. Dried blood has caked along a few cracks in the wall, making the door easier to locate. Once opened, it reveals a short hallway with dried spots of blood along the floor and walls.

30. DRAGON SCALE DOOR

A strange door made from the scales of a blue dragon stands at the end of the hallway. Streaks of dried blood decorate the walls as well as the scales making up the door. A *detect magic* spell easily discerns a powerful magical aura on all the individual scales making up the door. A complex **magical trap** breaks the door into its individual scales and sends them flying through the hallway if the door is touched. Dried blood in the hallway comes from some adventurers who fled the temple several hundred years ago.

The door blasts its component dragon scales into the hallway, hitting any targets in the way when it is touched. The scales hit all creatures within 20ft of the door for 6d6 points of damage (save for half). Five rounds after activating, the scales fly back to the door, again dealing 6d6 points of damage to anyone within 20ft of where the door reforms. When it resets, the trap reforms the door, which is locked and magically sealed with a *wizard lock* (from a 10th-level caster).

The trap is difficult to identify without touching the door and can't be disabled, but it is triggered when touched with any object. Clever characters might hurl an item down the hall, let the trap fire, and run down the hall to enter the room (**Area 31**). The trap is also triggered when touched on the opposite side, but the scales only blast into the hallway and not back into the room.

31. THE DRAGON ROOM

Dust covers the varied decorations and furniture in what is apparently a living room. The furniture and decorations have a dragon theme and are also made from dragon bone, scales, claws, or horns. Most of the items, while valuable, are heavy and difficult to transport. Included among the items is a small life-like statue of a red dragon. The statue is a magic construct made from bone and scale fragments from an ancient red dragon that imbue it with supernatural strength. It is a potent guardian against anyone daring to enter the room.

Red Dragon Statue: HD 8; AC 4[15]; **Atk** 2 claws (1d6), bite (1d8); **Move** 12 (fly 15); **Save** 8; **AL** N; **CL/XP** 10/1400; **Special:** +1 or better magic weapons to hit, breath weapon (3/day, 30ft cone, 2d6 fire damage, save for half). (see **Appendix B: New Monsters**)

While the magic and items used in its creation were potent, the dragon statue does not have a complex program. It attacks anyone who isn't wearing an *amulet of the dark sun* by breathing on them and swooping down on them to make bite and claw attacks. It is programmed only to guard this room and won't leave under any circumstances.

Treasure: The furniture is worth more than 5000gp in a major city but would require a large wagon to transport.

32. OBSIDIAN DOUBLE DOORS

These locked, highly polished stone doors show no sign of age, yet the stone around them is clearly ancient. Though they do not glow with any obvious magic, any damage done to the doors "heals" magically within 24 hours.

33. SKELETON WARRIORS

The room is a strange and frightening sight to anyone opening the door. A collection of **24 armored skeletons** armed with longswords and shields and clad in chainmail stand at attention in neat, tight rows broken only by a small fountain in the center of the room. The mindless creatures were part of the army defeated when the cavern outside the temple was lost to the forces of Arn. Unlike most such creatures, these stand motionless, waiting for orders. The clerics and magic-users that once controlled them are long dead. The creatures act only if attacked.

The foul green liquid in the basin of the fountain looks and smells dangerous but is harmless unless consumed (6d6 points of poison damage, save for half). A *purify food and drink* spell cleanses the fountain of the poison but doesn't change its murky nature.

Armored Skeletons (24): HD 1; AC 7[12]; **Atk** longsword (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells. (**Monstrosities** 428)

Tactics: Designed as low-level troops, they respond only to orders or to being attacked. Skeletons surviving an attack of any type charge forward to engage their aggressors and fight with single-minded ferocity. Only their previous orders keep them in the room; they follow fleeing characters out of the temple despite the dangers they face outside the room.

34. THE LION DOOR

The massive bas-relief of a roaring lion thrusting its head out of the door conceals the doorknob used to open it. One must reach their hand inside the lion's mouth to find and turn the doorknob. *Detect magic* reveals a powerful aura around the lion's head, but no traps are on the door.

35. HALL OF HEROES

Six statues of armed warriors are spaced 10ft apart along both the east and west walls with gaps left where hallways extend to the east and west. The 12 statues are carved from the same stone used for the temple walls. Craftsmanship and detailing on each of the statues is superb, with each figure standing in a heroic pose, haughty and confident in their skill. Statues on both sides of the room are identical and depict the following (moving north to south): a tall male human in full plate wielding a bastard sword; a thin male elf in leather armor holding a bow; a female human in chainmail wielding a longsword; a female human in spiked full plate wielding a longsword; a male elf wearing leather armor wielding a mace; and a male human in scale mail wielding a pike. It is impossible to determine who the statues represent as there are no signs or messages describing them anywhere in the room.

A *detect magic* spell reveals a faint aura around each statue, but none of the statues is magical or animated in any way. When the characters look down the hallways running to the north, east, and west, they notice the east and west hallways end at stone doors (35a and 35b), and the north hallway continues through an intersection and bends in the distance.

36. BARRACKS

Back in a time when the temple had living servants, this stale-smelling room housed many of them. Long rows of beds line the east wall, separated only enough for a person to climb between them — with the exception of a larger gap in front of a stone door. Chests at the foot of each bed are thrown open and ancient clothing and bedding is thrown about as if a tornado or whirlwind burst through the room recently. Although the room doesn't appear guarded, one of the temple's servants was changed into **dark warden** as punishment when the battle outside the temple went poorly.

Dark Warden: HD 11; HP 79; AC 4[15]; Atk 2 spears (1d6); Move 12; Save 4; AL C; CL/XP 13/2300; **Special:** resist cold and fire (50%), scream (3/day, 30ft radius, 3d6 damage and deafened for 1d6 rounds, save for half and avoid deafness), spell-like abilities. (see **Appendix B: New Monsters**)

Spell-like abilities: at will—haste; 1/day—curse*.

* See cursed scrolls in the *Swords & Wizardry Complete Rulebook* from **Frog God Games** for possible curses.

Treasure: When the room was abandoned, almost everything of value was taken, but a thorough search of the entire room turns up a platinum ring studded with moonstones (500gp) and an ornate silver bracelet (250gp).

37. THE BATH HOUSE

Humid air scented with perfume fills the air as tendrils of steam rise from the large pool of water in the center of the room. Created as a bath house for some of the faithful servants serving the temple, the magic spells purifying the water and keeping it warm and clean still function. Sweet, warm air makes the room especially relaxing and pleasant. Steps lead down into the warm pool of water, welcoming anyone interested in taking a bath, and soft sofas and chairs surround the quiet, bubbling pool. Soft towels and robes hang from pegs on the south wall. Disturbing portrayals of murder adorn tapestries along the remaining walls, jarring the otherwise peaceful feel of the room. Horgrim confined an ancient **erinyes demon** known as Lourecious to this room for being overly ambitious and acting against some of his interests. Her confinement ends when she converts one good creature to the worship of Horgrim, a task made virtually impossible by the fact that not a single living creature has entered the room since she was placed here.

Lourecious, Erinyes Demon: HD 6; HP 40; AC 2[17]; Atk bronze sword (1d6 + paralysis); Move 12 (fly 24); Save 11; AL C; CL/XP 10/1400; **Special:** detect invisibility (at will), entangle (whip tangles until released, save avoids), fear (as spell, save resists), immune to fire and cold, magic resistance (25%), paralysis (sword hit, save avoids). (*Monstrosities* 93)

Tactics: Although the room is beautiful and comfortable, Lourecious has been waiting for someone to enter it for years and is surprised when someone does. Although startled, she greets the characters in a friendly, charming manner. Her goal is not to slaughter the characters but rather their conversion to evil, particularly to worshipping Horgrim so she can be freed. If she convinces a Lawful character to swear an oath of allegiance to Horgrim, she is free to leave. At first, she simply makes conversation, asking the characters how they arrived here and informing them she is "trapped by ancient promises" and would like to escape. She offers to assist the characters but claims she can't leave unless someone utters an oath "to

return to Horgrim what he desires when Lourecious is done helping me." The oath can vary; she is trying to make the characters promise to worship Horgrim (what he desires) while making them think they simply need to return her to this room. Most characters are suspicious of any agreements with devils and are unlikely to make such a promise.

If the characters attack or refuse to swear any sort of oath, she gets frustrated and pulls out her weapons.

Treasure: Lourecious hid a bag of gems at the bottom of the pool. The gems are a black pearl (500gp), a silver pearl (100gp), 5 moonstones (50gp), 12 moss agates (10gp each), 5 freshwater pearls (10gp each), and a blue quartz gem (10gp).

38. CRACKED STONE DOOR

Ancient attacks on the door left cracks and gaps that are now filled with dust and dirt.

39. THE MIRROR ROOM

Mirrors line all the walls and a glass column stands in the center of the room. The column glows with a faint, almost indiscernible light that causes reflections in the mirrors to act like swift-moving shadows that dart across the walls. The faint lighting is insufficient to create reflections the crystalline horrors can use to manifest themselves. Brighter lighting brought into the room creates such a disturbing series of reflections that many people become dizzy (characters must succeed at a saving throw or suffer a -1 penalty to hit and saves while in the room). While the characters adjust to the many confusing images, the first characters to enter the room are attacked by their own reflections as **3 crystalline horrors** manifest out of the mirrors and attack.

Crystalline Horror (3): HD 7; HP 52, 50, 43; AC 0[19]; Atk claw (1d6); Move 12; Save 9; AL C; CL/XP 10/1400; **Special:** +1 or better mage weapons to hit, bend light (10ft radius, save or blinded for 3 rounds), bleed (any target hit by creature must save or bleed for 1d4 damage per round until healed), resist cold (50%), shard spray (5/day, 40ft cone, 3d6 damage, save for half). (*The Tome of Horrors Complete* 115)

Once they manifest, the crystalline horrors attack any living creatures in the room without mercy.

Most characters quickly realize the attacks have something to do with the mirrors. While some might stay and fight the creatures, wise characters leave the room and cast spells into the room to break the mirrors or cloak them in darkness and thus eliminate the threat.

The magically hardened mirrors are immune to acid, lightning, fire, and poison damage. Extreme cold makes them brittle (vulnerable to bludgeoning damage, 200% damage) but the cold spell does only half damage itself. The mirrors are vulnerable to sonic damage (200% damage). The large mirrors are arranged in panels all along the walls. If the characters use spells to shatter the mirrors from outside the room, each mirror has 50 hit points. If the characters randomly target mirrors, they have a 1-in-12 chance of destroying one of the mirrors releasing the crystalline horrors (until only 3 mirrors remain, at which they are automatically destroyed).

While all doors leading out of the room are unlocked, they are covered with mirrored glass on this side, making them difficult to locate. Shattering all the mirrors makes the doors visible, but also covers the floor with enough sharp, broken glass shards to make the floor difficult terrain.

40. THE GLASS SARCOPHAGUS

A crystal chandelier sheds a soft magical light on an ornate glass sarcophagus that fills the small room at the end of the short hallway. Red velvet carpeting covers the floor and the raised stone platform that the transparent coffin rests on. Violet curtains on the stone walls highlight the transparent coffins and its skeletal inhabitant. The creature within appears to have once been an extremely tall elf with folded wings. Glowing purple letters along the one side of the transparent coffin read, "Huvarial, Arn's failed champion." While letters on the opposite side proclaim, "Even the brightest lights learn the power of the night."

Huvarial, was a great hero in her day, but her exploits are entirely forgotten now. Huvarial was brought down in the battle for the outer cavern and dragged into the temple, causing despair among her supporters. Loss of her leadership was a major factor in the decision to leave the temple trapped in a cavern of sunlight. Unfortunately for Huvarial, she was not dead, only disabled. Horgrim's faithful brought her into the temple and changed her into a vampire before trapping her in the glass coffin. Years without sustenance of any kind has caused the vampire's body to wither and decay, leaving only a bare skeleton. If the glass is broken, undead flesh quickly grows over the body and a very hungry vampire rises.

Huvarial, Vampire: HD 9; HP 56; AC 2[17]; Atk bite (1d10 + level drain); Move 12 (fly 18); Save 6; AL C; CL/XP 12/2000; **Special:** +1 or better magic weapons to hit, charm gaze (as *charm person* save with -2 penalty), gaseous form, killed only in coffin, level drain (2 levels), regenerate (3/round), shapeshift, summon rats or wolves. (*Monstrosities* 498)

Tactics: Her transformation into a vampire is already complete, with darkness and hatred completely consuming her nature. This hatred is aimed at anything to do with Horgrim's minions and the temple as it is at any living creature. With more time to assess her situation, she would certainly use more devious tactics, possibly even allying herself with the characters to destroy the temple. Unfortunately, she wakes up naked, and her armor and weapons are nowhere to be found. She has no idea that she was frozen in time and acts on her previous plans to exact vengeance on the next person she sees. Although she is alert and awake immediately, she blinks and acts disoriented as she looks around the room while attempting to use her charm ability on the nearest characters. Unless attacked, she climbs slowly out of the coffin without speaking or responding to questions. She then leaps into the air and orders any charmed characters to attack remaining party members. She exclusively uses her bite attacks and stays in physical combat unless severely injured. Severe injuries lead her to fly up to the ceiling where she hangs face down while attempting to charm heavily armored characters. Huvarial's resting place is in this room; she fights until destroyed because she has nowhere else to flee. If the characters flee, Huvarial makes plans to hunt them down. Huvarial is not familiar with the layout of the area, having only been imprisoned here; she uses great caution when searching the halls and rooms nearby.

Treasure: Unknown to Huvarial, her armor and weapons are hidden in a hollow chamber inside the stone pedestal that the coffin rests on. The hidden chamber contains the following items: a *+1 longsword* ("Light's Cleaver") with symbols representing the sun engraved on the blade and a *ring of protection +2*.

41. DEAD END

The hallway ends at a wall bearing a lengthy message written in dark green letters, "Put faith in Horgrim's darkest night and pass through solid rock. The message refers to the fact that the wall is a *phantasmal force*. Characters without sight due to blindness or complete darkness do not see the illusion and boldly step through it to continue down the hallway. Although it has other sensory elements, the illusion is triggered by sight. Someone feeling the wall while looking at it believes they are feeling solid stone, but if they close their eyes and continue feeling the wall, those senses soon fade, and the wall no longer seems to exist. Anyone looking down the hall with a *gem of seeing* spell sees only a long hallway ending before a copper door.

42. ENGRAVED DOOR

Engravings on this locked copper door (–30% Open Doors check) include a variety of complex runes and strange symbols along with the words, "In the end, only the darkness is real." A detailed representation of Horgrim as a tall human in robes holding a shortspear is engraved immediately beneath the strange statement. None of the engravings gives any hint how to open the door, which has no visible door knob or locking mechanism.

Powerful magic spells cast on the door give it some magic resistance, making it very difficult to open by magical means (*knock* fails on a 1–10 on 1d20). Various runes on the door must be touched in a particular order. A clever thief can eventually determine the proper sequence through trial and error (or any character can do so by rolling below their intelligence on 4d6).

43. COPPER ROOM

Beaten copper, complete with odd lumps and strange depressions, cover the walls, floors, and ceiling of the room. An insect-like copper statue with a circular head and eight legs ending in razor-sharp blades stands over a copper chest in the center of the room. The statue is a magical construct programmed to attack anyone not wearing an *amulet of the dark sun* and keep them away from the chest.

Copper Statue: HD 10; HP 60; AC 6[13]; Atk 2 strikes (1d8); Move 12; Save 5; AL N; CL/XP 13/2300; **Special:** +1 or better magic weapons to hit, healed by lightning, lightning arc (2/day, 4d6 damage to target, save for half; 2d6 to next 2 nearest targets, save for half), vulnerable to cold and fire (200%). (see **Appendix B: New Monsters**)

Copper on every surface of the room helps retain and magnify electric charges. All attacks inflicting lightning damage do double damage in this room, and any saves against an effect that causes lightning damage is done so with a –2 penalty.

The statue has razor-sharp tips at each end of its powerful legs and uses them very effectively. It releases its electric charge at the first person to enter and charges the doorway to defend the room. It focuses all its attacks on the first person to enter the room, only spreading its attacks if someone attempts to sneak past it. The construct is programmed to fight until destroyed.

The lid of the small locked copper chest has an engraved description that is a mirror image of the symbols on an *amulet of the dark sun* that is part of the locking mechanism. Any *amulet of the dark sun* can be used to unlock the chest.

Treasure: The main item of importance in the chest is a **delicate copper key shaped like a lion (Key T2)** that opens the copper doors in **Area 8**. The key rests on top of a collection of 1500 copper coins, copper bracers with black enamel trim, a copper *ring of protection +1*, a thin copper wand (*wand of lightning bolts*, 11 charges), a copper-tipped darkwood wand (*wand of darkvision*, 9 charges), 5 golden yellow topaz gems (500gp each), and 4 amber gems (100gp each).

44. THRONE OF NIGHT

The hallway opens into a large room with strange, twisted engravings of skeletons and strange bone figures decorating every wall. A massive throne of pure black stone rests against the south wall, beckoning someone to sit in it. Polished and smooth, the stone is still somehow non-reflective and seems to soak up any light that hits it. Any character able to *detect magic* instantly discovers a vast, evil power emanating from the throne, a throne once used to help create undead to support Horgrim's armies. Anyone sitting on the throne risks a terrible fate.

The Throne of Night: This powerful item is imbued with terrible magic through numerous dark, necromantic rituals. Made of simple black stone, it soaks up light as easily as it does a creature's lifeforce. Dead humanoid creatures seated on the throne are engulfed in swirling shadows only to emerge a minute later with the flesh burned from their bodies as animated skeletons. Living creatures that sit on the throne must roll below their dexterity on 4d6 to leap off the throne quickly enough to avoid the swirling shadows. Those who fail are engulfed in the swirling shadows and must make a saving throw or die as the flesh and lifeforce are stripped from the character's body as they are turned into an animated skeleton. Success indicates characters escape the burning shadows, suffering only 4d6 points of damage.

Destroying the Throne: Characters recognizing the immense evil of the throne might decide to destroy it. Although not a true living beast, the throne does have its own defenses (and is AC 6[13] with 200hp). Attacks made against the throne release waves of electrical energy that strike anyone within 30ft for 5d6 points of damage (save for half). When destroyed, the throne explodes in a blast of raw energy with a 20ft-radius blast; characters caught in the explosion take 8d6 points of fire damage (save for half).

Treasure: Once destroyed, the throne leaves behind broken gems that were used during its initial creation. A patient wizard can collect 2000gp worth of diamond dust, 1500gp worth of ruby dust, and 1500gp worth of emerald dust for use as spell components.

45. WORN TAPESTRY

A worn tapestry with a portrayal of a human riding the back of a black dragon hangs on the wall in the center of the hallway. The odd placement of the tapestry suggests something may be hidden behind it. Anyone searching the wall behind the tapestry finds long grooves or slots in the stone that appear to lead to an open or hollow area behind the wall. These grooves provide the vampire Narise (see **Areas 3–4** above) with access to these hallways using her gaseous form. She doesn't usually come through this hallway unless she hears a great deal of noise, or if she has recently encountered the characters. If Narise has already encountered the characters, or if the characters make a great deal of noise, there is a 40% chance that Narise ambushes the characters somewhere in **Areas 41–47**. In that instance, she forgoes any play and simply uses the battle tactics mentioned in **Area 3**. The wall between this section of hallway and her **Sealed Chamber (Area 4)** is 3ft thick and must be broken down or bypassed with *passwall* or *gaseous form* spells.

46. BRITTLE OAK DOOR

Although once a sturdy, solid door, this portal has become brittle through the passing of time. The unlocked oak door opens easily but has a rather interesting **trap** unless the words "Love Horgrim" are first spoken. If this isn't done, an alarm reverberates through the halls for 1 round. While the alarm spell does no damage, it alerts Narise (**Areas 3–4**) that someone is in the hall.

47. ANCIENT ARMORY

Racks of greatswords, pikes, shortspears, and longspears are evenly spaced throughout the room. Although extremely old, the weapons are still in excellent shape, possibly because a **dark warden** watching over the room polishes and oils them continuously.

Dark Warden: HD 11; HP 73; AC 4[15]; Atk 2 spears (1d6); Move 12; Save 4; AL C; CL/XP 13/2300; **Special:** resist cold and fire (50%), scream (3/day, 30ft radius, 3d6 damage and deafened for 1d6 rounds, save for half and avoid deafness), spell-like abilities. (see **Appendix B: New Monsters**)

Spell-like abilities: at will—haste; 1/day—curse*.

* See cursed scrolls in the *Swords & Wizardry Complete Rulebook* from **Frog God Games** for possible curses.

Treasure #1: Of the more than 100 weapons lined up in the racks, a number are excellent quality weapons: 10 greatswords, 8 pikes, 6 shortspears, and 6 longspears.

Treasure #2: One cleric took the time to create a secret hiding place beneath one of the weapon racks where he hid several "personal" items in a small leather bag. The decaying leather bag contains a flawless emerald (5000gp), 4 fire opals (1200gp each), a black pearl (500gp), 3 violet garnets (400gp each), and 9 bloodstones (50gp each).

48. BLACK METAL DOORS

These plain black doors are locked and made of a mysterious alloy that is so heavily enchanted that it defies identification. While the lock can be picked (with a -30% Open Locks penalty), the **lead key (Key T1)** found in **Area 22** opens this door as well as the double lead doors (**Area 7**).

49. SMOKE-FILLED ROOM

Thick gray smoke pours out of the room when the doors are opened. The smoke dissipates quickly when it leaves the room, but the amount of smoke within the room doesn't change. Bitter and dry, the harmless smoke causes a bit of coughing and concern. A large marble statue of a serpent-like creature with three heads stands in the center of the room surrounded by four brass barriers. Smoke flows from the braziers in a steady stream, filling the room with bitter fumes. Although the smoke is not poisonous, it reduces all forms of vision to a maximum of 10ft no matter what form of lighting is used. In addition, it conceals a powerful **mummy** that guards the room against anyone not wearing an *amulet of the dark sun*.

Mummy: HD 10; HP 72; AC 3[16]; Atk fist (1d12); Move 12; Save 5; AL C; CL/XP 12/2000; **Special:** +2 or better magic weapons to hit, rot (prevents magical healing, wounds heal at one-tenth normal), spells (4/3/2/1). (*Monstrosities* 340)

Spells: 1st—*cause light wounds* (x2), *detect good*, *detect magic*; 2nd—*bless*, *hold person*, *silence 15ft radius*; 3rd—*prayer*, *speak with the dead*; 4th—*cause serious wounds*.

Brass Braziers glow with several types of magic when studied with the aid of a *detect magic* spell. Covering the braziers with a blanket or some other item stops the flow of smoke. A *dispel magic* cast directly on one of the braziers eliminates the magic on that brazier and stops the smoke. Once the flow of smoke from all four barriers is stopped, the room can be cleared of smoke in 1d4 hours if the doors are left open.

Other than the statue and braziers, the only other item in the room is a sarcophagus that stands upright against the wall directly behind the statue. The sarcophagus is the mummy's resting place, and a cleverly designed secret door leading into another room. Smoke in this room makes it extremely difficult to recognize this, but if the braziers are covered and the smoke dissipates, locating the secret door gets much easier. The door is counterweighted to allow the entire sarcophagus and door to slide to one side without much effort.

50. SILVER ROOM

Flaking silver paint covers the walls, floor, and ceiling. Peeling paint and silver fragments on the floor suggest the silver was a late addition to the room. Standing on silver pedestals are 2 **magnesium golems**. Each golem attacks as soon as someone enters the room. Only a cleric devoted to Horgrim wearing an *amulet of the dark sun* can command the golems to stop and freely surrender the fragment of the **ornate silver key (Key T3)** each carries.

Magnesium Golems (2): HD 7; HP 44, 40; AC 5[14]; Atk 2 slams (2d6+1); Move 6; Save 9; AL N; CL/XP 9/1100; **Special:** +1 or better magic weapons to hit, immune to most spells (water-based slow golem as *slow* spell; fire-based heal golem; immune to all others), sickness (10ft radius, 1d4 turns, --1 to hit and saves, save avoids). (*The Tome of Horrors Complete* 293)

The golems approach anyone entering the room. If a cleric of Horgrim does not show a holy symbol and utter the proper words within 2 rounds, they attack, focusing on lightly armored characters first.

Treasure: The body of each golem is worth 3000sp and the ruby in each golem's head can be broken into 500gp worth of ruby dust. A single piece of an ornate silver key is embedded in the chest of each golem next to a reversed engraving of an *amulet of the dark sun*. Placing an amulet into the engraving releases the piece of key. The two fragments fit together to form an **ornate silver key (Key T3)** that fits the silver double doors in **Area 9 (Door 9e)**.

CHAPTER 9: HORGRIM'S TEMPLE

LEVEL 2

The second level of the temple is quite like the first. The outer walls are 20ft thick and both inner and outer walls are made of the same material. Rooms and hallways have no lighting unless otherwise stated.

51. CHAMBER OF FACES

Twin stairways climb up to a large room. Bas-relief carvings along the walls depict elegant humans and elves standing at attention. Some of the figures wear armor, while others have on robes, but all the carvings are detailed to the point that each figure seems life-like. Strange symbols are painted on the floor using dark reddish-black paint. Any magic the symbols once possessed has faded. Each figure is a follower of Horgrim who volunteered to meld with the stone wall and await a priest to reverse the spells that placed them there. Unfortunately, the magic that kept their souls from departing failed long ago. A *dispel magic* cast directly on a bas-relief carving has a small chance of expelling the body of the victim, but none of the carvings gives rise to a living being.

A set of ornate double doors is at the southern end of the room. The doors are unlocked, though one of the **dark wardens** described below does have a key that can be used to lock them.

The room is heavily guarded. Anyone climbing one of the sets of stairs is attacked by 2 **dark wardens** as soon as they reach the top.

Dark Wardens: HD 11; HP 75, 68; AC 4[15]; Atk 2 spears (1d6); Move 12; Save 4; AL C; CL/XP 13/2300; **Special:** resist cold and fire (50%), scream (3/day, 30ft radius, 3d6 damage and deafened for 1d6 rounds, save for half and avoid deafness), spell-like abilities. (see **Appendix B: New Monsters**)
Spell-like abilities: at will—haste; 1/day—curse*.

Note: One of the dark wardens carries a key to the double doors described above.

* See cursed scrolls in the *Swords & Wizardry Complete Rulebook* from **Frog God Games** for possible curses.

52. HALL OF HONOR

Small statues and plaques fill niches along the long, wide hallway stretching to the east and west. The hallway bends north at its eastern- and westernmost limits before ending in front of double doors.

53. FROST-COVERED DOORS

The hallway ends before a set of steel doors covered with frost. The rune-coated doors are cold enough that they are painful to touch.

54. ROOM OF ICE

Icicles hang from the ceiling, which glows with an odd blue light, and strange ice sculptures dot the room. The room is so extremely frigid that everyone inside suffers 1d4 points of cold damage for every round they remain in the room. The extreme, magical cold of the room makes fire-based spells half as effective in terms of size, duration, and damage. Thick coats of ice cover a set of steel double doors in the north wall, as well as all the walls. A huge **ice elemental** guards the room; it creates strange, twisted sculptures and odd ice carvings during its long, boring tenure.

Ice Elemental: HD 12; AC 2[17]; Atk strike (3d10); Move 12 (swim 6); Save 3; AL N; CL/XP 13/2300; **Special:** +1 or better magic weapons to hit, freezing breath (3/day, 20ft range, 4d6 damage, save for half, failure means frozen in place until thawed, 1d4 damage per round while immobile), healed by cold-based spells, vulnerable to fire (200%). (see **Appendix B: New Monsters**)

This creature was summoned here and bound to the room as a guardian. All it knows is that it is supposed to guard the doors against anyone who doesn't have an *amulet of the dark sun*. The ice elemental is willing to trade the key to the north door in exchange for an amulet, which it uses to exit the room and return to its own plane of existence. The creature communicates very slowly and isn't very intelligent. By now, the characters are probably used to attacking rather than negotiating. It focuses melee attacks on one target at a time, doing its best to kill one creature before moving on to the next.

Approximately 1ft-thick ice covers these locked steel doors and must be broken away to reveal them. Faint runes near the lock suggest that it has been magically hardened and enhanced. The extremely complex lock (–30% Open Locks penalty) requires a **special key (Key T4)**.



55. SHATTERED ROOM

Ages ago, this large room contained a variety of furniture, sofas, chairs, tables, but now only broken fragments remain along the outer walls of the room. The devastation appears to be focused in the center of the room where an explosion threw everything into the walls with such force that virtually everything is shattered and broken. A lich left to guard this room eventually went insane. Without spellbooks to study or a particular task to fulfill, he decided that his continued existence was no longer fulfilling. Using *passwall* spells, he was able to obtain his phylactery from its hiding place in the walls of the temple. He brought it into the center of the room and attempted to destroy it. This act instantly brought down Horgrim's wrath and set off a detonation of such force that the ceiling and floor show signs of melting and cracking. Even the walls show cracks where furniture was crushed against it.

Dwarves instantly recognize hints that stonework was done to close off a wide doorway in the northern wall. The stone that was used matches the other stone used to make the temple, but its placement, and the cracks that run through it, suggest there was once a wide doorway here. Followers of Horgrim sealed this doorway, once the main passage to upper levels of the temple, after losing the battles outside the temple.

Bone fragments from the several skeletons left behind to serve the lich are strewn about the debris, along with a few treasures. One important item is a **twisted metal key (Key T5)**. Once an ornate silver key with delicate filigree around the outer edges, it is now bent beyond usefulness. It was designed to open the door in **Area 59**.

Treasure: A thorough search of the entire room takes several hours but turns up a few worthwhile items: a number of small gems, including a star-cut ruby (2500gp), a tiny emerald (1500gp), 12 black pearls (apparently from a necklace, 350gp each), 15 pieces of polished jade (150gp each), and 8 moonstones (50gp each).

56. RED-HOT DOORS

Glowing double doors at the end of the hallway shed enough heat to warm the hallway significantly. The doors are searing hot — so hot that they appear close to melting yet are somehow resisting for the moment. Anyone within 5ft of the doors takes 1d4 points of damage per round (save avoids). Anyone touching the doors takes 2d6 points of fire damage (save for half).

The doors are made of a mysterious alloy enchanted to resist very high temperatures. Although the doors are unlocked, they open outward and must be pulled firmly.

57. ROOM OF FIRE

The doors open to reveal a room filled with darting flames and molten rock. The walls and floor are magically enchanted to resist the heat and the presence of a 1ft-deep pool of molten rock that fills the room. The fantastic heat inflicts 1d6 points of fire damage per round to anyone in the room. Anyone stepping into the molten rock is subject to 3d6 points of fire damage per round (no save). Overwhelming magical heat in this room makes cold-based spells half as effective in terms of size, duration, and damage. The large black doors at the north end of the room appear remarkably cool when compared to the boiling rock and flames that surround them. Unfortunately, an angry **fire elemental** is looking for someone to wreak vengeance on after being trapped here for thousands of years. The elemental does everything it can to slaughter anyone entering the room.

Fire Elemental: HD 12; AC 2[17]; Atk strike (3d8); Move 12; Save 3; AL N; CL/XP 13/2300; **Special:** +1 or better magic weapons to hit, ignite materials. (*Monstrosities* 156)

The elemental has been trapped here for so long that it is mindless in its rage. All it knows is that it has been abandoned by the mages that initially summoned it here. Enough time has gone by that it has forgotten what its duties are, or how it might be able to leave the room. It can leave the room only if it is "released" by a priest of Horgrim or freely given a holy symbol of Horgrim. Even if the characters manage to do this, it is upset enough that it is unlikely to care. It attacks one character at a time, trying to burn them to a crisp before moving on to others.

58. SITTING ROOM

Elegant sofas and chairs are organized into several sitting areas. Despite its great age, the furniture is in excellent condition. Everything in the room is clean, dust-free, and in some cases highly polished. Niches along the outer walls hold small statues and figurines made of porcelain. Standing in each of the corners of the room are **4 skeletons** not outfitted for battle; they hold serving trays and cleaning cloths, making them appear to be servants of some type. Depending on the actions of the characters, this room should be a safe place to rest and recuperate.

A small fountain is in the northeast corner of the room, but no water is in the basin. Cabinets along the west wall hold a variety of liquors and wines, and jars contain the desiccated remains of what might once have been food. Sealed bottles of liquor and wine are still consumable, but the rest is beyond rescue.

A set of ancient oak double doors in the north wall leads into another room. **Serving Skeletons (4):** HD 1; HP 7, 6x2, 5; AC 7[12]; Atk strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** immune to sleep and charm spells. (*Monstrosities* 428)

These skeletons are servants that haven't had anyone to serve for many centuries. They do not initiate combat but fight back if attacked. They silently serve the characters any liquor or wine that is specifically requested and simply ignore requests they cannot fulfill. If the characters make no aggressive actions against the skeletons, they simply stand in their corners, moving only to polish furniture or to clean the room.

59. PRIESTS' QUARTERS

The opulent decorations and furniture of the room indicate it was once home to only the highest ranking and most loyal followers of Horgrim. Gold, silver, and a strange, dark metal were used to create a figure of Horgrim as a tall human holding a spear standing before a circle of complete darkness adorning the west wall. A total of eight beds occupy the room, each spaced close together along the outer walls, and each having a large wooden chest at its foot. Several chairs surround low tables in the center of the room, along with a single wooden bench facing the west wall. Rods along the ceiling allow the various beds in the rooms to be cloaked by curtains, giving the occupants some privacy. In general, the room has an air of a military barracks, albeit a barracks decorated with wealth and style. Four serving **skeletons** similar to those in **Area 58** stand in each corner of the room.

Serving Skeletons (4): HD 1; HP 7, 6x3; AC 7[12]; Atk strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** immune to sleep and charm spells. (*Monstrosities* 428)

A slow, rasping noise — like the heavy breathing of a sick patient — comes from the ornate double doors in the north wall. The noise is particularly disconcerting because it appears to be coming from the doors themselves.

None of the chests in the room is locked but they give up few treasures.

Treasure #1: The unlocked chests contain various daggers, maces, morningstars, and various pieces of decaying clothing.

Treasure #2: One of the chests has a false bottom that conceals arcane scrolls (*dimension door*, *fly*, *lightning bolt*, and *fireball*) and a *wand of fireballs* (6 charges).

Beautiful ornate double doors in the room are locked and made of an alloy of several different metals that gives it a rainbow-like sheen on a background of black. Enchantments add to the strength of the door and make it very resistant to magic spells, so that any spell cast on it fails on a 1–10 on 1d20. As the ornate engravings and decorations would suggest, the lock for the door is extraordinary complex (–30% Open Locks penalty). The ornate keys fitting the door have all been lost or destroyed, except for the key found in **Area 55 (Key T5)**. Oddly enough, the breathing the characters hear comes from the doors. Several priests and magic-users used a series of spells to trap a devil within the door.

A *magic mouth* appears on the door and asks for the "password." If the proper reply is not uttered within 2 rounds, a **horned devil** is released from the door to attack anyone in the area. The password is "wiyeth," an ancient term for darkness. *Detect magic* reveals a powerful magic aura around the door, and *detect evil* exposes a powerful evil aura, but there is no physical sign of a trap. Checking the door for traps releases the devil and inflicts 2d6 points of damage on the character doing so.

Horned Devil: HD 5; HP 33; AC 4[15]; Atk fork (2d6) and tail (1d6 + bleed), or 2 claws (1d4), bite (1d6), tail (1d6 + bleed); Move 9 (fly 18); Save 12; AL C; CL/XP 8/800; **Special:** +1 or better magic weapons to hit, bleed (additional 1hp damage per round until healed, save resists), fear aura (5ft radius, as *fear* spell, save resists), spell-like abilities, summon horned devil (50%).

Spell-like abilities: at will—*detect magic*, *ESP*, *phantasmal force*, *produce flame*, *pyrotechnics*; 1/day—*wall of fire*.

60. NARROW HALLWAY

The double doors open into a narrow hallway that extends past a wider hallway only to reach a dead-end. A massive black circle made of metal is bonded to the stone floor in the center of the wide hallway immediately before a set of stone steps heading up to the next level of the temple (**Level 3, Area 61**).

CHAPTER 10: HORGRIM'S TEMPLE LEVEL 3

The outer walls of the third level of the temple are only 10ft thick but both inner and outer walls are made of the same stone as the rest of the temple. Rooms and hallways on this level have a strange type of lighting that enables anyone with low-light vision or darkvision to see perfectly. Characters unable to see under these conditions need additional light sources. Unless otherwise noted, all the doors on this level are identical oak doors (unlocked) decorated with a carving of Horgrim depicted as a tall human male in robes holding a shortspear in his left hand.

61. SMALL LANDING

Wide stairs climb up from the second level of the temple to reach a small landing with wooden doors to the east and west. The south wall is decorated with a brightly colored painting portraying a tall human male in black robes standing atop a mountain with his hands outstretched as if giving a blessing.

62. PREPARATION ROOM

Various chalices, scepters, vases, and braziers rest on a long table in the center of the room, and a variety of jars line the shelves along the east wall. Open cabinets in the southeast corner hold a variety of black-and-red colored linen cloths. Even the uninitiated instantly recognize this area as a room for clerics to prepare for holy ceremonies. An open doorway in the north wall leads to another storage room, and a closed oak door is to the south. Anyone entering the room without wearing an *amulet of the dark sun* is immediately attacked by a **dark warden**.

Dark Warden: HD 11; HP 80; AC 4[15]; Atk 2 spears (1d6); Move 12; Save 4; AL C; CL/XP 13/2300; **Special:** resist cold and fire (50%), scream (3/day, 30ft radius, 3d6 damage and deafened for 1d6 rounds, save for half and avoid deafness), spell-like abilities. (see **Appendix B: New Monsters**)
Spell-like abilities: at will—haste; 1/day—curse*.

* See cursed scrolls in the *Swords & Wizardry Complete Rulebook* from **Frog God Games** for possible curses.

63. STORAGE CHAMBER

The door to this chamber was left open so long that it sagged away from the frame and can no longer be closed. Casks of scented oil, unholy water, and other liquids line the room, all obviously meant to be used in religious ceremonies and rituals.

64. ADORATION CHAMBER

This massive chamber is organized like a large church, only there are no benches, just faint dark lines along the stone floor where worshippers are expected to stand. A large mirror framed with black metal stands behind a plain altar resting on a raised platform on the west side of the room. Several oak doors dot the north and east walls. Horgrim requires only simple services from his followers, expecting them to show their faith by their everyday actions rather than in ceremonies. These “adorations” usually took place at sunset and included simple statements of faith in Horgrim followed by a pledge to spread this faith in Horgrim followed by a pledge to spread this faith to all lands. The black-framed mirror was once used as a portal between this temple and another a great distance away. Several clerics and warriors faithful to Horgrim fled through the portal when their efforts here failed. Unfortunately, they fled to a temple that had already been discovered and defeated by Arn's forces and were instantly captured. Other clerics forcefully moved and deactivated the portal to prevent any further desertions.

A **dark warden** stands behind the altar flanked by 2 **lead skeletons**. They attack anyone who dares enter the room without displaying an *amulet of the dark sun*.

Dark Warden: HD 11; HP 73; AC 4[15]; Atk 2 spears (1d6); Move 12; Save 4; AL C; CL/XP 13/2300; **Special:** resist cold and fire (50%), scream (3/day, 30ft radius, 3d6 damage and deafened for 1d6 rounds, save for half and avoid deafness), spell-like abilities. (see **Appendix B: New Monsters**)
Spell-like abilities: at will—haste; 1/day—curse*.

* See cursed scrolls in the *Swords & Wizardry Complete Rulebook* from **Frog God Games** for possible curses.

Lead Skeletons (2): HD 10; HP 72, 65; AC -1[20]; Atk 2 strikes (1d8); Move 12; Save 5; AL N; CL/XP 13/2300; **Special:** immunities (cold, electricity, fire), immune to most spells (sonic damage slows as spell), resist normal weapons (50%). (*The Tome of Horrors Complete* 494)

Treasure: The lead skeletons have been studded with a variety of valuable gems along their ribs, teeth, and eye sockets. These gems include 4 large rubies (2000gp each), 18 small diamonds (700gp each), and 12 small emeralds (500gp each).

65. ROOM OF COFFINS

Simple stone coffins are lined up against the east wall. The unadorned stone coffins are the final resting places for the clerics and wizards that lived out their final days in the temple creating the traps designed to prevent the forces of Arn or any other good god from violating it. A thorough investigation of all the coffins turns up only bones; all those interred here were placed into their coffins completely naked.

66. BURIAL CHAMBER

While high-ranking priests and warriors merited burial in their own coffins lined up in the **Room of Coffins** (area 65), lower-ranking personnel merited simple burial in a stack of small stone cubicles along the east wall. Small stones cover each square hole, with only the empty spots left uncapped. Based on the number of stone caps, more than 50 people were laid to rest here. Additional openings reach the ceiling, adding another 20–30 places for further burials. As in **Area 65**, everyone buried here was buried free of clothing or belongings.

67. SMALL LIBRARY

Heavy stone shelves reach from the floor to ceiling all along the outer edges of the room, and several solid stone tables stand in the center of the room. A strange metal ladder with wheels at the feet and a guide along the ceiling allows access to books on the highest shelves. The dry room has preserved the ancient texts but left almost all the parchment pages extremely brittle. Any fire in the room creates a horrible inferno as flames leap from book to book all along the shelves. Many of the texts describe tactics for warfare, weaknesses of certain ancient armies, as well as weather patterns and trade routes. Although the information in those texts is hopelessly outdated, their great age makes some of them valuable to some collectors.

A **lead skeleton** stands watch here. The high priest that stationed it here ordered it to attack anyone other than him, presuming he would be back later to change those orders.

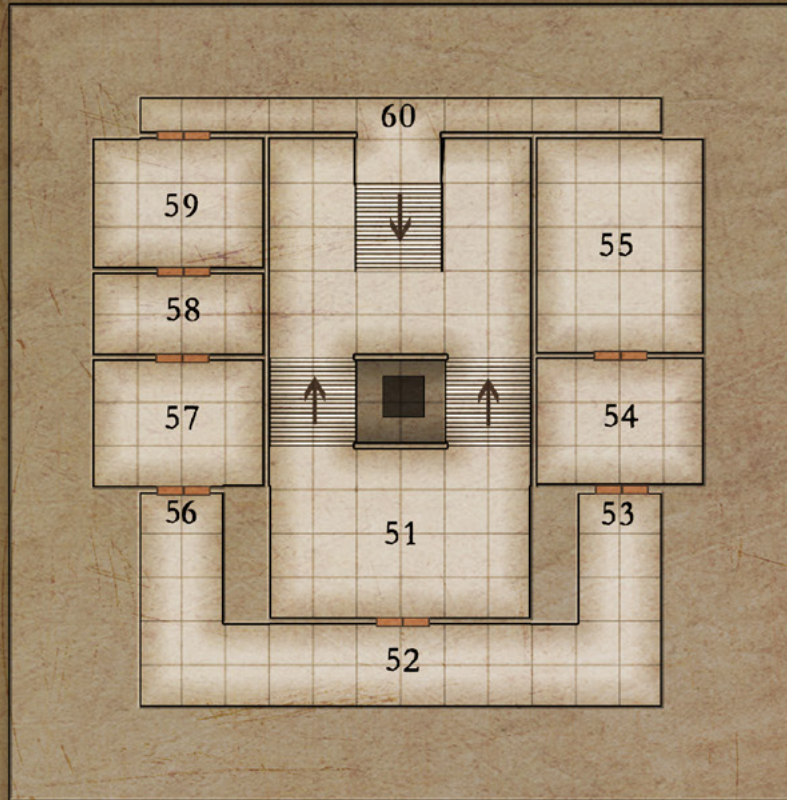
Lead Skeleton: HD 10; HP 76; AC -1[20]; Atk 2 strikes (1d8); Move 12; Save 5; AL N; CL/XP 13/2300; **Special:** immunities (cold, electricity, fire), immune to most spells (sonic damage slows as spell), resist normal weapons (50%). (*The Tome of Horrors Complete* 494)

The jewel-studded skeleton ferociously attacks the first character to enter the room. Although not really programmed to do so, it makes its attacks immediately inside the doorway, thus restricting who might be able to enter melee combat with it. Once it tastes battle, it chases any fleeing characters until it is completely destroyed.

Note: Any fire-based spells used in this room destroy all the non-magical books.

Treasure: Prying the gems off the skeleton turns up two large rubies (1500gp each) and 12 small emeralds (500gp each). While only a few of the ancient texts could be considered collector's items, those 20 books fetch a total of 8000gp in a major city.

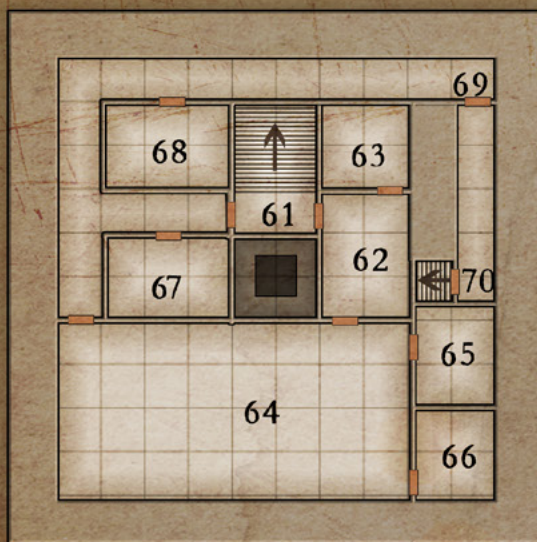
Map 7: Horgrim's Temple - Level 2



1 Square - 10 Feet

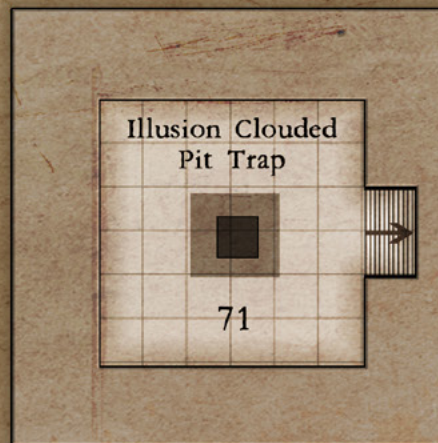


Map 7: Horgrim's Temple Level 3



1 Square - 10 Feet

Map 7: Horgrim's Temple Level 4



1 Square - 5 Feet

68. SMALL LIBRARY

On its surface, this room appears identical to the **Small Library (Area 67)**. The shelves, ladder, and tables are the same. The books are quite different, however. All the books, whether mundane or magical, have bindings and covers made from scales of various types of dragons. All the mundane texts in the room are as dry and subject to burning as those in **Area 67**, but many of the texts here are enchanted against fire and other damage. These books include tomes of spells, texts designed to make shadow and illusion magic more powerful, and detailed discussions of Horgrim and the various spells and powers he offers his faithful followers. Perusing the texts is difficult, however, as the room is guarded by a small **blue dragon statue**.

Blue Dragon Statue: HD 8; AC 4[15]; Atk 2 claws (1d6), bite (1d8); Move 12 (fly 15); Save 8; AL N; CL/XP 10/1400; **Special:** +1 or better magic weapons to hit, breath weapon (3/day, 30ft line, 2d6 lightning damage, save for half). (see **Appendix B: New Monsters**)

The statue has a simple directive: Attack anyone not wearing an *amulet of the dark sun*. When the door is opened, the statue takes flight and circles the perimeter of the room. It attacks anyone entering without the required amulet first with its breath weapon and then with its bite and claw attacks. Once the door is opened, the statue chases fleeing opponents. It is unable to open the door itself. If the door is closed, it simply returns to its resting position.

Note: Use of fire-based spells destroys any non-magical texts and stands a good chance of damaging or destroying spellbooks and other magical texts.

Treasure: The shelves are lined with a wide variety of books including non-magical texts worth a total of 2000gp to an avid collector. Also, there are a variety of spellbooks that include the following spells: 1st—*charm person, etch stone**, *light, magic missile, protection from evil, read languages, shield*; 2nd—*darkness 15ft radius, detect invisibility, ESP, invisibility, knock, levitate, mirror image, wizard lock*; 3rd—*dispel magic, explosive runes, fireball, haste, hold person, lightning bolt, protection from evil 10ft radius, suggestion*; 4th—*confusion, dimension door, ice storm, wall of fire, wall of ice, wizard ice*; 5th—*animate dead, passwall, telekinesis, teleport, transmute rock to mud, wall of iron*; 6th—*enchant item, project image*.

* The spell *etch stone* is detailed in **Appendix D: New Spells**.

69. RUNE-COATED STEEL DOOR

The steel door is covered with glowing pink runes surrounding a cloaked figure. Words engraved beneath the cloaked figure read, "Death is the entrance to new life."

The door is locked (–30% Open Locks penalty) and is immune to *knock* spells. The door is difficult to open without the proper key (**Key T6** found in **Area 64**). Once opened, the door reveals a short hallway.

70. SHORT HALLWAY

Glowing runes decorate the walls of the short hallway as it approaches a small wooden door near its very end. Guarding the hallway are 2 lead skeletons that attack anyone passing through the steel door to the north.

Lead Skeletons (2): HD 10; HP 74, 63; AC –1[20]; Atk 2 strikes (1d8); Move 12; Save 5; AL N; CL/XP 13/2300; **Special:** immunities (cold, electricity, fire), immune to most spells (sonic damage slows as spell), resist normal weapons (50%). (*The Tome of Horrors Complete* 494)

The skeletons charge the northern door from the center of the hallway as soon as it opens. They attack with single-minded ferocity and run down any fleeing characters.

Treasure: Although the skeletons have no gems in their eye sockets, emeralds make up their teeth and tiny sapphires line their breastbones: 24 tiny emeralds (350gp each), and 18 tiny sapphires (300gp each).

The hallway ends before a simple oak door in the west wall. Although unlocked, great age causes the hinges to stick slightly and create a vast amount of noise when the door opens. The noise announces the characters to anyone nearby. Once opened, a small stairway climbing up to the highest level of the temple (**Level 4, Area 71**) is revealed.

CHAPTER 11: HORGRIM'S TEMPLE LEVEL 4 AND BELOW

HORGRIM'S TEMPLE — LEVEL 4

The bottom level of the temple itself is a single, very large room inside a pyramid. The walls are 15ft thick and have strange white marble stripes that rise to the peak of the pyramid. The marble stripes are normal worked stone, but the main part of the walls is the same stone as the rest of the temple. Note that two chambers — accessible through the pit — lie even deeper than this level and are detailed below.

71. BOURAFANE'S REFUGE

Strange runic symbols cover almost every surface of the wall. These runic symbols are actually detailed descriptions of spells and not something left behind by a magic spell, or at least they were before they were defaced. Bourafane, a failed **lich shade** haunting here, used the very walls as his spellbooks. The eight marble stripes in the room each conceal small storage areas that can be reached only through the use of a *passwall* spell or by breaking through the marble wall (described below).

A single white stone with glowing purple runes stands on a pedestal in the exact center of the room, and a large throne-like chair made of bone set against the southern wall faces north toward the glowing stone. The glowing stone matches the description and sketches of *The White Eye* and the very peak of the temple would appear to be a logical place to store a powerful relic. Unfortunately, the glowing stone, its pedestal, and the floor beneath it are all permanent phantasmal force spells that are extremely convincing. The illusions entice greedy raiders to step over a deadly pit trap and plummet 160ft to a rough stone floor (10d6 damage). A passageway at the very bottom of the pit (**Area 72**) leads to a room storing all the temple's treasures.

The complexity and skill that went into the illusions covering the pit make it very difficult to detect. Anyone disturbing the glowing stone triggers *phantasmal force* spells that create a brilliant flash of green light emanating from the false eye along with a booming echo to make it appear that anyone falling though the floor has been disintegrated. Creatures that levitate or fly over the trap do not trigger this illusion. Creatures that attempt to grab the stone see it wink in and out of existence as if avoiding their grasp. Once identified, the pit is easy to avoid.

Lich Shade: HD 11; HP 75; AC 6[13]; Atk 2 claws (1d6 + chill); Move 9; Save 4; AL C; CL/XP 14/2600; **Special:** chill (save or dazed for 1 round), death throes (collapses into pile of *dust of sneezing and choking*), magic resistance (22%), resists cold and electricity (50%), spell leech (spellcasters within 50ft must save or lose cast spell; lich shade can cast spell on next round, cast it as a magic missile [1d6 damage per 2 levels of original spell]), or gain hit points equal to spell level x 4). (*The Tome of Horrors Complete* 360)

Tactics: Bourafane was always a bit of a practical joker, something that may be highlighted by the constant loneliness inflicted on him the past few thousand years. Bourafane wants the characters to get the treasures they seek, but his promises prevent him from openly helping them. When he hears the door (**Level 3, Area 70**) opening, he rises, greets them in a friendly manner, and welcomes them to his small "prison." He waves a hand at the illusionary pedestal and stone and says, "This is what you are seeking. Please take it, but only if you are pure of heart." He uses vague terms to make the characters believe that the illusionary *White Eye* is actually a good artifact that was stolen and hidden here to prevent others from using it. Bourafane knows about the trap and the true treasure beneath the temple. If the characters are direct with their questions, Bourafane is forced to give honest answers, but he does his best to use vague terms.

Marble chambers: Only a clever individual realizes the marble stone might conceal storage spaces. The eight marble stripes that reach from floor to ceiling each conceal small niches that can be accessed only through a *passwall* or similar spell or by breaking through the stone. While only three of the hidden chambers contain treasure, these treasures are worth all the effort involved. Bourafane considers all the items listed below his personal possessions. Bourafane attacks anyone attempting to steal his treasures and must be defeated before the chambers can be safely accessed.

Chambers 1–3: Empty.

Chamber 4: A black velvet bag holding 3 perfect emeralds (7000gp each) and a blue diamond (5500gp), and a leather bag holding 500 ancient gold coins (worth 1gp each for gold value or 5gp each to a collector in a large city).

Chamber 5: A diamond pendant on a platinum chain (*amulet against scrying*)

Chamber 6–7: Empty.

Chamber 8: Various figurines, including a bronze griffin, a marble elephant, a horse, and 3 figurines of the *onyx dog* and a *figurine of the golden lion*.

HORGRIM'S TEMPLE — BENEATH THE TEMPLE

The final level of the temple is actually deep beneath the ground. The short hallway and room here are carved from the granite of the surrounding mountains and subject to all the spells that normally modify or change rough stone. Absolutely no lighting exists in this part of the temple; darkvision or a light source are required to see. These chambers are accessed by the pit.

Note: See the side-view map for the location of these room.

72. BOTTOM OF THE PIT

The rough stone floor and walls clearly indicate that the bottom of the pit is deep below the surface. Despite its rough nature, no debris is here, just a thick coat of dust from the surrounding walls. A narrow passageway runs west toward a large room.

73. THE TREASURE CHAMBER

Horgrim's faithful used this large room to store vast amounts of money and items to keep it out of the hands of their enemies. Numerous small bags are stacked against the three massive chests, each almost as large as a coffin, which are lined up against the outer walls. A **stone golem** shaped like a statue of Horgrim guards the chamber against all intruders.

Stone Golem: HD 12; HP 60; AC 5[14]; Atk fist (3d8); Move 6; Save 3; CL/XP 16/3200; **Special:** +2 or better magic weapon to hit, immune to most magic (only fire spells and those affecting rock). (*Monstrosities* 222)

The golem attacks anyone entering the treasure chamber and continues its attacks until everyone is dead or it is destroyed.

Treasure: Traps do not protect the chests or bags, and all are unlocked. The total treasure trove includes: *The White Eye* (see **Appendix C: New Magic Items**), 23 *amulets of the dark sun*, a *cloak of displacement*, and 60,000gp worth of coins and gems.

CONCLUDING THE ADVENTURE

After departing the temple, the characters can give the many evil items they find in the temple to Souref (see **Chapter 7: Arn's Mountain**) who destroys them and rewards the characters with several items from his treasure trove (Referee's option, usually items appropriate to the characters' character classes). Souref considers the destruction of the eye a great and holy task and rewards the characters generously if they successfully obtain it. Treasure throughout this portion of the adventure is generally appropriate to the challenges the characters faced. If the characters missed some treasure caches, Souref can be used to make up the difference in items and wealth.

While the characters still need to return to civilization, their new wealth and store of magic items should make travel through the wilderness relatively safe.

CONTINUING ADVENTURES

The baron and Ander Fierk are still alive and are now running from the king's men with accusations of treason, torture, and murder attached to their names. The characters might be hired to track down these criminals, or the traitors might begin hunting the characters to exact revenge.

Londar, once *resurrected*, goes into hiding and slowly rebuilds his power and resources before finally tracking down the characters and punishing them for their theft of his private papers and spellbooks. Alternatively, Londar might hire the characters to assist him.

Treasure in Londar's vault and in Horgrim's Temple include treasure maps and papers describing ancient ruins and lost artifacts.

Uvear, after being helped by the characters, asks them to help him find one of his clan's lost relics.

APPENDIX A: NPCs

MAJOR NPCs IN HAMPTON HILL

Statistics and descriptions for **Learah Relight**, **Alfguir K'Eliek**, and **Ander Fierk**, the three individuals most interested in Londar's disappearance, are listed first, followed by statistics for other NPCs in Hampton Hill.

LEARAH RELIGHT

Learah is a slight, dark-haired woman with a great deal of beauty and presence. Her aquiline features and violet eyes attract a great deal of attention. Her recent marriage to the son of a major shipping magnate has made her wealthy enough to dress in the latest styles. Though she wears a variety of rather expensive jewelry, the disappearance of her uncle has made her partial to the ruby pendant he gave her on her 16th birthday.

Despite some rumors to the contrary, Learah deeply loved her uncle. Londar was one of the few people who could understand the strange changes she went through as she discovered sorcerous powers during adolescence. Londar was also her only remaining family after her parents died in a carriage accident; he cared for her and helped her care for her family's estate. Learah desperately wants to know what happened to her beloved uncle and is willing to hire adventurers to investigate his disappearance. Learah doesn't care about Londar's money, but she does claim ownership of the spells and magic items Londar created, believing she knows what Londar would like her to do with them.

Although she has a key that opens several doors, she has no way past the golems guarding several of Londar's rooms, nor does she know anything about the traps he set throughout his mansion. Learah is disappointed with the sheriff and the town guards, and is actively seeking adventurers willing to help search for her uncle. Learah is satisfied that Londar isn't in any of the regular rooms of his mansion but hopes there might be a clue to his whereabouts hidden either in his office or his tower. She is happy to provide her key to the mansion to anyone willing to investigate Londar's disappearance. Although many doors the key fits have already been opened or broken down, possessing the key allows characters to demonstrate their right to search the mansion and to be in possession of Londar's things.

Learah and her guards have a suite at the Red House, and she can be found at The White Boar Inn every evening. When she hears of adventurers in town, she sends a message to them asking for a meeting at one of those locations.

Learah Relight, Female Human Magic-User (MU2): HP 5; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk dagger (1d4); Move 12; Save 14; AL L; CL/XP 2/30; **Special:** +2 save vs. spells, wands and staffs, spells (2).

Spells: 1st—*detect magic*, *shield*.

Equipment: dress, dagger, silver pendant with rainbow-hued gem (250gp), diamond earrings and bracelets (300gp total).

Referee Note: Learah travels with some expensive jewelry and clothing, so her husband sent 3 **bodyguards** with her for protection. Her jewelry is easy to identify and extremely difficult for a thief to safely fence.

Bodyguards, Male or Female Human (Ftr5) (3): HP 34, 30, 29; AC 5[14]; Atk longsword (1d8); Move 12; Save 10; AL N; CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: chainmail, longsword.

ALFGUIR K'ELIEK

With an average height and weight and nondescript features, Alfguir blends into crowds quite easily when he wants to do so. His short dark hair has begun to gray at the temples, and a few wrinkles have etched their way into his rather bland face. Alfguir's brown eyes always seem to look away from anyone to whom he is speaking, darting around the room nervously as though he is searching for something. Age has slowed and weakened him, but he is still a formidable foe. Not many people know Alfguir very well — he appeared in town shortly after Londar's recent disappearance — but those who have met him in and around town found him to be polite, charming, and cultured.

Alfguir is a senior member of the thieves' guild, and he is the specific thief Londar hired to obtain a number of special items. Londar never paid him for his work, using his reputation and promises of new magic items to obtain "credit." Alfguir has an impeccable reputation and background as an honest merchant and is known to many other merchants and nobles. While his merchant business initially began as a cover story, he runs a true merchant house and does a great deal of legitimate business.

When meeting the characters or discussing Londar with others, he claims that Londar owes him a great deal of money, and he has excellent forged documents created by a master forger specifically to legalize his claims against Londar. Now that Londar has disappeared, there is no way to prove that these documents are forgeries. Alfguir plays up the act of a wounded merchant who lost a huge amount of money and is searching for someone to help him recover at least some of his losses.

Alfguir claims that his documents allow him to legally send in "representatives" to claim some of Londar's wealth, a claim supported by the local mayor and guards but that Learah contests. Although greedy, Alfguir is content to receive as much money as he can get, offering a "finder's fee" to the characters to hire them. If the characters investigate Londar's disappearance on their own or work for someone else, Alfguir attempts to use his forged documents to lay claim to some of their spoils.

Alfguir avoids any risk of exposing his true business. He hired other thieves through the thieves' guild to recover some of the money and items he feels he is owed, but so far, they have either disappeared or failed. Rather than risking more members of the guild and possibly exposing his true business, Alfguir decided to turn to hiring adventurers to do his dirty work. Alfguir does not know that the first group of thieves sent to collect money from Londar fought with him or that Londar died as a result of being poisoned in that battle. This means that he can conceal his involvement in Londar's death even if exposed to truth spells or potions.

Alfguir is staying at the White Boar Inn and can be found dining there every day. He is willing to contact and meet adventurers any place in town and at any time. He keeps his initial contact open, "honest," and aboveboard.

Alfguir K'Eliek, Male Human Thief (Th9): HP 28; AC 7[12]; Atk +1 *poisoned rapier* (1d6+1 + lethal poison) or light crossbow (1d4+1); Move 9; Save 7; AL C; CL/XP 9/1100; **Special:** +2 save bonus vs. traps and magical devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 93%, Tasks/Traps 60%, Hear 5 in 6, Hide 65%, Silent 70%, Locks 65%.

Equipment: leather armor, +1 *rapier*, light crossbow, 20 bolts, 2 vials of lethal poison.

ANDER FIERK

Ander is a thin, dark-haired gentleman with an extremely pale complexion. His piercing black eyes and unblinking stare make some people nervous, while others find it comforting to know he is focused on what they are saying. Dark clothing highlights his pale skin, giving him an almost ghostly appearance that is enhanced by the magic cloak that billows behind him in perfectly still air. He carries a large travel bag containing spellbooks, spell components, and various other items that he is unwilling to let out of his sight. Ander is really the disavowed son of a major nobleman in a distant country. Ander has long-term plans of returning to his homeland with a small army, slaughtering his family, and carving out his own barony.

Several years ago, Londar and Ander discussed the creation of golems and other creatures out of stone. Letters Londar sent to Ander recently indicated he had found a method to create a stone creature that would be useful in battle. Based on prior agreements, Ander came to town to learn more. Londar's disappearance has triggered Ander's greed. Ander wants the spells he knows Londar created, as well as the methods to create his own army.

When Ander discovers the characters are planning to investigate Londar's disappearance, he approaches them and offers a great deal of money for the ability to copy some of Londar's spells. He presents himself as a simple wizard in pursuit of knowledge and offers a few potions as a sign of goodwill. Ander's offers of wealth are quite false; he doesn't really have any money to offer the characters. During his stay in Hampton Hill, he initiates conversations with Baron Kurell and eventually joins the baron, believing that is his best route to power. Ander has rented a small, private cottage to allow him to watch the characters through spying and spying to determine whether they have found Londar's spellbooks and papers.

Ander Fierk, Male Human Magic-User (MU9): HP 28; AC 4[15] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** +2 *dagger* (1d4+2); **Move** 12; **Save** 7; **AL** C; **CL/XP** 9/1100; **Special:** +2 save vs. spells, wands and staves, spells (4/3/3/2/1).

Spells: 1st—*charm person, magic missile* (x2), *shield*; 2nd—*darkness 15ft radius, invisibility, phantasmal force*; 3rd—*dispel magic, fly, lightning bolt*; 4th—*plant growth, polymorph self*; 5th—*transmute rock to mud*.

Equipment: +2 *dagger, bracers of defense AC 4*[15], *wand of fireballs* (8 charges), *crystal ball, bag of holding* containing 452gp, a silver crown, and various notes and spell ideas.

BARON KURELL

Baron Kurell is a tall, thin man with dark hair and extremely pale skin. He dresses in robes decorated with his coat-of-arms and pretends to be nothing more than a nobleman that has studied wizardry on the side. He keeps his devotion and worship of Orcus a tightly held secret, hoping to someday reveal his true faith. He is a meticulous man, in both his clothing and mannerisms, and is extremely cautious. He keeps his raging tirades and penchant for torture carefully hidden from all but his closest advisors. The baron made an agreement with Londar that he never intended to honor. Unfortunately, Londar's disappearance came a bit earlier than he originally planned. Rather than trying to hire the characters directly, he throws his support behind Learah Relight's efforts to determine Londar's whereabouts. He mentions that his "dear friend" was researching a few items that some miners discovered near his home and is hoping nothing untoward happened to Londar or the items in his care. Acting as a family friend, despite never having met Learah, the baron encourages her to hire adventurers to search for Londar. The baron believes that adventurers motivated by profit are easier to control and deal with than guardsmen and hopes he can simply pay for or steal back the items he desires.

While not terribly charismatic, he is a skilled diplomat and conceals his true motives extremely well. Enraged by recent changes to major trade paths by the young king now on the throne, the baron plans nothing less than a civil war designed to create his own kingdom and reassert his power and wealth through control of several different trade routes. Information received through visions granted him by Orcus helped him begin building a small army powered by several ancient relics. Added powers granted by *Horgrim's Pyramid* and *The White Eye* are all that he needs to tip the scales significantly in his favor.

Baron Kurell, Male Human Magic-User Noble (MU9): HP 30; AC 1[18];

Atk staff of power (2d6); **Move** 12; **Save** 6 (+1, ring); **AL** C; **CL/XP** 10/1400; **Special:** +2 save vs. spells, wands and staves, spells (4/3/3/2/1).

Spells: 1st—*detect magic, hold portal, magic missile* (x2); 2nd—*ESP, invisibility, phantasmal force*; 3rd—*fireball, fly, suggestion*; 4th—*dimension door, wizard eye*; 5th—*animate dead*.

Equipment: *bracers of defense AC 2*[17], *staff of power* (12 charges), *ring of protection +1, wand of cold* (12 charges), *potion of gaseous form*, unholy symbol of Orcus, 220gp.

Referee Note: The baron has a suite in The Red House and is traveling with an advisor and 3 guards.

Advisor: HP 4; AC 9[10]; **Atk** staff (1d6); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none.

Guards, Male or Female Humans (3): HP 21, 17, 14; AC 7[12]; **Atk** short sword (1d8); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

Equipment: leather armor, short sword.

TOWN OFFICIALS IN HAMPTON HILL

STRYBYORN ARTHAND

Strybyorn was once a very successful merchant and businessman but he has now taken to being mayor as his only job. He is in good enough physical shape that, despite his gray hair and wrinkles, people usually estimate he is in his low 50s. Strybyorn is actually 67 years old and enjoys his peaceful, quiet life. A quiet, friendly nature and disarming smile have made him such a trusted mayor that any thoughts of replacing him were forgotten years ago. His position as mayor makes him the sole judge for adjudicating disputes and for criminal trials. Although friendly and kind, he strictly interprets the law and does not hesitate to throw anyone, even nobles, into the dungeon if the crime calls for it. He knows that Londar's carriage was found overturned along the Horrik Trade Path and that several other bodies were found with it but turns any further questioning over to Hamra Ranthas. Strybyorn has known Learah Relight since she was a child and has a very high opinion of her, and he has done completely legitimate business with Alfguir K'Eliek in the past. He recommends both people highly. He met Ander Fierk one evening and had a long conversation with him. While he doesn't understand why Ander is in town, he found him to be a pleasant enough person. Characters who speak to Strybyorn at length rapidly determine that he does his best to see only the best in people. His advanced age and years of traveling make him open to other people's differences.

Mayor Strybyorn Arthand, Male Human Noble: HP 23; AC 7[12]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** none.

Equipment: leather armor, dagger, 2d6gp.

HAMRA RANTHAS

Townsppeople joke that Hamra is a soft-spoken woman with a big axe. Her soft voice is partly due to the large scars traveling down the side of her face and neck. The scars came in a battle with a large troll that invaded nearby forests. Standing well over 6ft-tall and possessing dark black hair and eyes, she is a rather imposing figure. While she doesn't talk much, most of the townspeople find her presence quite calming.

Hamra and her deputies discovered Londar's overturned carriage and the body of his driver shortly after his disappearance. She is able to tell the characters where the carriage was found and describe the additional bodies that were found there. Four of the thieves or kidnapers that attacked the carriage were clearly killed by fire or electrical spells of some sort, while a fifth appeared to have been killed by Londar's driver. Hamra originally believed that Londar was kidnapped but now suspects Londar somehow escaped. A week after the discovery, she and several village guards accompanied Learah Relight on a foray to the mansion where they found extensive looting. There was no sign of Londar, but "animated statues" and several deadly traps prevented a more thorough investigation. She finds the lack of a body or ransom note disturbing but believes that it is outside her duty to investigate any further because the accident was outside her territory and the search would reduce defenses for Hampton Hill. Furthermore, she believes further exploration of the tower is beyond the abilities of her guards and doesn't want to risk their life. To cut down on the looting, she has made it clear to all the merchants in town that possessing items taken from Londar's mansion would garner time in the dungeon.

While she actually likes Learah Relight, there are bad feelings between the two regarding Hamra's refusal to send guards out to search the mansion again. Alfguir's claims about Londar owing him money seem valid and not unreasonable based on the credit she has seen merchants and nobles extend to each other in the past. She knows that Baron Kurell is a baron from the northeast and knows nothing about Ander Fierk.

Sheriff Hamra Ranthas, Female Human Warrior (Ftr5): HP 31; AC 7[12];

Atk +1 battleaxe (1d8+1) or shortbow x2 (1d6); **Move** 12; **Save** 10; **AL** L;

CL/XP 5/240; **Special:** multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: leather armor, +1 battleaxe, shortbow, 20 arrows, badge of office, signet ring (3gp), 1d8sp.

THE DEPUTIES: ANYA, RIA, MIK, AND DANE

As a whole, all the deputies are dedicated to their work. They are honest and respected throughout the town. They direct questions about various people in town to Learah or Strybyorn.

Anya, Ria, Mik and Dane, Male or Female Human Deputies (Ftr2): HP 12x4;

AC 7[12]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, short sword, shortbow, 20 arrows, badge of office.

OTHER IMPORTANT FIGURES IN HAMPTON HILL

BAERIS BLACKOAK

Baeris is a thin half-elf with delicate features and light brown hair. She wears elegant blue and green silk shirts to highlight the pale green color of her eyes and usually wears black linen pants. Although her soft, musical voice and polite manner make her seem very unthreatening, she is rumored to have killed several men who threatened one of her daughters during a bar brawl. Baeris is extremely protective of her daughters and does her best to keep them away from adventurers and other seedy characters while directing them toward wealthy merchants and nobles. Baeris knows a great deal about the local politics of the area and has numerous stories about Londar and the firework displays Londar put on for the townspeople. Londar was a regular guest in the restaurant and usually had his guests stay in The White Boar Inn, so Baeris has only favorable comments about him. While Baeris knows that Learah Relight is Londar's niece and that Londar cared for her when her parents died, she knows very little else. Baeris has heard that Alfguir K'Eliek is an honest, trustworthy merchant and says this if asked about him. She briefly met Ander Fierk one evening and didn't like him, so any comments she makes about Ander are tainted by her own feelings and aren't based on any real knowledge of the wizard's background.

Baeris Blackoak, Female Half-Elf Innkeeper: HP 9; AC 9[10]; Atk club (1d4); Move 12; Save 16; AL L; CL/XP 2/30; **Special:** darkvision (60ft), detect secret doors.

Equipment: club, ring (4sp), 2d6gp.

VIARIK KITE

Viarik is a tall, heavysset man in his early 40s. Long, graying hair and droopy fat cheeks make him seem like a faithful hound. Brightly colored clothing and a loud voice shake that image, while his polite attitude toward his wealthy customers tends to reinforce it. Viarik loves gossip; in the years since his wife died, he has little else to enjoy. He knows a great deal about local politics, rumors, and gossip. Discussions with Viarik receive advantage on Intelligence (Investigation) checks when gathering information about local affairs. Viarik's opinions and commentaries on anyone in town are easy to obtain, but not always very reliable. He avoids saying anything harmful about any potential clients, but merchants and nobles who own their own homes in the area are always fair game. Viarik is a bit of a coward and doesn't talk about ancient ruins, dungeons, or raiding parties because he is afraid it could bring bad luck.

Viarik Kite, Male Human Innkeeper: HP 15; AC 9[10]; Atk club (1d4); Move 12; Save 14; AL L; CL/XP 3/60; **Special:** none.

Equipment: club, 2d6gp.

KYREAN LANE

Kyrean is a friendly, dark-haired woman that most people find pleasant and easy to deal with. She keeps her dark side well-hidden from those around her; even members of the thieves' guild haven't seen her cold rage. While working in her shop or wandering around town, she wears bright orange or red dresses, only changing into her armor and carrying her bow when she is "working."

Kyrean is the leader of the local thieves' guild but has deferred to Alfguir K'Eliek while he has been in town. Only she and a few members of her guild know Alfguir's true profession and reasons for being here. Kyrean has lost 2 members of her own guild, and 4 members of other guilds were hired to help Alfguir, so she is very hesitant about sending more guild members to Londar's mansion. If asked about Londar, or about Alfguir, she mentions what a fine gentleman Alfguir is and mentions rumors about Alfguir needing someone to help collect some of Londar's debts. Kyrean wisely uses Hampton Hill as a base to study wealthy visitors so they can be robbed later while they are traveling. She tries to keep thefts in and around town to a minimum to avoid frightening wealthy vacationers away.

Alfguir's quest for payment has been putting her, and some of her guild members, at risk of discovery, so she does her best to encourage adventurers to hire on with Alfguir. Any thefts by non-guild members that are carried out in town immediately incur her wrath and planned retaliation.

Kyrean Lane, Female Human Thief, Leader of the Thieves' Guild (Thf6): HP 19; AC 7[12]; Atk +2 dagger (1d4+2) or shortbow x2 (1d6); Move 12; Save 10; AL C; CL/XP 6/400; **Special:** +2 save bonus vs. traps and magical devices, backstab (x3), read languages, thieving skills.

Thieving Skills: Climb 90%, Tasks/Traps 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, +2 dagger, ring of protection +1, 2d8x10gp.

MARA LIGHTHAND

Mara weaves flowers into her long, pale brown hair as she braids it in a single plait down her back. Her clothing tends toward pale greens and browns contrasting sharply with her pale lavender eyes. A friendly, open nature and her constant ministering to the town's healing needs have made her a well-respected, openly loved member of the community. Mara met Londar several times and was taken in completely by his charming nature; she, like most villagers, believes something horrible has happened to him. She doesn't believe that Londar would ever default on a debt and has problems believing Alfguir K'Eliek's story. The fact that Londar missed Learah Relight's wedding makes her feel all the more sorry for his young niece. Characters known to be helping Learah find her uncle are given special treatment, free healing, and advice. Mara is very suspicious of Ander Fierk; she noticed him traveling toward Londar's mansion several times over the past weeks and believes he is up to no good. If Mara is not found at the shrine to Arn, she is probably wandering the town helping people or at The White Boar Inn for a good meal and some entertainment.

Mara Lighthand, Female Human Priest of Arn (Clr3): HP 15; AC 9[10]; Atk +1 sun-tipped staff (1d6+1); Move 12; Save 13; AL L; CL/XP 3/60; **Special:** +2 save versus paralyzation and poison, banish undead, spells (2).

Spells: 1st—*cure light wounds* (x2).

Equipment: robes, sun-tipped staff, holy symbol of Arn.

KHENDEN BRIGHTSUN

While she openly admits that "Brightsun" is a stage name, she has never given anyone a different name, so she is known throughout town simply as "Bright." Her golden hair, deep blue eyes, and lilting accent suggest she comes from much farther north, but nobody knows for certain. She wears dark blue and purple clothing trimmed in silver while working in the evenings at The White Boar Inn and brighter colors while walking through town during the day. Despite living in Hampton Hill for more than 3 years, she knows far more about the town, and its people, than anyone knows about her. She knows a great deal about local nobles, noble houses, merchants' guilds, and their backgrounds, but doesn't give up such information easily. Her experiences with Londar led her to believe he has a darker nature than he kept hidden from others. She speaks with Learah Relight regularly and thinks highly of her but has a very low opinion of Baron Kurell and is willing to say so. Comments she has overheard lead her to believe Alfguir is somehow involved with the thieves' guild but she doesn't know in what capacity, nor does she easily provide that information for fear of angering the guild.

Khenden Bright Sun, Female Human Troubadour: HP 6; AC 9[10]; Atk strike (1hp); Move 12; Save 18; AL L; CL/XP B/10; **Special:** none.

Equipment: 2d4sp.

XANTHAQUE

At more than 320 years old, Xanthaque has witnessed events now considered "history." Her studies carry this knowledge back through hundreds of years. Great age has faded her once golden hair to white but the few wrinkles she does have confine themselves to her hands and arms. Still a very attractive woman, many people in Hampton Hill are fond of her quiet personality and unobtrusive nature. Xanthaque has had bad experiences sharing her spellbooks in the past and is unlikely to be convinced to share them again, unless she has great reason to trust the wizard in question. On the other hand, she loves knowledge and is very focused on historical events and ancient books. Given a few days, she can interpret and analyze any ancient texts the characters might come across.

Xanthaque did some work for Londar and has had many discussions with him. She suspects his disappearance might be linked to some ancient texts he recently discovered. Londar was very excited about these texts, but Xanthaque never had the opportunity to examine them. Xanthaque is one of the few people familiar with Londar's quest for power, something she is unlikely to mention because she considers it normal for a "young" wizard. If the characters bring Xanthaque some of Londar's notes and books, she can explain the text dealing with *Horgrim's Pyramid* and informs the characters that the white metallic sphere required to open it is called *The White Eye*. Her studies allow her to tell the characters about the forgotten evil god Horgrim, his worshippers, and their destruction by forces dedicated to Arn, a minor god of the sun. She is able to tell the characters that the only remaining temple to Horgrim is hidden in a hollow mountain known as "Arn's Mountain" after Arn's forces defeated Horgrim's followers. She can give a general location of the mountain, but with Londar's notes and maps she can give the characters more precise directions. Londar's notes and her own texts describe *The White Eye* as having horrible evil powers, abilities that are enhanced magnified if combined with *Horgrim's Pyramid*.

Xanthaque, Female Elf Magic-User (MU9): HP 17; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; Atk dagger (1d4); Move 3; Save 7; AL L; CL/XP 10/1400; **Special:** +2 save vs. spells, wands and staves, darkvision (60ft), detect secret doors, spells (4/3/3/2/1).

Spells: 1st—*detect magic, light, magic missile, shield*; 2nd—*continual light, detect evil, ESP*; 3rd—*clairvoyance, dispel magic, fly*; 4th—*plant growth, wizard eye*; 5th—*telekinesis*.

Equipment: robes, dagger, silver pendant (20gp).

APPENDIX B: NEW MONSTERS

BARBED DEVIL

Hit Dice: 6
Armor Class: 3[16]
Attacks: 2 barbed strikes (1d6), tail (1d8), bite (1d6)
Saving Throw: 11
Special: fear, spell-like abilities, summon barbed devil
Move: 12
Alignment: Chaos
Number Encountered: 1d2, 3d4
Challenge Level: 8/800

Barbed devils are 7ft tall devils bristling with sharp barbs. They strike with their barbed claws, and slash with their tail. A barbed devil is surround by an aura that strikes fear into anyone within 10ft (as the *fear* spell, save resists). At will, a barbed devil can cast *detect invisibility*, *fly*, *invisibility*, or *phantasmal force*. Once per day, they can cast *wall of ice*. A barbed devil has a 40% chance of summoning another barbed devil.

Barbed Devil: HD 6; AC 3[16]; Atk 2 barbed strikes (1d6), tail (1d8), bite (1d6); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** fear (10ft radius), spell-like abilities, summon barbed devil (40%).

Spell-like abilities: at will—*detect invisibility*, *fly*, *invisibility*, *phantasmal force*; 1/day—*wall of ice*.

CHRYSTONE

Hit Dice: 5
Armor Class: 4[15]
Attacks: longsword (1d8)
Saving Throw: 12
Special: breath weapon, death throes, immune to magic, resist non-magical weapons, shape stone, shatter weapons
Move: 9
Alignment: Neutrality
Number Encountered: 1d2, 3d4
Challenge Level: 8/800

Chrystones are creatures made of rock and crystal that normally stand just over 5ft tall. Their coloration varies by the types of crystal and rock they absorb, and which give each chrystone a unique pattern of striations and coloration that makes it easy to tell them apart. Chrystone are generally humanoid in shape, with a few small differences. They have almost no neck; their heads seem attached firmly to their shoulders but are still able to turn freely. Each of their hands has two fingers and two opposable thumbs that make their grip quite strong.

Chrystone can exhale a breath weapon of rainbow colors three times per day that knocks any creature below 2HD unconscious and blinds them; creatures above 3HD are blinded if they fail a saving throw. If destroyed, a chrystone explodes in razor-sharp fragments that do 2d6 points of damage to any creatures within 5ft. They are immune to most magic. *Transmute rock to mud* slows them for 2d6 rounds, while *transmute rock to mud* heals them completely. *Stone to flesh* negates their immunity to magic for 1 round. If a weapon strikes a chrystone, it must make a saving throw or shatter. Chrystones can shape stone at will and often create unique rock art.

Chrystones: HD 5; AC 4[15]; Atk longsword (1d8); Move 9; Save 12; AL N; CL/XP 8/800; **Special:** breath weapon (3/day, 20ft cone of rainbow colors, 2HD and below knocked unconscious for 2d4 rounds and blinded for additional 1d4 rounds; 3HD or more blinded for 1d4 rounds, save resists), death throes (explodes in razor-sharp fragments, 5ft radius, 2d6 damage, save for half), immune to magic (*transmute rock to mud* slows for 2d6 rounds; *transmute mud to rock* heals completely; *stone to flesh* negates immunity for 1 round), resist non-magical weapons (50%), shape stone (at will, change rock shape), shatter weapons (save or destroyed). (*The Tome of Horrors Complete* 94)



COPPER STATUE

Hit Dice: 10 (60 hit points)

Armor Class: 6[13]

Attacks: 2 strikes (1d8)

Saving Throw: 5

Special: +1 or better magic weapons to hit, healed by lightning, lightning arc, vulnerable to cold and fire

Move: 12

Alignment: Neutrality

Number Encountered: 1, 1d3

Challenge Level: 13/2300

Created much in the same manner as golems, copper statues are multi-limbed, insect-like guardians. These constructs are often used by temples to protect treasuries, holy sites, and other important locales. They are much more reliable than flesh golems and have the added bonus of adhering closer to many faiths' restrictions on the use of living flesh in magical works. They are also cheaper and easier to make than iron golems, while at the same time providing that certain luster that only a metal golem can.

Copper statues strikes with their sharpened limbs in combat. Twice per day, they can fire a bolt of lightning that strikes a target for 4d6 points of damage (save for half). The electricity then arcs to the two closest targets and does 2d6 points of damage to each (save for half). They are vulnerable to fire and cold, taking double damage. Lightning heals them for 1d6 hit points per die of damage.

Copper Statue: HD 10; HP 60; AC 6[13]; Atk 2 strikes (1d8); Move 12; Save 5; AL N; CL/XP 13/2300; **Special:** +1 or better magic weapons to hit, healed by lightning, lightning arc (2/day, 4d6 damage to target, save for half; 2d6 to next 2 nearest targets, save for half), vulnerable to cold and fire (200%).

DARK WARDEN

Hit Dice: 11

Armor Class: 4[15]

Attacks: 2 spears (1d6)

Saving Throw: 4

Special: resist cold and fire, scream, spell-like abilities

Move: 12

Alignment: Chaotic

Number Encountered: 1, 1d2

Challenge Level: 13/2300

Only Horgrim's most faithful followers survive the complex ritual required to become a dark warden. Each dark warden willing gives up its soul, using the energy derived from its consumption and destruction to obtain special, frightening characteristics. The requirements are stringent, and few survive the complex ritual, which burns off all body hair the person might have possessed and turns their skin a deep green or black color. Dark wardens attacks with 2 deadly spears they carry to honor Horgrim.

Three times per day, they can also issue a pain-filled scream that does 3d6 points of damage and deafens anyone within 30ft (save for half damage and to avoid being deafened). Dark wardens can cast *haste* at will and curse a target once per day. Dark wardens take half damage from cold and fire.

Dark Warden: HD 11; AC 4[15]; Atk 2 spears (1d6); Move 12; Save 4; AL C; CL/XP 13/2300; **Special:** resist cold and fire (50%), scream (3/day, 30ft radius, 3d6 damage and deafened for 1d6 rounds, save for half and avoid deafness), spell-like abilities.

Spell-like abilities: at will—*haste*; 1/day—*curse*.*

* See cursed scrolls in the *Swords & Wizardry Complete Rulebook* by Frog God Games for possible curses.

DRAGON STATUE

Hit Dice: 8

Armor Class: 4[15]

Attacks: 2 claws (1d6), bite (1d8)

Saving Throw: 8

Special: +1 or better magic weapons to hit, breath weapon

Move: 12/15 (Fly)

Alignment: Neutrality

Number Encountered: 1

Challenge Level: 10/1400

These rare constructs are made from the bones and scales of a slain adult or older dragon. Animated by the same type of magic that creates golems, dragon statues are more of a thematic addition to any mad wizard's tower than a replacement for a more common golem. Calling upon the power and fury of the dragon, dragon statues vary according to the dragon whose body parts are used to make them.

They can use their breath weapon 3 times per day, with the type of damage done based on the color of the dragon used to create them (see table below for dragon types and damage). In close combat, they attack with their claws and bite. Regardless of the color of the dragon, the breath weapon always does 3d6 points of damage (save for half). They can be hit only by magic weapons. Each color type of dragon statue is vulnerable to a different form of attack (see table below).

DRAGON STATUE DAMAGE

| Color | Damage |
|--------|---------------|
| Black | Acid |
| Blue | Lightning |
| Brass | Molten Brass |
| Bronze | Lightning |
| Copper | Acid |
| Gold | Fire |
| Green | Liquid Poison |
| Red | Fire |
| Silver | Cold |
| White | Cold |

Dragon Statue: HD 8; AC 4[15]; Atk 2 claws (1d6), bite (1d8); Move 12 (fly 15); Save 8; AL N; CL/XP 10/1400; **Special:** +1 or better magic weapons to hit, breath weapon (3/day, 30ft cone per dragon type, 2d6 damage, save for half).

HORNED DEVIL

Hit Dice: 5

Armor Class: 4[15]

Attacks: fork (2d6), or 2 claws (1d4), bite (1d6)

Saving Throw: 12

Special: +1 or better magic weapons to hit, bleed, fear aura, spell-like abilities

Move: 9/18 (Flying)

Alignment: Chaos

Number Encountered: 1d2, 1d4+1

Challenge Level: 8/800

Horned devils are 9ft-tall winged devils that bear a crown of horns on their heads. They carry a two-tined fork to stab and slash, and attack with their claws, their bite, and a wickedly sharp tail that causes wounds to continue bleeding for 1 point of damage per round until magically healed. They radiate fear in a 5ft radius around them and have a 50% chance to summon another horned devil. At will, a horned devil can cast *detect magic*, *ESP*, *phantasmal force*, *produce flame*, and *pyrotechnics*. Once per day, they can cast *wall of fire*.

Horned Devil: HD 5; AC 4[15]; Atk fork (2d6) and tail (1d6 + bleed), or 2 claws (1d4), bite (1d6), tail (1d6 + bleed); Move 9 (fly 18); Save 12; AL C; CL/XP 8/800; **Special:** +1 or better magic weapons to hit, bleed (additional 1hp damage per round until healed, save resists), fear aura (5ft radius, as *fear* spell, save resists), spell-like abilities, summon horned devil (50%).

Spell-like abilities: at will—*detect magic*, *ESP*, *phantasmal force*, *produce flame*, *pyrotechnics*; 1/day—*wall of fire*.

ELEMENTAL, ICE

Hit Dice: 12
Armor Class: 2[17]
Attacks: strike (3d10)
Saving Throw: 3
Special: +1 or better magic weapons to hit, freezing breath, healed by cold-based spells, vulnerable to fire
Move: 12/6 (Swim)
Alignment: Neutrality
Number Encountered: 1
Challenge Level: 13/2300

Coldly dispassionate, these rare elementals hail from the cooler parts of the Elemental Plane of Water. Disliked by other water elementals due to their rigid thoughts and poor disposition, ice elementals in turn hate their brethren. Ice elementals have bodies made of solid ice often veined with streaks of pale blue. In the right light they are nearly invisible until the move, nothing showing but their dark blue eyespots.

Ice elementals can be hit only by magic weapons. Cold-based spells heal them 1d6 hit points per damage die, but they take double damage from fire-based spells. Three times per day, the elemental can breathe a freezing blast at creatures within 20ft, who take 4d6 points of damage (save for half). Creatures that fail the saving throw are frozen in place and unable to move until freed. They take 1d4 point of damage per round from the cold while immobile.

Ice Elemental: HD 12; AC 2[17]; Atk strike (3d10); Move 12 (swim 6); Save 3; AL N; CL/XP 13/2300; **Special:** +1 or better magic weapons to hit, freezing breath (3/day, 20ft range, 4d6 damage, save for half, failure means frozen in place until thawed, 1d4 damage per round while immobile), healed by cold-based spells, vulnerable to fire (200%).

MURDER CREEPER

Hit Dice: 5
Armor Class: 5[14]
Attacks: 2 tendrils (1d6 + blood drain)
Saving Throw: 12
Special: blood drain, resist weapons, vulnerable to fire
Move: 6
Alignment: Neutrality
Number Encountered: 1d2, 3d4
Challenge Level: 6/400

Found in the jungles of the world, the murder creeper is a carnivorous plant that can uproot itself to find better nutrients. Usually, the murder creeper is happy to stay put and send out long tendrils to grasp prey and draw it in. After the life of the unfortunate animal is squeezed out, the carcass is left to decay and thus feed the creeper's roots. When prey is scarce, the murder creeper pulls itself up by its roots and drags itself around the jungle in search of a suitable place to root. If no decaying carcass of suitable size is found, the murder creeper is not above lying in ambush and making one. Murder creepers attack with 2 whip-like tendrils. If a tendril hits, the target must make a saving throw or lose an additional 1d4 points of damage as the plant drains blood with its thorns.

Murder Creeper: HD 5; AC 5[14]; Atk 2 tendrils (1d6 + blood drain); Move 6; Save 12; AL N; CL/XP 6/400; **Special:** blood drain (if tendril hits, target must save or lose additional 1d4 from blood loss), resist weapons (50%), vulnerable to fire (200%).



TIGER LORD

Hit Dice: 10
Armor Class: 3[16]
Attacks: 2 claws (1d6), bite (1d8)
Saving Throw: 5
Special: darkvision, rend, roar, summon tigers
Move: 15/9 (Climb)
Alignment: Neutrality
Number Encountered: 1
Challenge Level: 11/1700

Even the wisest of sages have no idea where the animal lords come from. Some say they are the scions of a union between angels and animals, while others claim to have proof that the gods of forests and jungles created the animal lords to oversee their creation. A rare few, though they might be on the right track, say that the animal lords are just really old animals. According to this theory, certain animals simply do not die but just keep getting larger, more intelligent, and more fearsome until they become to the lesser members of their species as kings are to peasants.

Tiger lords are mighty tigers who are the paragons of what it means to be a tiger. They are much larger than common tigers, more intelligent, blessed with the gift of speech, and possessing of terrible powers that border on magic. Perfect specimens of tigerness, tiger lords have sleek fur over muscled bodies, sharp fangs larger than swords, and claws that would give a wyvern pause or even envy. The tiger lord attacks with its claws and bite. If it hits a single target with both claws, the target must make a saving throw or have its flesh torn and shredded for an additional 2d6 points of damage.

The tiger lord can let loose a mighty roar that shakes the trees and splits the rocks. This roar can be heard for miles, but up close it is powerful enough to shred flesh and tear metal. All creatures in a 40ft cone take 3d6 points of damage and flee in terror. Creatures can make a saving throw for half damage and to avoid this flight. The tiger lord can also issue a quieter roar that brings all tigers within 1 mile to its aid.

Tiger Lord: HD 10; AC 3[16]; Atk 2 claws (1d6), 1d8 (bite); Move 15 (climb 9); Save 5; AL N; CL/XP 11/1700; **Special:** darkvision (60ft), rend (if both claws hit single target, save or additional 2d6 damage), roar (2/day, 40ft cone, 3d6 damage and flee, save for half and avoid flight), summon tigers (roar brings all tigers within 1 mile to its aid).

APPENDIX C: NEW MAGIC ITEMS

LESSER MISCELLANEOUS MAGICAL ITEM

AMULET OF THE DARK SUN

A symbol of those devoted to Horgrim, an ancient evil god of war and magic, these powerful amulets were used to identify the true faithful and often saw use as keys for some temples. The amulets are made of a mysterious dark metal and engraved with symbols representing Horgrim. Raised markings and designs in gold highlight the engraved symbols and focus attention on them.

The evil aura surrounding these amulets is powerful enough to inflict 1d8 points of damage per round to any Lawful character wearing one and 1d4 points of damage per round to any Neutral character. Chaotic characters who swear allegiance to Horgrim gain darkvision (60ft) while wearing the amulet and can cast *darkness 15ft radius* once per day. They also receive a +1 bonus to saving throws vs. magic.

Laws in some elven cities still carry a death sentence simply for possessing one of these amulets. The reasons behind these laws are forgotten to all but historians, but the risk of openly displaying such an amulet remains.

MEDIUM MISCELLANEOUS MAGICAL ITEM

RAINBOW BRACERS

Swirls of color move slowly across the surface of these strange silver bracers. The bracers are imbued with enough magic that they glow faintly in the darkness. In addition to granting a +1 bonus to AC, the wearer can cast *shield* once per day. Unlike the standard spell, the magical *shield* called forth is visible as a faint, translucent swirl of color surrounding the wearer's body.

MAGIC WEAPON

RAINBOW CROSSBOW

The wooden stock of this light crossbow has been painted with boldly colored stripes that somehow extend to the steel portions of the crossbow. This crossbow functions like a light crossbow but fires bolts cloaked in colored light. Regardless of color, the bolts do an additional 1d6 points of damage to all forms of undead. Colored bolts do no additional damage to living creatures.

RING

RAINBOW RING

This twisted silver ring appears to be tarnished, but a closer inspection reveals that the strange rainbow hues are part of its natural color. Anyone wearing the ring instinctively realizes that they can call into existence a *rainbow staff* as per the spell (see **Appendix D: New Spells**) three times per day. The staff lasts for 10 minutes before disappearing. Each attack with the staff is made with a +2 bonus to hit and damage and causes additional damage based on the accompanying table (rolled randomly).

RAINBOW RING RESULTS

| 1d8 | Color | Result |
|-----|--------|---|
| 1–2 | Red | 3d4 fire damage (save for half damage) |
| 3 | Orange | 2d8 acid damage (save for half damage) |
| 4 | Yellow | Target slowed as per the <i>slow</i> spell for 2 rounds (save avoids) |
| 5 | Green | 2d8 poison damage (save for half damage) |
| 6 | Blue | 3d6 lightning damage (save for half damage) |
| 7 | Indigo | Target is stunned for 1 round (save avoids) |
| 8 | Violet | 2d8 sonic damage (save for half) |

Note that the wielder cannot determine what type of energy is expended on a particular blow, so creatures with immunities may be unaffected or even healed by some attacks.

SPECIAL ITEMS AND RELICS

The following items are hidden in Londar's Library or the Treasure Chamber of Horgrim's Temple. *Horgrim's Pyramid* and *The White Eye* are evil items that need to be hidden or destroyed before they can be abused by evil creatures.

DECAYING BOOK

This ancient book is bound with worn leather and is so old that the markings on the spine and covers have been almost completely worn off. It is written in an arcane language so ancient that only an avid historian (or a magic-user with *read languages*) has a chance of deciphering it. Pictures in the book show clear representations of *Horgrim's Pyramid*, *Korik's Ruby*, and *The White Eye*. If interpreted, the book describes how to activate the pyramid using *The White Eye* and *Korik's Ruby* to create an area of darkness with a one-mile radius that quenches all normal and magical daylight. Pages describing the pyramid's origins and the process used to create it are worn and torn to the point of being incomprehensible.

HORGRIM'S PYRAMID

This strange gold and silver pyramid has several interlocking layers that can be turned around a central axis. Runes along the sides hint at great power, and the pyramid glows with a variety of different magics when studied with *detect magic*, but there is no hint as to what the pyramid actually does. Knowledge gathered from the *Decaying Book* allows one to open the pyramid by placing *The White Eye* in a depression at its base. Once opened, a large, multifaceted ruby must be placed in a precise location inside the pyramid. Once these actions are complete, the pyramid reveals its powers to the person holding it if they are Chaotic. If they are not, it delivers a powerful electric shock (3d6 points of damage, no save).

Once activated, the pyramid allows the wielder to create magical *darkness* with a radius of 2 miles. Within this area, all *light* spells and light sources are half as effective, and all sunlight and daylight damage effects against undead are nullified. It also grants the possessor the ability to control up to 100HD of undead within a 1000ft radius. The wielder can also use the following spells once per day: *animate dead* and *contact other plane*. Holding or using *The White Eye* at the same time as *Horgrim's Pyramid* doubles the range and power of these effects.

Using the pyramid exacts a price: The first day of use results in the loss of body hair and makes the subject sensitive to sunlight (–1 penalty on savings throws and attacks in direct sunlight). Continued use ages the subject one day for every hour of use. There is no saving throw against these effects and no way to reverse the aging.

Lawful characters who attempt to activate the pyramid suffer 8d6 points of damage (save for half damage) each round until they no longer possess the artifact. Neutral characters who try to activate the pyramid suffer 4d6 points of damage (save for half damage) each round until they no longer possess the artifact.

KORIK'S RUBY

This large ruby has hundreds of carefully cut facets that focus light shined through the gem into a tight dot several feet away. The ruby is not magical but happens to be the original ruby created for use in *Horgrim's Pyramid*. It was stolen from a popular merchant house in Bard's Gate.

THE WHITE EYE

A powerful and deadly relic on its own, *The White Eye* is required to open and activate *Horgrim's Pyramid*. Stored in a hidden temple for thousands of years, there is no exact record of all the powers this item possesses. Made of a strange white metal, it is oblong and the shape and size of a human eye. Glowing runes and strange symbols cover its surface as a mere hint of its evil power. Any Lawful or Neutral being within 5ft of the stone senses its evil emanations without the aid of any magic.

The intelligent item treats anything that is not evil with disdain, spite, and hatred. Its sole purpose is to destroy good and spread evil, and it considers the creatures that "wield" it simply tools to use. Any Lawful or Neutral creature touching the eye suffers 8d6 points of damage (no save).

Any Chaotic humanoid holding *The White Eye* in one's hand gains the ability to cast *animate dead*, *darkvision*, *detect good*, or *repulsion* at will. When used this way, the eye attempts to influence the user to tear out his own eye and use the relic as a replacement (requiring a saving throw each day with a cumulative –1 penalty to resist).

Anyone bold — or foolish — enough to do so unlocks all the eye's powers and receives a +2 bonus to saving throws and the following additional benefits:

Always active—*darkvision*, *detect good*; At will—true seeing (as a *gem of seeing*), *ESP*; 2/day—*shield*; 1/day—*haste*, *anti-magic shell*.

APPENDIX D: NEW SPELLS

ETCH STONE

Spell Level: Magic-User, 1st Level

Range: N/A

Duration: One hour

This spell allows the caster to magically inscribe messages or text in stone using an ordinary quill for one hour after casting this spell. Any type of message, design, or rune created with the quill is permanently inscribed in the stone for anyone to see. Combining additional spells with an *etch stone* spell allows the caster to inscribe hidden or magical messages on simple stone walls (such as *explosive runes* or *symbols*).

RAINBOW SPEAR

Spell Level: Magic-User, 4th Level

Range: Caster or designated wielder within 10ft

Duration: 10 rounds

This spell creates a spear of a specific color and effect that is thrown as a magical attack. The caster must choose what color to make the spear, with each color having a different special effect. The caster gains an additional spear for every 3 additional levels of experience. Thus, at 7th level, the magic-user can generate 2 spears, and 3 spears at 10th level. Spears must be used within 10 rounds of their creation by the caster or a designated wielder. If multiple spears are generated, each can be a different color if desired. The wielder must hit a target normally. A successful hit inflicts 1d6 points of damage plus the following special effects:

| Color | Effect |
|--------|--|
| Red | 1d6 fire damage |
| Orange | 1d6 acid damage |
| Yellow | Target slowed as per the <i>slow</i> spell |
| Green | 1d6 poison damage |
| Blue | 1d8 lightning damage |
| Indigo | Target stunned for 1 round |
| Violet | 1d8 sonic damage |

RAINBOW STAFF

Spell Level: Magic-User, 5th Level

Range: Caster

Duration: 1d3+1 rounds

This spell conjures a shimmering rainbow-colored staff of energy. While the +2 *staff* does not last long, it is an excellent melee weapon for the wizard unlucky enough to find themselves toe-to-toe with their foes. Each attack with the staff does 1d6+2 points of damage along with damage based on the following table:

| 1d8 | Color | Effect |
|-----|--------|--|
| 1-2 | Red | 1d6 fire damage |
| 3 | Orange | 1d6 acid damage |
| 4 | Yellow | Target slowed as per the <i>slow</i> spell |
| 5 | Green | 1d6 poison damage |
| 6 | Blue | 1d8 lightning damage |
| 7 | Indigo | Target stunned for 1 round |
| 8 | Violet | 1d8 sonic damage |

Note that the caster cannot determine what type of energy is expended on a particular blow so creatures with immunities may be unaffected or even healed by some attacks.

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HALL OF THE RAINBOW MAGE

While investigating the disappearance of Londar Brightrain, also known as the Rainbow Mage, the party comes across dark, twisted plans and deadly secrets before locating his famous treasures. Treasures found include several new spells along with a few magic items. Unfortunately, the traps and creatures left behind by Londar hamper the party's investigation and other adventurers compete for his famous secrets and treasures.



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