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ADVENTURES FOR TSR[®] ROLE-PLAYING GAMES

MARCH/APRIL 1989 ISSUE #16
VOL III, NO. 4 \$3.75 USA



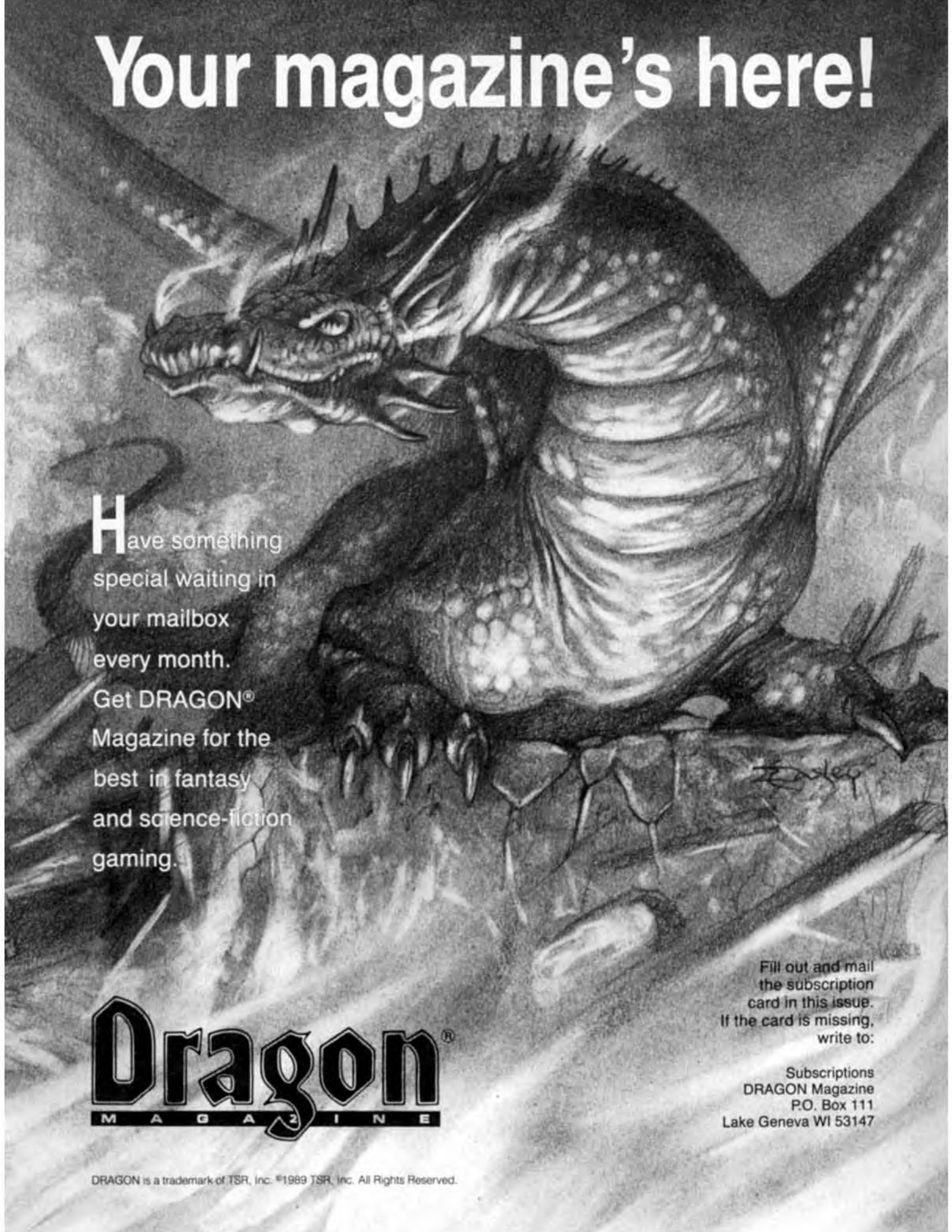
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Dungeon®

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

MARCH/APRIL 1989 ISSUE #16



COVER: It's one down and two to go as the green dragon defends her treasure hoard in David Dorman's cover painting for "Vesicant."



AD&D® 2nd Edition Game Makes Its Debut

If you've missed all the publicity for the ADVANCED DUNGEONS & DRAGONS® 2nd Edition game, you've probably been living in a cave for the last year. TSR has listened to your praises and gripes about the AD&D game for over 15 years. All of your comments, including over 10,000 responses to a questionnaire run in DRAGON® Magazine, were taken into consideration when the 2nd Edition game was written.

And now it's here. The AD&D 2nd Edition *Player's Handbook* should hit the stores at about the same time as this issue of DUNGEON® Magazine, and I know you'll have lots of questions about how this revision of the AD&D game system will affect what you see in these pages. (For more information on the AD&D 2nd Edition game and how it may affect your campaigns, see DRAGON Magazine #142, February 1989.)

You probably won't notice any drastic changes in DUNGEON Magazine. The changeover to AD&D 2nd Edition usage and terminology will be gradual, as the modules we have already accepted are published and new adventures are submitted under the revised rules. None of the adventures in this issue, however, have been affected by the new edition, as they were submitted and accepted many months ago. The editors also need time to learn how to use the new edition, and we're looking forward to finally being able to locate information quickly and easily.

In future issues, we'll begin to phase in a new statistic for monsters and NPCs: THACO ("To hit armor class zero"). Many of you have asked us to include THACOs, and they have now been made an integral part of the AD&D 2nd Edition game. I'll have more news for you on specific changes in our next issue.

Barbara G. Young

Vol. III, No. 4

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"Sorcery is not a game. We Gontishmen do not play it for pleasure or for praise," Ged answered haughtily.

"What do you play it for," Jasper inquired, "—money?"

A Wizard of Earthsea, Ursula K. LeGuin

LETTERS

Low Level Blues

I agree with Larry Church (issue #14): First-level adventures are much the hardest to write. Three times now I have set out to write a first-level adventure for a new campaign. Each time, as the plot and characters developed, the adventure seemed to require challenges too tough for a brand-new party. Each time, I wound up with a very good second- or third-level adventure. I'd like to hear from other DM readers. Does anyone have a module to recommend (from DUNGEON® Adventures or anywhere else)? It should be suitable for both beginning players and experienced players with first-level characters.

Kristin Marquardt
Bensenville, Illinois

No Discrimination

Have you ever printed any modules by kids or teenagers? I would be interested in knowing. I would like to know what type of computer you use for your magazine. I think the type is nice.

Nick Mount
Ithaca, New York

Without doing a complete census, my best guess is that more than half our adventures have been written by high-school and college-aged authors. The short paragraphs about the authors that start each adventure often give a clue to the writer's age, but we do not discriminate against (or for) young people, older people, males, females, non-U.S. writers, or any other class of people except those

whose writing skills are just not up to the job.

All TSR's publishing departments use the word-processing capabilities of our Hewlett-Packard mainframe computer. The edited text is then sent to our Compugraphics phototypesetting equipment, which can generate literally hundreds of different type faces and sizes. We do have the capability to accept author disks from various types of personal computers, but don't send submissions on disk unless we ask you to.

In Defense of the Short

I have some problems with Hal Looby's letter in issue #15 in which he stated that there was no use for short modules. The whole purpose of these modules is to divert the players from the regular hack 'n slash gaming session. PCs should enjoy a change every now and then. These modules can easily be extended or become a permanent part of your campaign. For example, when I ran "The Elven Home" (issue #1), my PCs befriended the elves. Now, whenever they are on their way through the area, they stop, rest, and chat with the elves (a good place for me to drop them hints). For the "Going Once . . . Going Twice" (issue #13) module, a good suggestion would be to use and adapt the general format to establish a permanent auction place in a major city. Flexibility, adaptability, and imagination are the three traits a DM must use constantly.

Also, [Looby] said that "Huddle Farm" (issue #12) was quite long but

only had one monster, a leprechaun, to "rough up" as he put it. I believe that it is the DM's responsibility to make the PCs use their heads as well as their weapons.

Oliver Homann
Tallahassee, Florida

Ratings and Rates

Congratulations to Randy Maxwell on the writing of "Masqueraders" in issue #14. This adventure was actually a challenge to my group, as they had to carefully think out what they wanted to do, and they couldn't just rush in with the "hack and slay" problem-solving system. I hope we see more of Randy's work in further DUNGEON issues.

Also, I was just curious: Do you pay the writers of these wonderful adventures, and if so, how much?

Adam Bishop
Shelton, Washington

We certainly do pay our writers (and artists, and everyone else who contributes to the magazine — except letter writers, I'm afraid). Our rate is four cents a word, plus \$50.00 per published page for maps (less if the map takes up less than a full page).

If you're interested in submitting an adventure, please write for our guidelines. Send a self-addressed, stamped envelope to: Guidelines, DUNGEON Adventures, P.O. Box 111, Lake Geneva WI 53147.

DUNGEON® (ISSN 0890-7102) is published bimonthly by TSR, Inc. The mailing address for all material except subscription orders is DUNGEON, P.O. Box 111, Lake Geneva WI 53147; telephone (414) 248-3625.

Subscriptions: Subscription rates via second-class mail are as follows: \$18 in U.S. funds for six issues sent to an address in the U.S. or Canada, \$35 in U.S. funds for surface mail delivery to any other address, and \$52 in U.S. funds for air mail delivery to any other address. Prices are subject to change without notice. Payment in full must accompany all subscription orders. Payment should be by check or money order, made payable to TSR, Inc., or by charges to valid MasterCard or VISA credit cards. Send subscription orders with payments to: TSR, Inc., P.O. Box 72089, Chicago IL 60678. The issue of expiration of each subscription is printed on the mailing label for each subscriber's copy of the magazine. Changes of address for the delivery of subscription copies must be received at least six weeks prior to the effective date of the change, in order to assure uninterrupted delivery.

Back issues: Limited back issues of this magazine are available from the TSR Mail Order Hobby Shop, P.O. Box 756, Lake Geneva WI 53147. For a copy of the current mail-order catalog, write to the above address.

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THE COUNTDOWN



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The countdown to the greatest gaming adventure of a lifetime has started . . .



John and Martin Szinger attend the State University of New York at Buffalo. John is a junior in the Department of Design and Planning. He is also an active musician, playing keyboards and saxophone in a progressive rock band. Martin is a sophomore majoring in electrical engineering who enjoys running, weightlifting, skiing, and composing music on his computer. Although the brothers have created small adventures for their own use in the past, this is both their largest collaboration and their first appearance in *DUNGEON® Adventures*.

"Palace in the Sky" is an AD&D® module for 6-8 characters of 7th-10th level. If the party totals fewer than 50 levels, the group may not stand a chance. If there are more than 70 levels, the Dungeon Master should spice things up to keep the adventure challenging. A balanced party will include 40% fighters, 20% magic-users, 20% thieves, and 20% clerics.

No base town or general area map has been provided, as this adventure can take place anywhere and can be easily integrated into any existing campaign. The DM should make sure that the town in which the PCs start is large enough to provide most anticipated supplies, spells, and services.

This module is not a simple hack-and-slay expedition. It also involves diplomacy and wit; if the PCs attack everything in sight, they may be destroyed. But the adventure is not entirely negotiation, for it has a good share of hearty dungeon exploration as well.

Time is often given in man-turns in this module. A task taking six man-turns may be accomplished by one man over six turns, two men over three turns, and so on.

For the Player Characters

Your time of rest in this city seems to have reached an end. For the past month, reports of mysterious raids have come in from the south. Livestock, produce, and even people have disappeared into the night. The only traces left behind are numerous sets of footprints that seem to be those of large humanoids and giants — footprints that start as if from nowhere, travel for a short distance, then end just as abruptly.

A fortnight ago, an elven hero named Fingolfininogin resolved to put an end

PALACE IN THE SKY

BY MARTIN AND JOHN SZINGER

The giants are only
a half-mile away —
straight up.

Artwork by Terry Dykstra

to these strange happenings. He headed south and eventually sent a short, cryptic message back by pigeon. The tiny scrap of paper read: "Seek the palace in the sky." Shortly after that, the elf was slain while defending a farm from attack by giants. Fingolfininogin's family has already claimed his remains for burial in his homeland. The lone survivor of the raid, who died within an hour of being found, spoke of bugbears and blue giants who rode a sailing ship that flew.

It doesn't take long for the city authorities to drop by and ask for your assistance. . . .

For the Dungeon Master

The DM should create city officials as needed to tempt the PCs into tracking down the raiders and destroying them. If possible, the city will also avoid paying for the PCs services, in hopes that the lure of booty from the raiders' lair will be sufficient payment in itself. High-level NPCs (most likely prominent citizens) will decline any offer to join the party. Obviously, the party is on its own and should eventually get the idea to search the skies by whatever means available. The DM should make sure that the party has some way of flying, either by magical spells, devices, or steeds.

The cloud castle in this module has been roaming the skies for many centuries, and its history and the secrets of its creation are lost in time. It was obviously built for giants, but it has housed many powerful beings. The six cloud giants who now inhabit it travel down to earth on occasion to plunder for food, treasure, and prisoners.

About a decade ago, the giants captured a wizard named Sazor Stratos. Through wit, trickery, and patience, Stratos managed to ally himself with the giants, and he may eventually dominate them if things go according to his plans. The giants have no real plans themselves; they simply raid for food and plunder at random. The path of their cloud castle has recently crossed into civilized territory, and they have found the pickings better here than over the wilderness.

Once airborne at a great height and heading south, it takes the party 6-36 turns to find the cloud island (see "The Cloud Island"), which can only be seen from an altitude over 1,000'. Keep track

of spell durations, as it is quite possible that certain spells (e.g., *fly*) will not last long enough. There is a slight chance of random encounters as well. Check every six turns, with a 1 in 10 possibility of having an encounter. If an encounter is indicated, roll 2d10 and consult the following table:

- 2 Djinni (1): AC 4; MV 9"/24"; HD 7+3; hp 32; #AT 1; Dmg 2-16; SA whirlwind; SD *invisibility, gaseous form, wind walk*; AL CG; MM1/28.
- 3 Couatl (1-4): AC 5; MV 6"/18"; HD 9; #AT 2; Dmg 1-3/2-8; SA poison; magic use; SD become ethereal; psionic ability 60-110 (modes vary); AL LG; MM1/15.
- 4 Sylph (1): AC 9; MV 12"/36"; HD 3; hp 12; #AT nil; SA magic use; SD 50% magic resistance; AL N(G); MM1/93.
- 5 Shedu (2-8): AC 4; MV 12"/24"; HD 9+9; #AT 2; Dmg 1-6/1-6; SD etherealness, astral travel; 25% magic resistance; psionic ability 70-100 (all modes); AL LG; MM1/87.
- 6 Roc (1-2): AC 4; MV 3"/30"; HD 18; #AT 2 or 1; Dmg 3-18/3-18 or 4-24; AL N; MM1/82.
- 7 Eagle, giant (1-20): AC 7; MV 3"/48"; HD 4; #AT 3; Dmg 1-6/1-6/2-12; SA dive; SD keen eyesight; AL N; MM1/36.
- 8 Chimera (1-4): AC 6/5/2; MV 9"/18"; HD 9; #AT 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; SA breath weapon; AL CE; MM1/14.
- 9 Dragon (1): Select type by terrain (see MM1/29-34).
- 10 Griffon (2-12): AC 3; MV 12"/30"; HD 7; #AT 3; Dmg 1-4/1-4/2-16; AL N; MM1/50.
- 11 Manticore (1-4): AC 4; MV 12"/18"; HD 6+3; #AT 3; Dmg 1-3/1-3/1-8; SA tail spikes; AL LE; MM1/65.
- 12 Wyvern (1-6): AC 3; MV 6"/24"; HD 7+7; #AT 2; Dmg 2-16/1-6; SA poison; AL N(E); MM1/102.
- 13 Cockatrice (1-6): AC 6; MV 6"/18"; HD 5; #AT 1; Dmg 1-3; SA touch turns to stone; AL N; MM1/15.
- 14 Hippogriff (2-16): AC 5; MV 18"/36"; HD 3+3; #AT 3; Dmg 1-6/1-6/1-10; AL N; MM1/52.
- 15 Harpy (2-12): AC 7; MV 6"/15"; HD 3; #AT 3; Dmg 1-3/1-3/1-6; SA singing, *charm*; AL CE; MM1/51.
- 16 Sphinx (1): Select type by terrain (see MM1/89-90).
- 17 Lammasu (2-8): AC 6; MV 12"/24"; HD 7+7; #AT 2; Dmg 1-6/1-6; SA

spell use; SD *protection from evil*, 30% magic resistance; AL LG; MM1/59.

- 18 Pegasus (1-10): AC 6; MV 24"/48"; HD 4; #AT 3; Dmg 1-8/1-8/1-3; AL CG; MM1/78.
- 19 Gorgimera (1): AC 5/2; MV 12"/15"; HD 10; hp 43; #AT 5; Dmg 1-3/1-3/2-8/2-12/3-12; SA breath weapons (2); AL CE; MM2/70.
- 20 Ki-Rin (1): AC -5; MV 24"/48"; HD 12; hp 68; #AT 3; Dmg 2-8/2-8/3-18; SA magic use; SD astral/ethereal travel, 90% magic resistance; psionic ability 130-200 (all modes), with two random minor disciplines; AL LG; MM1/57.

Unintelligent creatures are merely hunting for food. The more intelligent ones are either hunting for victims to capture, slay, or plunder (if they are evil) or are on special missions that prevent them from interacting with the PCs to any great extent. There is a 10% chance that a creature will volunteer information about the direction and appearance of the cloud-castle island if treated well or bribed; other creatures will not have seen the cloud island at all.

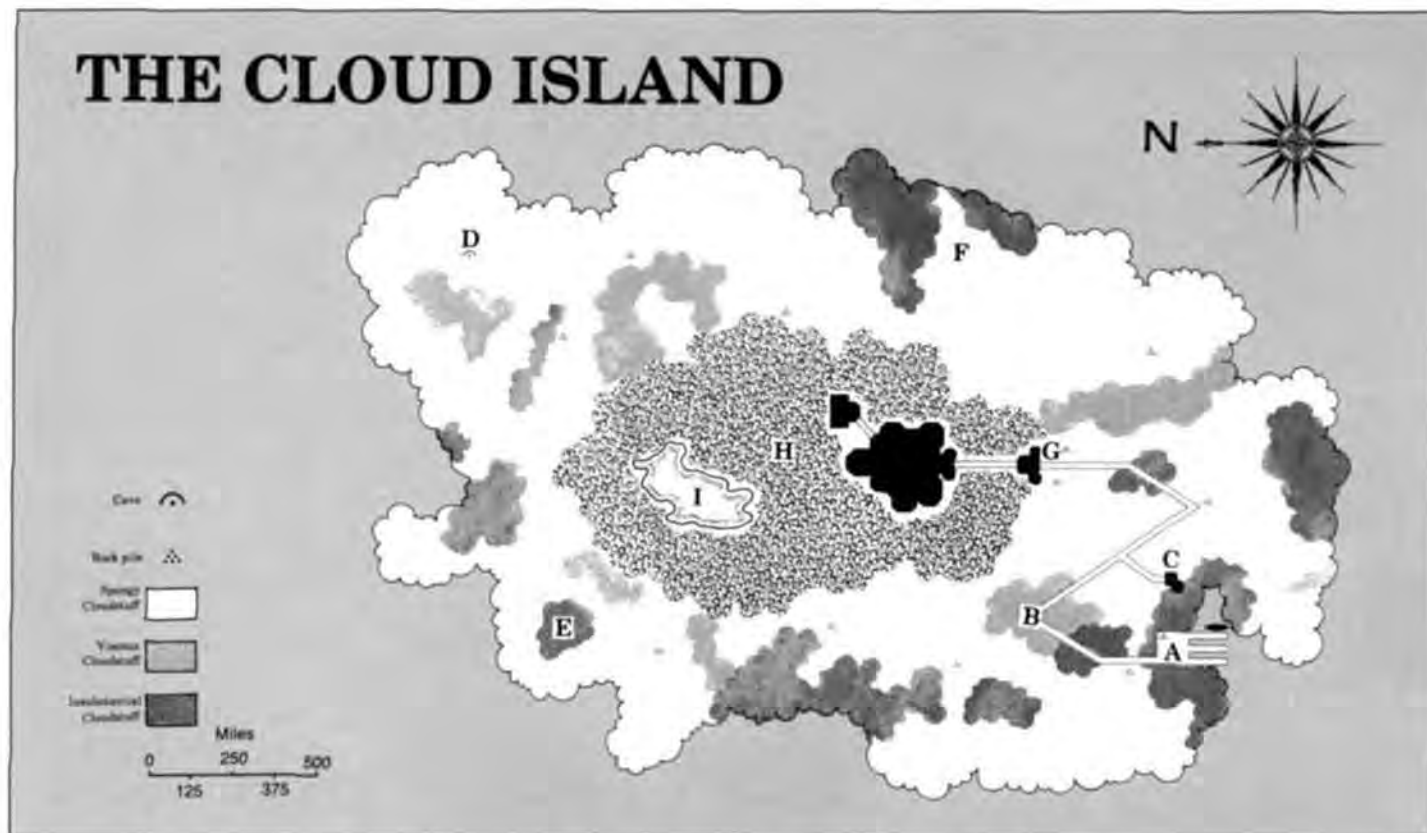
Further details on aerial adventuring may be found in the *Dungeon Masters Guide*, pages 49-53, the *Wilderness Survival Guide*, pages 47-49, and in *DRAGON*® issue #124, pages 17-37.

The Cloud Island

The cloud island is a rather large place for the party to explore. It is about 3,000' long and 1,900' wide, about one-fifth of a square mile, although the cloud's dimensions may change slightly with wind conditions and temperature. In addition, the cloud island may be among several nonmagical clouds which can make it appear even larger. The cloud island is currently stationary, with its long axis lying north to south, at an altitude of 2,500'. At this height, it takes 18 seconds for an object to strike the ground. Anyone hitting the ground after such a fall takes 20d6 hp damage, and all carried items must save vs. crushing blow at -3 or be destroyed. Dropped items may also become scattered and lost on a 95% chance per dropped item.

Cloud giants, the magical flying ships at area A ("Cloud Island Encounter Key"), and spell-casters with the appro-

THE CLOUD ISLAND



appropriate spells may *levitate* up to and down from the cloud island. At the island's current altitude (and given that it is currently remaining motionless with respect to the ground), it takes two hours and five minutes to make the trip up or down.

Exploring the island itself is hazardous. Its many puffy hills, banks, and slopes make travel slow and difficult. Also, areas of the cloud differ in support and consistency, although the three types of cloudstuff making up the island cannot be differentiated by sight alone.

Spongy cloudstuff provides substantial footing, much like walking in 3" of mud. Movement is at half the normal rate, combat rolls are at -1, and armor class suffers a -1 penalty due to the somewhat unsure footing. Monsters found on the cloud island will have adapted to these conditions and will suffer no such penalties themselves.

Viscous cloudstuff is safe to walk on, but movement is at one-quarter normal, like slogging through a muddy swamp. Characters fighting on such a surface are at -2 to hit and suffer a -2 penalty to armor class (monsters found on the cloud island suffer only -1 penalties).

Insubstantial cloudstuff is identical to nonmagical cloud material. Anyone stepping onto an insubstantial area instantly plunges through the cloud. An insubstantial area can be detected by probing ahead, and the prudent party should do so. A dexterity check on 1d20 should be made for the lead PC in a party walking onto insubstantial cloudstuff; failure means the PC has fallen through the cloud.

Tracking any creature on any cloudstuff is impossible, as the cloud material fills in all footprints. Likewise, anyone trying to dig up cloud material finds such efforts fruitless, as the hole continually caves in with more cloudstuff, and material dug out turns to mist and drifts away.

The giants employ many bugbears as guards on their floating island. Standard bugbear statistics are given here; individual hit points and other differences will be noted as these guards are encountered. Each bugbear carries 2-12 ep, 2-8 gp, and 1-4 gp — products of recent raids. Bugbears have been ordered to be cautious but initially *unaggressive* when confronting newly arrived beings, as some of these beings

may wish to negotiate with the giants for special services or advice (the cloud giants have a high opinion of themselves). If attacked or threatened, however, the bugbears will fight back at once.

Bugbear guards: AC 5; MV 9"; HD 3 + 1; #AT 1; Dmg by weapon type; SA surprise on 1-3; AL CE; long sword; MM/12.

Cloud Island Encounter Key

A. Landing Dock. Three white marble docks extend out of the mists; each is 112' long and 15' wide. Marble posts 20' high are spaced at 30' intervals along the docks. Tied at each dock is an open ship floating on air alone; these are flying ships which the giants use on their raids to carry humanoids and booty. Each is 65' long and 20' wide, ornately decorated like a Viking longboat with ornamental sails.

The boats *levitate* and follow simple commands such as Go, Stop, Rise, Descend, Left, Right, Faster, and Slower (in the cloud-giant tongue). A boat is unresponsive to all commands until the user first pronounces the command

word "Aerodynamo." Repeating the word deactivates the boat. Each boat seats either five cloud giants, 20 bugbears, or 35 humans, and has a 15" movement rate when fully loaded (5,000 xp value, 12,500 gp sale value each).

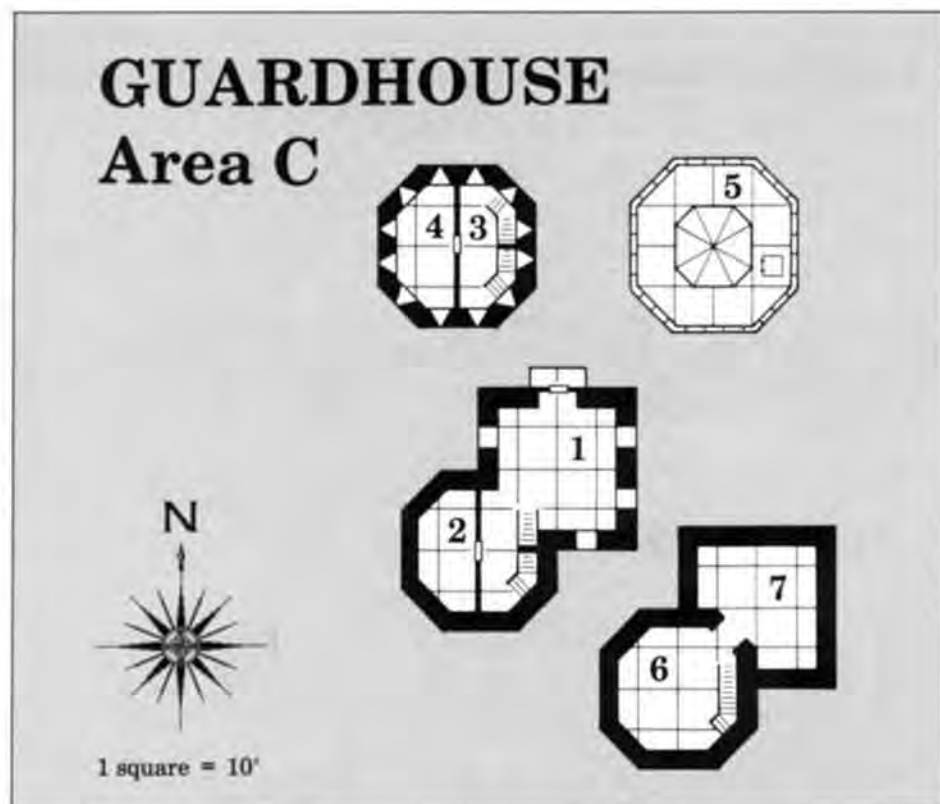
All landings at the dock are observed by the bugbears at the guardhouse (area C). If the party takes no hostile action against the cloud residents, a welcoming party of 14 bugbears (hp 20, 19, 18 (x4), 17 (x2), 15 (x4), 13 (x2) and their leader (AC 4; HD 4; hp 24, battle axe) arrives to greet them. If attacked, the welcoming party retreats to the guardhouse and sends word of the invasion to the palace. If the adventurers behave peacefully, they are asked their names and their reasons for visiting the cloud island. If acceptable answers are given, they are taken to the guardhouse while word of their arrival is sent to the palace. Adventurers using trickery will have to pretend to be anything but of good alignment to be accepted.

B. White Brick Road. From the back of the docks, a white marble path zig-zags toward the palace. The path is perfectly safe to walk on, although the mists that drift upon it make it appear unsafe. The path is 15' wide, built of white marble bricks. It is smooth and level, and there are no penalties in combat when fighting upon the road.

C. Guardhouse. A branch in the road leads to this 40'-square building set into the side of a 40'-diameter tower. The square part is 30' high, and the octagonal tower is 60' high, topped by an observation deck. The entire building is made of white marble. The door is 20' high and made of solid bronze. Inside, the tower is dimly lit by narrow windows. The place is messy, and the air is stale. The 25'-high ceiling on each level is supported by stone rafters.

Any losses taken by the bugbear welcoming party must be subtracted from the number of bugbears who run the tower: a leader (area C4), his guards (area C3), and the bugbears quartered in the basement (area C6).

C1. Entry. Sixteen bugbears (hp 18 (x4), 17 (x4), 15 (x4), 13 (x4)) are quartered here. If the PCs assault the guardhouse, the bugbears bar the entry; it takes 60 hp damage to break through the AC 3 door. A barrel of oil stands in the corner to the left of the door. The



bugbears pour this slippery substance over the floor near the door as invaders try to break in, forcing intruders to make dexterity checks on 1d20 or fall down immediately, being unable to rise until they reach an area free of oil.

The room contains eight bunks, several tables, and a dozen chairs.

C2. Waiting Room. This plain room is furnished with a large bench and a table. If the PCs were escorted here, they are asked to wait in this room while their arrival is announced at the palace. If the PCs give a reason for being on the island that is reasonable and peaceful, they are granted admission to the palace and escorted to the gatehouse (area G). If the PCs can give no acceptable reason for being on the island, they are refused admission and escorted back to the docks. If the PCs are found again on the island, they are ordered to surrender and are taken prisoner. A party refusing to surrender or threatening the bugbears is attacked with full force until all party members are dead or have surrendered.

C3. Guard Post. Two massive bug-

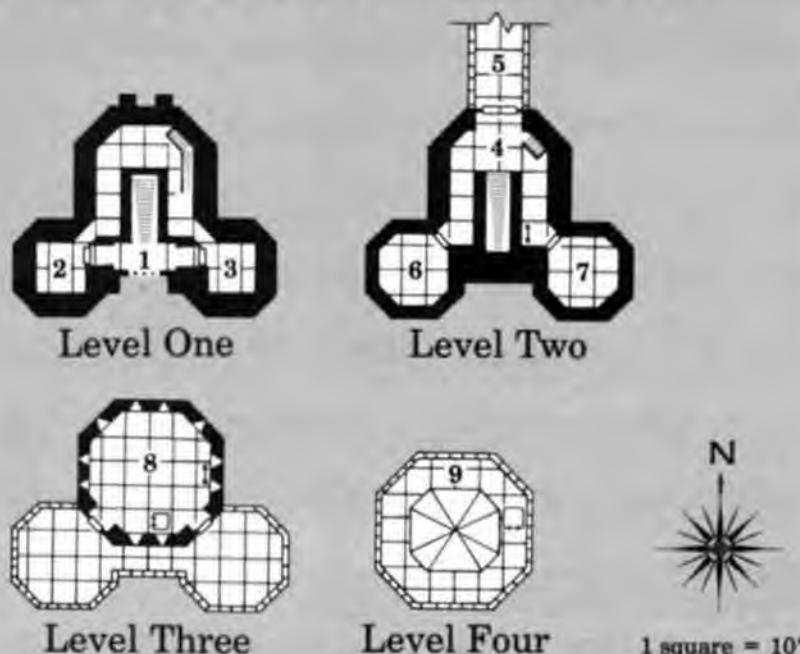
bears (hp 20, 19) stand guard outside the lieutenant's chamber. They attack anyone trying to force their way into the leader's room. If battle occurs, the leader appears in the next round. A stairway leads up to a trapdoor in the tower roof.

C4. Lieutenant's Room. This room is sparsely furnished with a desk, chair, and large sofa. Several worthless ornamental weapons hang on the walls. The bugbear lieutenant (AC 3; HD 4; hp 24; battle axe) attacks any intruders and fights to the death. He carries 17 ep, 22 gp, 4 pp, and wears a necklace worth 150 gp.

C5. Observation Deck. The tower roof is currently occupied by one bugbear lookout (hp 16). The observation deck commands a good view of the dock, the road, the palace, and the gatehouse.

C6. Basement Quarters. This room contains bunks, chairs, and tables. Twelve bugbears (hp 18 (x4), 17 (x2), 15 (x4), 13 (x2)) are quartered here. They attack any intruders and rush upstairs to join any battle.

GATEHOUSE Area G



C7. Basement Storage. This 30'-square room is filled with 74 boxes, barrels, and crates. A rack of seven long swords hangs on the wall to the left of the entry. If the PCs take 12 man-turns to search the room, they can find three barrels of cheap wine and three barrels of fuel oil (10 gallons each), along with many boxes and crates holding cheeses and meats. The total value of all of this material is about 1,000 gp. Behind all of this are two large, unlocked crates which hold the bugbears' treasure. One chest contains 1,209 sp; the other holds 2,261 gp. The bugbears like treasure for its own sake, having no real way to spend it on the cloud island.

D. Cloud Dragon Lair. In the northeast part of the cloud is the lair of an average-size adult cloud dragon named Dancing-Beneath-The-Moon. He lives in peaceful coexistence with the giants but never helps them during raids. If approached by a powerful party, the dragon simply assumes gaseous form to avoid conflict. He will talk to a friendly party but is so bored with human and giant affairs that no useful information can be received from him. If attacked,

the dragon uses his *airblast* to blow party members over the edge of the cloud. If his life is endangered, the dragon tries to fly away under the cover of a *fog cloud* but will return for revenge.

Cloud dragon: AC 0 or -3; MV 6"/39"; HD 13; hp 65; #AT 4; Dmg 1-10/1-10/3-36/3-12; SA breath weapon, magic use; SD *gaseous form*, 50% magic resistance; AL N; MM2/56.

The dragon's treasure is in his lair but not easily seen, as it has sunk 5' into the cloud and requires six man-turns to find. The treasure consists of 965 ep, 5,412 gp, 10 gems (worth 1,000 gp, 500 gp (x2), 100 gp (x2), 50 gp (x3), and 10 gp (x2); five jewels (worth 6,000 gp, 2,000 gp (x2), 800 gp, and 300 gp); potions of *heroism* and *polymorph self*, *horseshoes of speed*, *Zagyg's spell component case* (six uses per day), and a magic-user scroll of five spells (*darkness 15' radius*, *zephyr*, *animate dead*, *cloudkill*, and *magic jar*). The theft of any of these items will enrage the dragon.

E. Will-o-Wisp Lair. As the PCs approach this area, they see a glowing

light, visible from 100' away, beaming out of the mists. The source of the light moves about, and its brightness constantly changes. The light is actually a will-o-wisp that is trying to lure the party closer. The cloud material over which it floats is insubstantial, and any person walking there might fall through. If this happens, the will-o-wisp either moves to attack the remaining party members (40% chance) or descends to feed on the fading life-force of the fallen character (60% chance). If the PCs prove too strong for it, the 'wisp blanks out and flees the encounter, staying on the cloud island.

Will-o-wisp: AC -8; MV 18"; HD 9; hp 44; #AT 1; Dmg 2-16; SD affected only by *protection from evil*, *magic missile*, and *maze*; AL CE; MM1/101.

The will-o-wisp's treasure is hidden nearby in a patch of substantial cloud material. It will take 10-40 man-turns to discover the lair. The treasure consists of 1,758 ep, 2,006 gp, 93 pp, a set of *leather armor +1*, a scroll with three clerical spells (*remove fear*, *resist fire*, *speak with plants*), and a vial of *elixir of youth*. This material was looted from other monster lairs and from past adventurers.

F. Mihstu Lair. This free-willed elemental exists here unknown to the other cloud inhabitants. It prefers its life in solitude, and it attempts to chase away or kill any intruders. Because of its cloudlike appearance, the mihstu surprises on 1-4 (on 1d6) and can be surprised only on a 1. If close to death, it tries to slip away as a floating mist.

Mihstu: AC -2; MV 6"/6"; HD 8 + 2; hp 43; #AT 4 tentacles; Dmg 2-7 each; SA constitution drain; SD +2 or better weapon to hit, immune to electrical and missile attacks, 10% magic resistance; AL NE; MM2/84.

The mihstu's treasure is scattered about in the cloud material of its lair. It takes 24 man-turns to find all the treasure (if less time is spent, divide the man-turns spent searching by 24 to find the percentage of treasure located). The treasure consists of six gems worth 100 gp each, five gems worth 500 gp each, and eight pieces of jewelry worth a total of 7,800 gp.

G. Gatehouse. This 60'-diameter tower is 60' tall and flanked by two 40'-diameter towers, each 30' tall. All ceilings in the gatehouse are 25' high. The

three marble towers are machicolated and battlemented, though the guardians of the cloud castle have rarely used these features.

The gatehouse guards the main entrance to the castle. If the party has been granted admittance, it is allowed to pass freely through the gatehouse. If the party appears without an escort of bugbears, the guards are alert and do not allow the adventurers to pass.

G1. Entrance Gate. A portcullis stands closed at the gatehouse entrance. Two bugbears (hp 15, 14) stand guard behind the gate. Beyond them is a broad stairway that leads up to the second floor. Unless the party is escorted by the bugbears of the guardhouse (area C), these guards will not raise the portcullis.

G2. Lower Left Tower. The west part of this room is used for food storage. On the east wall is one of the two winches used to raise and lower the portcullis. It is manned by four bugbears (hp 16 (×2), 15 (×2) who leave their posts to join any combat. The winch requires a combined strength of 36 to turn. The foodstuffs are not worth anything (unless you are a bugbear).

G3. Lower Right Tower. In the east part of the room are barrels of cheap ale. On the west wall is the other portcullis winch. To work the portcullis, both winches must be turned at the same time. Four bugbears (hp 19, 17, 15, 14) man the winch, but they will leave their posts if any combat occurs.

G4. Upper Main Tower. The stairs lead up to this room, guarded by four more bugbears (hp 20, 19, 18, 17). They will leave their posts to join any combat that takes place in area G1 but will not otherwise move.

G5. Stone Bridge. This bridge made of white marble extends 200' to the main entrance of the castle. It is supported by stone arches. The walkway is 20' wide, flanked by stone battlements. If the party has fought its way this far, the giants have certainly been alerted and stand at the other end of the bridge to roll boulders at the PCs. Movement is cut to one-quarter the normal rate, and the giants continue to roll the rocks until the party has been destroyed or 10 melee rounds have passed. The giants

then move back into the castle to regroup.

G6. Upper Left Tower. In this room dwell the bugbear lieutenant (AC 3; HD 4; hp 29; two-handed sword) and his two personal bugbear bodyguards (HD 4; hp 29 each). There is a large sofa, a desk, a bed, and a large unlocked chest which holds the bugbears' treasure of 790 gp, 2,003 sp, and 675 cp. The lieutenant has 15 gp, 12 pp, and a 200-gp gem on his person. There is also a small cask of good ale worth 100 gp here.

G7. Upper Right Tower. This room is used for storing weapons. There are three long swords, two crossbows, and 30 quarrels here, along with rocks, weighted nets, spears, and 10 flasks of oil. The latter items will be hurled upon the party from above if they attack the gatehouse.

G8. Upper Main Tower. Eight bugbears (hp 14 (×4), 13 (×4)) stand guard in this room. They move outside and fire their crossbows if the party attacks the gate. If the PCs force their way in, the guards move downstairs to fight. In melee they switch to their long swords. Each bugbear has 20 crossbow bolts.

G9. Tower Lookout. A trapdoor leads up to the roof of the central tower. A solitary bugbear (hp 16; long sword, crossbow, 20 bolts) watches the road and warns of intruders. If the PCs try to force their way through the portcullis (area G1), the guard calls for the crossbowmen at area G8 and fires his own crossbow at the invaders, switching to his long sword for melee.

H. Enchanted Forest. If the adventurers leave the path and travel north, they enter a forest of gigantic trees that seem, impossibly, to grow from the cloudstuff. The ground is shrouded by fog, and the PCs can see only 30' in any direction. The trees and everything else in the forest are greater than normal size. As the adventurers wander through the forest, there is a 70% chance that they become lost (30% chance if a ranger is in the party) and wander in random directions.

For each turn the party is in the forest, there is a two-in-six chance of encountering one of its denizens (originally placed there by the cloud giants

for hunting). Encounter distance is from 0-30' (6d6-6), with the monster coming from any side of the party. Most creatures attack the party but flee when near death. Roll 1d100 and check the following table for encounters:

- 01-03 Ant, giant (5-20): AC 3; MV 18"; HD 2; hp 9; #AT 1; Dmg 1-6; AL N; MM1/7.
- 04-08 Beetle, giant boring (2-4): AC 3; MV 6"; HD 5; hp 22; #AT 1; Dmg 5-20; AL N; MM1/9.
- 09-13 Boar, giant (2-8): AC 6; MV 12"; HD 7; hp 33; #AT 1; Dmg 3-18; AL N; MM1/11.
- 14-18 Centipede, giant (2-24): AC 9; MV 15"; HD 1/4; hp 2; #AT 1; Dmg nil; SA poison; AL N; MM1/14.
- 19-20 Eagle, giant (1-10): AC 7; MV 3"/48"; HD 4; hp 18; #AT 3; Dmg 1-6/1-6/2-12; SA dive; SD keen eyesight; AL N; MM1/36.
- 21-23 Bumblebee, giant (1): AC 5; MV 6"/24"; HD 6+4; hp 31; #AT 1; Dmg 1-6+poison; SA sting; AL N; MM2/17.
- 24-33 Hill giants (1-3): AC 4; MV 12"; HD 8+1; hp 40; #AT 1; Dmg 2-16; SA hurl rocks for 2-16 hp; SD catch missiles; AL CE; MM1/45. The hill giants are responsible for patrolling the forest and reporting any trespassers to the cloud giants of the castle (see the description of the cloud giant Ferris in "The Cloud Palace," as well as the section at the end of this table). Each carries two rocks and wears a white tunic with a broad leather belt.
- 34-39 Lion, spotted (1-4): AC 5/6; MV 12"; HD 6+2; #AT 3; Dmg 1-4/1-4/1-12; SA rear claws for 2-8/2-8; SD surprised only on a 1; AL N; MM1/61. The spotted lions are pets of the cloud giants and are free to roam the forest (see "Castle Encounter Key").
- 40-42 Lizard, giant (2-8): AC 5; MV 15"; HD 3+1; #AT 1; Dmg 1-8; SA engulf prey, jaw lock for double damage; AL N; MM1/61.
- 43-44 Dragonfly, giant (1-6): AC 3; MV 1"/36"; HD 7; #AT 1; Dmg 3-12; SA +2 on initiative; AL N; MM2/59.
- 45 Firefiend (1-4): AC 4; MV 3"/15"; HD 1+4; #AT 1; Dmg 1-2; SA light beam; SD immune to electrical and fire attacks; AL N(G); MM2/65.
- 46 Horsefly, giant (1-4): AC 5; MV 6"/27"; HD 6; #AT 1; Dmg 2-16; SA drain blood; SD jump; AL N; MM2/65.

- 47-50 Owl, giant (2-5): AC 6; MV 3"/18"; HD 4; #AT 3; Dmg 2-8/2-8/2-5; surprise 1-5; AL N; MM1/77.
- 51-55 Porcupine, giant (2-5): AC 5; MV 6"; HD 6; #AT 1; Dmg 2-8; SA/SD quills; AL N; MM1/79.
- 56-60 Rat, giant (5-20): AC 7; MV 12"/6"; HD 1/2; #AT 1; Dmg 1-3; SA disease; AL N(E); MM1/81.
- 61-63 Scorpion, giant (1-4): AC 3; MV 15"; HD 5+5; #AT 3; Dmg 1-10/1-10/1-4; SA poison sting; AL N; MM1/85.
- 64-68 Skunk, giant (1): AC 7; MV 9"; HD 5; #AT 1; Dmg 1-6; SA/SD musk squirt; AL N; MM1/88.
- 69-71 Snake, giant constrictor (1-2): AC 5; MV 9"; HD 6+1; #AT 2; Dmg 1-4/2-8; SA constriction; AL N; MM1/88.
- 72-74 Spider, giant (2-5): AC 4; MV 3" * 12"; HD 4+4; #AT 1; Dmg 2-8; SA poison; AL CE; MM1/90.
- 75-78 Stag, giant (1-2): AC 7; MV 21"; HD 5; #AT 1 or 2; Dmg 4-16 or 1-4/1-4; AL N; MM1/92.
- 79-80 Tick, giant (3-8): AC 3; MV 3"; HD 3; #AT 1; Dmg 1-4; SA blood drain; AL N; MM1/94.
- 81-85 Toad, giant (1-8): AC 6; MV 6" +6" hop; HD 2+4; #AT 1; Dmg 2-8; AL N; MM1/95.
- 86 Vulture, giant (2-8): AC 7; MV 3"/24"; HD 2+1; #AT 1; Dmg 1-4; AL N; MM2/125.
- 87-88 Wasp, giant (1-10): AC 4; MV 6"/21"; HD 4; #AT 2; Dmg 2-8/1-4; SA poison; AL N; MM1/99.
- 89-92 Weasel, giant (1-4): AC 6; MV 15"; HD 3+3; #AT 1; Dmg 2-12; SA drain blood; AL N; MM1/100.
- 93-96 Dire wolf (3-12): AC 6; MV 18"; HD 3+3; #AT 1; Dmg 2-8; AL N(E); MM1/101.
- 97-00 Wolverine, giant (1): AC 4; MV 15"; HD 4+4; #AT 3; Dmg 2-5/2-5/2-8; SA musk; AL N(E); MM1/101.

None of these creatures have any treasure, and they have no real lairs. If 20 individuals of a certain type of creature are slain, that species is now extinct on the cloud island; the exceptions are the five hill giants (only three of them are here; two are in the cloud castle at area 28) and the giant rats (of which there are 150).

I. The Enchanted Lake. This large lake is overshadowed by the giant trees on all sides. A heavy mist rolls over the water, but splashes and ripples can sometimes be seen or heard. The shallow water (16' deep at most) is held in

its basin only by the cloud material of the forest floor.

The lake is about 380' long and 190' wide. Random encounters still occur at a two-in-six chance per turn, but the monsters encountered are from the table below. Encounters within 60' of the lake are also from the table (reroll nonamphibious results). The giants stock the lake for fishing recreation.

- 01-06 Beaver, giant (5-10): AC 6; MV 6"/12"; HD 4; hp 18; #AT 1; Dmg 4-16; AL N; MM1/9.
- 07-24 Crayfish, giant (1-4): AC 4; MV 6"/12"; HD 4+4; hp 22; #AT 2; Dmg 2-12/2-12; AL N; MM1/15.
- 25-42 Eel, giant (1-4): AC 6; MV 9"; HD 5; hp 23; #AT 1; Dmg 3-18; AL N; MM1/36.
- 43-53 Otter, giant (2-5): AC 5; MV 9"/18"; HD 5; hp 22; #AT 1; Dmg 3-18; AL N; MM1/77.
- 54-71 Frog, giant (2-8): AC 7; MV 3"/9"; HD 2; hp 9; #AT 1; Dmg 1-3/1-6/2-8; SA sticky tongue; AL N; MM1/41.
- 72-82 Pike, giant (1-8): AC 5; MV 36"; HD 4; hp 19; #AT 1; Dmg 4-16; SA surprise on 1-4; AL N; MM1/78.
- 83-00 Turtle, giant snapping (1-4): AC 0/5; MV 3"/2"; HD 10; hp 50; #AT 1; Dmg 6-24; SD shell; AL N; MM1/97.

The maximum number of creatures that can be met at the lake is also the total number of such creatures present on the island. If four giant snapping turtles are slain, for instance, no more such creatures will be encountered. Eliminated encounters, if rolled again, are not rerolled.

The Cloud Palace

The palace is the residence of a six-member cloud-giant clan, their gnoll servants, bugbear guards, and guests, as well as the captured wizard Sazor Stratos and his henchmen. Guests on the cloud island usually include other captives or other cloud giants, though unexpected encounters with aerial creatures occur with some frequency.

The giants living here are unusually open with visitors, even unexpected ones, due to the influence of Sazor Stratos. The wizard has convinced the giants to avoid unduly angering beings who arrive on the island, as such beings might prove to be valuable allies or terrible enemies (the cloud dragon Dancing-Beneath-The-Moon, at area D,

was such a visitor). The wizard also hopes that he can manipulate or *charm* other arrivals to suit his future plans (see "Sazor's Tower").

If the PCs are present at the castle as guests of the giants, they may remain for several days, possibly even weeks if they have services to offer the giants or Sazor Stratos. The party is given a guest room (area 27) and free access to most of the castle. Rooms that are off-limits will usually be locked.

Although the giants appear unified in most matters, there is some conflict among them. Each giant has a unique personality, and there are several matters upon which they disagree. The party's best chance of defeating the giants with little combat may lie in using this conflict as a tool to turn the giants against one another. The party is unlikely to survive if it attacks a unified clan of giants, as all of the castle's inhabitants move quickly to help the giants. This includes guests, servants, guards, and the wizard Sazor, all of whom will fight to kill the party.

Each giant should be played as a person with his or her own ideas and opinions. All the giants are very intelligent and unlikely to be duped. They are not likely to be civil to a rude party, and only through conversation and subtle questioning will any vital information be gained by the PCs. The giants are also interested in any adventurers and their motives, so they too try to gain knowledge through conversation.

Jorgis: AC 2; MV 15"; HD 12+6; hp 100; #AT 1; Dmg 6-36; SA hurl rocks for 2-24 hp; SD levitate, surprised only on 1; AL NE; MM1/44.

Jorgis is the leader of the cloud-giant clan. He is the oldest, wisest, and strongest of the giants and commands the respect of the others. Although the giants may debate on many matters, Jorgis's word is final. He believes in a strong and unified clan, and he dislikes most outsiders. Jorgis tolerates humans because he believes he can use his greater intelligence and strength to exploit them for his own purposes. He has allowed the wizard Sazor to live freely on the cloud island for this reason. Although he suspects Sazor's plans, Jorgis sees the magic-user as a challenge and an amusement for the while. Jorgis has good foresight but may sometimes pretend to understand less than he actually does. He often takes his time to ponder a problem before reach-

ing a decision. Jorgis is on very good terms with his mate, Marija, his daughter, Avesta, and his right-hand man, Durham, but there is some open friction between him and his cousin Valkor.

Marija: AC 2; MV 15"; HD 11+4; hp 69; #AT 1; Dmg 5-30; SA hurl rocks for 2-20 hp; SD levitate, surprised only on 1; AL NE.

Marija is Jorgis's mate. She almost always supports his decisions, for she also believes in a unified clan. She is primarily concerned with maintaining the stability of the giants' society. Marija sees herself as mother to all the rest of the clan and is second only to Jorgis in rank of command. She loves Jorgis and would never take any action against him. Marija is distrustful of Valkor and has warned Jorgis to be careful with him. She is on good terms with Durham, for he represents the ideals of a unified giant clan. She also loves her daughter, Avesta, and does what she thinks is best for her.

Valkor: AC 2; MV 15"; HD 12+3; hp 82; #AT 1; Dmg 6-36; SA hurl rocks for 2-24 hp; SD levitate, surprised only on 1; AL NE.

Valkor is an adult giant, Jorgis's younger cousin. He is an upstart rival who desires Jorgis's power and is willing to work with Sazor in order to get rid of the clan leader (and then get rid of Sazor!). Valkor will try to carefully gain the party's help for this purpose. He has been trying to gain the support of the other giants and has been partially successful with Ferris. Valkor desires Marija and plans to take her as his own when he becomes clan leader (despite what she might have to say about it). If he bargains with the party for aid, he guarantees that the raids will stop, although he will never fulfill his end of the deal.

Ferris: AC 2; MV 15"; HD 10+4; hp 76; #AT 1; SA hurl rocks for 2-20 hp; SD levitate, surprised only on 1; AL NE.

Ferris, Marija's nephew, is a dreamer. He is fascinated with the earth, much the way a stargazer is fascinated by the heavens. He goes on all the raids, not to plunder but to see the land below. His rather odd views (for a cloud giant) have made him a loner. Ferris is interested in humans because they come from the earth, and he may spend several hours in conversation with them. Although Ferris talks to Sazor often, his will is strong enough to prevent him from becoming Sazor's tool. Ferris can often



be found in the cloud forest and is responsible for recruiting the three hill giants to take care of it, as well as the two giants in area 28. He respects Jorgis but is uneasy around Valkor and Durham. He is on very good terms with Avesta, for she alone truly understands him.

Durham: AC 2; MV 15"; HD 12+3; hp 94; #AT 1; SA hurl rocks for 2-24 hp; SD levitate, surprised only on 1; AL NE.

Durham, Ferris's brother, represents the most noble ideals of the cloud-giant race. He believes that it is the right of

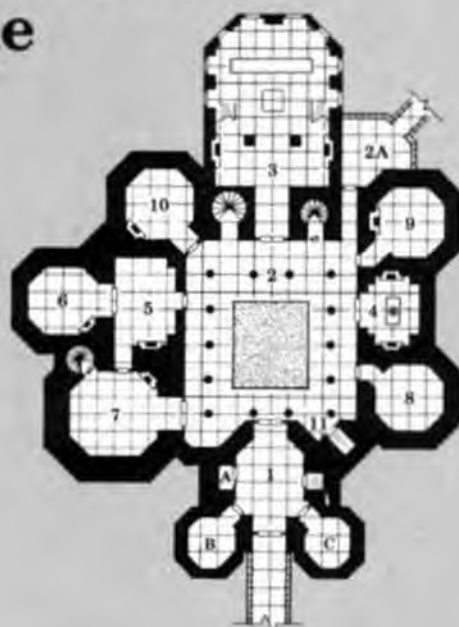
all giants to rule over the lesser races and that the most intelligent giants (those who live in the sky — cloud and storm giants) should rule over the lower giants. He always goes on raids so that he may triumph over lesser creatures. Durham is a stout follower of Jorgis and is his right-hand man. He hates Sazor, tolerating him only because Jorgis makes him do so. Durham asks no quarter of any human and usually gives none. He is rather clever and might try to play the party off against Sazor for the mutual destruction of both. He is a great fighter, second only to Jorgis. He

CLOUD CASTLE

Level One



1 square = 10'



- 22-28 Ferris
- 29-35 Durham
- 36-42 Avesta
- 43-47 1-4 spotted lions (see below)
- 48-49 1-2 hill giants (see room 28)
- 50-52 1-6 gnoll servants (see area 1B)
- 53-54 Kjosath with 1-3 gnoll servants (see below)
- 55-56 1-4 bugbear guards
- 57-58 Rubichur with 1-4 bugbear guards (see below)
- 59-60 2-16 vapor rats (see below)
- 61-80 Roll twice more on this table.
- 81-00 Room is currently empty.

Vapor rats: AC 6 or special; MV 12"/6" (1"); HD 2; #AT 1; Dmg 1-2; SA *stinking cloud*; SD *gaseous form*; AL C(N); MM2/105. About 200 pesky vapor rats inhabit the castle, preferring it to the rest of the cloud island.

The spotted lions are the pets of the giants. They roam freely about the castle and grounds hunting vapor rats, and sleep in the great hall (area 3). The big cats respond only to the giants' commands. A total of 20 spotted lions live on the cloud island (see area H for their statistics).

Kjosath is the gnoll head butler. Rubichur is the bugbear captain. They are detailed at area 37.

Level One

This level is actually the second story of the castle; the first story is the ground floor. All ceilings on this level are 40' high.

1. Vestibule. The long stone bridge (area G5) ends at double doors which open into this chamber. The room is plainly furnished with a pair of large chairs placed against the northeast and northwest walls. In each chair sits a **bugbear guard** (hp 19, 15; two-handed sword), and Kjosath, the gnoll butler (see area 37), stands before the inner doors. Their job is to watch the bridge, greet visitors, and direct them to the waiting room (area 1B).

Next to the chair on the northeast wall is a large brass gong, suspended from the ceiling. When the PCs arrive, the bugbear beside it strikes the gong once to announce visitors. Kjosath greets the PCs civilly, then goes to find the giants. He returns 1-3 turns later to lead the party to the great hall (area 3). If the bugbears are attacked, they strike the gong several times before fleeing north through the inner doors to find

scorns Ferris for his views and thinks Avesta is a whining child.

Avesta: AC 2; MV 15"; HD 9+1; hp 62; #AT 1; Dmg 3-18; SA hurl rocks for 2-2 hp; SD levitate, surprised only on 1; AL NE.

Avesta is the daughter of Jorgis and Marija. Although her parents have arranged her betrothal to a giant from another cloud island, she despises her husband-to-be. All her protests have been useless, and as the wedding is less than a month away, she is getting desperate. If the party stays long enough, 10 more cloud giants arrive in 25 days for the wedding feast. If nothing else can be done, Avesta tries to run away to the earth with Ferris, who has told her what a good life they would have there. If the opportunity presents itself, she approaches the party for help in solving her dilemma. Aside from the marriage question, she respects her parents and will not do anything to hurt them. If the PCs ask for her help in overthrowing Jorgis, she refuses and reports the conversation to her father. Durham's dislike of Avesta is mutual, as she thinks he is a rigid bigot.

Castle Encounter Key

Like most other things on the island, the castle is three times normal size. It is an impressive and imposing structure inside and out, made entirely of brilliant white marble. Unless otherwise noted, most items inside the castle are also made of marble. All doors in the castle are of very thick wood, double reinforced with bronze strips. It takes a *bend bars* roll to shove a door open if it is already ajar; chances may be added together for multiple pushers, but only three tries at most are allowed per door.

The giants and their servants can be found in almost any room. When any chamber is entered, consult the following table to see if any of the castle inhabitants are present. Ignore rolls which put beings in rooms where they could not or should not be, and be prepared to play encounters by ear. At night, most of the inhabitants are in the appropriate bedrooms. During meals, most are found in the great hall (area 3).

d100 Result

- 01-07 Jorgis
- 08-14 Marija
- 15-21 Valkor

the giants. The gong is of good quality and worth 100 gp.

1A. Closet. This is merely a closet where the giants keep the six huge bear pelts that serve them as coats when the cloud island visits cooler climates. The pelts are in good condition and are worth 200 gp each. They hang on huge pegs high on the wall, their bottom edges hanging down to within 10' of the floor (the PCs may find it rather difficult to get them down!). There is nothing else of value or interest here.

1B. Waiting Room. The PCs will be asked to wait here while the giants are informed of their arrival. There are several large and uncomfortable chairs by the south wall, with a low table in front of them. In the northwest part of the room, two gnolls sit behind a counter, with a hatrack and a chest (both currently empty) behind them. They politely ask the PCs if they wish to leave their hats in the gnolls' care. The gnolls then inform the adventurers that they must leave all their armor at the desk, too. It would be terribly poor manners, they explain, to take the party's weapons, for such are symbols of rank and profession — but the retaining of armor would only show a mistrust of their hosts. Any PC who does not turn in his armor and shield is politely asked to leave the castle and is escorted to the dock. Armor is labeled and put in the chest. If the PCs leave peacefully after a stay on the island, their belongings are returned.

Gnolls (2): AC 5; MV 9"; HD 2; hp 12 each; #AT 1; Dmg by weapon type; AL CE; chain mail, two-handed sword; MM1/46. Each gnoll has 2-12 ep and 2-8 gp.

1C. Equipment Room. The giants use this room to store the equipment they use on raids. There are several large nets, dozens of sacks, many lengths of sturdy rope, gigantic spears and swords, and a supply of small boulders. All of these items are worthless, and there is nothing else here.

2. Atrium. This central room is spacious and grandly luxurious. The giants are often found here, relaxing around the 40' x 50' pool (8' deep) in the center of the room. Fourteen smooth pillars, each nearly 10' in diameter, support a balcony (area 12) that looks down on this area from Level Two. The ceiling is

CLOUD CASTLE Level Two



open to the sky, thus the atrium is lit by the sun, which sparkles upon the pool as well. Along the walls are eight large paintings, magnificent skyscapes worth 400-1,600 gp each. One of these paintings hides a secret door in the north wall. Moving the painting reveals a lever which triggers the sliding wall. The paintings are incredibly bulky and weigh 100 lbs. each.

2A. Back Porch. This high parapet, 40' above the cloud surface, overlooks the Enchanted Forest (area H). A stone bridge 70' long leads to Sazor Stratos' tower. For further details, see "Sazor's Tower."

3. Great Hall. Two bugbears (hp 18, 17; two-handed sword) are always on guard here. Make three rolls on the random encounters table given earlier when this room is entered, as this area is fairly popular with the castle's inhabitants, who are often found eating, relaxing, or debating here. The northern half of the room is open 80' to the level above, and stairs on the east and west walls lead up to the overlook (area 19). A trapdoor in the center of the room

is covered by a bearskin rug.

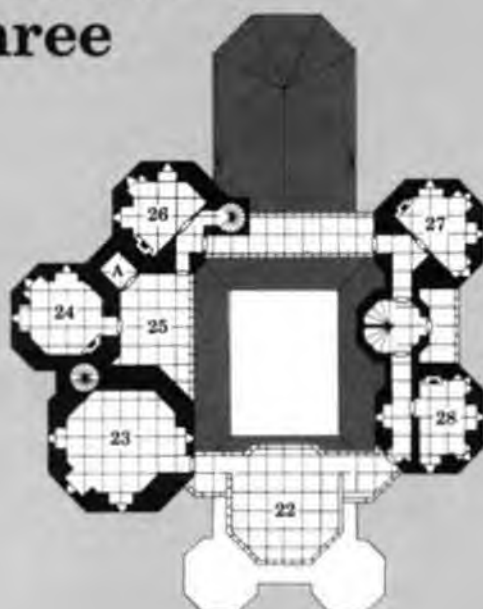
To the north of the rug is a huge table (10' x 50') behind which the giants are seated, if the party's arrival has been announced beforehand. The party is then brought before the assembled giant clan and told to stand before the table. After the formal introductions, the giants invite the party to dine with them (if the PCs have behaved). As long as the PCs have business that appears useful and peaceful on the cloud island, they may join the giants for meals here.

Jorgis deals with rude or aggressive guests by pressing a secret button on the arm of his chair, triggering the trapdoor. Anyone standing on the rug over the marked area falls 100' into the dungeon (area 49), taking 20-120 hp damage.

The dinnerware is silver and well crafted (worth 400 gp for each of the 16 place settings) but extremely bulky, weighing 300 lbs. for the entire set.

For entertainment, the giants keep a jester, an insane monk by the name of Zarboni who performs tricks and tells humorous stories. He knows a little about the friction between Jorgis and Valkor, and may reveal such to an

CLOUD CASTLE Level Three



inquisitive party. If the party cures his insanity, he makes all possible haste to leave the island. The jester has no treasure and sleeps in this room.

Zarboni: AC 6; MV 20"; M6; hp 19; #AT 3/2; Dmg 2-8; S 15, I 12, W 16, D 18, C 12, Ch 17, Co 10; SA stunning; SD dodge missiles, thief skills, 24% chance to be surprised, protection against ESP, falls 30' without harm, immune to disease and *haste* or *slow* spells; AL LN; see *Players Handbook*, pages 30-32. Zarboni's insanity causes him to believe he is a mysteriously shrunken cloud giant, but he lacks the malicious nature of the giants, instead acting like an elderly uncle.

4. Shrine. Only cloud giants will ever be found here. The door to this room is not locked, but if the giants find any PC in this room, they attack that person at once to destroy him. A huge altar (10' x 20') dominates the center of the room. The altar is covered by a white cloth sewn with designs in silver thread. Upon the cloth is a white stone statue 25' high of Vilya, the deity of the cloud giants. Beside the statue is a giant prayer book (written in the cloud-

giant language), made of strong white vellum and written with silver glyphs, and a pair of silver candleholders. The 75-lb. book can be sold for 2,000 gp in a large city, and the candleholders are each worth 1,000 gp (500 lbs. each).

5. Sitting Room. This room is used for formal entertaining. There are several giant-size chairs and a low table placed around the room. On a table beside one chair is a fine porcelain statuette (worth 1,000 gp) and a finely crafted gold box (worth 300 gp). The north wall is decorated with another skyscape tapestry. An Oriental carpet (worth 2,000 gp and weighing 100 lbs.) covers the floor.

6. Game Room. This octagonal room holds a table with a large chess set upon it, a dartboard which hangs from the wall, a table used for a game similar to billiards, and a deck of cards. The chess game is the giants' favorite, and any of them will surely accept a challenge to play (although the PCs may find moving the heavy pieces very tiring). The clan is also fond of playing darts and the billiard game, but PCs may have trouble playing

giant-size versions of these games. The giants are not particularly fond of card games but will play if the PCs request it (but the giants never gamble). The chess pieces are marble plated with silver and gold, and the complete set is worth 1,250 gp (450 lbs. total).

7. Library. The walls of this room are lined with shelves, and a huge desk takes up much of the center of the room. There are several hundred huge volumes here, most of them written in the cloud-giant tongue. These books deal with cloud-giant legends and histories, and other matters that interest cloud giants. If all the books are examined (a heroic feat indeed!), 1-4 are found that aid in researching air-based spells. One book describes in detail how to operate the cloud island's control room (area 32); there is a 1% cumulative chance per book examined of finding this particular book, and it takes one turn to look at each giant book. Any book is worth an average 150 gp to a collector (10,000 gp for the entire collection). Each book weighs 20 lbs. (5,000 lbs. total for the entire set).

8. Lounge. This room is used by the giants for rest and relaxation. It has a comfortable couch, a low table with a few books on it, and a bar. There are several strange types of liquors on the bar, as well as a variety of juices, fruits, and spices. Several stools stand by the bar, behind which sits a dwarf. Seltz the dwarf has been *charmed* by Sazor to become an unresisting servant, happy to serve. His sole purpose is to mix any type of drink requested. On a stool in one corner sits Glim, a *charmed* gnome, who plays light, airy music on his lute to those who wish it. The bartender makes casual conversation and orders Glim to play music for the guests. These two fight only to save themselves and will not otherwise leave the room.

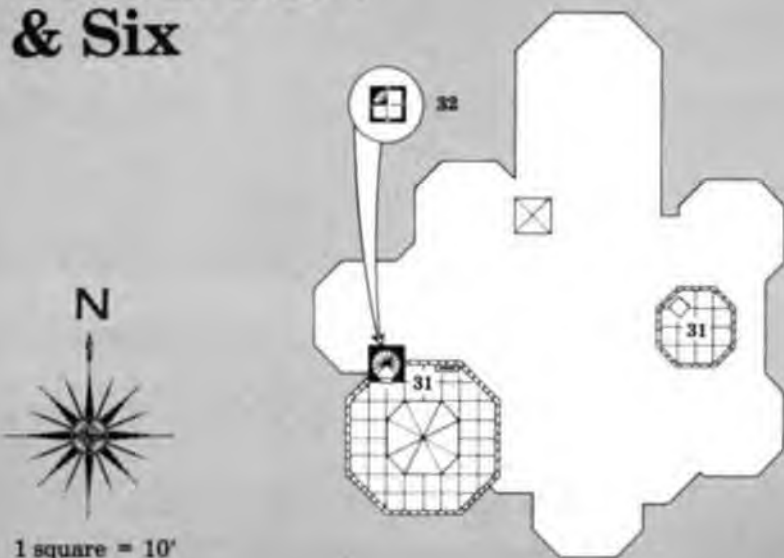
Seltz: AC 10; MV 6"; F1; hp 8; #AT nil (unarmed); statistics unremarkable; AL NG.

Glim: AC 10; MV 6"; F1; hp 7; #AT nil (unarmed); statistics unremarkable; AL CG.

9. Unused Room. The giants have no current use for this room. There are a few chairs and a table stored here, all covered by huge white sheets. The place is quite dusty, and there is nothing of interest here.

CLOUD CASTLE

Levels Five & Six



Five man-turns of searching in Durham's closet (18A) reveal only one piece of fine clothing (worth 500 gp).

19. Upper Great Hall. Beneath a 40' high vaulted ceiling, this gallery overlooks the great hall (area 3). Stairways on the east and west lead down to the lower area. The smaller banquet table and chairs here are used only during very large feasts. Several banners, possibly of various cloud-giant clans, hang on this level of the hall. There is nothing else of interest here.

20. Ferris's Bedroom. This room is cluttered with many strange objects such as worthless rocks, pictures, and books. Ferris collects and studies these objects from the world below. Aside from all the clutter, there is also a bed, a dresser with a mirror, and a small desk. There is nothing valuable in the mess, but many turns searching can be spent to prove it.

In his closet (20A), Ferris has 2-3 garments of very good quality (worth 400 gp each) which can be found in five man-turns.

21. Valkor's Bedroom. This room is furnished in a showy manner, although there is not much of actual value in it. A pair of crystal decanters (empty, worth 600 gp each) sits on a table. Two ornamental tapestries on the wall are worth 100 gp each. The bed, chair, table, and dresser are not worth enough to justify removing them. But on one slat under the bed is Valkor's key to the vault at area 60.

If five man-turns are spent searching through the many garments in Valkor's closet (21A), 3-4 exceptional pieces (worth 500 gp each) can be found.

Level Three

22. Rooftop. The view from here is breathtaking, though it is also open to the elements. There is a 5% chance each time a PC comes here that a random aerial encounter will be met (see table at "For The Dungeon Master").

23. Hawk Mews. This, the larger of two aviaries, is exclusively for hawks. The giants raise these creatures for pleasure and enjoy watching them hunt down prey. There are about 30 giant

hawks here, all hooded and perched. As such, they are helpless and pose no threat. If any of the birds are killed or harmed, the giants will be very angry indeed. The ceiling here is 25' high.

Hawks, giant (30): AC 6; MV 1"/33"; HD 1+1; hp 7 (x5), 6 (x5), 5 (x10), 4 (x10); #AT 3; Dmg 1-3/1-3/1-2; AL N; man-size (5-6' wingspan); MM2/64 with changes.

24. Pigeon Cote. This smaller aviary is used for raising giant pigeons. They are sometimes used to send messages to other cloud islands, and sometimes flown as prey for the hawks. Ten large cages, stretching 25' from floor to ceiling, house the pigeons, and the giants will not tolerate any abuse of these creatures.

Pigeons, giant (63): AC 7; MV 1"/15"; HD 1/2; hp 3 (x33), 2 (x30); #AT 1 (beak); Dmg 1-2; AL N; new creature.

25. Terrace. The hawks and pigeons are released from this terrace. There is nothing here but a wooden stool and a few perches. Supplies for the aviaries are kept in a closet (25A) to the northwest, which holds several barrels of grain as well as straw, a broom, a few old sacks, and some leather hawking gloves.

26. Workshop. A workbench in the center of the room holds many types of tools as well as several pieces of leather. The tools are used for cutting and shaping the leather into hoods, strings, and other items for the hawks. There are several partially completed hoods on the bench next to the beginning of a hawking glove. The ceiling of this room is 35' high.

27. Guest Room. This room, specially furnished for creatures smaller than giant size, is where the visiting party is housed. The room contains many comfortable beds, several chairs, a table, and a wardrobe, as well as several folding screens that can be used to subdivide the room into smaller sections. The giants try to provide anything the party needs here, within reasonable limits. The ceiling here is 35' high.

28. Guest Room. This guest room is currently occupied by two hill giants, guests of Jorgis. The clan leader is considering putting these two in charge of the bugbears at the guard towers. The

two hill giants, Knash and Kurg, are also on good terms with Ferris. They are uninterested in humans but will act with total loyalty to Jorgis to prove their reliability. Knash carries a 2,500-gp blue diamond as a gift to Jorgis, and each giant has a sack of 1,700 sp and 800 gp. Each giant also carries a rock at all times. The ceiling here is 35' high.

Hill giants (2): AC 4; MV 12"; HD 8+1; hp 53, 45; #AT 1; Dmg 2-16; SA hurl rocks for 2-16 hp; SD catch missiles; AL CE.

Level Four

29. Strategy Room. The only access to this room is via the secret stairway. The strategy room is usually visited only by Jorgis, Durham, and Valkor. In the center of the room, beneath the 25'-high ceiling, is a large table with a map of the surrounding area spread upon it. There are several marks on the southern portion of the map and several arrows that point northward toward the PCs' base town. The margins are covered with dates and notes about wind conditions (in the cloud-giant language, of course). There are many other maps hanging on the walls, including the layout of each level of the castle and dungeon as well as large-scale maps of the entire continent, divided into unfamiliar territories (these show the domains of various cloud-giant clans). These maps can be sold to a mapmaker in any large city for a total of 750 gp.

30. Rooftop. See area 22 for details.

Level Five

31. Rooftop. See area 22 for details, but increase the chances of a random aerial encounter here to 10%.

Level Six

32. Control Room. This is the highest room of the castle. It can be reached only by the secret stairway and provides an excellent view of most of the island and surrounding lands. On the south wall is a three-panel control board. The left panel has controls for the weather below the cloud area. The center panel controls the cloud island's movement, and the right panel controls the shape, size, texture, and density of the cloud. These controls are difficult for human-size beings to operate, and anyone attempting to do so without first observ-



ing one of the giants (or reading the operations manual in the library) will cause only random effects (depending on the panel operated) that may be quite fatal. As a rule, any adjustment can be negated by returning the lever, button, or dial to its original position. The ceiling in this room is 25' high.

It is strongly recommended that the DM not allow the PCs to freely manipulate the controls in this room. Learning to operate the controls should take a great deal of time, if it is allowed at all.

Ground Floor

The ground floor is the first story of the castle. The ceilings are 30' high, and the place is poorly lit.

33. Basement. This large area is situated below the atrium (area 2); its many pillars support the floor and pool above. The basement is cluttered with firewood and various odds and ends: old rope, empty crates and barrels, old pieces of cloth, worn out shields, furs, and so on. Most items are stacked near the corners, but it would take many turns to search through everything. The

DM may be as inventive here as he likes if the PCs search for any particular item.

34. Kitchen. This room, directly below the great hall (area 3), is used for all the castle cooking. There are several sturdy tables as well as shelves of pots, pans, and dishes of all sorts. Two fireplaces furnished with great spits and kettles provide heat for cooking. Near the middle of the room is a 20'-wide hollow shaft through which unruly guest at area 3 are dumped into the dungeon (area 49). Eight **gnoll scullions** (hp 12 (x3), 11 (x2), 10, 9, 8) do all the cooking, cleaning, and running of errands. They defend themselves with butcher knives (equal to short swords) if necessary. See area 1B for gnoll statistics and treasure.

35. Postern. This rear exit is locked but unguarded. It leads directly into the Enchanted Forest, but it is highly unlikely that the PCs will find their way into the castle through this door. Only a party that knows the door's location can find it from the forest side.

CLOUD CASTLE

Ground Floor



36. Pantry. All of the castle's food-stuffs are kept here. The walls are stacked high with boxes, crates, and barrels. Even a casual examination reveals that many of these items have been gained through raids on the local area, for several packages bear identification marks from local merchant guilds. Also in this room is a cabinet full of silverware and fine place settings (all giant-size). The entire set is worth at least 8,000 gp (500 lbs. weight).

37. Personal Apartments. This room is divided with tapestries and screens into a hallway and two small apartments. In the first room (area 37A) lives the gnoll butler, Kjosath. He is responsible for the other gnolls and takes his orders from Jorgis. Kjosath knows that Valkor is trying to gain Sazor's help in seizing power from Jorgis, and he may pass this information to a tactful party. The butler has 19 ep and 6 gp hidden in a small chest beneath his bed.

Kjosath: AC 4; MV 9"; HD 3; hp 20; #AT 1; Dmg by weapon type; AL CE; two-handed sword; MM1/46. Kjosath is relatively loyal to the giants who employ him, but he has never gotten

used to being their slave, and he wouldn't mind causing a little treachery to throw them off balance.

The other section of the room (area 37B) belongs to Rubichur, the bugbear captain. He commands all the castle bugbears and gets his orders from Durham. He happens to know that Avesta is considering running away, and he may talk for a price (200 gp or more). He has 116 sp, 35 gp, and 8 pp which he keeps on his person at all times, and wields a mighty *battle axe* +2.

Rubichur: AC 3; MV 9"; HD 4; hp 30; #AT 1; Dmg by weapon type; SA surprise on 1-3; AL CE; *battle axe* +2; MM1/12. Rubichur hates orcs and half-orcs with a mad passion from many long-ago battles with them. He says little to the adventurers unless they bribe him well.

38. Gnoll Quarters. This dank and smelly chamber holds 20 bunks as well as many footlockers of clothing, a table, and a water basin. During the day, only eight off-duty and unarmed gnolls will be found here (hp 15 (×2), 13 (×2), 11 (×2), 10 (×2)). See area 1B for gnoll statistics and treasure.

39. Bugbear Quarters. This room has 25 bunks, an equal amount of footlockers, a few chairs, a table, and several water basins. Except at night, only 10 off-duty bugbears are here (hp 19, 18, 16, 15 (×3), 14 (×3), 11; unarmed).

40. Weapons Storeroom. This room is used to store spare weapons, weapons taken from captives, and the weapons of the off-duty gnolls and bugbears. Hanging on various racks are 10 two-handed swords, three long swords, a battle axe, a mace, two hammers, and a flail. Four huge clubs stand in the far corner, along with a long bow and quiver of 20 arrows (six of which are *arrows* +1). There is nothing else of interest here.

41. Workshop. Various odd jobs can be performed in this workshop. On the workbench are hammers, chisels, files, and so on. A hand axe and a *saw of mighty cutting* hang on the wall. The room also contains a stool and a small foot-powered lathe. No one has been working here in a long time, and the room is a bit dusty.

42. Winery. Beside a large wooden vat stand a few buckets and other materials used to make wine. If a PC samples one of the three full bottles of the giants' vintage, consult the Intoxication Table on page 82 of the *DMG*.

43. Smokeroom. This room contains a fireplace, a rack, several spits, a knife, and a chopping block. There are a few slices of animal meat upon the block, but nothing else here to interest the party.

44. Torture Chamber. This seldom-used room can only be reached by a secret stairway from the atrium (area 2). It holds all the standard torture devices (rack, whip, thumbscrew, iron maiden, etc.). The torturer is an ettin, Gond & Gand, who lives in this room. He is bored and ill tempered, and has an intense dislike of observers. The ettin wears a 500-gp gem on a chain around his neck, and has 2,070 sp in a sack by his bunk on the northeast wall. He is a friend of the giant two-headed troll in area 48.

Ettin: AC 3; MV 12"; HD 10; hp 51; #AT 2; Dmg 2-16/3-18; SD surprised only on a 1; AL CE; MM1/40.

45. Stairway to Dungeons. This stairway leads down to area 46.

The Dungeons

The dungeons lie below the castle and extend into the cloud itself. All walls and floors are made of stone, and the ceiling height is 30'. The upper dungeon includes rooms 46-52, and the lower dungeon has rooms 53-60.

46. Main Dungeon. This area is subdivided into eight prison cells with a 20'-wide walk around them. Each cell (A-H) is enclosed with strong bars and locked with a stout padlock. The cells are occupied as follows:

Cell A holds a nasty troll who is weakened and dying of starvation. If released, he attacks unless given food immediately. After he eats the food, then he attacks. The giants picked the troll up on a recent raid, but he has proved to be too stupid and violent to be of use.

Troll: AC 4; MV 12"; HD 6+6; hp 38 (now 13); #AT 3; Dmg 5-8/5-8/2-12 (now 1-4/1-4/2-8); SD regeneration; AL CE; MM1/97.

Cell B holds two local merchants (zero-level humans), each willing to pay a 500-gp reward to their rescuers. The giants caught them on a recent raid because they looked important, but Sazor has found them to be of no use; they will eventually meet the thessalhydra in area 59 for lunch.

Merchants (2): AC 10; MV 12"; zero-level humans; hp 3, 2; #AT nil (unarmed); AL LG and CN.

Cells C, D, and G are empty.

Cell E holds a tortured bugbear (1 hp remaining) who was imprisoned for insubordination. He will help the party in exchange for his freedom.

Cell F holds Noggins, a daring half-living thief who was caught snooping around the island. He will gladly stay with the party for a fair share of any treasure gained, but he has no treasure of his own and has lost all his tools and equipment.

Noggins: AC 6; MV 12"; T4; hp 17; #AT 1; Dmg by weapon type; S 9, I 13, W 14, D 18, C 11, Ch 13, Co 12; SA rear attack; SD thief skills; AL NG.

Cell H holds a common peasant who was captured on a raid. He is very frightened, as he has overheard the giants discuss plans to feed him to the thessalhydra.

Peasant: AC 10; MV 12"; zero-level human; hp 4; #AT nil (unarmed); AL N.



47. Guards. There are 10 bugbears (hp 21, 20, 18 (x2), 17 (x3), 16 (x3); two-handed sword) stationed here to guard and feed the prisoners in the main dungeon. One bugbear makes a routine check each hour, but will investigate any noise from the prisoners at any time.

48. Jailer. The jailer, a giant two-headed troll named Gnash & Scar, is quartered here. His chamber is simply furnished with a bed, a chair, a table, and two large chests that hold the prisoners' belongings. The troll has a 2,500-gp gem as well as the keys to the prison cells. One chest holds normal clothes and similar items, while the other holds two pouches of 10 100-gp gems (belonging to the merchants in cell B), a small suit of leather armor, a dagger +2, a sack of 123 pp, and a flying carpet (capacity one person) — all Noggins' stuff (see cell F).

Two-headed troll: AC 4; MV 12"; HD 10; hp 67; #AT 4; Dmg 1-6/1-6/1-10/1-10; SD regeneration; AL CE; FF/90. This troll is a friend of the ettin in area 44 and cares nothing for one-headed beings except for the giants (because

they are stronger than he is) and Sazor (because he fears the wizard's magical fire).

49. Holding Chamber. Rude guests from the great hall (area 3) are deposited here. The doors can be locked and barred from the outside, and an open trapdoor in the floor is covered with straw. An unwary PC may fall through the trapdoor and through room 58 below (see description). The giants will drop boulders down on the PCs to subdue them. When the PCs surrender, they are stripped of their gear and put in the empty prison cells to await their ransom. If there is no one to pay the ransom, the PCs had better do some fast thinking.

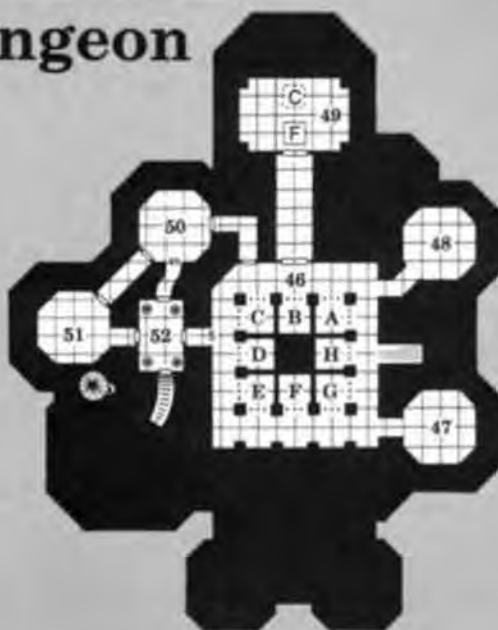
50. Midden. The floor to this room is 10' below door level, and the bottom five feet are filled with rubbish, including slimy refuse from the castle's bathroom and kitchen. The secret door is at floor level. In the very center of the room is a roper, hidden under a pile of trash. It attacks anything entering the room. In its gizzard are 17 pp, six 100-gp gems, and five 5,000-gp gems. The roper is an

CLOUD CASTLE

Upper Dungeon



1 square = 10'



old resident of the castle, and the giants saw no reason to remove it.

Roper: AC 0; MV 3"; HD 11; hp 68; #AT 1; Dmg 5-20; SA six poisonous strands; SD unaffected by lightning, half damage from cold, 80% magic resistance; AL CE; MM1/83.

51. Rust Monster Room. Two rust monsters are kept here and fed by the giants. They are hungry, nonetheless, and attack any creature carrying metallic items. The rust monsters have proved useful against previous human invaders, so the giants keep them healthy.

Rust monsters (2): AC 2; MV 18"; HD 5; hp 29, 27; #AT 2; Dmg nil; SA corrode metal; AL N; MM1/83.

52. Margoyles Room. In each corner of the room is a stone column 23' high, topped by a stone gargoyle that appears to hold up the ceiling. These are margoyles, and they attack any creature not accompanied by one of the cloud giants. The margoyles swoop down and fight to the death. On top of the northeast pillar are 794 gp and a 50-gp gem (gifts from the cloud giants). All of the margoyles

have been charmed by Sazor.

Margoyles (4): AC 2; MV 6"/12"; HD 6; hp 37, 34, 31, 30; #AT 4; SA 80% chance to surprise; Dmg 1-6/1-6/2-8/2-8; SD +1 or better weapon to hit; AL CE; MM2/83.

53. Second Level Entry. The stairs come down from area 52 into this room, which is guarded by a stone golem who will not allow any creature unaccompanied by a cloud giant to pass. The golem fights to the death and has no treasure.

Stone golem: AC 5; MV 6"; HD 14; #AT 1; Dmg 3-24; SA *slow* spell; SD +2 or better weapon to hit, broad spell immunity; AL N; MM1/48.

54. Spear-Trapped Room. This room is empty except for a huge spring-loaded spear launcher which sits in the center of the room facing the west door. When the door is pulled open, a connecting cable triggers the firing of four huge spears (2-20 hp damage each). The trap can be disarmed normally if approached from either of the other doorways. Several extra spears (15' long) rest near the machine.

55. Minotaur Lair. This small maze radiates permanent *confusion* and is the abode of a strong and clever minotaur who was brought here by the giants many years ago. The minotaur tries to sneak around and attack any nongiant from behind but flees from a stronger attack. If cornered in his lair (55A), the minotaur surrenders his treasure of 2,185 sp in return for his life.

Minotaur: AC 6; MV 12"; HD 6 + 3; hp 40; #AT 2; Dmg 2-8 or 1-4/by weapon type; SD surprised only on a 1; AL CE; axe; MM1/71.

56. Empty Room. This room holds nothing of interest to the PCs but may make them less wary for the trapper in room 57.

57. Trapper Chamber. This chamber appears empty like room 56, but the center 20' x 20' section of floor is really a trapper, acquired as a guardian by the giants. It is totally flat and will attack when two or more creatures are standing near its center. The trapper fights to the death. Beneath it are 7,592 gp, 760 pp, and a 500-gp platinum brooch, treasure the giants let it have for safekeeping. The trapper doesn't even bother to attack giants, as it can only envelop one giant limb before the giant pulls it off and slaps it.

Trapper: AC 3; MV 3"; HD 12; hp 63; #AT 1; Dmg 4 plus AC of victim; SA crushing, smothering; SD 95% undetectable, fire and cold resistant; AL N; MM1/95-96.

58. Room Without a Floor. This empty room appears normal, but low, heavy mists obscure the fact that it has no floor! Anyone stepping into the room plunges straight down through the cloud and falls to earth. Probing ahead reveals the lack of a floor, and magic can be used to reach the other door.

59. Thessalydra Room. A thessalydra guards the entry to room 60. It is on a 50' chain connected to the south wall. This mean-tempered beast has been trained to attack and destroy any nongiant entering the room. It fights ferociously and to the death but has no treasure. The giants raised the monster from an egg and feed unwanted prisoners to it.

Thessalydra: AC 0; MV 12"; HD 12 (body); hp 75 (body)/12 (each head); #AT up to 10; Dmg 1-6 (x 8)/1-12/1-20; SA

acid saliva, spitting; SD immune to acid; AL N; MM2/119.

60. Vault. The giants' treasure is kept here behind a triple-locked vault door. Jorgis, Durham, and Valkor have keys, usually kept well hidden in their rooms. The treasure consists of 9,736 cp in a large unlocked chest. Beneath the coins are a *dagger* +2, a *ring of water walking*, a *shield* +2, and a clerical scroll with *divination*, *atonement*, and *heal* spells. Three large sacks hold 11,047 sp. There are 5,921 ep in a chest locked with five locks, 7,776 gp in a large chest with a weak poison needle trap (+1 on saves), and 30 gems and seven jewels (worth a total of 30,000 gp) in a small chest.

The treasure is guarded by a beholder, who was *charmed* by Sazor Stratos to attack and destroy any being who enters who is not either a cloud giant or Sazor Stratos. The beholder hovers near the ceiling, using its spells until slain.

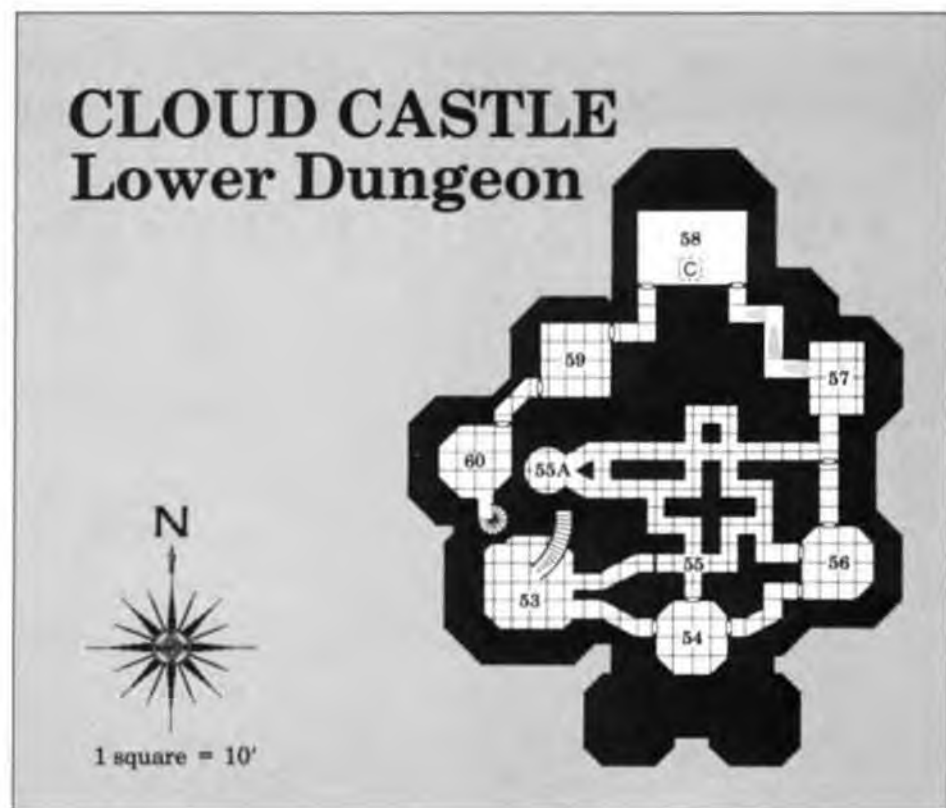
The stairs to the south are the beginning of a secret staircase that climbs to the top of the castle. The steps also wind down to a small platform on the bottom of the cloud, where one may jump off (cloud giants can *levitate*).

Beholder: AC 0/2/7; MV 3"; HD 12; hp 75: 50 (body), 25 (central eye), 12 (each eyestalk); #AT 1; Dmg 2-8; SA spells; SD anti-magic ray, special magic resistance; AL LE; MM1/10.

Sazor's Tower

Sazor's tower is separated from the cloud palace by a short causeway (see "The Cloud Palace," area 2A). The tower is four stories high and constructed out of the same material as the castle. Although each story is giant height (Ground Floor = 30', First Level = 40', Second Level = 30', Third Level = 25'), Sazor has added interior walls which make it difficult for the giants to get around inside. Because of this, Sazor is rarely intruded upon in his tower. Though he spends much time in the castle, the wizard retires to his tower to rest, study, plot, and plan.

Sazor Stratos, a 15th-level magic-user, was surprised and captured by the raiding giants several years ago. Though at first a prisoner, he slowly worked his way into the giants' trust by showing them the useful magicks he could dispense in their service. He has been continually trying to gain more impor-



tance and power among the giants ever since. Sometime in the future, Sazor hopes to overthrow the giants and claim the island as his own, but he has yet to completely detail such a plan.

Sazor is very smart, shrewd, and patient. He tries to stay on good terms with the giants until he is ready to put his plan into action. He sides with the giants against a weak party (of little use to him), but he sees the possibilities of a strong party and tries to use such adventurers against the giants. He hopes that the winning side in any conflict will be severely weakened and easy prey for Sazor and his underlings. The magic-user is cold-hearted and will do whatever is necessary to further his own ends; he is a racist human supremacist who believes all beings should serve humanity as slaves or be destroyed — even cloud giants. Sazor's three henchmen were gained from the ranks of human prisoners captured over the years; because Sazor saved them from certain death (and because their plans and interests matched as well), these henchmen are quite loyal.

Sazor Stratos: AC -2; MV 12"; MU15; hp 38; #AT 1; Dmg by spell or

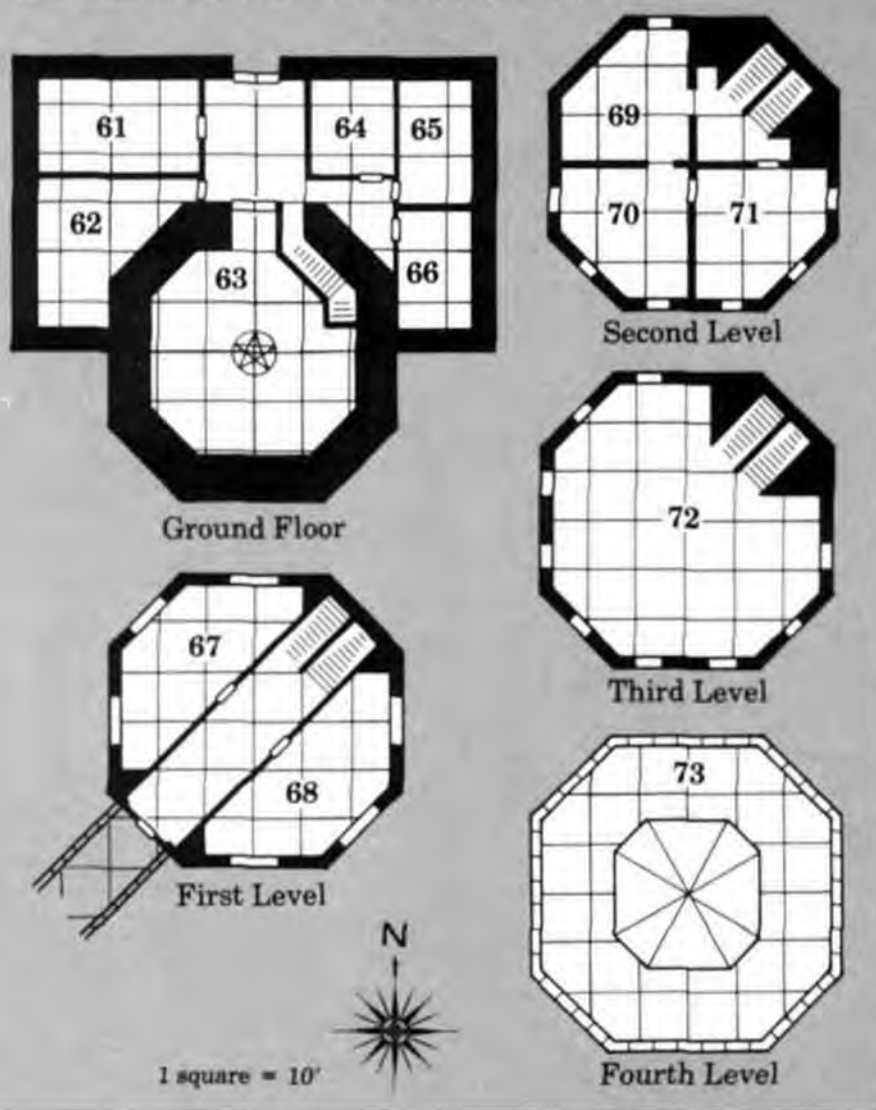
weapon type; S 11, I 18, W 16, D 15, C 10, Ch 15, Co 9; AL NE. Sazor wears *bracers of defense* (AC 5) and a *ring of protection* +3. He carries: a *dagger* +3; a *potion of gaseous form*; wands of *illumination* (37 charges), *lightning* (51 charges), and *paralyzation* (29 charges); and a *rope of climbing*. He wears a jeweled necklace worth 1,200 gp and usually carries 50 pp in his purse.

Sazor has memorized the following spells: *detect magic*, *feather fall*, *read magic*, *shield*, *unseen servant*, *invisibility*, *knock*, *levitate*, *web*, *wizard lock*, *gust of wind*, *haste*, *hold person*, *lightning bolt*, *phantasmal force*, *dimension door*, *ice storm*, *polymorph other*, *polymorph self*, *wall of ice*, *conjure air elemental*, *cone of cold*, *passwall*, *telekinesis*, *wall of force*, *control weather*, *globe of invulnerability*, *delayed blast fireball*.

Ground Floor

61. Game Room. This room has quiet intellectual games such as chess. The dice on one table are magical; their outcome can be controlled by any concentrating magic-user (chance of success is five times the level of the magic-user).

SAZOR'S TOWER



Another table holds a *deck of many things* in a secret drawer (roll to detect secret doors or traps to find the drawer).

62. Storeroom. The door to this room is *wizard locked* at the 15th level. The room holds material components for spells and various other items for laboratory use. If 10 man-turns are spent searching, 1,100-2,000 gp worth of expensive nonmagical materials of the DM's choice can be gathered.

63. Spell Room. Centered on a pentagram, this room is used only for summon-

ings and conjurations. Candles and blocks of incense are placed at the points of the star. Lying open on a stand is a spell book that Sazor stole, containing the following spells: *banishment*, *binding*, *dismissal*, *dolor*, *ensnarement*, *gate*, *spiriturack*, and *torment*. The door to this room is *wizard locked* and *fire trapped* (16-19 hp damage) at the 15th level.

64. Monk's Quarters. This room houses a 5th-level monk, Wapun Chai, under Sazor's total command. Wapun Chai has been with Sazor for years and is completely loyal to his master; he is

polite even to his deadliest enemies. This room's furnishings are spartan, containing only a bed, two chests for clothing, and a table and chair.

Monk: AC 7; MV 19"; M5; hp 16; #AT 5/4; Dmg 2-7; all ability scores are 15; *speak with animals*; 72% resistance to ESP; immune to disease and haste/slow spells; AL LE; 14 pp, 23 gp.

65. Wizard's Apprentice. In this room is a 3rd-level magic-user apprentice, Deost. He knows the spells *jump*, *magic missile*, and *levitate*. Deost is highly loyal to Sazor as well, as he sees his master as the only source of spells and power around. He will not speak with "outsiders" such as the PCs. A bed, two chairs, a table covered with Deost's notes on spell-casting, a chest, and a thick carpet of bear pelts (50 gp total value) are present.

Apprentice: AC 10; MV 12"; MU3; hp 10; #AT 1; Dmg by spell or weapon type; all ability scores are 12, except for intelligence (16); AL NE; dagger, 37 pp, 135 gp.

66. Fighter's Room. This room houses a 5th-level fighter, Nordstakker, under Sazor's command. He has *plate mail* +1 and a *long sword* +2, as well as 1,326 gp. Nordstakker has been with Sazor for a long time and once saved Sazor's life, making the fighter especially favored and rich. The room has an extra-wide bed, two chests, a carpet of bear fur (200 gp value), two easy chairs, and several wall hangings (no value).

Fighter: AC 2; MV 9"; F5; hp 33; #AT 1; Dmg by weapon type; all ability scores are 14; AL NE.

First Level

67. Living Room. This comfortable room is well furnished with human-size furniture. It contains little of interest, but the DM may detail it as desired.

68. Dining Room. This room holds a long polished table with fine place settings. About 2,000 gp worth of good silverware can be gathered here, as well as a 300-gp silk tablecloth. Sazor entertains few guests (mostly interesting prisoners of the giants), but he likes the display of wealth.

Second Level

69. Library. The works in this library pertain mostly to magic and magical research. These books can be sold for a



total of 3,000 gp in any major city, but 240 volumes, each weighing 1-6 lbs., must be transported.

70. Study. The small desk in this room holds a quill pen and several sheets of parchment. A few books and scrolls (all nonmagical) are also here. One book in particular may interest the party; it was written by Sazor himself and details the reading and speaking of the cloud-giant language. Anyone who studies this book for a few days can translate cloud-giant writing, and a few weeks' study allows the language to be spoken with some accuracy. This book can be sold in any major city for 1,500 gp.

71. Sazor's Bedroom. The bed and dresser here are worthless, but the mirror is worth 150 gp. Sazor has the key to a large locked chest that is trapped with a poison needle (save at -2 or die). In the chest are 3,200 gp, 2,000 pp, and 5,700 gp worth of gems and jewels in a *bag of holding* (largest size). Also in the chest are two potions of *extra-healing*, a scroll of *protection from demons*, and a *wand of wonder* (three charges).

Sazor's spell book is *invisible* and hidden under his bed. It holds all of his memorized spells as well as *jump*, *light*, *magic missile*, *write*, *ESP*, *locate object*, *web*, *fireball*, *slow*, *charm monster*, *fear*, *wizard eye*, *hold monster*, *teleport*, and *project image*. Both doors to this room are *wizard locked* and *fire trapped* (16-19 hp damage) at 15th level.

Third Level

72. Laboratory. Although there are mounds of scientific equipment in this room, Sazor is not conducting any experiments now. The room's contents are worth 15,000 gp, but the packaging, transport, and sale of such items would be daunting.

Fourth Level

73. Observatory. The roof of the tower provides a good view of the castle, the forest, and the cloud island in general. There is nothing else of interest here except a small and complicated telescope (worth 1,000 gp to the right person) that weighs 35 lbs.

Concluding the Adventure

The basic goal of the PCs should be to find some way to negate the immediate threat of the giants and other inhabitants of the cloud island. The eventual arrival of other cloud giants for the wedding of Avesta (see "The Cloud Palace") may complicate the mission.

If the PCs manage to get the cloud giants to flee the area with their cloud island, they will have solved the immediate problem — but the giants begin to raid other areas and will have to be dealt with later. Sazor will not leave the cloud island, as he has plans for it in the long run — plans the DM may devise and implement at a future date.

The PCs may, if they are of high level, even desire to take control of the cloud castle and island for themselves. In this event, they will time and again be forced to battle other beings who also see the cloud island as valuable property.

Ω

I'M THE NO-SASE OGRE.



It's quite possible that your manuscripts and I have already met. If the editors receive a gaming article, but the author has not sent a self-addressed, stamped envelope with the manuscript to allow for a reply, the editors give the manuscript to me, and . . . well, let's not dwell on that.

Give the editors (and your manuscripts) a fair break. With each article you send us, enclose a SASE large enough to permit the easy return of the manuscript, should it require rewriting or be unsuitable for use. Canadians and residents of other countries should enclose international postal coupons, available at local post offices.

Don't let your article come my way. Be sure to use a SASE with all your submissions.



Fran Hart is a professional recreator, which means she gets paid for showing people how to have a good time. She is a member of the Olympic Tanning Team and works out faithfully on beaches around the world. Fran wishes to thank Matt Hart, Makala Vest, and Zack Adams for their assistance.

"The Dwarves of Warka" is an AD&D® adventure for 5-9 characters of 3rd-6th level and of any alignments. Because the setting is a dwarven town, half-orc player characters are not recommended, and elves may be greeted with antipathy. This adventure allows for a great deal of interaction with dwarven NPCs. A PC who violates the behavior standards of the community could find himself in a great deal of trouble. Thinking is emphasized over combat.

Adventure Background

Wherever they happen to be, the adventurers hear rumors of a dwarven messenger who is seeking a brave band of adventurers to investigate strange happenings in the caverns beneath the Javam Mountains in the province of Warka. The capital of Warka is Mountain Lake, named for the nearby crystal-clear body of water. The messenger brings tales of a new system of underground caverns that harbor strange and fearsome creatures. He also tells of a blackened, fire-seared dwarf who was the only survivor of an exploration party. The dwarf returned from the tunnels clutching a dragon scale and a diamond as big as his fist.

The adventurers need never actually speak to the messenger, as there are notices posted everywhere reading:

WANTED: Brave adventurers for cavern exploration and research. Apply in person to Carlos Blitzener, Mountain Lake, Warka Province.

A crude map is appended to the notice, showing the approximate location of Mountain Lake. If the PCs decide to answer the notice or follow up on the messenger's story, they should have no trouble finding the dwarven city. Any encounters along the way are left to the DM's discretion.

The following rumors may be picked up by the party before it reaches Mountain Lake. Assume that each PC who makes inquiries about Mountain Lake's situation gains 1d4 - 1 rumors, then

THE DWARVES OF WARKA

BY FRAN HART

The survivor had a gem — and a dragon's scale.

Artwork by John Lakey

rolls 1d12 on the following table for each rumor (duplicate rumors are not rerolled):

1. A party of 18 miners went into the caverns, but only one returned. He carried a huge diamond. (False, but widely quoted)
2. As per 1, but only three miners went into the caverns. (Partially true)
3. There's a tremendous dwarven treasure buried beneath the town of Mountain Lake. (False)
4. There's a nereid living in Mountain Lake. (False)
5. Beware the bear of Mountain Lake. (True, in a way; this refers to Dona Blitzner, at area A)
6. The metal workers of Mountain Lake are the best around. (True)
7. The mines around Mountain Lake are played out. (False)
8. Carlos Blitzner's great uncle buried the family treasure under a foot-shaped rock somewhere on the mountainside. (False, but a popular rumor)
9. The clerics of the dwarven temple are extremely powerful. (Perhaps exaggerated, but partly true; see area P)
10. Mountain Lake water has curative powers. (False, though the water is very pure)
11. Magic-users are run out of town on sight in Mountain Lake. (False, but see area B)
12. Mountain Lake is the home of an ancient dwarven swordsmith who makes magical swords. (Partially true; see areas M-O)

Just as in real life, rumors and gossip distort the truth, and only after reaching Mountain Lake are the adventurers able to discover what really occurred in the mountain caverns.

As the party approaches Mountain Lake for the first time, read or paraphrase the following description:

As you round a bend and top the rise of the well-kept road you have been traveling, the sound of a horn splits the air. The sound echoes around you as you look into the mountain community spread out below. Columns of chimney smoke rise into the air. A crystal-clear body of water sparkles in the sun. A dozen or so well-kept stone buildings are visible, while

large stone doors dot the mountainside. Figures carrying tools move purposefully in groups of two or three. This is your first glimpse of Mountain Lake, the capital of the dwarven principality of Warka, located high in the Javam Mountain Range.

As the PCs enter Mountain Lake, they see a caravan of merchants leaving the town. Miners and townspeople move about, intent upon their business. Travelers to Mountain Lake are nothing new, and dwarven guards in the mountains (see area B) have been watching the party approach for the last few miles.

All inhabitants of Mountain Lake know that a party of three miners did indeed stumble upon a system of caverns while mining a new tunnel. Only one from the party returned; the fire-blackened, almost-dead dwarf stumbled out of the mines clutching a huge reptilian scale. The only jewel the miner carried was his lucky token, a small emerald. Any other tales are distortions of the facts. Since that time, the miner has been recuperating but is unable to speak. A guard was set on the caverns, and the area is off limits. The dwarves have confidence that their leader, Carlos Blitzner, will take care of the situation in his own fashion. There have been no sightings of a dragon near Warka.

The Dwarves of Mountain Lake

All the inhabitants of Mountain Lake are dwarves, with the exception of the half-elf ranger, Eurus Summertime, who resides above the stables. The dwarves of Mountain Lake are a prosperous, hard-working group, loyal to one another in the face of any threat from outsiders. They do not flaunt their wealth but live simply, secure in the secret knowledge of the communal treasure stored in the vaults located in the Temple of Dumathoin (see *Unearthed Arcana*, pages 111 and 121).

Mountain Lake is the capital city of the dwarven province of Warka and is the home community of over 450 mountain dwarves. Most are miners and metal workers who live in the well-worked warren of underground homes located within the surrounding mountains. Many businesses, smithies, and a

temple are also located within the mountains, cleverly vented utilizing fissures within the rocks.

Since the town of Mountain Lake controls traffic through the high passes, an inn and a few shops are located aboveground for the convenience and comfort of nondwarven visitors (and the enrichment of their dwarven proprietors). Only the aboveground part of Warka is shown on the town map; the DM may develop the rest of the town (areas M-O) as desired.

Artifacts of dwarven manufacture from Mountain Lake are greatly prized by inhabitants of the surrounding countryside. Many people travel to Mountain Lake to buy dwarven-made armor, metal items, or jewelry from the aboveground shops, but the real bargain hunters know that the best quality items are often bought from shops located in private homes deep within the mountains. Gaining access to the dwarven enclave within the mountains is very difficult unless one is accompanied by a dwarf or is an invited guest.

The dwarves of Mountain Lake are mountain dwarves. Most are 4½-5' tall and light complexioned, with hair and beards ranging in color from light to very dark brown. A few have reddish tints (from strawberry blonde to deep auburn) in their hair. Most have dark brown or black eyes, ruddy cheeks, and are compactly built, with thick limbs and fingers.

The dwarves have lived within these mountains for hundreds of years, long before travelers from surrounding areas sought out the mountain passes for convenient trade routes. The dwarven enclave is roomy, well vented, and capable of withstanding a strong offensive attack. Since the dwarves have an intrinsic knowledge of underground tunneling and construction, the living areas are honeycombed with safe passageways to the outside and to other secure areas. The mines are well designed by skilled dwarven surveyors and are relatively safe from collapse or cave-in. Dangers come more from the discovery of natural caverns and their unknown dangers — and the occasional intrusion of unwelcome visitors — than from any lack of skill in construction. An average temperature of 60°F is maintained in the underground mines and homes due to dwarven knowledge of the heat conducting properties of various types of rock.

Dwarves are proud of their constitution and their resistance to magical and toxic substances. Their infravision, their skill at mining, and their special abilities in detecting characteristics of underground passages and construction is considered proof that they are favored by the gods. (See the *Players Handbook*, pages 15-16.)

Dwarven women pride themselves on their homes and families, and feel safe and secure within Mountain Lake. Their opinions in community matters are considered important. Dwarven females can become miners, fighters, or smiths if they wish, but many females in Mountain Lake have found their niche in running shops that serve travelers or sell items of dwarven manufacture. Dwarven females cannot become clerics of Dumathoin.

Dwarven children are encouraged to work hard and learn skills that will ensure them a living. The children often make pets of the cubs of the wolves and brown bears that serve as town guards. Most feel an instinctive urge to dig in the earth, and very young children may be found attempting to dig a tunnel with a spoon. Many young dwarves apprentice themselves to metal workers, armorers, or jewelers for a while to discover specific talents. School is held in Mountain Lake for half the year, with emphasis on mathematics and languages.

A dwarf is judged by the condition of his tools and weapons. It is a serious breach of etiquette to touch the working tools of anyone without asking permission — a custom that has developed since the safety (and often the life) of a dwarven miner depends on the integrity of his tools. Dwarven thieves know this and rarely, if ever, steal from one of their own. Most thievery is practiced upon travelers, who may not miss the items taken until they are out of town.

Like all dwarves, those of Mountain Lake are intensely proud of their beards. Most beards are intricately combed, braided, beribboned, and otherwise decorated. An unmarried dwarven maiden will often carry signs of her dowry in the form of small tokens braided into her beard. A joke about a beard may be tolerated from one dwarf to another, by never by an outsider to a dwarf. To cut or damage another's beard is a terrible thing, and one form of dwarven punishment is to shave the miscreant. Miners often bundle their beards into bags or snoods to protect

them while they work.

The religion of Mountain Lake follows the god Dumathoin, Keeper of Secrets Under the Mountain. Most dwarves attend services at the Temple of Dumathoin, although the worship of other dwarven gods, particularly Moradin and Berronar, is encouraged. All dwarves — even the children — carry a small gem (worth about 10 gp) in their pockets to attract the favor of Dumathoin. The temple accepts offerings of fine metal work, gems of great clarity and value, and lumps of pure metal. Tithing is strongly encouraged. When the collection basket is passed, anyone may contribute or take what he needs. Most everyone contributes — only those who strongly need anything take from the basket. Those who take from the basket without need are given one chance — to get out of town.

The dwarven custom of ring bonding is practiced in Warka. Bonding rings are not necessarily marriage rings, although married dwarves may exchange bonding rings. The practice is inspired by the goddess Berronar and is not taken lightly. Both participants must be of lawful-good alignment.

Rings are usually of tempered steel, engraved with the bonding oath and the giver's name. The oath is: "By this token I pledge my trust and love, and offer the use of my last sharp pick. May the earth be kind."

Rings worn on the left hand indicate that the giver is still living. Rings on the right hand indicate the bonds were made in the past — the giver is deceased. Most dwarves wear only one or two rings in a lifetime, but some venerable or more experienced dwarves may have formed many strong bonds and wear more rings.

Dwarven NPC Characteristics

All NPC mountain dwarves have the following statistics unless otherwise noted in character descriptions:

Dwarven males: AC 10; MV 6"; F1; hp 4-9; #AT 1; Dmg by weapon type; S 14, I 11, W 11, D 10, C 16, Ch 10 (11), Cm 10 (11); MM1/35.

Dwarven females: AC 10; MV 6"; F1; hp 3-8; #AT 1; Dmg by weapon type; S 13, I 11, W 11, D 10, C 16, Ch 10 (11), Cm 10 (11); MM1/35.

Dwarven children: AC 10; MV 3"; zero-level; hp 1-4; #AT nil.

These statistics take into consider-

ation the constitution bonuses and charisma penalties for the dwarven race. The numbers in parentheses reflect a dwarf's charisma and comeliness in relation to other dwarves. Most NPCs are armed with only daggers or throwing axes; miners may use their picks or shovels. Alignment may vary, although lawful good and neutral good predominate. All clerics of Dumathoin are solemn, speak little, and are of neutral alignment; their neutral alignment is accepted and even encouraged by the good-aligned dwarves, who see it as a necessary requirement of their particular religion ("devotion to the earth").

Random Street Encounters — Day

Roll 1d6 every turn spent in town; a 1 indicates an encounter has occurred. These encounters may be developed and expanded by the DM as desired.

1. A party of miners is walking to the mines. One miner bumps into a PC. He will apologize if the party doesn't overreact.
2. An elderly female dwarf asks one of the adventurers to carry a parcel for her to the entrance of the dwarven enclave. She will not invite him in.
3. An elderly male dwarf approaches the party and asks, "Ever heard a succubus sing?" Whatever the response, he says "Yeah, well, that's what I thought," and walks off. He's a local character; every town has one.
4. A group of three privates of the guard are walking into town, heading for the tavern.
5. A half-elf is walking to the stables with a brace of game birds slung over his shoulder. This is Eurus Summertide (see area D), who has been out hunting.
6. An attractive dwarven maiden is walking into the tavern. This is Goldie Buttergut (see area L), returning after a visit to the Weary Traveler Inn to borrow a 25-lb. sack of flour, which she carries in one arm.
7. Dona Blitzener (see area A) and two female companions are standing in the center of town discussing civic improvements (of no interest to the party).
8. A belligerent-looking dwarven fighter strides down the street and asks the party for directions to Carlos Blitzener's residence (area A). He bears a message for Carlos's ears only.

TOWN OF MOUNTAIN LAKE



Random Street Encounters – Night

Roll 1d8 every turn spent in town; a 1 indicates an encounter has occurred. As above, these encounters may be expanded and developed by the DM as desired.

1. A member of the guard is walking through town accompanied by a pet wolf. He is returning to duty at the guard station (area B). (See area M-O for wolf statistics.)
2. A dwarven child walks up to the party. His mother rushes up, cautions him not to speak to strangers, and hustles him away (as any good mother should).
3. Three inebriated miners link arms and proceed to stumble and sing their way home. They mean no harm and can do no good.
4. A young dwarven couple (about 100 years old) walks by. They stare and giggle at the PCs. Like all young lovers, everything is amusing to them.
5. A hooded figure rides into town and heads for the stable (area D). This is merely a lone traveler who is just passing through.
6. A dwarf runs through town, heading

from the mines to the dwarven enclave. (He's late for dinner and hurrying home.)

Mountain Lake Encounter Areas

A. Blitzener Home. The town leader's home is the only dwelling within this entrance to the mountain. As a representative from the dwarven principality of Warka to the Council of the Lands, Carlos's stature in the community rates as comfortable and roomy a living space as the caverns can provide.

Carlos Blitzener: AC 1; F9; hp 71; S 18/74, I 15, D 16, C 18, Ch 15 (16), Cm 14 (15); AL LG; chain mail +2, short sword +4, two throwing axes, ring of protection +1, ring of free action. Carlos wears his armor as a symbol of his authority, even when conditions are calm.

Carlos is 312 years old, a doughty warrior famed for his good deeds, fair treatment of the soldiers under his command, and ability to deploy his troops with uncanny perception of key strategy. He has traveled more than most dwarves and participated in a number of epic adventures. Carlos is a

good judge of character. The dwarves of Warka trust him implicitly, none more than the fighters under his command in the mountain guard.

Carlos knows every detail of the charted underground mine system and where most of the individual escape tunnels lead. He is concerned about the new natural caverns that have been found and is more than willing to let some outside party explore them rather than risk the lives of his dwarves.

If the party strikes Carlos as competent and trustworthy, he will likely hire it to investigate the new-found caverns. He offers the PCs a reward of 5,000 gp to explore the caverns, with 500 gp paid in advance. He may offer a bonus for any assorted monsters they eliminate, to be paid upon their return and proof of the kill. Carlos provides a guide through the mines to the point where the guards are posted. The only other help he offers is the use of five stones with *continual light* spells cast upon them and the advice to "always tread cautiously into the unknown." If the party is composed mainly of lawful-good characters, he may invite them to dinner and explain some of the background

of Mountain Lake during the meal.

Carlos is 4'9" tall. He has brown hair and a long, brown beard (braided, knotted, and studded with campaign decorations) that he wraps loosely around his neck. Both his hair and beard are liberally streaked with gray. He tends to favor garments of dark brown cloth and wears a diamond and emerald brooch that is a symbol of his rank. Carlos wears three bonding rings on his left hand and seven on his right.

Carlos is loyal and very honest. What he says he will do, he *will* do. In speech he is matter-of-fact, blunt, and down-to-earth. He has no fear of magic-users and is open-minded in his dealings with members of nondwarven races — with the exception of orcs and half-orcs, whom he loathes.

Carlos is intensely respected and honored by the dwarves. His closest friends are his wife, Dona, Brother Clavis Timberhall, and tavern owner Jack Buttergut. Lan Armstrong, Captain of the mountain guard, is devoted to him. Any attack on Carlos is seen as an attack on the entire community.

Carlos is married to Dona Blitzener. When Carlos is away, he knows that the captain of the guard is competent enough to be left in charge of the town's defense, and that Dona can handle any civil disputes.

Dona Blitzener: hp 8; S 11, I 15, W 17, C 16, Ch 13 (14), Cm 12 (13), AL LG.

Dona is 297 years old, favors garments of blue and green, and has neatly brushed hair and beard of dark auburn. She moves with purpose and never seems to be at a loss about what to do or say. She wears a bonding ring from Carlos on her left hand.

Her decisive mind has caused some individuals to resent what they term her bossiness, but Dona doesn't notice or care. Dona is the judge for all civil disputes in Mountain Lake and is free to levy fees and fines as she sees fit. Since the purpose of a judge among dwarves is to encourage the disputants to settle problems among themselves, the fees and fines are often quite stiff, but the judgments are always fair to both parties. Dona Blitzener is also in charge of all community improvement projects, and can usually manage to involve all the citizens (even those who would rather be left alone).

Dona's reputation as "the bear of Mountain Lake" is one she is aware of but really doesn't mind. If anything, she

is amused and realizes that the nickname encourages people to stay out of her way and let her get things done.

Dona pays little attention to travelers in town; her world revolves around the community of the dwarves. She is a devout attendee at the services of the Temple of Dumathoin.

B. Mountain Guard Post. A mountain guard watch tower stands high on a peak overlooking both the town of Mountain Lake and the trade route beyond.

Lan Armstrong, captain of the guard: AC 5; F7; hp 58; S 17, W 14, D 14; AL LG; *battle axe* +2, short sword, chain mail. Lan, like Carlos, always wears his armor.

Lan is Carlos's second-in-command and takes over the town's defense when Carlos is absent. Lan is a loyal admirer of Carlos and undertakes all responsibilities seriously. Lan is determined to prove that Carlos's faith in him is justified. He is suspicious of strangers and often tries to meet them to find out why they are in town. He does not trust or like magic-users and doesn't like the idea of an adventuring party loose in the caverns. He has more than once tried to have magic-users banned from town, and has some support from the clerics of Dumathoin.

Lotha Armstrong, lieutenant: AC 5; F5; hp 37; S 17, D 15, Ch 16 (17), Cm 16 (17); AL LG; *battle axe* +1, short sword, chain mail (always worn).

Lan's younger brother Lotha is a competent warrior but seems happy-go-lucky, especially for a dwarf. He prefers to charm rather than coerce. Lotha is infatuated with Goldie Buttergut (area L), but flirts with any dwarven, gnomish, halfling, or human female with a comeliness score over 10. He can often (40% of the time) be found at the tavern. Lotha is tall for a dwarf and quite attractive, even by human standards.

Opal Kriegsturm, lieutenant: AC 5; F4; hp 32; S 16, I 17, D 15; AL LG; *battle axe* +1, short sword, chain mail (always worn).

Opal is the only female member of this detachment and is determined to ask no favors and to prove herself. She is grateful to Carlos Blitzener for giving her a chance.

There are 30 privates in the guard. At any given time, 10 are on watch in the mountain passes, 10 are off duty, and 10 are on call around the town. They are

all 2nd-level fighters armed with spears and battle axes. Their statistics are those of standard dwarves (see "Dwarven NPC Characteristics"). All wear chain mail that gives them AC 5 (they cannot use shields, as the spears and axes require both hands to use). All members of the guard respond within one turn to a set of horn signals that tell where their presence is needed.

C. Thieves' Hideout. There are three dwarven thieves currently residing in Mountain Lake, in a small cavern on the mountain above the town. Everyone knows Pots and Ledger have pulled a few shady tricks, but the dwarves believe Crispin has been keeping those two in line. They are wrong.

Pots Darkfist: AC 6; T5; hp 32; I 14, D 16; PP 50%, OL 57%, FT 55%, MS 40%, HS 31%, HN 20%, CW 80%, RL 20%; AL LN; leather armor, *dagger* +2.

Pots is a longtime resident of Mountain Lake. He has made his living for years by selling fake magical items to passing travelers. He is smith enough to repair and polish worn-out armor and weapons to the point where they look good enough to sell. Pots then claims they are family heirlooms of great power with which he is forced to part. The purchasers are often far away before they discover the truth or the items fall apart. He is careful not to be seen selling items when the guard is around. Pots also steals whatever he can from the trade caravans passing through town, and he is an accomplished cutpurse. He has been caught several times but never punished severely.

Ledger Dumain: AC 5; T6; hp 35; I 14, W 14, D 13; PP 50%, OL 52%, FT 55%, MS 40%, HS 31%, HN 20%, CW 80%, RL 20%; AL CN; leather armor +1, *dagger* +2, potion of ESP.

Ledger is from another part of Warka, a location that changes depending on whom he is talking to. His beard seems a little short compared to many dwarves. Drifting into town three years ago, he met up with Pots and added a new wrinkle to that fellow's con games. Ledger claims to have the only existing copies of treasure maps leading to hidden dwarven mines and secret treasures. He does a brisk business selling the maps to gullible travelers, and spends a few hours a week drawing up new ones. He rarely picks pockets but can be found hanging around the stable,

the inn, or the tavern. He fears magic-users and clerics and steers clear of them whenever possible.

Crispin Crucible: AC 4; T8; hp 40; S 17, I 15, D 17; PP 70%, OL 72%, FT 65%, MS 60%, HS 48%, HN 25%, CW 84%, RL 30%; AL LE; *leather armor +1, short sword +2, ring of flying, two bonding rings on left hand, amulet of proof against detection and location.*

Crispin arrived in town less than a year ago, drawn by tales of the vast wealth amassed by the dwarves of Mountain Lake. He knows the wealth of the town is stored somewhere in great vaults in the Temple of Dumathoin, and he attends services regularly. He has two favorite plans to get his hands on the treasure. The first includes a tunnel dug from the chambers he shares with Pots and Ledger to a point underneath the temple. The second plan requires assembling an adventuring party to stage a raid on the temple, a party that includes a high-level magic-user to teleport the treasure and Crispin to a safe location. Neither of Crispin's companions knows of his plans.

He supports himself by occasionally working in the mines, where he picks up information from the miners. He claims the rheumatism in his old war wounds prevents him from working regularly. Unknown to his thieving companions, Crispin sometimes tracks solitary travelers and kills them for whatever he can get. Because of the amulet that protects him from alignment-detection spells, the citizens of Mountain Lake think that he is a pretty good sort of fellow. The bonding rings he wears are stolen. Crispin has no respect for his people and is extremely dangerous. He worships Mammon, the arch-devil of wealth (MM2/47).

All three thieves use the shop of One-Eyed Jack (area K) to fence their goods. While One-Eyed Jack is not a thief, he believes in a policy of "let the buyer beware." He asks no questions about the items he buys and then resells.

D. The Weary Traveler Inn and Stables. The inn is a large, four-story building made of stone. The below-ground level contains the living quarters of the staff and the brewery where the proprietor makes his renowned beer. The ground level contains the front entrance and two common rooms. The top two stories each have five private

rooms. The inn is clean and well kept. Prices are standard.

The adjoining stables can hold 20 mounts in stalls and a nearby corral. Two rooms with locks can be rented for storage of goods. Currently, three horses are available for sale.

Huk Huk Highhill (F2; hp 12; AL LG) is the owner of the inn and the adjoining stables. He also makes the best beer in town. Huk Huk splits the duties of running the inn with his wife, **Marthe** (hp 7; AL LG). They have been married for many years and tend to finish one another's sentences.

Two years ago, a half-elf ranger named Eurus Summertime drifted into town. In exchange for helping in the stables, he has permission to sleep in the loft during bad weather. A skilled hunter, Eurus often provides game to the tavern in exchange for his meals.

Eurus Summertime (half-elf; AC 5; MV 12"; R6; hp 39; Damage by weapon type; SA specialized with long bow; S 16, I 14, W 14, D 17, C 15, Ch 14; AL N; *leather armor, short sword +2, long bow +1, ring of water breathing.*

Eurus doesn't talk much, but he listens a lot. He knows all the local gossip, including the existence of the two thieves at area C (no one suspects Crispin as yet). He knows about the treasure in the temple vaults, and where to find the best craftsmen in the enclave. Eurus often picks up information from passing caravans and merchants. He is very neutral about most things but would fight on the side of the dwarves if Mountain Lake were attacked. Eurus could be a great source of information for the party and can sometimes (20% chance) be found in the tavern. His only close friends in Mountain Lake are tavern keeper Jack Buttergut, Jack's adopted daughter Goldie, and the captain of the guard, Lan Armstrong.

The ranger is very skilled with the long bow and respects anyone who demonstrates superior archery ability. He sometimes amuses himself by making small bows and blunt-tipped arrows which he uses to teach the dwarven children to shoot.

E. Mountain Lake Smithy. The smithy holds an assortment of unworked metal and items such as horseshoes, chains, picks, shovels, etc. A huge forge and anvil stand near the front, beside a large barrel of water.

Strapp Deepwell (hp 7; S 18, D 15;

AL N) is a middle-aged smith and farrier who makes his living by fixing broken items for travelers passing through Mountain Lake. He overcharges by 30%, but most travelers in need of repair services or shoeing of their mounts are in no position to object. Strapp also sells well-made tools of good (but not superior) quality. He is a strict observer of his working hours of 7:00 A.M. to noon and 1:00 P.M. to 6:00 P.M. He will work overtime only for double pay.

F. The First Axe. Bladed weapons of every size and style are displayed on the walls and in numerous cases that fill this shop. Spears, battle axes, throwing axes, bastard swords, and long swords compete for room with scimitars, short swords, and daggers. Cases of belt knives and intricately worked daggers gleam in the light. Two **wolves** (see area M-O for statistics) rest on the floor in front of the sales counter.

The proprietress, **Lila Pearl Cutting-close** (F2; hp 17; S 16, D 15; AL LG) knows her weapons. Her father makes weapons, her husband makes weapons, her brothers make weapons, and her mother can put an edge on a blade quicker than anyone else in town. Lila sells every kind of bladed weapon imaginable, all at only 10% over normal prices. She accepts trade-ins and may purchase a fine weapon outright. The best weapons currently in the shop are a *scimitar +1*; three matched silver *daggers +2*; and a *long sword +1* with a hollow pommel capable of concealing a potion, a few gems, or a scroll. Lila Pearl moves slowly and deliberately as she is obviously expecting a little Cutting-close quite soon. She is friendly and willing to chat over the chilled bucket of beer she keeps in the back room.

G. Bartlett's Emporium. Bartlett's holds a startling display of foodstuffs: iron rations; flour; dried meats; fruits; grains; sugar; barrels of pickles, beer, and ale; casks of wine; cases of breads, pastries, and confections; cheeses; sausages, etc. One section is devoted to ready-made items of clothing; bolts of cloth; spools of thread and ribbon; and boots, shoes, and slippers. A shelf holds a selection of parchment, charcoal sticks, pens and ink, slates, and chalk.

Bartlett Rattsnatcher, proprietor: AC 8; hp 8; I 15, W 15; AL NG; *ring of protection +2, dagger +1.*

Bartlett is a short, red-haired, and

bearded dwarf who moves quickly and is delighted to be of service. He can provide almost anything in the way of foodstuffs and provisions for man or beast. He is a shrewd bargainer and quick to point out the superior qualities of his stock. His main interest is in selling — in quantities, if possible.

H. Javam Mountain Outfitters.

This store is filled with a jumbled assortment of ropes, saddles, sacks, bridles, blankets, utensils, lanterns, etc. Some merchandise is new, some used. The place is dirty and ill kept.

The storekeeper, **Ligonspot Short-shrift** (hp 6; Ch 8 (9), Cm 7 (8); AL NE; dagger +1) is a dour, dirty-looking dwarf whose only vanity seems to be her hands. Her hair and beard are uncombed and greasy, her clothes are slovenly, but her hands are clean and adorned with many jeweled rings. She charges 50% above the normal value for the items she sells, and seems to be indifferent as to whether purchases are made or not. The merchandise itself is tumbled and jumbled throughout the store but seems to be of good quality.

Mixed in with the ordinary ropes that are scattered about is a *rope of entanglement*. If she thinks she can get away with it, Ligonspot causes the rope to trap an unwary customer, just for the malicious fun of it.

Ligonspot detests Goldie Buttergut and Dona Blitzener, and will spit on the floor at the mention of either name. If the opportunity arises, she blackens their reputations by hinting at all manner of horrible things. Other than slander or the sale of her goods, she doesn't wish to talk about anything. She despises magic-users and elves and will refuse to deal with either.

I. The Metal Man. This shop holds an assortment of shields and different types of armor in every size imaginable. The armor is well made and well taken care of, but none of it is exceptional.

Shop owner **Ruby Fireforge** (hp 4; AL N) doesn't make 'em, she just sells 'em. She is interested in her sales figures, and will often desert one customer if another one comes in. She doesn't appreciate the beauty of the items she sells and she doesn't haggle. Her eyes light up at the sound of gold clinking in the till. If the PCs don't buy anything, she's not interested in talking.

J. Jenna's Gems and Jewels. This small shop is filled with cases holding all sorts of jewelry displayed on fine fabrics. Iron bars reinforce the door and are fitted into the two small windows. Two armed guards lounge on either side of the entry.

Jenna Highhill, proprietress: AC 6; T3; hp 13; I 17, W 15, D 16; AL NG; ring of protection +2, leather armor +1, necklace of ESP, dagger +3 in a jeweled 100-gp sheath.

Jenna believes in her merchandise, which is why she wears a lot of it (15-20 rings, 10-15 necklaces, countless brooches and bracelets, jeweled beard clips, and other items worth a total value of 7,500 gp). Jenna's shop is filled with precious and semiprecious stones (total value 62,000 gp). She hires four guards (treat as privates of the mountain guard, area B) and uses her necklace of ESP to check out visitors to her shop. Jenna is a retired thief but gives fair prices.

K. One-Eyed Jack's Custom-

Crafted Curios. The shop is run by One-Eyed Jack and is filled with overpriced, mass-produced belts, brooches, necklaces, and baubles. Pick-your-own "diamonds," "rubies," and "emeralds" fill a big glass jar. It's a sort of dwarven tourist trap — the items are gaudy and easily detected as fakes. Only the town children enter here (and they're not allowed to buy anything).

There are some bargains on semiprecious stones and a few precious items, but for the main part, the store contains nothing of value. One-Eyed Jack fences for the thieves at area C.

One-Eyed Jack: AC 7; F4; hp 27; S 17, D 15; AL N; leather armor, short sword +3. Like his merchandise, Jack is not quite what he seems to be. The patch he wears over his left eye is just for show; he can see equally well with both eyes. He will still defend his town and people, if necessary.

L. Foaming Mug Tavern. The tavern functions as a communal hall and recreation center. The dwarven idea of a good time includes a great deal of drinking, eating, arm wrestling, contests of skill, and thumping one another. Dwarves have great senses of humor — by dwarven standards of course. Practical jokes are favored and, because of the high constitutions of dwarves, can often be quite rough. High comedy to a dwarf

includes seeing someone trip and fall, get hit in the face with a pie, and be thrown into an unlit fireplace to emerge covered with soot. Dwarven miners coming off shift often stop in the tavern to "hoist a few" before staggering home to bed, and a large crowd of all ages and sexes often gathers in the tavern in the evenings to drink, gossip, and compare tales of the mines.

Jack Buttergut (tavern keeper): AC 9; F3; hp 19; S 18/01, W 16, D 15; AL NG.

Jack is a retired fighter who purchased the tavern with the proceeds from his adventuring days with Carlos Blitzener. He is balding, paunchy, and bowlegged, and his favorite expression seems to be a scowl. His remaining hair and beard are dark brown — almost black — and he wears his beard twisted and looped and tied with leather thongs. He is surprisingly soft spoken and has a high-pitched voice for a dwarf. He wears a leather apron that increases his protection and conceals a throwing axe stuck in his belt. Tattoos cover his brawny forearms.

Jack runs an honest tavern and charges standard prices, as detailed in the *Players Handbook*, page 36. To settle problems in the tavern, he favors the use of an oak and iron cudgel +2 that hangs over the bar. Few citizens of Mountain Lake would tangle with Jack and his cudgel.

Jack is protective of his adopted daughter, Goldie, who is the apple of his eye. An insult to Goldie is an insult to Jack. When just a few days old, Goldie was found by Jack on a mountain trail. He wrapped her in a cloak and brought her home to raise as his own, heedless of those who muttered that her hair and eye color made her unfit to be raised by decent dwarves.

Jack has only two rules in the tavern, and both of them are "No spitting": he allows no spitting on the floor and no drawing of edged weapons in the tavern. Jack doesn't mind a little good-natured roughhousing but expects any damages to be paid for. Jack returns courtesy with courtesy and is willing to talk if the tavern isn't busy.

Goldie Buttergut (barmaid): hp 6; S 15, I 15, W 12, Ch 17 (18); AL LG.

Goldie is only 85 years old, a young dwarf. Her hair is a butterscotch gold and her blue eyes make her stand out among the dwarves. She is taller and less stocky than most dwarven maidens,

and her hair and beard curl into beautiful ringlets. Goldie is as open and friendly as a young puppy, and has been showered with love and affection all her life. The dwarves of Mountain Lake at first accepted her for the sake of her adoptive father (and Jack's temper) but have since come to love her for herself. She is a cheerful, willing worker and has been raised in the tavern. She knows every resident in town. Although some of the young dwarven males are infatuated with her, she treats them equally and flirts with them all, as she does with every male she meets. She has a good sense of the value of jewels and gems, and can often (80%) estimate their worth accurately just by looking at them.

Outside the Foaming Mug Tavern are located a stabling shed, hitching posts, and a watering trough, all enclosed by low fences. Stairs on three sides of a covered porch lead to the entrance of the tavern.

Read the following description as the PCs ascend the stairs.

As you climb up on the stone porch located on the north side of the building, you see large double doors made of stone. Packs and tools are heaped in separate mounds on the porch floor.

This porch acts as a "mudroom" where the dwarven miners can drop their equipment before entering the tavern. Since the dwarves have strong reservations about touching someone else's equipment, most things left here are quite safe. Just in case, however, Buttercup's pet wolf (see area M-O for statistics) sleeps on the porch. If the PCs touch any equipment, the wolf raises his head and growls.

Read the following description when the PCs enter the tavern:

You open the heavy doors and enter to stand on a stone landing 4' above the main floor. Every head in the tavern turns and looks at you, then conversation gradually resumes as those in the tavern return to their own pursuits.

The tavern is largely underground. Diagonally opposite the door is a long stone bar. On the wall behind the bar is an impressive collection of metal steins

and trenchers, bottles and kegs. Hanging on the wall directly behind the center of the bar is a large oak cudgel banded with iron. Twin fireplaces face each other from the east and west walls. In one, a large spitted carcass of a boar gives off delicious smells as it turns on a spit. The other fireplace holds a huge cauldron of bubbling stew. The general atmosphere is active, smoky, and noisy. A secret trapdoor behind the bar leads to Jack's escape exit into the mountains. The door on the west wall behind the bar gives access to a loading ramp through which provisions are brought into the tavern. The tables are stone, the benches and chairs wooden. A display case beside the bar holds an assortment of pies, cakes and tarts.

Nondwarven PCs are made immediately aware of the noise, the smoke, the smells, and the feeling that everything is out of proportion. Chairs, benches, and tables are 4" shorter than those found in human taverns. The stair steps are not quite as high, nor the chairs and benches as deep. Shelves and items on the walls are hung below eye level for a normal human. The fact that some of the bearded figures are female can be disconcerting, perhaps even deleterious to their health if the PCs should insult the wrong person.

Tavern Encounters

There are always 1-8 dwarves in the tavern talking, eating, and drinking. There may be a number of additional dwarves at the following times:

Lunchtime	1-8
Afternoon	1-4
Evening	3-24
After midnight	1-8

For every three dwarves present, there is a 1 in 4 chance for one of the following events to be happening (all events rolled occur simultaneously). If a 1 is rolled, roll 1d20 to find the specific activity. Check each time the PCs enter the tavern.

1. Arm-wrestling contest.
2. Beer-chugging contest.
3. Wrestling match.
4. Comparison of beards.
5. Exchange of recipes for beer.
6. Thumping contest: Two dwarves hit each other; the one left standing is the winner.
7. Telling tales of the most ore removed in a shift.

8. Exchanging complaints about family members.
9. Special Tavern Encounters (see following section).
10. Dwarf falls over backward from bench.
11. Dwarf tripping another.
12. Dwarf taking food or drink from another's plate or mug.
13. Examining ore samples.
14. Talking about "The Bear of Mountain Lake" (Dona Blitzener, area B).
15. Loaf of bread or piece of meat goes flying through the air to be snatched before it hits anyone.
16. Loaf of bread or piece of meat goes flying through the air to hit someone (50% chance it hits a PC).
17. Nondwarven party of merchants sits talking in a corner.
18. Dwarven maiden being kissed.
19. 1-4 dwarven children playing with polished stone marbles.
20. A dwarf proposes the following dwarven toast (all dwarves present echo each line):
"By the Mines" ("BY THE MINES!")
"By the Metal" ("BY THE METAL!")
"By my Beard" ("BY MY BEARD!")

Special Tavern Encounters: The DM should preroll these encounters on 1d6. It is possible for more than one encounter to occur.

1. The PCs observe a dwarven thief (Pots Darkfist, area C) stealing a purse from a traveling merchant.
2. A dwarf has obtained a small pouch of *grains of discomfort* (see end of adventure) and is attempting to sprinkle some on one of his unsuspecting fellows as a practical joke. A stumbling dwarf knocks into him, causing the first dwarf to fling the pouch into the air. The dust scatters, affecting everyone in a 20' radius.
3. One dwarf swings at another, misses, and hits a PC.
4. As the PCs enter, 10 dwarves stare at them, point their fingers, and break out in hysterical laughter. (This is a joke they decided to pull on the next person or group entering.)
5. A dwarf leaps atop a table near the PCs and starts to sing an insulting ditty about a party of humans lost in a mine. At the climax of the song, the dwarf falls into the arms of the nearest PC.

6. A party of three human merchants approaches the PCs and complains about the uncouth behavior of the dwarves. They ask to sit with the party. The merchants are incredibly prejudiced, boring, and loud. The dwarven patrons take notice of their behavior.

M-O. Dwarven Enclave. The majority of the dwarves live in a huge warren of well-worked tunnels and individual homes inside the mountains, reached through three entrances closed off by heavy stone doors. Most of the dwarves that live here are simple miners or metalworkers. Their homes usually house only one family, but generations of the same family often live together in nearby tunnels.

The enclave is well ventilated by an intricate system of vents to the outside. Smoke traveling outward through the vents is dissipated by foliage screens that are maintained by the older children, and intake vents are placed to take maximum advantage of mountain winds while maintaining camouflage.

Most families keep a pet wolf or two who are free to roam and serve as watch guards during the night. A few have pet brown bears that are kept chained close to the front entrances of their homes. Those who wander into the enclave unaccompanied by a local dwarf soon find themselves boxed in by indignant householders who demand to know why their caverns have been intruded upon.

Wolf: AC 7; MV 18"; HD 2 + 2; #AT 1; Dmg 2-5; AL N; MM1/101.

Bear, brown: AC 6; MV 12"; HD 5 + 5; #AT 3; Dmg 1-6/1-6/1-8; SA hug for 2-12 hp; AL N; MM1/9.

The dwarven enclave is a busy, bustling place. Children race up and down the communal halls, dwarves visit back and forth, workers gather to discuss local gossip, forges are kept stoked, and the usual noises of metal on metal or metal on stone are dimly heard in the background. A silent enclave is a sign of trouble. The DM is encouraged to add any encounters he wishes within the enclave.

Located within the dwarven enclave are three master craftsmen. A guide is needed to find their forges and workshops, which are located in their homes. Special items can be obtained here, and the DM may use his discretion as to price and availability of materials.

Hoaten Thee (F3; hp 17; S 17, D 16, Ch 12 (15); AL LG) is the young (131

years old) master smith. He creates weapons of such exceptional strength, balance, and sharpness that they have +1 to hit and damage for the first three hits. Hoaten loves his creations and hates to part with them. Indeed, rumors say that Hoaten works in a dream trance dedicated to the gods and instills every weapon with some essence of himself. It takes Hoaten 1-4 weeks to make a weapon, depending on availability of materials and when inspiration hits him. His high charisma applies only to dwarves, who are in awe of his ability.

The smith has on hand three new battle axes with nonmagical +1 abilities and a special *long sword* +2 made from a meteor block, along with several other fine, nonmagical weapons. The weapons he makes are not enhanced with decoration, as Hoaten prefers the inherent beauty of the metals to show through in starkness and purity of form.

The only thing Hoaten loves more than his weapons is Goldie Buttergut, and since he is too shy to tell her, he worships her from afar. He has a small painting of Goldie on his mantel and blushes and stammers whenever she is mentioned. He would do anything for the tavern keeper's daughter.

Tok Ironsmith (F2; hp 16; S 18, D 17; AL LG) is a master armorer. Armor made by Tok can be enchanted to +3 by spell-casters, due to the quality of his workmanship and the special tempering methods he employs. Tok works 16 hours a day and loves every minute of it. He is brawny, and his arms resemble tree trunks, yet his touch is light and delicate. Tok can make a suit of armor in 3-8 days, as he keeps preworked metal on hand.

Zeppur Earblast (hp 7; S 16, D 18; AL NG) is old, even for a dwarf (412 years old), but he is still one of the best metalsmiths around and is willing to accept commissions. He can provide most metals and craft most items in 3-6 days.

Zeppur is somewhat hard of hearing and loves flattery. He is most skilled at making items such as goblets, holy symbols, decorative pieces, or anything that requires great detail. Items made by Zeppur are of such quality that they can be enchanted. His three middle-aged sons, **Snipp**, **Snap**, and **Snurr** (hp 7 (x2), 6; AL NG) work with him. They are annoyed with their father because they suspect he hears better than he

lets on, but they still respect his ability and love him.

P. Temple of Dumathoin. This place of worship is more than just the religious center of Mountain Lake. The dwarves have spared no time, talent, or expense in equipping the temple. Worship is a community experience, and few dwarves ever miss a service.

All clerics of Dumathoin dress in gray robes with hoods and wear a holy symbol in the shape of a mattock, a digging implement with a pick on one side and a flat, hoe-like blade on the other. Each cleric is armed with a real *mattock* +2 that acts as a *footman's pick* +2. They wear their beards and hair divided into seven locks, twisted and held with jeweled clips.

Each brother wears a small horn on a chain around his neck. When these alarm horns are sounded, they have great carrying power (up to 5 miles in clear air). If the temple is attacked, one brother will always try to sound his horn to alert the guard and the townspeople.

The clerics of Dumathoin do not trust magic-users. They believe that sorcerers pervert the working of the universe, and that true abilities and control are granted by the gods to those worthy of the gods' trust. This attitude is shared by many of the inhabitants of Mountain Lake, but since Mountain Lake is a trade center, the local population has been exposed to the presence of magic-users more than some of their isolated dwarven cousins. For the most part, magic-users in Mountain Lake are ignored, since the inhabitants figure that they are just passing through.

Services are held at the temple every 10 days. Four times a year, the clerics hold special rites to dedicate extraordinarily well-made items to Dumathoin. All seven clerics working together seek to imbue the object with special qualities. If successful, the object (usually a weapon, tool, or suit of armor) is dedicated to the service of Dumathoin and can be used by only dwarves who worship Dumathoin. Most such objects are stored in temple vaults, although a few items are occasionally returned to the masters who crafted them.

Brother Clavis Timberhall: C9; hp 61; I 16, W 17, D 15, Ch 15 (16); AL N; spells available: *bless*, *command*, *cure light wounds* (x3), *detect evil*, *chant*, *heat metal* (as the second-level druid

spell), hold person (x2), spiritual hammer (x2), glyph of warding, prayer, remove curse (x2), cure serious wounds, detect lie, raise dead.

Brother Clavis is the leader of the order and the religious life of Mountain Lake. He comes to the entry hall to meet the PCs if the brotherhood's help is requested. Brother Clavis will speak to anyone, but he has reservations about admitting into the worship hall elves, magic-users, or anyone not of lawful-good alignment. If a half-orc comes to the door, he will shut the door and sound his horn for assistance.

Clavis is extremely devout and dedicated to the Temple of Dumathoin. He is scrupulously honest and doesn't appreciate being lied to. The dwarves all respect him for his sincerity. His days are filled with good works, and he often labors alongside the miners and craftsmen in town so he can better appreciate their problems. Clavis does have a sense of humor and enjoys the company and ale at the tavern. He knows more ballads and dwarven working songs than anyone in Mountain Lake and has a fine voice.

Brother Morgan and Brother Vector: C6; hp 40, 39; I 15, W 16; AL N; spells available: *command, cure light wounds, detect evil, detect magic, protection from evil, chant, hold person, know alignment, slow poison, spiritual hammer, cure blindness, dispel magic.*

Brothers Morgan and Vector can usually be found in the temple. Brother Vector is strongly opposed to magic-users; Brother Morgan dislikes magic-users and elves. One of them always answers any summons to the door.

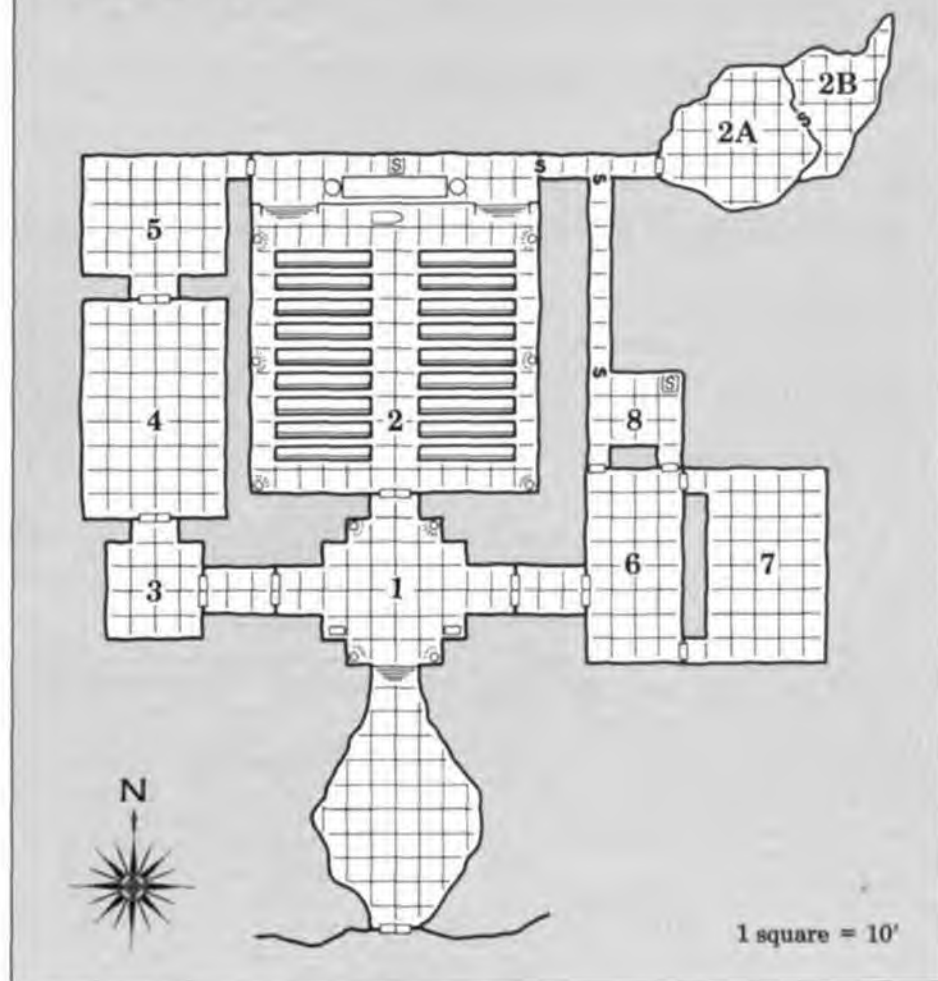
Brothers Wergyd, Wyler, Holdur, and Arvyn (hp 18, 16, 12, 11; W 14; AL N) are 3rd-level clerics of the temple. They have the following spells available daily: *cure light wounds* (×2), *detect evil*, *light*, *spiritual hammer*.

All the clerics are expected to help out in the community and take turns working with the members of their congregation. The brothers also take turns cleaning the temple and cooking.

During services, all clerics are at the temple. At other times, at least four clerics are on duty, studying, or sleeping at the temple. Each cleric believes he has been called by Dumathoin to guard the sacred treasures hidden in the temple vaults. When fighting to defend the temple, all clerics have a +2 to hit and damage from their fanaticism.

TEMPLE OF DUMATHOIN

Area P



All areas of the temple are lighted by torches. The temple is entirely carved from stone, and any surface not decorated with carvings is smooth and highly polished.

P1. Entry Hall. If the PCs decide to enter the temple, read the following:

The massive stone doors set into the mountainside swing open, revealing a large natural cavern. About 100' ahead of you, stone steps lead into a well-lit room. Double doors 10' tall

and 14' wide fill the north side. Smaller doors with large knockers are visible to the east and the west. The torches burning in sconces in the corner alcoves flicker in the draft. A few stone benches are set against the south walls facing the double doors.

The doors in the east and west walls lead to the living quarters of the clerics. Knocking at either door brings one of the brothers of the temple in one round. The double doors ahead lead into the

main temple. These doors may be opened by pressing a lever on the north wall of either the east or west hallway leading to the living quarters. A more obscure method to open the doors requires all the torches to be snuffed out and relit (pieces of flint and steel rest in small niches beside each torch, and buckets of water sit on the floor beneath each sconce).

P2. Worship Hall. Read the following description if the PCs are admitted into the main worship hall:

As the tremendous stone doors rise and disappear into the ceiling, you see a large torchlit room with finely carved stone benches facing an altar. A fire glows in the ceremonial forge, casting a warm glow on the wall carvings visible behind the altar and on both sides of the room. A huge implement rests on a platform suspended by chains above the altar. Metal baskets on either side of the altar hold a collection of objects that occasionally sparkle by the light of the forge fire.

The carvings on the north wall behind the altar represent Dumathoin standing high on a mountaintop while a stream of metal pours forth from the ground beneath his feet and seeps into the dwarven mines. Lesser panels on the east and west walls depict dwarven smiths at work on armor and weapons, and dwarven jewelers creating gem-encrusted items, while the face of Dumathoin looks on benignly.

Above the altar is a huge gold platform suspended by silver chains. On the platform lies a 3' mithral tatakot embedded in a large ruby (total value: 15,000 gp). The platform is 3' wide, 5' long, and 4" thick. It weighs one ton and is 15' above the floor. Imbedded around the edge are a row of 100 diamonds (250 gp value each) that glitter in the light of the smokeless fires that are kept continually lit.

The metal baskets are of woven gold and hold masses of cut gems of great quality and clarity resting on piles of earth and stone (4,000 gp value per basket and contents).

Secret passageways behind the panel on the east wall and in the floor behind the altar lead into the chambers of the high cleric (area P8).

But the real wealth of Mountain Lake

lies in a vault hidden behind the carved panel on the east wall. Access to the vault is gained by pressing the nose of the dwarven jeweler who is depicted setting a jewel into the base of a cup. However, unless the baskets flanking the altar are reversed before pressing the nose, a 20' x 20' portion of the ceiling collapses. Anyone standing in the area in front of the panel takes 6-60 hp damage from falling rubble.

The treasure is further protected by a fake treasure room (area 2A). This holds five trapped chests of low-quality metals, each filled with fair-quality gems (total value 10,000 gp). Three good-quality nonmagical axes are stored in separate trapped cases. Opening any case or chest causes a gas to fill the room, putting anyone who fails to save vs. poison into a comalike sleep for 1-4 days.

The eastern wall of area 2A is a fake, built by the dwarves to look like natural cavern stone. A secret door located close to the floor in the middle of the wall leads into the real treasure vaults. The fake wall is 95% undetectable by any nonmagical means (dwarves have a 20% chance to know it as fake).

Treasure stored within the hidden treasure vault (area 2B) includes cases and chests of the purest metals; gems of such clarity and size that their minimum value is 400 gp; and chains, chalices, jewel-encrusted artifacts, and functional metal items of superlative quality, each worthy of a special place in anyone's collection. The following items are stored in specially made stone cabinets that are protected by *glyphs of warding* (electrical, 9th level): three *throwing axes* +5, a *dagger of throwing* +1, a *buckle knife* +2, a *long sword* +3 (giant slayer), a *short sword* +2 (speaks underground languages), a *long sword* +2 (detects sloping passages), a *short sword* +4 (cuts through stone), a *short sword* +2 (constitution bonus +2), a *dwarven throwing hammer* +3, two sets of *dwarven-size chain mail* +2, one set of human-size *chain mail* +3, a *wand of earth and stone*, and a *girdle of dwarvenkind*.

All magical items are usable only by those of lawful-good alignment. Anyone of any other alignment who touches these items receives 2-16 hp electrical damage. The DM should design the other contents of the treasure room as he sees fit.

P3. Privacy Room. This room contains tables, couches, and chairs, where meetings are held or where anyone desiring to speak with a brother of the temple can do so. Visitors are usually escorted here rather than into the main temple or the living quarters.

P4. Special Projects Workroom. Like most dwarves, the clerics of Dumathoin enjoy working with metals and jewels. This room houses individual work stations for metalsmithing and stone carving.

P5. Vesting Room and Lounge. This room serves as a communal dining and lounging area for the clerics, and as a place to don their robes prior to worship services.

P6. Lecture Hall and Library. Filled with books and scrolls on shelves and in cabinets along the walls, this room also contains a few benches and tables where the clerics study the doctrine of their religion. All writing is in dwarvish. A section of shelves houses dwarvish textbooks with titles such as *Dwarven Engineering*, *Rock Through the Ages*, *The Principles of Mine Shoring*, etc.

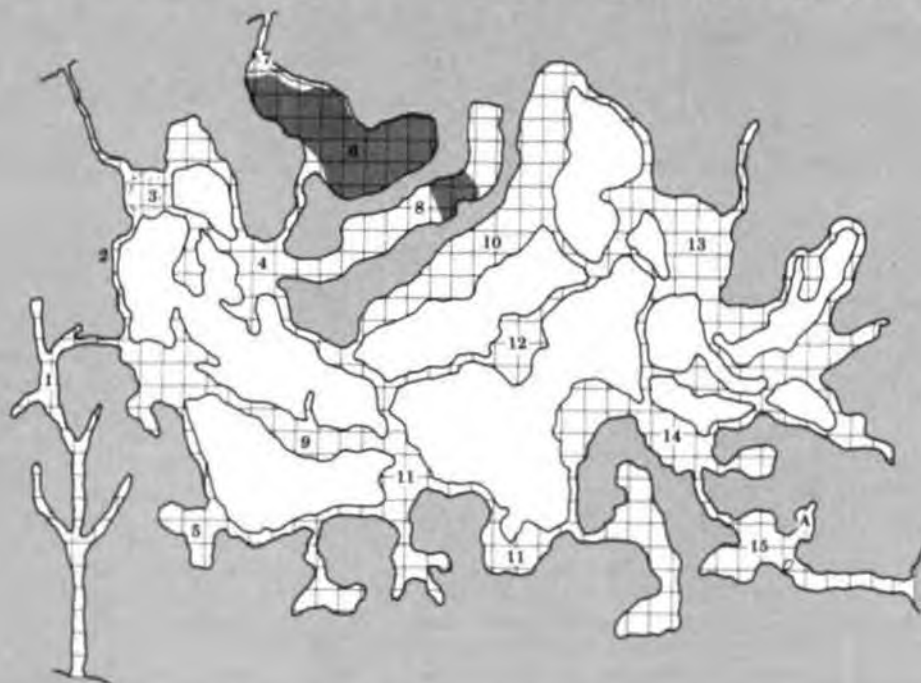
P7. Clerics' Dormitory. This room holds six cots and six chests that are used by the temple clerics. A table in the center of the room holds a pitcher of water, a basin, and a bowl of fruit.

P8. High Cleric's Room. This chamber is used by Brother Clavis Timberhall and contains a cot, a chest, and a desk. The tapestry on the north wall, which conceals a secret door, depicts Dumathoin seated on a throne-shaped rock. A large gray rug covers the floor, hiding a secret trapdoor in the northeast corner that connects by tunnel to an area behind the altar in the main worship hall (area P2).

Q. Unexplored Caverns. In excavating a new tunnel for living quarters here, the dwarves broke through into an extensive area of natural caverns within the mountainside. It is here that the unfortunate exploration party met their doom.

All formations found in the caverns are natural, shaped by water, stone, time, and chance.

UNEXPLORED CAVERNS Area Q



Q1. Last Outpost of Civilization.

Two dwarves stand guard here to prevent unauthorized persons from entering the unexplored areas. They wish the PCs good luck when they are escorted here by members of the mountain guard. The guards try to turn away anyone who is not escorted by guard members.

Guards (2): AC 5; F4, F3; hp 31, 26; S 16; chain mail, battle axe, throwing axe.

Q2. Danger Above. This is a narrow corridor about 9' wide. A trapper lurks here (95% undetectable). It is large and fills the corridor from side to side for 30'.

Beneath the trapper lie pulverized bones, odd pieces of clothing, two silver boot buckles (worth 5 gp each), a small silver cat (5 gp value), and three uncut diamonds that look like pebbles (worth 15 gp each). There is also a brass tube that contains a scroll with the spell *invisibility* on it. One set of bones is fresh (one of the dwarves from the earlier party was crushed here as he fled). The other bones belonged to various animals and adventurers who came in by other exits.

Trapper: AC 3; MV 3"; HD 12; hp 76;

#AT 4+; Dmg 4 + AC of victim per turn; SA crush, smother; SD camouflage, resistant to fire and cold; AL N; MM1/95.

Q3. Troll Hideout. This is a circular cavern about 90' in diameter, permeated by an extremely foul odor. Large stones and boulders are piled around the sides of the cave.

From behind an 8'-high boulder leading to the outside entrance step two trolls carrying the carcasses of goats. Piles of rocks serve as a table and chairs, and the three mounds of stinking hides in the southwest corner make it obvious that this is the trolls' current lair. Hidden among the hides is a leather pouch with 70 cp, 18 sp, and a potion of *flying*. Strewn about the room are piles of bones, fruit cores, and two small casks of souring wine. After searching for 30 rounds through the refuse, the PCs can find a badly tarnished silver goblet of dwarven manufacture (worth 75 gp). One troll wears a brass medalion on a leather thong around his neck. The trolls found the outside entrance and took refuge here months ago when they were driven out of the lowlands.

They know about and have avoided the dwarves, except for two lone dwarves that were eaten.

Troll (2): AC 4; MV 12"; HD 6+6; hp 31, 30; #AT 3; Dmg 5-8/5-8/2-12; SA fights three opponents at once; SD regeneration; AL CE; MM1/97.

Q4. The Stone Bird. This large natural cavern of great beauty is filled with limestone formations. A large stone raven, 12' high, perches on a rock just 8' inside the west entrance; a limestone worm dangles from its beak.

Q5. The Giant's Furniture. Stalactites and stalagmites of varying shapes and sizes fill this cavern. One formation resembles a giant chair, while another looks like a tremendous lantern.

If torches or lanterns are being used, visibility is limited to 20' due to reflection from the crystalline formations. Shards of these formations are scattered about the floor, making walking hazardous (each PC must make a dexterity check at +2 each time this area is crossed, or fall for 1-2 hp damage).

Q6. Invisible Death. Still water fills this cavern as far as the eye can see. It is impossible to tell the depth, but there appears to be a sparkling bottom.

The cavern is 60' across and 160' long. The water is 6' deep. Lurking on the bottom is a large crystal ooze, beneath which are assorted animal and adventurer bones, one rusty axe, two dagger hilts (one bone and one silver set with a 20-gp amethyst), and two small diamonds (worth 25 gp each).

Crystal ooze: AC 8; MV 1"/3"; HD 4; hp 24; #AT 1; Dmg 4-16 per round; SA paralyzation; SD 75% invisible in water; unharmed by acid, cold, heat, or fire; blows do only 1 hp damage, and wooden weapons may break; AL N; MM2/27.

Q7. Another Exit. Beyond the water lies a sandy beach about 10' wide, with a 20'-high ledge hugging the cave wall above. A skeleton lies half buried in the sand.

Closer inspection reveals the skeleton to be that of a human adolescent with a broken thigh bone. There is no treasure. Lying in the sand near the body is a bone dagger and an empty leather flask which is starting to flake. Hidden behind a pile of rocks on the ledge above is a narrow tunnel that leads outside. The human child was a wanderer who found shelter here after a bad fall.

Q8. Good Medicine. This long, narrow room is partially filled with what appears to be clean, fresh water. This is a magical pool that restores 1-8 hp if such were lost from injury. The water loses its magical properties if bottled, and drinking more than once has no additional effect. The pool is 20' deep. In the center stands a crystalline formation shaped like a staff, which will break if disturbed. A *staff of healing* was dropped here years ago by a lost cleric. As the staff calcified, its inherent magic seeped into the pool.

Q9. Danger From Above. Stalactites and stalagmites ranging in size from as small as a dagger to as large as a house fill this chamber. If torches or lanterns are being used, visibility is limited to 20' due to reflection from the formations. One large formation in the middle of the room looks like a great sailing ship with many masts. Another, smaller, formation resembles an overflowing fountain. On the ceiling between these is a cluster of

seven piercers. Shattered stone and bones lie about underfoot, making walking hazardous (see area Q5 for effects). The bones are of various cave-dwelling creatures.

Piercers (7): AC 3; MV 1"; HD 3 (×2), 2, 1 (×4); hp 24, 16, 14, 4 (×4); #AT 1; Dmg 3-18 (3 HD), 2-12 (2 HD), 1-6 (1 HD); SA 95% surprise; AL N; MM1/78.

Q10. A Sticky Situation. This tremendous natural cavern averages 40' across and is almost 250' long. Stalagmite mountains and huge limestone formations are strewn about like a titan's playthings. Ledges line both sides at varying heights of 8'-20'. The ceiling is lost from view overhead.

The ceiling is approximately 60' high. The cavern is home to two cave fishers who have found the pickings here rather slim. Strewn along the ledges are the remains of their victims' bones. A search is 50% likely to turn up a leather pouch with 22 gp; assorted weapons, useless except for a *dagger +1*; rotting clothes; and a brass ring engraved with a bonding oath and the name Davris — a dwarf who vanished from Warka two years ago.

Cave fisher (2): AC 4; MV 1"/3"; HD 3; hp 22, 19; #AT 2; Dmg 2-8/2-8; SA adhesive trap line; AL N; MM2/24.

Q11. There's a Fungus Among Us. A mass of purple fungus covers the floor and halfway up the walls here. It is quite harmless.

Q12. Facing Danger. The area is filled with stalactite and stalagmite formations. A steady drip can be heard. Ten **piercers** (HD 4, 3 (×3), 2 (×6); hp 30, 21 (×3), 16, 14 (×2), 13 (×2), 12; see area Q9 for complete statistics) are located directly above the west entrance. They wait until the entire party has passed through and then drop all together.

Near the western passage is a huge limestone formation that resembles a 10'-high human face, with flowing locks of hair and beard. Five feet away is a limestone formation in the shape of an overflowing fountain 6' across. Water drips from the ceiling to the pool in the fountain's central depression.

Any PC who drinks from the pool is 50% likely to subsequently see the visage on the western formation change into the image of one of his companions.

This vision lasts one round and is so fascinating that the PC is incapable of any other action. This vision is caused by some property in the water, perhaps the same substance that flavors the locally famous dwarven beer. Other than its mind-altering properties, the water is safe to drink, if a little bitter.

Q13. A Climb to Nowhere. This cavern is filled with stalactites, stalagmites, and formations of weird shape. From the distance comes the sound of steadily dripping water.

To the east there is a formation that resembles an ascending staircase, complete with bannisters. No piercers are currently in this cavern, but if anyone ascends the 35'-high staircase, a dwarf's body can be found on the topmost level, having been slain by a piercer only recently. This dwarf was one of the three miners who entered the caverns here; after this dwarf was killed, his companions stumbled across the electric dragons in area Q15; one was burned but escaped, and the other died in area Q2.

Q14. Echoes of Peace. The sound of a soothing voice is heard issuing from a narrow passageway to the south. The words cannot be distinguished, but they sound like a lullaby.

Q15. The Source of the Trouble. The crooning at area 14 is coming from a large chamber that houses five unusual creatures: a mated pair of adult electric dragons and their three newborn offspring. The dragons, Evicharhys and Emorys, retired to this lair for the hatching of their three young, bringing along some of their treasure so they would feel at home. They plan to leave the caverns in two weeks when the young ones are old enough to travel. The parents are extremely proud of their young and expect anyone who visits them to be well behaved and to have brought hatching gifts of great quality befitting the occasion.

Evicharhys is quite apologetic over the charred miner. She was practicing a *fireball* spell when the dwarves appeared and startled her; she knows one dwarf was hit, but both ran off and vanished. The dragons offer regrets but nothing else.

Unless the PCs have been exceptionally noisy, they encounter the dragons enjoying a quiet moment of family time.

Emorys is dozing in front of the chamber that contains their treasure (area 15A), and Evicharhys is crooning a soothing melody to the well-fed young dragons. If threatened or attacked, the adult dragons fight to the death to defend their young.

Electrum dragons (2): AC 2; MV 12"/24"; HD 9, 8; hp 45, 40; #AT 3; Dmg 1-4/1-4/3-24; SA breath weapon, magic use; SD magic use; AL NG. Electrum dragons are rare, and only one is usually encountered. Each has a 60% chance of being found in a lair. Treasure rarely consists of coinage, but objects of art (especially crafted items) are highly prized, as are gems and jewels. An adult electrum dragon is large, being about 36' long. Psionics are never possessed, but each such dragon has a 100% chance of speaking and using magic, and a 40% chance of being found asleep. See "The electrum dragon" by Ed Greenwood, *DRAGON*® issue #74, for additional information beyond what is needed for this adventure.

Electrum dragons fight by breath weapons or by casting spells in addition to their claw/claw/bite attacks, and each may direct four separate attacks in one round. The breath weapon is a gas emitted in a cone 4" long by 3" wide at the end (using scale measurement, in which 1" = 10' indoors or 10 yards outdoors) which loses effectiveness after one round. This gas causes *enfeeblement* for one round, *confusion* for nine rounds, or both. Two saving throws are needed to avoid both effects.

Evicharhys and Emorys have exceptional intelligence. They can *detect magic*, *read magic*, and *identify* items on touch without suffering ill effects, as from curses. Both are also able to *dispel magic* once a day. (These are natural abilities common to their kind, not spells.) Evicharhys has the following spells available every 24 hours: *charm person*, *magic missile*, *ventriloquism*, *write*, *mirror image*, *wizard lock*. She is learning a *fireball* spell (50% chance of success per casting). Emorys has the following spells available every 24 hours: *armor*, *magic missile*, *sleep*, *write*, *pyrotechnics*, *web*, *material*. As per others of their kind, each dragon has manipulative foreclaws and can write with a suitably large pen. Both dragons have spell books containing the above spells, but the spells have been modified so that the spells can be cast using only verbal components; because of the dif-

ferences between human and dragon physiology, humans cannot learn these all-verbal techniques. Each dragon must study his or her spell book to relearn these spells, which were taught to them by a human mage.

Electrum dragons are usually peaceful and philosophical. They enjoy trading, bargaining, and debating. Such dragons appreciate items of intrinsic value and beauty rather than wealth itself. Evicharhys and Emorys are considered odd by the standards of electrum dragonkind — they have decided to stay together for the first few years of their children's lives. This has sparked great debate among the usually solitary electrum dragons, but the new parents enjoy this feeling of being rebels. They have come to this remote place to avoid criticism before the hatching and during their children's first formative weeks.

The dragons' treasure is stored in a smaller cavern (area 15A) behind Emorys. The hoard includes:

- The two dragons' spell books, each of which is 4' × 4' × 6" and bound by engraved silver covers (140 lbs. weight and 2,000 gp value each).

- Two tapestries (750 gp value each).

- A golden harp with silver strings, inlaid with lapis lazuli (1,500 gp value).

- A marble chest containing seven small statues (70 gp value each).

- A velvet pillow with gold chaplet (3,000 gp value) resting on it.

- A stoppered bottle carved from a single ruby (500 gp value).

- A silver flute (400 gp value).

- A magic-user's spell book containing the following spells: *detect magic*, *magic missile*, *ESP*, *knock*, *wizard lock*, and *fly*.

- An electrum loving cup engraved "To the Fairest" (750 gp value).

- A crystal chest that contains a lock of hair, a *philter of love* in a crystal bottle, and a beautifully illustrated copy of a love poem popular 100 years ago (worth 100 gp now).

Another opening in the cavern, currently blocked by a large boulder, leads outside. This is the tunnel through which the dragons entered the caverns.

With luck, tact, talk, and a donation of suitable hatching presents, no lives will be lost. Trading and bargaining are quite possible before the dragons depart from the area.

Concluding the Adventure

When the PCs return from the caverns, members of the guard escort them to Carlos Blitzener so he can hear their report. If the PCs have caused no trouble in town, Carlos pays them the remainder of the promised fee and invites them to stay on a few days. If the adventurers must leave, he tells them they are welcome in Mountain Lake at any time. If, however, the PCs caused trouble while in town, Carlos tells them they have forfeited their fee and has them thrown out of town if necessary.

Other adventures in town may revolve around the three thieves at area C (one of whom has terrible plans), further expansion of the cavern system (by adding a few extra downward passages into the Underdark), an alliance with the electrum dragons for mutual profit and assistance, and further missions sponsored by the dwarves of Warka.

Grains of Discomfort

This material is found in pouches and should be handled with gloves. Some say it is a residue from the dwarven mines. If a handful of this granular substance is hurled at an opponent (treat as a missile weapon), the grains work their way into the inner layer of clothing against the skin. They cause such discomfort in 1-4 turns as to render the opponent incapable of continued action unless all garments are removed and shaken. This substance is greatly prized by dwarves for practical jokes on their companions. Ω



Vancouver resident Nigel Findley recently sent us the following note: "I've just returned from a windsurfing vacation on the Carribean island of St. Lucia. The dumbest thing I've ever done was to get onto the plane to come home. I should have stayed and asked for political asylum." Nigel promises he won't make the same mistake twice. We'll look forward to seeing his future submissions post-marked from the West Indies.

"Necropolis" is an AD&D® game scenario for 2-4 characters of 2nd to 4th level. The party can comprise characters of any race or alignment. A cleric or a PC armed with silver or magical weaponry would be useful, if not absolutely necessary. This adventure takes place in the FORGOTTEN REALMS™ campaign world; nevertheless, it can be inserted into any DM's game world with little or no modification.

Adventure Background

Wargrave is a tiny village in Impiltur, between the Earthfast Mountains and the Sea of Fallen Stars. With a population of about 40, it is little more than a score or so of rough cottages. Wargrave's denizens are hard-headed, bucolic farmers with no concern for anything that doesn't sprout from the ground.

This isolated village has no other purpose than to sustain its own existence through agriculture. It imports little and exports nothing. Wargrave's only claim to fame is a field of burial mounds outside the village: a "necropolis."

The PCs arrive in Wargrave by whatever means is appropriate. As soon as they enter the town, they notice that something is amiss. The locals are staring at them with awe, as though they represent some heaven-sent salvation. And perhaps they do.

Wargrave is facing a terrifying menace. By all the evidence, the dead who were interred in the necropolis outside the village have arisen and are threatening the farmers. There is nothing the locals can do to avert this threat, other than to accede to the demands made by the vengeful dead. Their only hope is that outside aid will appear.

When the PCs enter the village, several locals approach them with great awe and respect. The townspeople ask them very deferentially if they will speak to the village elder, who has a boon to ask of the brave adventurers.

NECROPOLIS

BY NIGEL D. FINDLEY

The dead just want a little respect.

Artwork by Margaret Palmer

Verethorn, the elder, is aging but still hale. He has lived his entire life in Wargrave, as did his father and his father's father before him. The other villagers see him as a fixture — as enduring as the Earthfast Mountains themselves — and as a font of wisdom. But now the village is threatened by something beyond Verethorn's power to change. He wishes to tell the PCs a story.

Verethorn: AC 10; MV 12"; F1; hp 3; #AT 1; Dmg by weapon type; statistics unexceptional; AL LG; knife.

Unquiet Slumbers . . .

Some 200 winters ago, Verethorn relates, Wargrave was the site of a clash between the forces of Impiltur, under the banner of General Balfas — a renowned warrior and (surprisingly) scholar — and the hobgoblin hordes that threatened the land. In the heat of combat, General Balfas fell to treachery from within his own bodyguard, and for a while the battle seemed in doubt. But then the general's staff officers took up the reins of command. Thousands of humans and hobgoblins died, but Impiltur's army emerged victorious.

The dead hobgoblins were burned in huge pyres that stained the sky black with smoke. The fallen human warriors were interred with great honor in a score of barrows. General Balfas himself — now known as "the Betrayed" — was laid to rest in the central, largest barrow. Today, the only things left to mark the site of the battle are the barrows — overgrown and mostly forgotten — and the name of the village that has sprung up nearby. Until recently, if the villagers thought of the nearby necropolis at all, it was only as wasted land that could be put to better use growing crops. Now matters have changed.

It started quietly enough. Four weeks ago, a farmer awoke in the night to the sound of scratching at his front door. When he went to investigate, no one was there, but the wooden door showed score marks that could have been made by claws. The events recurred the next night at another farmer's cottage, and again the next. Then an embellishment was added: as well as the scratches on the door, a splatter of blood was found on the stoop. The first fatality occurred a week later; a calf was found messily dead, its rent body showing the now-familiar claw marks.

Even the most pragmatic farmers could take only so much before superstitious fears started to rise from their subconscious. Eyes started to turn toward the necropolis outside the village. The dead had slumbered quietly for centuries, it was true. But could they be stirring now?

One night a farmer reported seeing a gray-cowled figure moving silently among the overgrown barrows. Within hours, his story was known to everyone, and the villagers' vague unease crystallized into fear.

Wargrave has become a village under siege. When the sun goes down, nobody goes outside. All doors are locked; all lights burn. And now the dead are demanding propitiation. Messages have been scrawled on the walls of buildings. General Balfas walks again, the messages claim, and cordially invites the villagers to leave gold and other valuables near the barrows each night. If they do so, he and his cohorts of spectral warriors will stay within their age-old resting places. Otherwise . . .

The villagers have decided to accept the general's invitation and are leaving offerings at the boundary of the necropolis each night. But these payments are depleting the village's limited coffers. Soon there will be nothing more of value with which to buy the village's safety.

Will the PCs — brave adventurers that they are — save Wargrave? The villagers can offer them little but their gratitude, it's true. Would that be sufficient recompense for preserving the village from the vengeful dead?

. . . In That Quiet Earth

If the PCs express a willingness to help, Verethorn shows them some samples of the nightly depredations. The first stop is a farmhouse with claw marks on the windowsill, as though someone — or something — had tried to gain entry that way. At the second stop, the PCs are shown the carcass of a sheep, its throat ripped out. The third sample is a message, seemingly scrawled in blood, on the wall of a barn:

IM BACK
BALFAS THE BETRAYED WALKS
TO STAND AGAINST ME IS DEATH
PAY ME GOLD OR TASTE MY RATH

Verethorn explains that similar messages have appeared elsewhere around the village, and that the locals have been taking them very seriously. Each night, a villager selected by lot leaves a small pouch of gold or other valuables at the outskirts of the necropolis. These valuables are donated by the villagers — willingly donated, because they strongly fear for their lives.

At each of these stops, any player who announces that his character is examining the area for anything out of the ordinary should roll 6d6. If the total is under the character's intelligence score, the PC has noticed something amiss — and there is something intriguingly amiss at each of these locations.

At the first — the clawed windowsill — close examination shows that the marks on the wood were made not by claws but by a metal implement, perhaps a knife. Also, there are faint, imperfectly obliterated footprints in the ground around the window. Interesting, since most undead are not given to leaving boot marks behind them.

At the second stop — the dead sheep — close inspection indicates that the animal's throat was not torn out while it was alive. Instead, it was killed by a clean knife cut across the throat. Only after the animal was obligingly still was the gruesome damage done. Again, the carcass is surrounded by footprints that were imperfectly swept away.

At the third stop — the message on the wall — inspection shows that the red liquid on the wall only appears to be blood. In fact, it is a deep red plant dye common in a nearby region. Footprints are here, too. In addition, a moment's thought may suggest other inconsistencies. The spelling and grammatical errors that appear in the scrawled message are unusual for the work of a man said to have been a scholar. And General Balfas only received the nickname "the Betrayed" after his death. If he's spent the last two centuries (save for the last few dozen nights) languishing in his barrow, where would he have heard the sobriquet?

The conclusion is obvious. The perpetrator of these minor atrocities is, in fact, very much alive.

If the PCs notice the footprints at any of these locales, they can follow them for a short distance before the tracks fade out. The direction of the footprints is unmistakable; they all lead toward the necropolis. A ranger has an 80%

chance (diminished by 25% for each hour of precipitation in the past 24 hours) of following the tracks to their source, which is the central barrow in the necropolis. This central barrow is, of course, the final resting place of General Balfas.

For the Dungeon Master

The village's terror is the result of a plot by a wandering thief named Tegger. When he stumbled upon Wargrave and saw the village's proximity to the necropolis, several thoughts came immediately to mind. What do people fear more, he wondered, than the dead? And how much would they be willing to pay for the dead to leave them alone? His plan was simple: convince the villagers that the dead walked, and extract some protection money to save them from a threat that didn't really exist. All of the "supernatural" events around Wargrave — the dead animals, the "blood" stains, the scratches on the door — have been orchestrated by Tegger. One night a sharp-eyed farmer spotted Tegger returning from his nocturnal activities, but that only strengthened the effect that the thief was trying to achieve. The villagers assumed that the gray-cloaked figure was General Balfas himself.

Tegger wasn't the superstitious type himself, so he chose to take up residence inside the portal to the general's barrow. Where could be safer? The fear that he was generating among the villagers would guarantee that no one would come near his new home.

The gold and silver started to flow in, and everything seemed to be going well for Tegger. But not for long. Even in death, General Balfas's pride is strong. How could he let a petty thief take his name in vain and remain unpunished?

Encounter Table

Should the PCs spend enough time wandering around the necropolis to warrant random encounters, the DM can use the Barrows Encounter Table.

The Necropolis

1. Road. Actually little more than a track, this path eventually joins up with the main road to Procampur in the west. The road is almost totally unused.

Barrows Encounter Table

1d4	Day	Night
1	No encounter	1-3 giant rats (MM1/81)
2	No encounter	1-6 common bats (MM2/15-16)
3	1-3 ordinary rats (MM2/105)	2-12 ordinary rats (MM2/105)
4	2-16 ordinary ravens (MM2/105)	1-4 huge ravens (MM2/105)

2. Wargrave Village. The buildings are all small, crude farmer's cottages. To the north, west, and southeast, the village is surrounded by cultivated fields.

3. Pyre Mead. This is the site of the huge funeral pyres on which the bodies of the slain hobgoblins were burned. Within the compass of a rough circle marked out by stones, the grass is incredibly lush, and meadow flowers grow in riotous profusion (the hobgoblins' ashes have fertilized the ground). Although this land is more fertile than any around Wargrave, it is considered a place of bad omen, so the villagers have left it uncultivated.

4. The Necropolis. This complex of barrows is surrounded by a raised earthen wall with only one entrance, opening northward toward the village. While the earth ramparts were obviously once high and difficult to scale, years of erosion have made them easy to climb. The only purpose they still serve is to hide the barrows from villagers' casual view. The barrow mounds, too, have been weathered down, their contours softened by lush grass. An enterprising searcher can still find evidence of battle in the deep grass: metal arrowheads, small fragments of armor and bone, perhaps even a partially buried (and terminally rusted) dagger.

5. Balfas's Barrow. The central barrow — the final resting place of the fallen general — is different from the others. Apart from being larger (25' high at its tallest point), it is the only one with a portal. At its northern end is a recessed doorway formed by a stone lintel and stone uprights set into the earth of the barrow. Within is an antechamber, then another doorway. This is closed by large stone doors, an ancient tradition for the graves of important people. Even in death, there must be no appearance of imprisoning the honored dead within a closed barrow.

The General's Barrow

The barrow is about 35' long and 55' wide. At its highest point it is 25' high. Like the other burial mounds, its contours have been softened by erosion and by the lush grass growing on its slopes. The interior of the barrow is in total darkness, and the air is musty and thick with decay.

5A. Portal Antechamber. The outer portal is formed by two stone uprights 10' tall. Across the top of the uprights is a stone lintel. The antechamber inside is 10' high. The walls and ceiling are stone; the floor is packed earth. To the south is another doorway, again formed by stone uprights and a stone lintel. This portal, however, is closed by large double doors made of slate. They are hanging crookedly, wrenched from their hinges by some great force.

In one corner, partially concealed by a stone upright, is a bedroll, a gray hooded cloak (with small splatters of red dye on one shoulder), and a backpack — all undecayed and relatively new. The backpack contains food, some traveling clothes, a well-equipped thief's kit, an earthenware vessel containing red dye, and a money pouch. Inside the money pouch are 25 gp, 50 sp, 65 cp, a rough gold ring (75 gp), a silver-chased dagger (15 gp) and an antique silver stickpin (5 gp). This loot represents all the valuables that the villagers have paid to "General Balfas" to guarantee their safety. Footprints and marks on the dirt floor show that someone has been living here for some time. A ranger or barbarian can easily discern that these footprints have been made by a lone human. But where is that human now?

Any player who announces that his character is examining the south end of the antechamber should roll 6d6. If the total rolled is under the character's intelligence score, that PC has noticed something: there are signs of a struggle on the dirt floor, and deep scuff marks that indicate something fairly heavy (about the weight of a body) was

dragged through the stone doors. The doors are massive and difficult to move; however, they can be opened if a total of 30 strength points is applied to them.

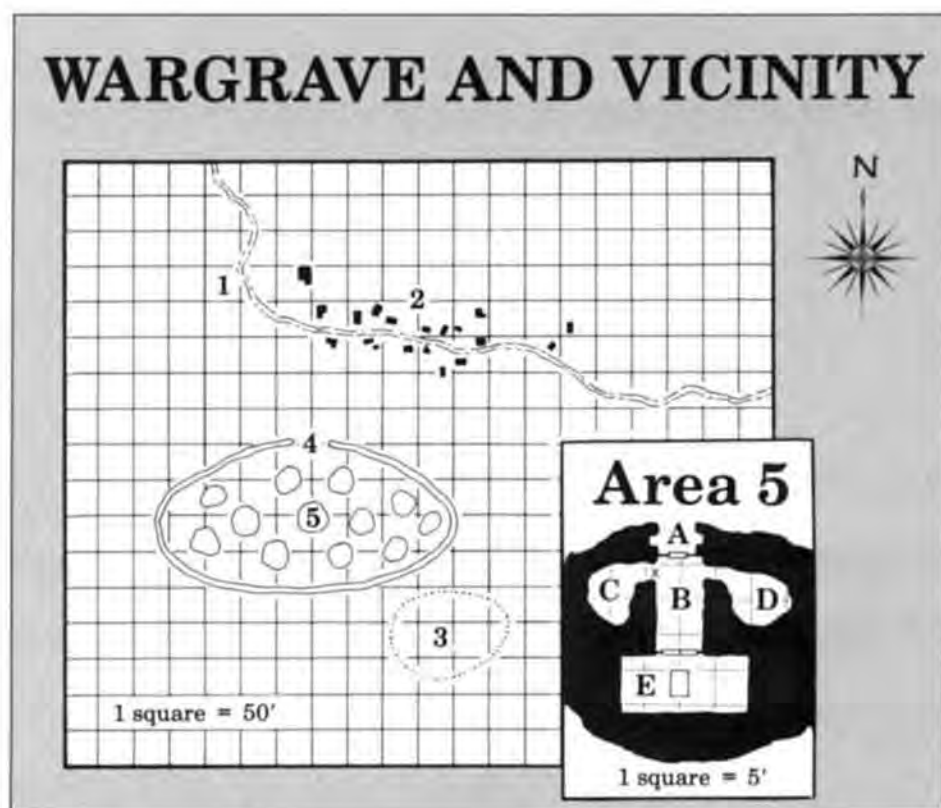
5B. Passageway. With walls and ceiling of stone and floor of packed earth, this corridor is 10' high. The X marks the position of a crumpled human body, only recently killed. The body has been torn by claws, and the face is frozen in a rictus of terror. There is nothing of value on the body.

A *Speak with Dead* spell will reveal (if the appropriate questions are asked) that the body is the thief Tegger (of course), and that the "return of Balfas" was — initially at least — a plot of his own devising. If questioned about his death, Tegger reports that he was awakened from sleep by a terrible rending noise (the stone doors being torn open). He saw a large human figure clad in discolored armor standing in the portal, backed by other shadowy figures. Before he could flee, the figure reached for him with fingers like talons. Tegger can recall no more.

The double doors at the south end of the passageway are of brass-bound oak. They are shut but open easily on their hinges.

5C and 5D. Burial Chambers. These 10'-high chambers were built to house those members of General Balfas's bodyguard who fell in the battle. The bodies, clad in their armor and still bearing their weapons, were laid to rest on small wooden biers which have long since decayed. The corpses themselves have been reduced to skeletons. Now the voice of their beloved general has called to their souls across the planes. As Balfas's indomitable will has allowed him to return, the lesser — yet still considerable — wills of his loyal and trusted aides have allowed them to answer his summons and animate their own skeletons.

Each of the burial chambers contains four abnormally powerful skeletons wearing chain mail and wielding broad swords. If the PCs enter either chamber, the skeletons within attack immediately. The skeletons from the other chamber cross the hallway and enter the melee after one round. If the PCs do not enter either chamber, the skeletons do not attack. Instead, they wait until the PCs have traveled farther along the passage, then silently troop out of their



chambers to form a phalanx behind the PCs. Even then, they do not fight unless attacked; their goal is simply to prevent the PCs from leaving.

Skeletons (8): AC 5; MV 12"; HD 3; hp 13 (x8); #AT 1; Dmg 2-8; SD sharp or edged weapons do half damage; *sleep, charm, hold, fear*, and *cold*-based spells have no effect; turned as wights; AL N; MM1/87. Although the skeletons prefer the darkness of night or of the barrow, they can function at full effectiveness in daylight.

5E. Balfas's Tomb. The final resting place of the famous general, this chamber is 12' high. Walls, ceiling, and floor are stone, which has drastically limited the decay of the general's body. In the center is a bier carved from black basalt. The only occupant of the tomb is General Balfas himself.

The skeletons from chambers 5C and 5D are under Balfas's control. They will not enter this room unless the PCs attack Balfas and he needs assistance.

Balfas was slain by a man operating under false pretenses; now someone else is doing a similar thing — destroying the general's name and reputation by

pretending to be him. This desecration of Balfas's name is enough to rouse him from his rest. In a manner similar to a revenant (as described in the FIEND FOLIO® tome, page 75), Balfas's spirit returned and inhabited his minimally decayed body, driven by an obsession with revenge against Tegger.

When General Balfas was alive, his personal bodyguards swore a blood oath to follow him and obey his orders until they had wiped the hobgoblin hordes from the face of the earth. This oath — made on the name of Helm, God of Guardians — has remained binding even after death. When General Balfas called to them, the souls of those bodyguards who fell at his side answered and arose to serve him once more. If General Balfas is "slain" once more, the oath will be considered discharged, and the skeletons will crumble into dust with the destruction of the general.

The general and his skeletal aides broke down the portal and slew Tegger. Had Balfas been a true revenant, his goal would have been achieved with the death of the thief, and the general's soul would have returned to its rest while his body crumbled to dust. In the gen-

eral's case, however, once he had discharged his initial mission, his sense of duty reestablished itself. In life, the goal that superseded all others was to rid his land of the hobgoblin threat. Now he has the opportunity — and the body — to continue his vendetta against the humanoids. Like a haunt (as described in *Monster Manual II*, page 74), his dedication to complete his original mission — albeit belatedly — is what continues to bind his soul and decomposing body together after the passing of Tegger.

General Balfas: AC 5; MV 9"; HD 6; hp 30; #AT 1; Dmg by weapon type (plus strength bonus); SD harmed only by silver or magical weapons, immune to sleep, charm, hold, fear, and cold-based spells; regeneration; AL N; see following for other powers and possessions.

General Balfas is similar to a low-powered revenant, but without some of the restrictions under which a revenant functions and without some of its powers (such as the ability to *paralyze*). Balfas can regenerate 1 hp damage each round, even after "death," unless his body is burned to ashes. Like a troll, his regenerative powers cause severed limbs to slither together and reunite. Although undead, Balfas is motivated by sheer self-will and is immune to turning by clerics and to the ravages of holy water, holy/unholy symbols, and other religious paraphernalia. He has retained his high intelligence and wisdom (16 each), and remembers all his military training and expertise. He is hideously strong (18/00, giving him a bonus of +3 to hit and +6 to damage), as witnessed by the riven stone portal. He makes all saving throws as a 12th-level fighter.

Balfas wears scale mail and carries a gold-chased small shield (130 gp) and a long sword +1, which he wields as a 12th-level fighter. On his belt as a second weapon is a gold-hilted short sword (275 gp). He also wears a helmet with an aquamarine on the brow (100 gp), an ornamented pair of (nonmagical) bracers (35 gp each), and a gold ring (30 gp). Like the skeletons, Balfas prefers the darkness but can function with full effectiveness in daylight.

In addition to his military expertise, the general has also retained much of his personality: strong, determined, and accustomed to instant obedience. Balfas assumes that the PCs have come to assist him in his goal to obliterate the

hobgoblins he believes are living in the Earthfast Mountains (none are). He addresses them as "the representatives of my new troops," and starts outlining his plans for a lightning strike against the hobgoblins using drafted recruits from the local area ("pathetic though they be") as his vanguard.

General Balfas is fully aware that he is not alive, but the situation merely amuses him; he always knew duty was stronger than death. He will want to know (briefly) what the surrounding lands look like, what sort of "recruits" are available, etc. If a PC brings to the general's attention that the people of the local village might not want to be his vanguard, his response is predictable: "Does it matter what they want? A soldier's duty is to follow orders: to fight — and die, if need be." Balfas brooks no argument on this score and instructs the PCs to tell the villagers that they march at next sundown. He sends them forth to convey his orders to the villagers, and his skeletal bodyguards escort them to the portal of the barrow (but no farther). Balfas interprets any physical resistance from the PCs as mutiny, to be met by harsh military justice; on his order, the skeletons fall upon the PCs to summarily execute them. If the skeletons are incapable of performing the job themselves, Balfas joins the fray.

Concluding the Adventure

The PCs may try to convince the general that there are no hobgoblins massing for an attack in the mountains. If they are reasonable in this assertion and remain respectful of the general's authority, he considers what they say but demands proof. Balfas grants the PCs 10 sunsets — and no more — in which to bring him substantiation that the hobgoblin threat does not exist. If the PCs ask what he'll accept as proof, he admits that he can't think of anything that will persuade him, but the PCs are free to try. If they're not back in 10 days, Balfas will round up the villagers (those who don't flee) and start a forced march toward the Earthfast Mountains.

The DM must adjudicate any proof the PCs return with (or cook up) very carefully. Keep in mind that Balfas is a warrior whose whole life — and more — has been dedicated to fighting hobgoblins, and that he is not going to put

aside his sworn duty lightly. In addition, being an experienced leader, he is skilled at detecting evasions and falsifications (give the general a base 75% chance of seeing through any lie the PCs concoct, modified for charisma). If the PCs somehow do manage to convince Balfas that the hobgoblin threat is nonexistent, the general's tie to this plane is eliminated. His soul goes to its eternal rest, and his body crumbles to dust. His skeletal bodyguards join him in dissolution.

Unless they are able to convince the general that the hobgoblin threat is illusory, the PCs have a decision to make: What do they do about the villagers? Telling the villagers of the general's intentions receives a predictable response: The townspeople insist that the "brave heroes" slay the general, as they expected the PCs to do from the start.

If the PCs succeed in eliminating the general — either in direct combat or by convincing him that his cause is without foundation — the villagers are eternally grateful. They offer the PCs half the loot Tegger extorted from them (for such a poor village, this is generosity indeed). Of course, the PCs are welcome to keep Balfas's treasure (assuming that the general is not around to object).

If the PCs do nothing to help the villagers — or if the PCs are killed in combat with the general and his retinue — Balfas and his bodyguards march out the next night and round up the villagers for a forced march toward the mountains. Any resistance is met with harsh military justice (remembering that the punishment for desertion or mutiny is summary execution).

If the villagers are co-opted for the general's forced march, many will die during the rigors of the journey, and most of the rest will probably be slain by wild beasts and monsters that dwell in the Earthfast Mountains. Unless the PCs do something to prevent it, the village of Wargrave will become a ghost town — a fitting neighbor to the necropolis next door. □



VESICANT

BY RANDAL S. DOERING

Hundreds of pirates
— and just one little
dragon.

Artwork by Mark Nelson

Randal Doering is a junior in college majoring in creative writing (being one of those folks who has kept the same major for three years running). He has been playing D&D® and AD&D® games for 11 years, but he has set his gaming aside in order to work on a fantasy novel. It's about half done and should be finished by next summer.

"Vesicant" is an AD&D adventure for 4-7 characters of 4th-6th level. Any mixture of races and classes is acceptable. No special equipment is required, but flying devices will greatly aid the heroes in the latter parts of the adventure.

This adventure takes place in summer in any temperate climate, starting at midmonth as the characters tell time. These facts can be changed as the Dungeon Master sees fit, but be sure that any changes are carried throughout the adventure. Several events in the module are very carefully timed, and poorly made changes in timing can ruin the entire adventure.

It is prudent for the DM to brush up on many new rules brought out in *Unearthed Arcana* and the *Wilderness Survival Guide*, especially weapons specialization, climbing, swimming, and fighting in the water.

Adventure Background

Read or paraphrase the following to the players:

You have traveled the coast for several weeks now, relentlessly tracking down rumors concerning a deadly band of pirates aided by a forest dragon. Land-bound folk have had little to tell you, but sailors and shipmasters are eager for your ear. They have told you tales of death along this coast, for many hapless ships are set upon by bold pirates. These vile men and humanoids attack even well-protected vessels, striking from the foul port of Scrape.

The pirates are bad enough on their own, but to make matters worse, they are aided by a terrible dragon that swoops down from the clouds to ravage ships with deadly gas. The pirates then pick the derelicts clean. These raids have continued for over a dozen years. Many heroes have gone to Scrape to deal justice; the few who have returned

have reported rough treatment and were not even able to find the dragon's lair.

Because the pirates live in a wilderness area claimed by several nations, no single government will risk men and ships to enter the disputed land and chance angering neighboring nations. You were approached by agents of one of these nations and offered both a substantial reward for the pirate ruler, Yorin, and the right to walk off with all of the dragon's hoard that you can carry, tax free, if you attempt to bring this piracy to an end. Due to political pressure, the agents cannot overtly aid you, but they have spread rumors that you are mercenaries and can thus ease your entry into Scrape.

For The Dungeon Master

The exact reward offered to the PCs should be worked out according to the specific campaign world. The reward for Yorin must be claimed after the adventure is over. If PCs decide to cheat their host nation, they will not collect their reward. See "Concluding the Adventure" for more details.

This module is divided into two parts: the pirate city of Scrape, and the lair of the green dragon Vesicant. The main part of the adventure takes place in Scrape, a coastal town at the mouth of a river, surrounded by thickly wooded mountains. This town can be slipped into an existing campaign world wherever it fits best. In the rough environment of Scrape, the PCs search for information regarding the dragon. The PCs start with the player information but know nothing else. Play in Scrape stresses interaction with many unusual and dangerous NPCs while working in the turbulent political structure of a den of evil.

Discovering the location of the dragon's lair will take the PCs through all levels of Scrape's political strata, from the average pirate who knows only rumors, to leaders and commanders vying for power among themselves, and finally to the Dragon Priest, from whom the heroes might find out what they need to know.

Once the PCs discover the location of Vesicant's lair, they must undertake a short overland journey to reach it.

Encounters for this journey are not recommended, since Vesicant keeps the area clear of most creatures. If you wish to add wandering monsters, feel free to do so, but make sure that they will not exhaust the powers of the PCs, who will need to be strong when they make ready to attack Vesicant.

When the adventurers arrive at Vesicant's lair (a wooded mesa), they are free to try any way they want to get the dragon, for there are no built-in solutions. The dragon is clever, and suggestions for playing her are given with her lair description. Study her tricks and traps beforehand, as they are an important part of what makes the dragon so difficult to conquer.

Scrape

The pirate city of Scrape is home to over 1,200 evil humans and humanoids, and serves as a base for pirate activities for hundreds of miles around. The city is active 24 hours a day, with humans out in the sunlight and humanoids prowling the night. The various races of Scrape get along in an uneasy truce which is often broken by murders and other violent events.

Scrape is a city of one and two-story buildings made of rough-hewn wood. All windows are shuttered to keep out the night chill, and the shutters are locked when the inhabitants are asleep or gone. All doors are locked from within, and many are guarded as well. The town is surrounded by a 15'-high palisade of heavy logs with an inner catwalk. It is a testament to the faith Scrape's inhabitants have in Vesicant that these walls are not patrolled. There is no wall toward the sea; here the town slides its scummy way to the water's edge. Three 100'-long piers jut into the water as mooring for pirate vessels.

Scrape is divided into four distinct quarters: the Orcish Quarter; the Goblin Quarter; the Leader's Quarter; and the Promenade, or Human Quarter. Quarters are separated by 10' high palisades into which are set doors and gates. Doors are for use by the quarter commanders and are locked, while gates are left open except during emergencies. Inner palisades also have (unused) catwalks. Travel between quarters is allowed but is not encouraged. The exception is the Leader's Quarter, which is off-limits to all save its residents and quarter commanders. Others are turned

back at the gates or killed if they persist in entering.

The river also acts as a barrier between quarters. This fast water moves at 70' per round and is icy cold even in summer. Since the river serves as the city sewer, no swimmers are expected. Guards allow anyone in the water to wash out to sea, perhaps assisting in the swimmer's demise by shooting missiles. The river is 30' deep and is crossed in several places by simple wooden bridges 5' wide (10 structural points each). Since bridge repair falls upon each quarter's inhabitants to perform, tampering with bridges is very poorly taken by everyone. An iron gate juts to the river bottom at the west edge of town and serves to keep out river monsters.

Scrape has many buildings which are not detailed in the text. These buildings are the homes of various NPCs and businesses which do not relate to the adventure but can be developed as necessary, possibly as side adventures.

References are made to various tunnel systems under the city, used by several different groups. In particular, duergar (who live in an abandoned mine near the city) and gnolls (from Vesicant's lair) are the two outside groups most often met in these tunnels. The DM should expand upon the tunnel system and the duergar lair as desired.

Politics

As might be expected, Scrape is a tangle of politics. The city is run by a strong-arm military dictatorship with a supreme figure at the top and quarter commanders under him. The dictator is Yorin, a half-orc fighter of great ability. He keeps command through his powerful allies and his own personal might. Yorin consults often with the Dragon Priest, Sost, and so keeps the dragon pleased with the town. Under Yorin are three quarter commanders who firmly control the areas outside the Leader's Quarter (where Yorin rules). All three look longingly at Yorin's position but are careful to watch their own backs. These three constantly struggle for power among themselves, usually by seeking greater favor from Yorin.

On the bottom of Scrape's political heap are the racial leaders and common citizens. The average person in Scrape has no idea where the dragon lives, for Vesicant does not release that informa-

tion to anyone. All that the common citizens know is what rumors tell them, and these are dubious sources of information at best.

Vesicant does not communicate with the quarter commanders at all, for fear that they would organize an army of pirates to raid her lair. Instead, the clever wyrm has put into power a human cleric named Sost. Sost worships Tiamat and serves as Yerin's adviser and the voice of the dragon. When the pirates are about to raid a merchant flotilla, the commanders consult Sost, who in turn appeals to Vesicant. The dragon lends her support to the raid in return for half of the spoils. Sost insures that she receives her fair share. Vesicant has not told even Sost where her lair is, and has her share of the treasure retrieved by her own servants.

As can be expected, the quarter commanders constantly spy upon Sost, hoping to discover how he summons Vesicant. Such knowledge would make Sost disposable and give the discoverer tremendous influence in the town's power structure. Sost, however, employs his own spies to avoid the traps of the commanders. Unknown to all, Vesicant has servants other than Sost in her employ, who check up on Sost and the quarter commanders. These relationships are ready-made for DM expansion. Parties that enjoy political maneuvering will find plenty of opportunities for excitement in the city of Scrape.

Law Enforcement

Each quarter of Scrape has its own guards, as described in the encounters for each quarter. Law in Scrape is subjective at best: Usually the underdog in a conflict is the party found to be breaking the law. Justice in Scrape is swift, laws few, and the only crime is getting caught. Punishment is meted out by the intended victims or by guard patrols and sadistic jailers. There are no courts in Scrape. Once caught, prisoners without powerful friends are sold into slavery and are gone within a week.

The various law enforcement forces in Scrape do not aid one another unless Yerin demands it (which happens only in the direst emergencies), and citizens do not aid patrols. Patrols will not break up fights unless bribed to do so. Scrape's residents have no respect for any law, not even their own.

Scrape is currently below strength in

terms of manpower, as all three pirate ships are out to sea. None of the ships will be back within the next month, but after this time the DM can bring them in as needed. Each of Scrape's major races (human, orc, and goblin) owns one ship, crewed by 100 standard members of that race with appropriate numbers and types of leaders as given in the *Monster Manual*. Since the ships are not integral to the adventure, no statistics are given for them. If the DM wishes to use these vessels, NPCs from them must be prepared by the DM (see areas 1, 4, and 11).

Most of the NPCs detailed in this adventure are given as bare-bones statistics, without secondary skills or complete personality descriptions. This is due to the large number of minor NPCs, whom the DM can develop as he sees fit. Major NPCs are fully detailed.

Rumors

The PCs can hear rumors at various establishments but must usually resort to bribery to learn them, for the adventurers are strangers to whom the locals are loathe to speak freely. For each establishment in Scrape, there is a note as to how many rumors can be heard there each day and how much they cost in bribes. The PCs should never hear more than six rumors during each 24-hour period. Roll 1d20 each time a rumor is heard and find it on the following table. The DM should never comment upon a rumor to the players. Let the players make what they will of them, just as Scrape's citizens must. The PCs may even hear the same rumor more than once in the same day.

1. That there dragon's a hunnert years old, if it's a day! (True; see "Vesicant's Lair" for all dragon-related rumors)
2. Yerin's been visitin' Durale a lot lately; someone's goin' to walk the plank. (False)
3. The dragon has fire giants for guards! (False)
4. Some loon at the 'Phantom says he's going to kill the dragon. (True; see area 19)
5. Those Pounders took on a patrol last night — they're getting too bold. (False; see area 9)
6. That goblin commander sure is a weird one, never coming out of his place at all. (True; see area 17)
7. *Dark Angel* is due back in a month.

(True; see area 1)

8. Did you know that the dragon has a charm that keeps it from being cut? (False)
9. Stinking elves are holed up at Yerin's, up to no good, I reckon. (True; see area 35)
10. I hear that Old Greenie's got quite a penchant for gold. (True)
11. Talk is that Yerin's going into the serious slave trade real soon. (True; see area 35)
12. There's been no takers on the dragon in a long time now. (True)
13. I hear Yerin knows where the dragon lives. (True; see area 35)
14. Sost has a fortune stashed away in that temple of his! (False; see area 32)
15. *Wave Runner's* not coming in for a month, I hear tell. (True; see area 11)
16. That darned dragon talks; I heard it myself. (True)
17. Dimi ripped off old Lurg last night! (False; see area 23)
18. Old "Boar" flew off his rocker and killed six goblins last night, and the bosses didn't do a thing about it! (False; see area 22)
19. You notice Yerin doesn't do without guards these days. Something big is brewing, and I'd say it has to do with all these outsiders coming in. (True; see area 35)
20. [The DM creates a new rumor or selects one from the above.]

Standard NPC Statistics

The citizens of Scrape, unless stated otherwise in the text, have the following statistics. References to orcs and goblins should usually be taken to mean the males of each race.

Orc male: AC 6; MV 9"; HD 1; #AT 1; Dmg by weapon type; AL LE; MM1/76; studded leather armor, shield, scimitar; speaks orcish, 40% speak Common or goblin; 2-12 sp, 1-10 cp.

Orc leader: as above, with AC 5 (chain mail) and 8 hp; speaks orcish, 70% speak Common or goblin; 2-12 ep, 1-10 sp.

Orc female: AC 10; MV 9"; HD 1; #AT nil (unarmed); AL LE; MM1/76; speaks only orcish; 1-6 cp.

Orc young: AC 10; MV 6"; HD 1½; #AT nil (unarmed); AL LE; MM1/76; speaks only orcish.

Goblin male: AC 6; MV 6"; HD 1-1; #AT 1; Dmg by weapon type; AL LE; MM1/47; studded leather armor, shield,

SCRAPE



1 square = 20'



club, short sword; speaks goblin; 50% speak Common or orcish; 1-10 sp, 2-8 cp.

Goblin leader: AC 6; MV 6"; HD 1; hp 7; #AT 1; Dmg by weapon type; AL LE; MM1/47; studded leather armor, shield, morning star, dagger; speaks goblin, 80% speak Common or orcish; 5-10 sp, 1-20 cp.

Goblin female: AC 10; MV 6"; HD 1-1; #AT nil (unarmed); AL LE; MM1/47; speaks only goblin; 1-6 sp, 1-4 cp.

Goblin young: AC 10; MV 6"; HD 1/2; #AT nil (unarmed); AL LE; MM1/47; speaks only goblin.

Human pirate: AC 8; MV 12"; zero-

level human; hp 1-6; #AT 1; Dmg by weapon type; AL CE; leather armor; carries spear, hand axe, scimitar, or long sword (25% chance each); speaks Common, 40% speak goblin or orcish; 80% likely to be male. One pirate in five also has a light crossbow and 10 bolts.

Human ship's officer: AC 5; MV 9"; F3; hp 11-30; #AT 1; Dmg by weapon type; AL CE; scimitar or long sword, chain mail (5% chance of elven chain mail, stolen).

Unarmed human: AC 10; MV 12"; zero-level human; hp 1-4; #AT nil (unarmed); AL any; speaks Common.

Many of these are slaves.

Human child: AC 10; MV 9"; zero-level human; hp 1-2; #AT nil (unarmed); AL any; speaks Common.

Ogre male: AC 5; MV 9"; HD 4+1; #AT 1; Dmg by weapon type, +2 for strength; AL CE; MM1/75; scimitar, 11-20 gp; speaks ogre, orc.

Ogre leader: AC 3; HD 7; hp 33; Dmg by weapon type, +4 for strength; halberd; other statistics as for ogre males.

Ogre female: HD 4+1, -2 per hit die; hp 5-25; #AT 2 (fists, unarmed); Dmg 1-3/1-3; 5-20 gp each; other statistics as above.

Ogre young: AC 6; MV 12"; HD 1+1; #AT 2 (fists, unarmed); Dmg 1/1; 5-10 sp each; other statistics as above.

Random Encounters in Scrape

So long as the PCs make no trouble in Scrape, most residents will leave them alone. The chance of an encounter is one in six, checked once per turn. PCs traveling alone face double this chance (two in six per turn).

There is a separate encounter list for each of the four quarters of the city. See "Standard NPC Descriptions" for standard statistics for residents of Scrape (exceptional statistics are noted in the charts).

Certain encounters are similar no matter which quarter they occur in. These are described below:

Animals (dogs, giant rats, etc.) attack if the PCs appear weak or if the animals outnumber them. Animals flee from fire or if half of them are slain.

Fights between others are best left alone. If the PCs attempt to break up a fight, there is an 85% chance for all humanoids involved to attack the PCs. The combatants flee if the tide of battle turns in the PCs' favor.

Patrols are looking for pickpockets, fights, or general trouble. There is a 10% chance that the PCs will be arrested even if they are doing nothing wrong. Patrols avoid fighting if they can and are easily bribed if offered at least 1 sp per member of the patrol (ogres require 5 gp each).

Pirates attack to kill any group that is smaller than their own. They flee if half of them are slain.

Spies try to find out about the PCs' motives and abilities. Spies do not attack and try to avoid trouble. They can be of any race. Roll 1d8 to see whom each spy serves: 1-Sost (area 32), 2-Yorin

(area 35), 3-Vesicant, 4-Durale (area 29), 5-Nameless (area 17), 6-Lurg (area 10), 7-Dimi (area 23), 8-Van (area 13).

Orcish Quarter Encounters

- 1 5-8 orcs.
- 2 10 orcs on patrol (long swords).
- 3 5-8 Pounders (see area 9).
- 4 5-8 goblins.
- 5 2-5 **wild dogs** (AC 7; MV 15"; HD 1+1; #AT 1; Dmg 1-4; AL N; MM1/29).
- 6 Van (see area 13) tries to pick a pocket.
- 7 5-8 orcs and 3-10 goblins (all unarmed) involved in a fistfight.
- 8 5-20 **giant rats** (AC 7; MV 12"/6"; HD 1/2; #AT 1; Dmg 1-3; SA disease; AL N; MM1/81).
- 9 Falax (see area 8) accosts the party.
- 10 Spy (an orc) accosts PCs.
- 11 Ogre jailer from area 7B bumps into a PC.
- 12 1-4 orc females.

Falax acts friendly and invites a male PC to her home, where she tries to slay him and take his wealth. If no PC takes her up on her offer, she watches for chances to catch PCs alone (3 in 6 chance she attacks a lone PC). She then tries to kill that person and steal his wealth.

Goblins are looking for a fight. They pummel and steal from victims but flee if half their number are downed or if PCs begin killing them.

The jailer acts rude and beats loners; he merely makes noises at groups. He backs off if weapons are bared.

Pounders ambush from alleys, one member snatching some PC items and fleeing into the darkness. The Pounders use nets and long swords, and attack to kill. They seek wealth and equipment but flee if the PCs kill any of them.

Van is pickpocketing. If caught, he screams "Thieves!" and flees. A goblin patrol shows up in 1-4 rounds to arrest the PCs while Van gets away.

Goblin Quarter Encounters

- 1 5-8 goblins.
- 2 10 goblins (with short swords) on patrol.
- 3 2-5 orcs.
- 4 1-2 stray **worgs** (AC 6; MV 18"; HD 4+4; hp 26, 18; #AT 1; Dmg 2-8; AL NE; MM1/101).
- 5 Van (see area 13) tries to pick a pocket.

- 6 Falax (see area 8) is drunk and kicks a PC.
- 7 5-10 goblins and 5-8 orcs (all unarmed) involved in a fistfight.
- 8 5-10 giant rats (see Orcish Quarter Encounters).
- 9 Spy (a goblin) accosts PCs.
- 10 Special patrol of 20 goblins attempts to capture human PCs.
- 11 5-8 human pirates.
- 12 1-4 goblin females.

Falax is drunk and mean, but she passes out in a fight. She will scream obscenities and stagger off if left alone.

Humans and orcs are searching for small groups to beat up and rob. They attack one or two PCs but leave larger groups alone. They move off if weapons are bared.

Special patrols work for Nameless, the barghest. They use nets, saps, and lassos to capture human victims for barghest food. These goblins fight until they are killed. They kill captured non-humans and take humans to area 16.

Van is as described in the Orcish Quarter Encounters.

Worgs are escaped pets that are tolerated as long as they do not kill goblins. They attack from the shadows if there are no more than two PCs per worg, but each flees if reduced to half strength.

Leader's Quarter Encounters

- 1 Sost (area 32) going to visit Yerin at area 35.
- 2 1-3 ogre males on patrol.
- 3 Nameless (the barghest) from area 17, going to visit Yerin at area 35.
- 4 Yerin and his bodyguards from area 35, going to visit Durale at area 29.
- 5 Durale (see area 29), going to visit Yerin at area 35.
- 6 An unarmed human slave from area 33, heading to area 31 with Horm's dinner.
- 7 The jailer from area 31, with keys on his person.
- 8 Evil elf from area 35Z accosts PCs.
- 9 2-5 drunken human pirates (see Goblin Quarter Encounters) out to see how "the other half" lives.
- 10 5-10 giant rats (see Orcish Quarter Encounters).
- 11 Lurg and guards (see area 10), going to see Yerin (area 35).
- 12 1-2 unarmed human slaves on a mission from a random commander.

The barghest attacks unauthorized persons and calls for patrols. See "Lead-

er's Quarter — Northwest Quadrant" for patrol reaction.

Drunken pirates have bribed the ogres. They harass PCs but flee from a bold confrontation.

Durale avoids groups but watches them carefully. She immediately reports them to Yerin, who sends 1-4 ogres to investigate (in 5-10 rounds). Durale questions lone PCs, detaining them if they are not authorized. She fights if she must while calling for ogre support.

The evil elves are capable of nearly any action, depending on the DM's whim. They will not battle a party of adventurers but might attack a lone PC. Such elves do not shout for aid. They battle until reduced to half their hit points, then flee.

Lurg and Sost each act as Durale, above.

Slaves flee from unauthorized persons and scream for help if caught. Slaves will not aid the PCs.

Yerin instantly attacks unauthorized persons, shouting for ogre backup.

Promenade Encounters

- 1 Erilrec (see area 19), seeking information on the dragon.
- 2 Durale (see area 29), hoping to steal magical items.
- 3 1-3 spies (unarmed humans) accost PCs.
- 4 1-2 ogres looking for a fight.
- 5 Dimi (see area 23) trying to steal magical items.
- 6 Jan (see area 25) introduces herself.
- 7 5-10 human pirates (see Goblin Quarter Encounters).
- 8 10-man human patrol.
- 9 5-10 giant rats (see Orcish Quarter Encounters).
- 10 "Boar" from area 22, angry and looking for a fight.
- 11 5-8 goblins (see Goblin Quarter Encounters) or 2-5 orcs (see Orcish Quarter Encounters), seeking someone to beat up.
- 12 1-4 unarmed human slaves on an errand.

"Boar" wants to kill something, and the PCs are elected! He battles until knocked out or slain.

Dimi is accompanied by 1-4 females of various races. He presents himself as a wealthy noble and chats aimlessly while casing the PCs. He tries to snatch a loose item as the party leaves. If caught, he calls for the patrol and gives

back the "lost" item, apologizing profusely for the misunderstanding.

Durale tries to slay lone PCs, fleeing if unable to do so quickly. She tries to steal any obviously magical items, attacking if caught. A patrol arrives in 1-4 rounds. Durale orders that captured PCs be stripped and imprisoned.

Erilrec asks the PCs where they are going, if they would like to aid him, if they know where Vesicant lives, etc.

Goblins are seeking drunks to rough up. They settle for lone PCs, fleeing if anyone beats up half their number or kills any of them.

Jan is pleasant and asks subtle questions about the PCs' goals and alignments. She is looking for help against Yerin, as noted at area 25.

Orcish Quarter — Northeast Quadrant

The Orcish Quarter is well organized and strongly patrolled. Guards sweep every area once per turn or so. If an alarm is raised, an **orc patrol** (10 orcs with long swords) arrives in 1-4 rounds. Reinforcements arrive at the rate of one patrol every two rounds until five patrols are on the scene. Ten rounds later, the orc commander from area 10, with 10 orcs from the nearest orc barracks (see area 6), arrive. Most prisoners are sent to area 7, but elves are slain upon capture in this quarter.

1. Ship's Stores. This rundown building has no windows and one locked door. The key is with Lurg, the orc commander at area 10. Equipment for the *Dark Angel*, the orcish pirate ship, is stored here when the ship is in port. No guards are here at present.

2. Trash Pit. Shortly after Scrape was built, the inhabitants found that heavier trash (such as bodies) would not wash out to sea. Such refuse had a tendency to float back to shore, posing a health problem. Now most waste is dumped out to sea; the rest winds up in a noisome pit which is eventually filled in and built over. This, the current trash pit, was 50' deep when slaves dug it, but over the years it has accumulated 35' of trash. It will be filled in shortly and a new pit will be dug nearby.

Inhabiting this heap are hundreds of rats and giant rats. There is a one in six chance for 21-40 rats and 5-10 giant rats to attack anyone passing the pit at

night, but the rodents flee from fire or if half their number are killed. The orcs are fond of tossing drunks into the pit and watching the ensuing fun.

Rats: AC 7; MV 15"; HD 1/4; hp 1-2; #AT 1; Dmg 1; SA disease; AL N; MM2/105.

Giant rats: AC 7; MV 12"/6"; HD 1/2; hp 1-4; #AT 1; Dmg 1-3; SA disease; AL N; MM1/81.

In the rat warrens tunneled through the trash are hundreds of coins, dozens of small gems, a few bits of cheap jewelry, a potion of *heroism*, and a scroll with the magic-user spells *knock*, *web*, *armor*, *run*, and *shocking grasp* (all at the 8th level) written on it.

3. Pukin' Buzzard Ale. Cheap is the order of the day at this unsavory place, where various ales go for 1 cp to 1 sp per mug. The 'Buzzard is famed for its violent brawls (10% chance per night), which involve 5-12 orcs, 5-12 goblins, and any PCs who are here. This place is good for rumors, and each silver piece offered has a cumulative 1% chance to buy some bit of information. Up to three rumors may be found here per day by the PCs.

The owner of the Pukin' Buzzard is Gorgon Joe, a half-orc warrior who needs no guards. He has a pet vulture that attacks anyone threatening its master. Joe has no employees, preferring to serve drinks himself. He is loud, crude, and fond of bawdy tales. The half-orc is currently broke, after paying a large sum of money to Van (area 13), but he has a potion of *healing* under a floorboard in his upstairs room. He spies for Van and asks strangers about their motives and capabilities.

Gorgon Joe (half-orc): AC 7; MV 9"; F5; hp 36; #AT 3/2 with throwing axe, or 1; Dmg by weapon type; SA specialized with throwing axe; S 16, I 13, W 9, D 12, C 11, Ch 12, Cm 7; AL CE; ring mail, scimitar, two throwing axes.

Vulture: AC 6; MV 3"/27"; HD 1+1; hp 7; #AT 1; Dmg 1-2; AL N; MM2/125.

4. Ship's Stores. This small building is like area 1 but serves the human pirate ship *Razor's Edge*. The key for this building is with Durale (area 29). No guards may be found here.

5. Gabrod's Place. The sign on the door reads "Enter At Your Own Risk." Within, **Gabrod** the orc (hp 7; standard statistics; carries two daggers) lets

things go wild. He keeps no enforcers but has many friends who virtually live here. There is a fight every night, involving 9-12 orcs, 11-16 goblins, and 7-10 humans. Half of these are friends of Gabrod who will back him up if things are not going too badly. All are pirates, standard representatives of their respective species. Falax (see area 8) might be here on any given night (40% chance) to steal a little cash.

Gabrod spies for the orcish commander but has a more serious commitment to the duergar who live near the town. Occasionally customers disappear, to be bound and gagged and stowed in the cellar. The next morning, a duergar party enters through secret tunnels and takes the new slaves to their lair, leaving 10 sp per "recruit" in return. This is a good place for the DM to expand the adventure.

Gabrod carries 9-12 sp and 8-10 ep. His high prices (5 cp to 4 sp per drink) have helped him fill a chest in his room with 975 cp, 852 sp, and 407 ep.

The PCs must spend 50 sp to hear each rumor here, locating up to two rumors per night.

Duergar slavers (4): AC 4; MV 6"; F1; hp 9, 7, 7, 6; #AT 1; Dmg by weapon type; SA psionics, surprise bonuses; SD saving-throw bonuses, psionics, surprised 1 in 10, and immune to paralysis, poisons, and illusions; AL LE; MM2/61; chain mail, shield, hammer.

Duergar leader: As above, but F2 with 13 hp, horseman's pick, and light crossbow (with 12 quarrels).

6. Orc Barracks (eight locations). Each barracks has a common area, sleeping rooms, toilet, kitchen/pantry, slave pen, and rooms for leaders, females, and young. Because the orc pirate ship is out to sea, few orcs are currently at home. For each 400 sq. ft. of building space (barracks have one floor) there are one male orc, two females, and four young. Females and young are noncombatants who flee to spread an alarm if the building is attacked. Two males guard the doors into each building, and each barracks has an orc leader, who is the last to arrive at a fight and the first to flee if things are going poorly.

7. Orc Prison. The orcish jail is a reeking hole where torture victims and

troublesome slaves often rub elbows with criminals and the insane. This place is barred from within at all times and is opened only for orc leaders by voice recognition.

7A. Front Door. This iron-reinforced wooden door is equal to AC 3 and takes 25 hp to break down.

7B. Jailer. Durg the ogre (hp 20) is a runt (7' tall) ogre who delights in cruelty. He is hated by the prisoners, who will cheer PCs on in a fight against Durg. The jailer pleads for his life if reduced to 5 hp or fewer. He has no money or valuables.

7C. Storeroom. Food, water, eating tins, manacles, etc. are stored here.

7D. Criminals. Each center cell holds one **orc prisoner** (AC 10; unarmed) who has run afoul of his people. The orcs beg for release and promise their help but desert at the earliest opportunity. They will not fight orcs. Nonorcs have already been sold into slavery or have died in prison when the PCs arrive.

7E. The Box. Crammed into this tiny room is the former second-in-command of the orcs. Gylok is currently out of favor and hates Lurg, the orc commander, enough to betray him to the PCs. Gylok knows the layout of area 10, including the secret door, and he will aid PCs in storming it. Of course, he betrays the PCs at the earliest opportunity.

Gylok (orc): AC 10; MV 9"; HD 2; hp 11; #AT nil (unarmed); 18/50 strength; AL NE; MM1/76; speaks Common, orcish.

8. Falax. Falax is a somewhat skilled half-orc assassin who makes a living by preying upon drunks, loners, and fools. She tends to be too greedy and probably will not be around much longer. Falax poses as a part-time mercenary and is trusted by many orc leaders. She carries 5-20 sp and 1-10 gp. Behind a brick in her basement are 181 gp.

Falax (half-orc): AC 6; MV 12"; A3; hp 13; #AT 1; Dmg by weapon type; S 15, I 11, W 10, D 16, C 9, Ch 11, Cm 8; SA strangle with garrote, assassinate, backstab, PP 25%, OL 35%, FT 25%, MS 15%, HS 10%, HN 15%, CW 90%; AL CE; scimitar, leather armor, two packets of *dust of disappearance*; speaks Common, orcish.

9. Pounders. Once this building was a tavern, but now it is boarded up and thought to be lifeless. Within, however, live the orcish youths who call themselves the Pounders. This group is comprised of over two dozen young orcs who terrorize the weak and helpless. The band is led by Sgor, a former orc patrol leader who had a dispute with the orc commander and had to disappear.

The Pounders wear no insignia and tend to move in a loose band. They do not attack well-armed, obviously alert groups unless they get a good opportunity. Pounders have no missile weapons other than rocks (30' range, 1-2 hp damage), so they prefer close combat. They occasionally use nets in ambush and attack to kill. Pounders flee if 10 of their number are killed or knocked out.

Pounders (27 young orcs): AC 8; MV 12"; HD 1-1; hp 1-7; #AT 1; Dmg by weapon type or 1 (bite); AL LE; MM1/76; leather armor, knife, 1-6 cp.

Sgor (orc Pounder leader): AC 6; MV 9"; HD 1; hp 8; #AT 1; Dmg by weapon type; AL LE; MM1/76; long sword, ring mail armor, shield, 1-6 ep, 1-6 sp, 2-12 cp; speaks Common, orcish.

10. Orc Commander. Only one door leads into this building, and it is barred from within at all times. A spy hole allows the guards to see who is visiting. If this building is attacked, all orcs within fight to the death. Meanwhile, the orc commander, Lurg, flees through the secret door at the rear and returns in three rounds with 20 more male orcs from the various barracks (area 6). Ten more orcs show up every round until 50 orcs are on the scene. Yerin and his guards arrive with 10 ogres, 20 rounds after this.

10A. Guards. Five large **orc guards** (AC 5; MV 6"; hp 5-8; long sword, scale mail, shield, 5-20 sp) are here at all times. They allow only orc leaders inside and detain even these until one guard gets Lurg's permission to grant an audience. This takes two to five rounds.

10B. Guard Rooms. Ten orc guards (statistics at area 10A) live in each of these rooms. The northern room is empty; half its guards are at area 10A; the rest are at 10G. The guards in the southern room are sleeping, cleaning weapons, etc. unless an alarm has sounded.

10C. Leaders. There is one orc leader in each room. One leader arrives per round at any battle in this building.

10D. Stores. Behind the locked door (the key is with Lurg) are kept the stolen goods belonging to the orcs. There are 2,800 gp worth of bulky goods here.

10E. Toilet. A bucket full of water sits next to a simple toilet. Waste is washed down a pipe and into the river.

10F. Harem. Four noncombatant orc females, mistresses of the chieftain, live here. They scream and flee from intruders. The female orcs know the layout of the building and the number of guards within, and will tell this information if forced. They do not know about the secret door in area 10H.

10G. Last Guards. Here are five more orc guards, as at area 10A. These guards stay here during any alert and battle to the death to keep invaders from Lurg's door.

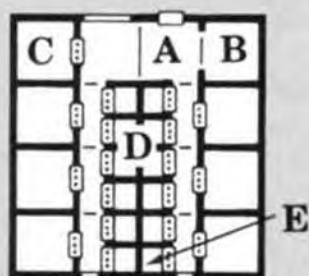
10H. Chieftain. Lurg is a large, cruel orc commander who rules his people with an iron fist. His one secondary skill is alertness (see the WSG, page 13).

Lurg (orc chieftain): AC 3; MV 9"; HD 3; hp 17; #AT 1; Dmg by weapon type, +2 for strength; AL LE; MM1/76; chain mail +2, scimitar, 26 gp; speaks orcish and Common.

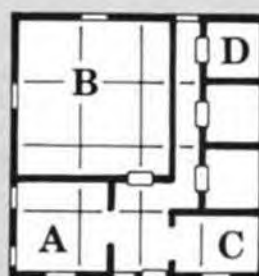
For all his bravado, Lurg is a coward when his own neck is on the line. He flees through the secret door if his room is attacked, returning with reinforcements to do his fighting for him. His secret door is opened by use of an oddly shaped key that he always carries. This lock can be picked at a -10% penalty.

Small luxuries sit about this gaudy chamber, but the real treasure is locked in a great chest at the foot of Lurg's bed (the key is around Lurg's neck). The chest has a *glyph of warding* cast upon it; anyone trying to open the chest must save vs. spells at -2 or contract a withering disease which renders the opener's weapon arm lifeless in one week. A *cure disease* spell during the first three days cures the disease, but after this time only a *heal* spell can save the limb. The *glyph's* name is Catran. The chest holds 216 gp, 650 ep, and 2,400 sp. Beneath the coinage is a bag of 12 malachite beetles worth 160 gp each. In a

BUILDING DETAILS



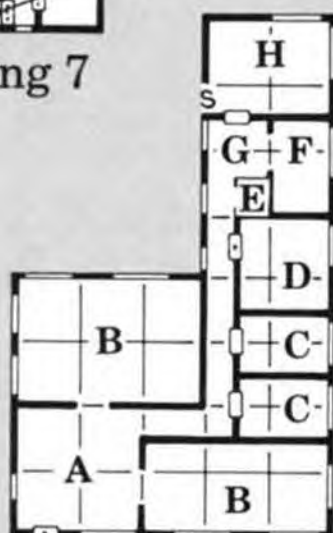
Building 7



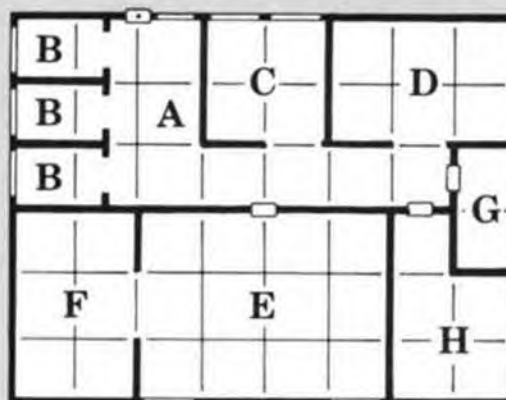
Building 16



1 square = 10'



Building 10



Building 17

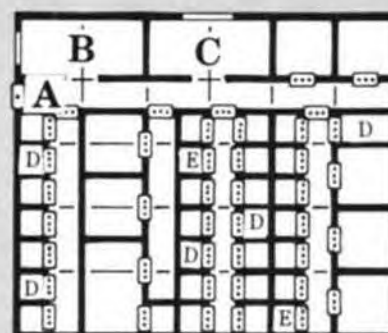


First Floor



Second Floor

Building 29



Building 31

secret compartment in the bottom of the chest is a folded-up *cyclocone*.

Goblin Quarter — Southeast Quadrant

The Goblin Quarter is somewhat less organized than the Orcish Quarter, with a patrol passing any given area only once per half hour. If an alarm is raised here, a **goblin patrol** (10 goblins with short swords) arrives in 2-5 rounds. Another patrol arrives every four rounds until six patrols are on the scene. Five rounds later, Nameless (the barghest from area 17) arrives. Captured humans are taken to area 17 for barghest fodder. Other prisoners are beaten and locked up in area 16. All confiscated equipment ends up in the pile at area 17F.

11. Ship's Stores. This building is the same sort as area 1. It is locked, and the key is with the barghest in area 17. *Wave Runner* is the goblin's pirate ship.

12. Brule's Alehouse. Goblins flock to Brule's, for the proprietor is one of their own. Brule lost his left arm to an ogre some years ago, but that doesn't keep him from pouring out ale for his customers. Now he swaps tall tales with his patrons as they drink his cheap wine (2 cp a mug). Brule is very lazy and lets his two gnoll bouncers and four wood-elf slaves do all his work. The elves can tell the PCs that the strange goblin commander is feared by everyone in Scrape.

Brule's is a peaceful place where 10 sp has an 80% chance to buy one rumor, with up to three attempts per night.

Brule has no money, for Van (area 13) constantly demands protection money. Brule has just agreed to spy for Yorin and is looking for a hot tip to get him in good with the half-orc. Then perhaps Van will leave him alone.

Brule (goblin): AC 8; MV 6"; HD 1-1; hp 7; #AT 1; Dmg by weapon type; AL LE; MM1/45; leather armor, short sword; speaks goblin, gnoll.

Bouncer gnolls (2): AC 5; MV 9"; HD 2; hp 11, 9; #AT 1; Dmg by weapon type; AL CE; MM1/46; chain mail, long sword.

Wood-elf slaves (4): AC 10; MV 12"; F1; hp 5, 4 (x2), 3; #AT nil (unarmed); AL N.

13. Van. This skilled half-goblin thief is so heartless that even other goblins hate him. He makes his living by stealing a victim's money and then loaning it back at high interest rates. Van has hired 20 human pirates as "muscle" and prefers to rob goblins.

Van's home has eight rooms and is heavily trapped. A box in the cellar is locked (Van carries the key) and trapped. When the box is moved, a poisonous snake crawls out of a hole beneath to bite the nearest person. The box holds 415 gp, 92 pp, and a scroll of *protection from magic*.

Van (half-goblin thief): AC 6; MV 6"; T5; hp 17; #AT 1; Dmg by weapon type; S 11, I 15, W 10, D 16, C 7, Ch 8, Cm 5; SA backstab; PP 45%, OL 52%, FT 45%, MS 40%, HS 31%, HN 25%, CW 95%, RL 15%; AL CE; MM1/47; short sword, leather armor; 12 gp, 8 ep, 15 sp, 18 pp; speaks only goblin. Treat Van as a half-orc in all respects.

Snake, poisonous: AC 6; MV 15"; HD 2+1; hp 12; #AT 1; Dmg 1; SA poison (save at +1 or die); AL N; MM2/111.

14. Warehouse. The key to this locked building is with the barghest at area 17, for herein is stored 3,200 gp in bulky goods that the goblins have received as spoils. No one bothers this place for fear of the barghest.

15. Goblin Barracks. These six barracks vary in size but otherwise conform to each other in every way. Each has a common area, several small rooms for leaders, a kitchen, and troop quarters. The barracks buildings have many small windows but only one set of doors each, guarded by two male goblins at all times.

For every 200 sq. ft. of floor space, there are one male goblin, two female goblins, and four young goblins. Each barracks also houses a goblin leader and his four assistants (with same statistics as leader). If one of these buildings is attacked, all the males join the battle, while the females and young slip out the windows and get help from other barracks. Each of the barracks buildings has a single floor.

16. Goblin Prison. The goblins keep the unruly and criminal elements of their own people here, as well as anyone from another quarter whom they can catch. The iron door to this building (AC 0; hp 40) is barred from within and is

opened only when the bugbear jailer has satisfied himself with a look through the spy hole, which is set 4' off the ground. Patrols pass here every 20 minutes to make sure that all is well.

Jailer (bugbear): AC 5; MV 9"; HD 3+1; hp 20; #AT 1; Dmg by weapon type; AL CE; MM1/12; long sword, mismatched armor; speaks bugbear, goblin.

16A. Bugbear's Room. The bugbear lives in this filthy little den. A tin bowl under the bed holds 94 sp and the keys to this place.

16B. Prisoners. Four unarmed humans and two very ill wood elves are imprisoned here. They are grateful if freed but cannot aid the party. Treat the elves as per the wood elves at area 12. No goblins are prisoners when the PCs first arrive here.

16C. Stores. Dried food, whips, manacles, and the like are stored here.

16D. Olmir. This cell is home to Olmir, a human warrior who was captured while a passenger on a merchant ship. He is due to be food for the barghest (area 17) in a day or two. Olmir will aid the PCs if given equipment. He will not go after Vesicant but would like revenge on the goblins.

Olmir: AC 10; MV 12"; F3; hp 26; #AT nil (unarmed); SA specialized with long bow; S 16, I 12, W 9, D 10, C 16, Ch 13, Cm 15; AL NG; speaks Common, elvish, goblin.

17. Goblin Commander. This 7'-tall "goblin" is actually a barghest that is using Scrape as a food source. The barghest, known as Nameless, takes choice humans from the goblin pirate ship's raids. The creature plans to usurp Yorin and become the ruler of all Scrape. It cares nothing for the goblins and uses them to further its own ends. Yorin knows that Nameless is not a true goblin, due to its large size and spell powers, but he is not sure what it is or how to get rid of it.

Nameless (barghest): AC 0; MV 15"; HD 8+8; hp 49; #AT 2; Dmg 2-8/2-8, +8 for 20 strength; SA spell powers; SD +1 or better weapon to hit, spell powers, 40% magic resistance; AL LE; MM2/13; speaks goblin, orcish, Common.

17A. Entry. These thick oaken doors (AC 2; hp 25 each) are barred from with-

in at all times. There is a spy hole 3' off the ground used by the three goblin guards (same statistics as goblin leaders, but AC 5 (chain mail)) who are always on duty here. These guards let no one in unless Nameless is expecting guests. An attack here draws the rest of the guards and warns the barghest. Guards carry 9-12 gp and 1-10 sp each.

17B. Guardrooms. Three goblin guards (statistics as at area 17A) live in each of these rooms and rotate in eight-hour shifts. All six off-duty guards arrive at a fight in three rounds and battle to the death.

17C. Kitchen. Five kobold slaves live here and prepare meals for the goblins. These wretches do not attack and will not help the party; they cannot even speak, for their tongues have been cut out. The kitchen is kept clean but is of little interest. Food is stored in a 10'-cube of a cellar reached by a trapdoor in the floor of this room.

Kobold slaves (5): AC 10; MV 6"; HD 1/2; hp 2 each; #AT nil (unarmed and refuse to fight); AL LE.

17D. Dining Room. A simple stone block is the only furnishing in here. Even a cursory examination finds steel manacles hanging off the corners of the block. This is the barghest's dining table, where humans are locked down prior to the creature's feasts. The remains are dropped into a deep pit under the block. The block requires 20 strength points to move, which Nameless can do easily.

17E. Nameless's Room. This room is plain, with no valuables in it at all. Lying at the foot of the bed here is a thin dog that watches the PCs in fear; it is, of course, the barghest. The dog/barghest prefers to use its *emotion* power to cause rage in a party, forcing the PCs to battle one another while it whines and hides under the bed. If the PCs finish fighting or if the barghest is attacked, it reverts to goblin form and attacks back. Nameless battles until reduced to 15 hp, then uses *dimension door* to escape. Once outside, it shouts an alarm and returns with 30 goblins (standard types from area 15) in two rounds. Nameless flees to the palace (area 35) and returns with Yerin in one turn if its troops start to lose the battle.

17F. Treasure. Carelessly tossed in here is the accumulated wealth of the barghest. The creature has little use for treasure and keeps it simply so the other quarter commanders do not get too suspicious. The treasure includes three large sacks holding 1,604 gp, 1,810 sp, and 2,200 cp, respectively; a box holding 1,100 gp in jade jewelry (53 pieces); a large jewelry box holding 45 pieces of gold jewelry worth 5-20 gp each; a potion of *heroism* labeled in goblin; an unlabeled potion of *growth*; scuffed-up boots of *striding and springing*; and a *pearl of the sirines* strung onto a necklace with 30 other pearls (the necklace is worth 1,300 gp without this pearl, 1,500 gp with it if the magical pearl is unidentified).

17G. Toilet. This noisome chamber has a single toilet over a 50'-deep pit.

17H. Guest Room. This room is spartan and unoccupied at this time.

The Promenade — Southwest Quadrant

Sometimes called the Human Quarter, the Promenade is home to the human pirates and the bulk of the town's businesses. This quarter is busy 24 hours a day, with humanoid customers appearing at night. The area is a chaotic confusion, where a **human patrol** (10 human pirates) sweeps by only once per hour. Guards take one turn to respond to trouble and reinforce each other at the same dismal rate. After an hour of serious trouble, the human commander (Durale, from area 29) shows up to see what is happening. In an event of this scale, the troublemakers are subdued and stripped (Durale ends up with their gear) and sent to area 31, to be sacrificed by the Dragon Priest.

18. Dewdrop Inn. Here is the commoners' inn, frequented by pirates, mercenaries, and poor travelers. The four main rooms are communal (11-20 people per room) and cost 3 cp per night, per person (meals included). Talk flows freely here, and PCs in residence can hear 1-4 rumors daily. Visitors have a 10% chance per hour, cumulative, of hearing one rumor per day.

The owner of this dump is Broy, an insane duergar who is famed for his brutality toward troublemakers. He is a homicidal maniac (see the *Dungeoneers*

Masters Guide, page 84) and often lets loose on anyone who annoys him. Broy employs two **gnoll bouncers** (hp 15, 12; halberds; see area 12 for statistics) and calls on their aid if necessary. Broy uses six unarmed human slaves to run the inn. He carries 9-12 gp and 4-10 ep. In a locked strongbox (Broy carries the key at all times) in his room are 94 gp, 192 ep, and 206 cp.

Broy (duergar): AC 8; MV 6"; F3; hp 31; #AT 3/2; Dmg by weapon type; SA/SD see area 5's duergar statistics, specialized with short sword; S 18, I 8, W 7, D 10, C 18, Ch 13, Cm 10; AL CE; MM2/61; short sword, leather armor; speaks duergar, Common.

19. Shrieking Phantom. This is Scrape's premier inn, costing 2 sp per person per night. Rooms range from single-person chambers to 10-person suites. This is the only three-story building in Scrape and has over 40 rooms for rent. The bar and dining room are always busy, so PCs automatically hear one or two rumors a day if they spend any time here. They can hear 1-2 more rumors for an outlay of 20 ep or more per day. The taproom is frequented by many spies and is a good place for the DM to introduce NPCs.

The owner of the Shrieking Phantom is Misty, a human woman of dubious moral fiber who is bright enough to have hired six hobgoblin guards. The guards answer to Misty's lover, a foul half-orc named Guril who enjoys a fight but quickly gives in if he is in danger of being beaten.

Misty: AC 10; MV 12"; zero-level human; hp 3; #AT nil (unarmed); AL N.

Guril (half-orc): AC 5; MV 9"; F3; hp 22; #AT 1; Dmg by weapon type; S 18/68, I 10, W 13, D 11, C 15, Ch 13, Cm 6; AL NE; long sword, chain mail; speaks Common, orkish.

Hobgoblin guards (6): AC 5; MV 9"; HD 1+1; hp 9, 8 (x2), 7, 6 (x2); #AT 1; Dmg by weapon type; AL LE; MM1/52; broad swords, chain mail.

Misty carries 2-5 gp and 1-4 sp. Guril carries 11-20 ep, and the hobgoblins have 2-8 sp each. A barrel in the cellar holds 149 ep, 802 sp, and 406 cp.

There is one exceptional guest here, a human cavalier named Erilrec. Any cavalier in the party recognizes Erilrec as an infamous and widely known knight who once led over 100 men to their deaths to further his own glory; any good-aligned cavalier is duty-bound



to challenge and slay this wicked man. Erilrec is not eager for battle, for his horse has been stolen, and he hates dismounted battle.

Erilrec is searching for the dragon's lair, where he hopes to slay Vesicant and gain still more glory. He has seen Vesicant land on her mesa (see Vesicant's Mesa map) and is planning to walk there in three days. If the PCs are careful, they may be able to use this vain and selfish man to further their own ends.

Erilrec: AC -1; MV 6"; Cav5; hp 43; #AT 3/2 with broad sword, or 1; Dmg by weapon type; SA weapon of choice is broad sword; SD standard cavalier defenses, armor absorbs damage; S 17, I 11, W 10, D 16, C 17, Ch 14, Cm 12; AL NE; broad sword +1, field plate armor, 9 pp, 14 gp; speaks Common, drow, orcish. Erilrec's horseman's mace is in his room; he had to sell his lance.

20. Curmad's Tavern. Curmad's is a very popular tavern and is always packed with 21-40 persons of all races. Drinks at Curmad's cost 5 sp to 10 gp. Rumors can be bought for 20 ep each, up to three nightly. There are 1-3 VIPs

here each night (roll 1d8):

1. Durale (area 29)
2. Sost (area 32)
3. Dimi (area 23)
4. Falax (area 8)
5. Van (area 13)
6. Jan (area 25)
7. Lurg (area 10)
8. Yorin and bodyguards (area 35)

The owner is Curmad, a quiet human warrior who is growing old and so does not fight much anymore. Instead, he uses poisoned daggers, four of which he carries at all times. Curmad keeps no bouncers, trusting in his reputation to keep the peace. He is solidly backed by his patrons.

Curmad spies for both Yorin and Sost, so he asks newcomers many questions about their abilities and their purposes in Scrape. In his room are three savage war dogs to guard the strongbox, which holds 356 pp and 990 gp.

Curmad: AC 7; MV 9"; F8; hp 56; #AT 4; Dmg by weapon type; SA specialized with throwing daggers, uses poisoned daggers (save or die in 2-5 rounds); S 15; I 13, W 12, D 15, C 13, Ch 17, Cm 10; AL CE; ring mail, four poi-

soned daggers, 5-12 gp, 4-10 sp; speaks Common, orcish, goblin, ogre.

War dogs (3): AC 6; MV 12"; HD 2+2; hp 16, 14, 10; #AT 1; Dmg 2-8; AL N; MM1/29.

21. Land Gate. These thick gates stand open all of the time but are closed instantly if a major leader dies. Each land gate is protected by five bored humans from one of the barracks (area 28), who collect a 1-cp entry tax from each visitor. Any attack here brings a patrol in 1-4 rounds. After this, use the alert sequence given at the beginning of this section.

22. Boar's Shield Shop. The owner of this shop is a huge, ill-tempered man nicknamed Boar who is fabled for his rage as a berserker. Boar works alone, having killed 10 apprentices before giving up on the idea of help in the store. He sells his wares at five times the *Players Handbook* prices. If he is verbally or physically assaulted, he goes berserk and attacks until his foes flee the shop. He will not, however, leave the premises unattended to follow them.

Boar spies for Lurg (area 10). He car-

ries 5-20 each gp, ep, sp, and cp. His strongbox, which is hidden under his bed and has no lock, holds 43 gp, 90 ep, 152 sp, and 114 cp.

Boar: AC 7; MV 9"; F9; hp 78; #AT 2; Dmg by weapon type; SA double specialized with morning star, goes berserk in combat for 5-10 rounds (+2 to hit); S 18/20, I 8, W 6, D 10, C 17, Ch 7, Cm 12; AL CE; *morning star* +2, studded leather armor; speaks Common.

23. Dimi. This exceptionally obese human thief specializes in con games. He smuggles drugs and weapons, has an interest in the slave shop (area 26), and runs protection schemes with the aid of hired muscle. Dimi uses his considerable charm to win over women of all races, using these ladies as his spies and occasionally as his enforcers. Fifteen women of various races currently reside here, acting as bodyguards and mistresses. Dimi spies for Durale (area 29) and the barghest (area 17), though he never goes to see the latter in its own home (he has an uneasy feeling about the creature, although he does not know what the "big goblin" really is).

All of Dimi's ready cash (49 gp and 171 sp) is in a trapped coffar in his room (DM's choice of traps). The rest of his money is invested in several nefarious schemes. The thief's home is full of secret passages, to use if things go sour.

Dimi: AC 6; MV 12"; T9; hp 36; #AT 1; Dmg by weapon type; SA back attack; S 12, I 16, W 13, D 15, C 10, Ch 18, Cm 12; PP 70%, OL 62%, FT 60%, MS 70%, HS 56%, HN 30%, CW 98%, RL 45%; AL LE; club, sap, leather armor, *ring of protection* +1, *potion of extra-healing*; speaks Common, orcish, ogre, goblin, bugbear, elvish. Assume that his harem consists of 1-4 goblin females, 1-6 orc females, 1-2 wood elves (use the statistics given in area 12); the remainder are unarmed human females.

24. Armorer. Krog the ogre (hp 30; speaks Common, ogre) is a greedy slob, but the armor he makes and sells is excellent. The ogre takes pride in his skill and beats slanderers severely. He charges five times the *Players Handbook* prices for his wares and produces ring, scale, chain, and banded mails. Krog spies for both Durale and Sost, so he tries to find out a bit about strangers' motives. He keeps 136 gp in a hollow behind a block in his forge.

25. Scimitars. The owner of this weapons shop is Jan, a pudgy, middle-aged human woman who talks too much about nothing and is fond of telling tales. In actuality, Jan is an elemental, a jann. She has decided that the city of Scrape is a disgrace in the eyes of the gods and that it needs to be destroyed. Jan feels that the death of Yorin would cause the town's factions to war among themselves, leaving Scrape weak enough for a neighboring nation to destroy with a small force. Jan knows that Sost is the vital link to Vesicant and has him second on her hit list.

Jan observes strangers for a few days, and if she sees potential in them to aid in Scrape's doom, she tries to enlist their help. The jann is interested only in Scrape, viewing the dragon as a strong arm which would be nullified if Sost were killed. She does not know where Vesicant lives and does not care. Jan urges the PCs to attack the dragon temple (area 32) and Yorin's palace (area 35) before they go looking for Vesicant; she will aid them in this undertaking. The DM should try to see that Jan does not carry the party's load in this event. That is, if they agree to help her, the PCs should be doing most of the work.

Jan keeps 5-30 sp on her person. She has 190 pp in a jar on the plane of elemental Earth. Her scimitars sell for twice the *Players Handbook* prices.

Jan the jann: AC 5; MV 12"/30"; HD 6+2; hp 38; #AT 1 at +2 to hit; Dmg by weapon type +4; S 18/39, I 14, W 13, D 12, C 14, Ch 15, Cm 12; SA spell powers; SD 20% magic resistance; AL NG; MM2/77; *scimitar* +1; speaks Common; understands orcish, goblin.

26. Bugis's Slave Shop. This is a busy place, run by Ural and Glorin Bugis, a husband and wife team. These two humans employ two ogres (standard statistics) as guards. At any given time there are 5-10 humans, 11-20 kobolds, 5-8 orcs, and 9-12 goblins for sale here. Prices range from 5 cp for a kobold to 5 gp for a strong or comely human. Slaves are usually gathered from the prisons; use unarmed statistics for the above races (kobolds appear in area 17C).

Ural and his wife pay protection money to and spy for Dimi (area 23). Ural also sells information to Durale (area 29). He is a big-mouthed braggart who likes watching his ogres shove people around. Glorin is quieter and

more thoughtful. They both gently prod for information about the PCs' goals and motivations, but they become suddenly quiet if this questioning appears to be leading to trouble.

Ursal and Glorin Bugis: AC 8; MV 12"; zero-level humans; hp 5, 3; #AT nil (unarmed); AL CE; leather armor, 9-12 ep each; speak Common.

27. Market. Dozens of stalls and tables are set up here for use by humans and humanoids. Roughly 50 humans and humanoids work here to support a daily crowd of 60-240. Most of what is sold in the market is food and simple items that are not otherwise available. Dimi (area 23) and his minions spend much time here, providing protection to those merchants who have paid for it and harassing those who have not. The PCs can hear 1-2 rumors per hour here, gaining up to six daily.

28. Human Barracks (five locations). The human pirates of Scrape live in these squalid dens. For every 400 sq. ft. of space in these one-story dwellings, there are two pirates, three unarmed females, and two children. Order is kept among the troops by the pirate ship's officers, one per barracks. Most of the pirates are out to sea, so Durale is the next step up in the chain of command — and few wish to disturb her.

Each barracks has a large common area where two men are on duty as door guards at all times. There are also two long bays for sleeping, several smaller rooms for kobold slaves (2-8 per barracks; statistics at area 17C), leader's room, bathroom, kitchen, and dining area. If a barracks is attacked, the children crawl out windows and get help from other barracks at the rate noted at the beginning of this quarter's text.

Pirates carry 3-18 sp, women 1-6 sp, officers 3-18 gp, ep, and sp.

29. Durale. This human woman makes no secret of her trade and is highly feared. She is the leader of the human forces in Scrape and is an accomplished assassin.

Durale: AC 3; MV 12"; A9; hp 44; #AT 1; Dmg by weapon type; S 13, I 15, W 10, D 17, C 15, Ch 15, Cm 16; SA back attack, assassination; PP 65%, OL 62%, FT 50%, MS 60%, HS 48%, HN 25%, CW 94%, RL 35%; AL CE; long sword; speaks Common, orcish, goblin, bugbear, ogre. Durale's secondary skills

are alertness, direction sense, and tracking, as per the WSG.

Durale wears black leather armor +2 and is rumored to be a demon spawn (untrue, but it helps her image). She is utterly ruthless and is completely capable of dealing with her people. Durale flees her home if intruders are a serious threat, returning in 5-8 rounds with Yorin, his guards, and 5-10 ogres (see area 35).

First Floor

29A. Entry. The front door (AC 3; hp 25) is always barred, so the guards have bored a spy hole in it. Only the human leaders and Dimi (area 23) are allowed in. On guard at all times are two warriors, who are reinforced from area 29B in two rounds if there is any trouble.

Human warriors: AC 5; MV 9"; F5, F4; hp 37, 24; #AT 1; Dmg by weapon type; AL CE; 5-12 ep each. The 5th-level fighter uses a broad sword and has a 16 strength; the other guard carries a long sword.

29B. Guards. There are two more human warriors (F4; hp 27, 26; scimitar; other statistics as at area 29A) in this room. They are asleep now but respond quickly to attacks at area 29A. The PCs can note that there are beds for six here; the other two guards are off duty and out of the house.

29C. Toilet. A tub of water and a toilet furnish this room. This area is for use by guards, servants, and slaves.

29D. Servants. Each of these rooms is home to two servant women (unarmed humans) who cook and clean for Durale. These women are noncombatants, but they can describe the entire house (except for rooms 29J-L and 29N). Servants are neutrally aligned and talk only if forced. One of these women spies for Sost, so she asks questions about the PCs. Servants have 1-6 sp each.

29E. Dining Room. Durale hates to waste time eating, so her dining room is sparse and functional, containing only a long table and eight chairs. Guards, servants, and Durale all eat here at different times.

29F. Goods. Durale has the key to this locked room containing 1,700 gp in trade goods. Durale likes rare spices,

ivory, furs, and other small, expensive goods, so this may be a fairly transportable pile.

29G. Kitchen and 29H. Pantry. These connecting rooms are occupied all day by two servants (see area 29D). The kitchen is spartan and the pantry is half stocked. The servants buy most of the food daily at the market, area 27.

Second Floor

29I. Gorky. Living under the stairs is Gorky, Durale's pet quasit. This foul little beast attacks the least-armored PC and flees to area 29L if it is hit.

Gorky (quasit): AC 2; MV 15; HD 3; hp 14; #AT 3; Dmg 1-2/1-2/1-4; SA poison, spell powers; SD spell powers; immune to silver, cold, lightning; regeneration; 25% magic resistance; AL CE; MM1/80.

29J. Wardrobe. Dozens of different suits and uniforms hang here, disguises for Durale when she is out spying on Scrape's other leaders.

29K. Practice Chamber. Silhouettes of men and humanoids, straw mannequins, weapons, and various thief's tools adorn Durale's practice room. A thief can put together a complete tool kit in one turn here.

29L. Durale's Room. Intruders here find only a plain room. Durale has simple furnishings and no luxuries. A small closet holds her black clothing and a chest containing 475 gp, 986 ep, and 2,690 sp. One handle of the chest screws apart and holds a scroll of *protection from gas*. This is Durale's most prized possession, which she is keeping for use if she ever finds out where Vesicant lives. There is a lock on this chest, trapped with a poisoned needle (save vs. poison or die in 5-8 rounds). The one-way secret door (out only) opens by means of a key which Durale carries with her at all times. Note that this secret door is on the second floor, with a 10' drop to the ground. Durale uses her thief abilities to climb down the building when she exits through this door.

29M. Toilet. Durale's bath and toilet are water closets, fed from a rooftop tank. They sluice off into the street to the south.

29N. Laboratory. Durale has set up her poison lab here, in anticipation of the training in poison use that she hopes to receive. There are no poisons here yet.

29O. Guest Room. Durale hates having guests and uses this plain room only for liquidating unwanted visitors. No one is here at this time.

Leader's Quarter — Northwest Quadrant

The Leader's Quarter is the only area of the city where visitors are not allowed, and unwelcome guests quickly end up in prison. The area is guarded by ogres, whose patrols sweep by every five minutes. In an alarm, an **ogre patrol** (1-3 ogre males) arrives in 1-4 rounds and is reinforced by another patrol every three rounds thereafter. After three patrols are on the scene, Yorin and his bodyguards (from area 35) arrive to take charge. Anyone causing disruption on this scale is killed upon capture.

Each bridge leading into this quarter is guarded by two ogres (see area 30). The ogres warn people off but can be bribed for 20 gp to let a group pass.

30. Ogre Barracks. Here reside the ogre guards of the Leader's Quarter. At any time, the building holds 10 males, 15 females, and 10 young, as well as an ogre leader. None of the ogres leave this building except to respond to alarms. Ten more ogres are out on patrol and guard duty in the city.

This building is one large, open bay, with a small room to the south for the ogre leader. This room contains an unlocked chest holding 1,900 sp. There are no guards posted within the building, but 1-3 males are always awake and close to their weapons.

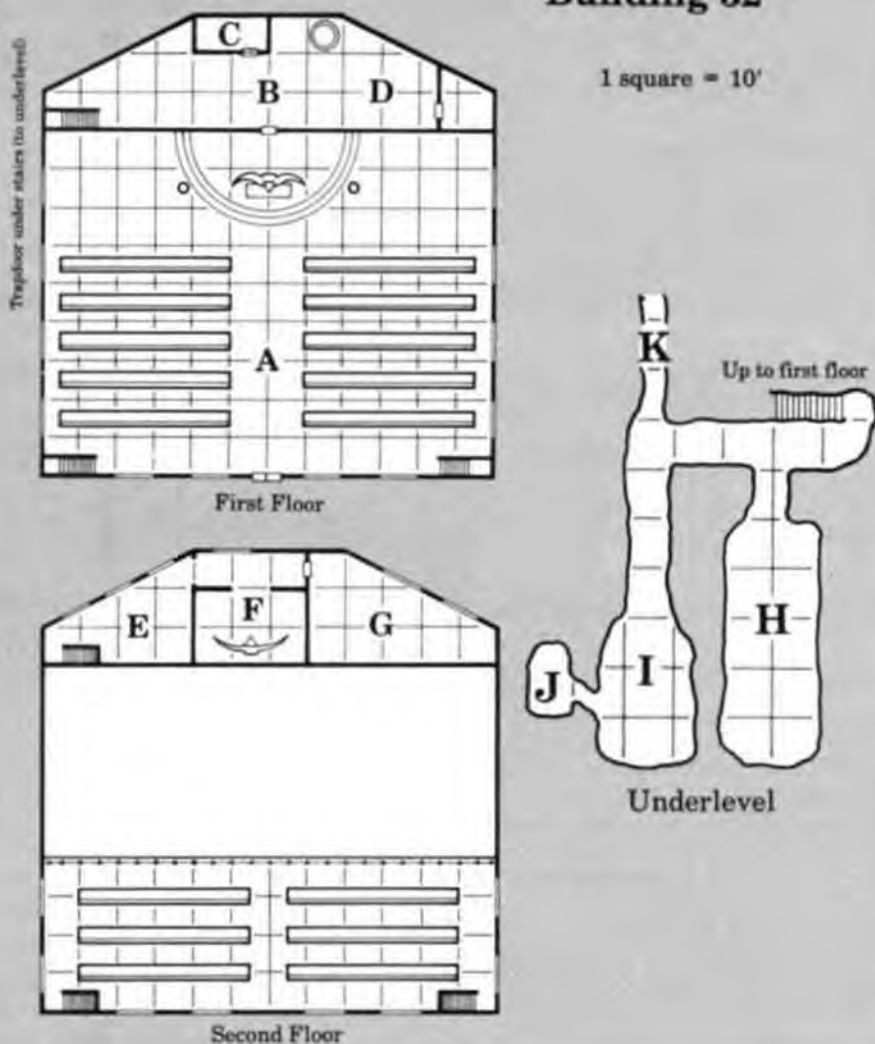
31. Central Prison. The main prison for Scrape is made of hard stone and houses the most dangerous criminals. It is run by a fat human named Horm, a cruel, lazy man who fancies himself to be a charmer. He could be easily tricked by a pretty lady (13 or better comeliness). If attacked, Horm shouts an alarm, with effects as noted at the beginning of this quarter's description.

Horm: AC 8; MV 12"; F5; hp 39; #AT 1; Dmg by weapon type; S 15, I 12, W 8, D 12, C 10, Ch 6, Cm 9; AL CE; club, leather armor.

DRAGON TEMPLE

Building 32

1 square = 10'



tains Murar, a male human warrior, and the southern cell houses Cinto, a female high-elven cleric. Both were recently captured and are in good condition, as they may soon be sold to the goblin commander Nameless (area 17) as food.

Murar: AC 10; MV 12"; F5; hp 32; #AT nil (unarmed); S 16, I 12, W 10, D 11, C 15, Ch 10, Cm 14; AL NG; uses long sword, mace, flail, short bow; speaks Common. Murar is outspoken and wants freedom badly enough to agree to nearly anything.

Cinto: AC 10; MV 12"; C4; hp 18; #AT 1; Dmg by spell or weapon type; S 10, I 13, W 16, D 14, C 14, Ch 15, Cm 16; AL LG; uses club and staff; speaks Common, elvish, dwarvish. Cinto is polite and kind, and will aid PCs all she can, but she will not chase after Vesicant. She is prevented from praying by the guards, but has retained a few precious spells: *cure light wounds*, *light*, *silence 15' radius*. Cinto sees to it that every member in a rescuing party receives a pair of *boots of elvenkind* for getting her safely home (a good chance for expanding the adventure).

32. Dragon Temple. The PCs should eventually hear that Sost holds a great deal of power and wealth. When they visit the temple, they find a two-story building made of hard rock, with windows only 6" wide and shuttered from within. The front doors are thick iron (AC -2; hp 80) and are open all day but shut and barred at night. Services are held here on the last day of the month and draw about 400 worshippers.

Sost, the Dragon Priest: AC 4; MV 9"; C6; hp 26; #AT 1; Dmg by spell or weapon type; S 9, I 14, W 17, D 15, C 13, Ch 16, Cm 9; AL LE; *staff of the serpent (adder)*, *scale mail +1*, *potion of sweet water*, *necklace of prayer beads (beads of curing, karma, and summons)*; speaks Common, orcish, lizard man, green dragon. His secondary skills are airborne riding and healing. Sost's spells are: *curse*, *command* (x2), *cure light wounds*, *cause light wounds*, *detect charm*, *detect life*, *hold person*, *silence 15' radius*, *withdraw*, *cause blindness*, *meld into stone*, *speak with dead*.

Sost serves Tiamat and is the only man in Scrape who has communication with the dragon Vesicant. He is thoroughly wicked and very cunning. Sost will bargain anything for his life, although even he does not know where Vesicant lives! He is very loyal to evil dragons and to nothing else.

31A. Entry. The iron door (AC 0; hp 40) is always barred and has a spy hole. Horm lets only the ogre guards (with prisoners), Yarin, and Sost into the prison.

31B. Horm's Room. Horm is a slob who leaves trash everywhere. He keeps 92 sp in a clay jar on a shelf. His keys are with him at all times.

31C. Stores. Heaped in here are manacles, chains, gags, food, and water. The food is for the prisoners and is all but inedible. The water is rank and brown.

31D. Human Prisoners. Each of these cells holds one human merchant being held for ransom. These NPCs can offer the PCs various rewards (the DM should decide what is appropriate) for being safely escorted out of Scrape. Other cells in this complex each contain 1-2 particularly dangerous criminals, being either human, orc, goblin, or another race; the DM should develop these NPCs as necessary.

31E. Heroes. These two tiny cells each hold one NPC who will help the party if freed. The northern cell con-

First Floor

32A. Public Area. Public services are held in this huge sanctuary. Anyone may enter and worship, but those caught trying to steal, cause trouble, or go through the north door are restrained by Sost's two lizard man guards. These guards throw out troublemakers and will fight to kill if threatened. Sost does not aid his guards in an attack but stays upstairs to prepare the temple's defenses. He never visits anyone except Yerin.

The guards sleep in the sanctuary at night. They hiss an alarm if the doors are attacked, drawing patrols as noted at the beginning of the Leader's Quarter section.

Lizard man guards (2): AC 4; MV 6"; HD 2+1; hp 17, 16; #AT 1; Dmg by weapon type, +1 for strength; AL N; MM1/62; long sword; 9-16 gp.

The dragon idol on the raised dais is an image of Tiamat carved from black volcanic glass. It is worth 25,000 gp intact but weighs 2,500 lbs. Chunks of this statue are worth 2-5 gp per pound. At the idol's feet lies the altar where sacrifices are made. To either side of this altar is a copper brazier (worth 175 cp), which is lit only during ceremonies.

The stairs to the south lead up to a balcony for use by VIP worshipers. The entire first floor is cleaned once per week by slaves from area 33.

32B. Trapped Door. Written on this door is a *glyph of warding* that affects a 20' radius if the door is touched. All who fail their saving throws vs. spells suffer *confusion*, as the seventh-level druidical spell, for six rounds. The *glyph's* name is Gydon. Sost counts upon it to cause intruders to fight one another while he prepares an attack.

32C. Prisoners. Sacrificial victims are moved to this room from area 33 the night before a ceremony. Typical victims are zero-level humans, although the DM may choose to place a heroic NPC here as well, especially if an important sacrificial victim is needed.

32D. Preparation Area. Stored in a closet at the east end of this room are Sost's unholy vestments, a set of sacrificial knives made of silver and bloodstone (worth 180 gp), and a jar of the drug used to put sacrifices into a stupor. The jar holds 50 doses; sniffing or tast-

ing the contents necessitates a saving throw vs. poison to avoid falling senseless (as a *feeblemind* spell) for 5-8 turns.

The pool near the north wall is used to bathe sacrificial victims prior to the ceremony. Under the wooden stairs on the west is a heavy trapdoor, locked and covered with a rug (Sost carries the key). A staircase below the hatch leads down to the underlevel of the temple.

Second Floor

32E. Training Room. Sost's physical training room contains an array of mannequins, weights, and other such gear.

32F. Prayer Chamber. This room is painted with unpleasant scenes of humans being devoured by dragons. The room is dominated by Sost's silver font, worth 500 gp, set into its 2,000-gp silver basin. Six vials of unholy water sit next to the font. A good-aligned cleric receives 100 xp for destroying these items.

Standing over the basin is another idol of Tiamat, the queen in her five-headed dragon form, to which Sost prays. When the Dragon Priest hears intruders enter here, he uses his *necklace of prayer beads* (bead of summons) to cause the idol to come to life and attack (this being Tiamat's way of sending help, however limited, to a faithful follower — without having to show up herself).

Tiamat idol: AC 2; MV 6"; HD 10; hp 45; #AT 6; Dmg 1-8/head, 1-4 tail; SA poisoned tail (save vs. poison or die in 2-8 rounds), each head breathes once in a cylinder 5' wide and 10' long, doing 10 hp damage (save vs. breath weapon for half damage); SD immune to mind-control spells, poison, gas; fire and cold do half or no damage; AL N. The idol's breath weapons are fire, frost, lightning, acid, and chlorine gas. It attacks mindlessly until destroyed.

The animated idol cannot leave this room. A *dispel magic* spell causes it to revert to statue form if the spell succeeds against the 15th-level magic of the *necklace*.

32G. Sost's Room. The Dragon Priest makes his stand in this lavish room. He has already cast a *silence 15' radius* spell on the doorway, and has used his *necklace* as noted at area 32F. As the PCs burst in (silently, because of the

spell), he casts *hold person* and *curse* spells at as many PCs as possible. Sost's last attack is with his staff. He surrenders if it becomes obvious that he will otherwise die, then tries to ransom his life with information: the scheduled day of the month that Vesicant's gnoll servants arrive at area 32I to take away the dragon's share of the pirate treasure. Sost also knows the layout of Durale's house (area 29) and the lower floor of the palace (area 35), and can use this information to bargain for concessions from the PCs.

There is over 5,000 gp worth of small valuables in this room, and an unlocked box in the desk holds 18 pp and 96 gp. The nightstand holds a small pouch containing six emeralds, worth 1,000 gp each. Behind a book in Sost's small library is a tiny brazier and three cones of red incense. Burning a cone creates a two-way *magic mirror* effect (as the fourth-level magic-user spell) 2' in diameter, above the brazier. A duplicate *mirror* appears near Vesicant and lasts for three rounds. Vesicant immediately notices the *mirror* and talks to Sost or memorizes the face of any other. This item allows visual and verbal communication only; no spells can be cast through the *mirrors* by either party. It does not allow a study of Vesicant's lair, for only the dragon's face can be seen. If Sost is released but the brazier and incense are not taken by the PCs, the Dragon Priest uses a *mirror* to warn Vesicant about the party. The adventurers will not be able to surprise Vesicant thereafter.

Underlevel

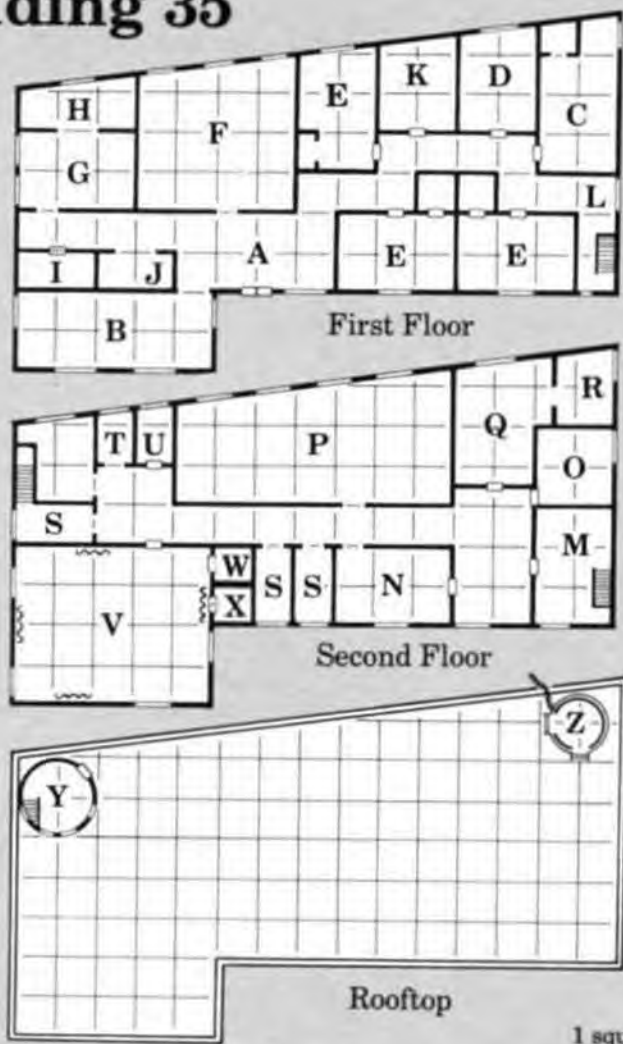
The underlevel of the temple is 30' below ground and has 10' ceilings. It is unlit and cold. There are no guards here.

32H. Urns. Faithful worshipers who die are cremated. Their ashes are put into clay urns and kept here. There are over 150 urns in this cavern.

32I. Gnolls. This damp chamber is empty except for the second to the last day of the month. On this day, Yerin sends the dragon's share of the pirates' treasure to the temple. Sost then moves it here. Later that night, 10 **gnolls** (hp 9 each; see area 12 for statistics) enter through the tunnel at area 32K to collect the treasure, always leaving before

YORIN'S PALACE

Building 35



dawn. These gnolls fight to the death if caught, but clever PCs could follow them to the dragon's lair.

This month's treasure is lean, for the ships are still out to sea. On "treasure night," there will be only 10 small bags here, holding a total of 150 ep.

32J. Toilet. This is a simple 10'-deep pit in a foul-smelling room.

32K. Tunnel. This 8'-high tube is over 500' long. After leaving the under-level of the temple, the tunnel exits outside the city at a rocky outcropping,

through a door disguised to look like the rock. The door opens easily from either direction. Vesicant's lair is about 12 miles away from this exit.

33. Slave Quarters. Packed into this squat stone building are 20 unarmed humans and 30 kobolds (see area 17C for statistics), slave labor for the Leader's Quarter. They have such low morale that they are not even guarded; they are held in by barred windows and a heavy iron door that is barred from outside. Each morning an ogre patrol comes to collect slaves to clean, cook,

and do all manner of labor, and each night sees the slaves returned here. Slaves will not leave even if the door is opened, nor will they assist the PCs.

34. Warehouses (three locations). Warehouses are locked (the keys are with Yorin) and watched by patrols. Bulky trade goods are stored within, 5,000-8,000 gp worth per building.

35. Yorin's Palace. The ruler of Scrape lives in this sprawling, two-story building, along with servants, slaves, guards, and guests. He is Yorin, a half-orc warrior of great skill. Yorin is coldly unemotional and rules by might (both personal and as represented by the ogres under him). He never wastes time or words and does not tolerate disobedience. Yorin despises nonorcs and hates humans openly. He never flees from a fight, for if he did so, he would not rule for much longer. This warrior sleeps by day and ventures out only at night.

Yorin is surrounded by six bodyguards, all orcs of superlative skills. These large humanoids allow no one to come within 5' of Yorin. They are fanatically loyal and are always with their master.

Yorin's actual location in the palace is up to the DM; there is a 50% chance that he is not here at all at night (perhaps he is out visiting a quarter commander). He is asleep in room 35V most of the day. Yorin and his guards arrive at a fight in the palace in 5-10 rounds during the day, half that time at night (if Yorin is present in the palace).

Yorin: AC 2; MV 9"; F12; hp 92; #AT 2; Dmg by weapon type; SA double specialized with scimitar; SD save vs. poison at +1; S 18/46, I 15, W 14, D 8, C 19, Ch 16, Cm 14; AL LE; scimitar +3, chain mail +3, necklace of strangulation; speaks Common, orcish. Yorin's secondary skills are blind fighting, endurance, hunting, and tracking (see the WSG, pages 12-17). Yorin keeps the necklace of strangulation in a belt pouch, as a "gift" for any thief bold enough to steal it.

Orc bodyguards (6): AC 3; MV 6"; HD 2; hp 16 each; #AT 2 or 1; Dmg by weapon type; AL LE; MM1/76; short bow or long sword, plate mail; 9-16 gp.

First Floor

35A. Entry Doors. Two ogre males guard the doors to the palace. This entrance is always open but guarded. A fight here brings the guards from area 35B in two rounds.

35B. Guards. Ten human warriors live here and defend the palace. Half are on duty, half asleep. Sleepers arrive at area 35A in five rounds. Their leader is Korio, a half-orc sadist who is hated by his men and barely tolerated by Yerin. He is fond of screaming obscenities in battle. Korio is a habitual gambler and has no money.

This room is prepared for 15 men; the last five are off duty and out of the palace. Guards battle to the death, for that is the price of failure.

Korio: AC 2; MV 9"; F5; hp 30; #AT 3/2; Dmg by weapon type; SA specialized with morning star; S 16, I 14, W 10, D 16, C 12, Ch 11, Cm 10; AL LE; morning star, chain mail, shield; speaks Common, orcish.

Guards (10): AC 4; MV 9"; F2; hp 18, 16, 15, 13, 12, 11, 10, 9, 8, 7; #AT 1; Dmg by weapon type; AL various evil; scimitar, chain mail, shield, 9-12 gp.

35C. Guest. One of Yerin's special guests at this time is a duergar leader named Zugo, who is here to discuss opening a large-scale slave trade to the duergar lair near Scrape. He is a groveler who battles only in direst need and prefers to plead for his life first. Zugo knows the layout of the palace's lower floor but not the upper floor.

Zugo (duergar leader): As per duergar leader at area 5, but with 15 hp; speaks duergar, Common, orcish.

35D. Guest Bath. This luxurious room holds a tub and a water closet.

35E. Empty Rooms. These guest rooms are currently unoccupied.

35F. Dining Room. Meals are served continuously here to servants, guards, and Yerin himself. The room is furnished with a long table and a dozen chairs, as well as a cabinet of fine china and silverware (180 gp worth).

35G. Kitchen. Four orc females (unarmed and unarmored) work here from 5:00 A.M. to 8:00 P.M. They do not live in the palace but must report to

Korio each day, so substitutions are difficult. These orcs flee from intruders.

This kitchen has the usual utensils. A well in the southeast corner drops 40' to fresh water.

35H. Pantry. There is enough food here to last two days on full staff. Most food is bought fresh each day at the market (area 27).

35I. Slave Quarters. Ten unfortunate slaves (unarmed humans) live here. During the day they go about their tasks, and at night they are returned to this room by Korio. These slaves do not seek escape anymore and know only the lower level of the palace.

35J. Common Toilet. This chamber is for the guards and servants. It holds a toilet and a bucket of water.

35K. Audience Room. Hanging on the walls of this room are weapons, pieces of armor, and insignia from units which Yerin has battled for and against, all securely nailed down. Yerin sees visitors here.

35L. Stairs. Here is the way to the second level. No one from the lower floor is allowed above unless Yerin invites them. Trespassers caught upstairs are killed.

Second Floor

35M. Lounge. When the quarter commanders are called to see Yerin, they wait here until he is ready. There are lewd statues, crude paintings, and rich furnishings here.

35N. War Room. A small round table surrounded by four chairs are the only furnishings here. On the table lie maps of Scrape and the nearby shipping lanes. Here Yerin plots raids with his quarter commanders.

35O. Office. This room holds a desk and chair. Yerin does his paperwork here, as a fast check reveals. Spread out over the desk are requisitions, orders, and inventories. A locked box (Yerin has the key) holds a candle and the stamp that forms Yerin's official seal. Behind one drawer of the desk is a map of the wilderness surrounding Scrape, with an X marking Vesicant's mesa. Yerin has just gotten this map and has not had

time to check out its truth yet. No explanation is written on the map. It will guide the PCs 12 miles to Vesicant's mesa with no chance of becoming lost (see "Journey to the Dragon's Lair").

35P. Training Room. Weights, mannequins, wooden scimitars, and other training gear fills this large room. Yerin and his guards spend much of their time here.

35Q. Harem. Three orc females and two unarmed human women live here. These noncombatants scream and flee from all intruders. They know the layout of the entire palace.

35R. Harem Bathroom. This room holds a water closet, sink, mirror, and bathtub. The towels are fine wool, the floor tiled. The wall murals are explicitly erotic.

35S. Bodyguard Rooms. Two of Yerin's orc bodyguards live in each of these three rooms (see area 35). Each room holds two cots, two chests of personal gear, and a locker holding two sets of splinted mail and two long swords. The guards sleep here during the day.

35T. Guard Bathroom. This room resembles area 35R, but has battle scenes for murals.

35U. Yerin's Bathroom. The harem cleans this simple room. It is similar to area 35R, with murals depicting Yerin defeating a green dragon.

35V. Yerin's Room. This door is always locked (Yerin has the key). Within is a grand mess, for no one is allowed in here to clean. Tasteless statuary clashes with gaudy, senseless murals and too-vivid battle paintings. Trash collects under the windows, to be heaved out later. There are 5-20 of each coin type lying about and another 1,500 gp worth of small luxuries here. A tapestry on the east wall hides the vault (area 35X).

35W. Dressing Room. Dress uniforms, boots, spare armor, and other clothing is stored here for Yerin's use.

35X. Vault. Two locks are set into the 1"-thick bronze door of this vault; the keys are with Yerin. The metal totally encases the vault. If a lock is improv-



erly picked, a poisoned dart flies from a hole beneath the lock. The dart hits as an 8-HD monster and does no damage. Instead, the victim must save vs. poison or die in 5-8 rounds. Each trap holds five darts.

Within the vault are Yarin's personal treasures:

- Two large chests holding 5,000 cp each;
- Two small chests holding 2,500 sp each;
- A huge sack containing 1,815 gp;
- A coffer filled with 975 gp;
- A jewel tray holding 29 gems, worth 1,000 gp ($\times 5$), 500 gp ($\times 11$), 100 gp ($\times 12$), and 10 gp; and
- A pair of identical, unlabeled gray potions that react alike to every test. One is a potion of *flying*, the other an *elixir of madness*.

Rooftop

35Y. Aviary. Yarin's only hobby is raising birds of prey. Six fine large falcons are caged in this 20'-high tower. They flee if let loose by anyone other than Yarin. The tower door is barred from within.

Large falcons (6): AC 6; MV 1"/33"; HD 1; hp 5 each; #AT 3; Dmg 1-2/1-2/1;

SA diving, blinding; SD never surprised; AL N.

35Z. The Wild Ones. This gazebo has been built to accommodate two very special guests. One way to get here is through the tower door at area 35Y, then across the rooftop. The inhabitants of the gazebo, however, use a rope ladder to climb up and down the palace walls. This suits the two evil elves who live here fine, for these guests come and go as they please.

These evil elves represent a large band of their wicked kin who live nearby and who have been raiding land travelers, including Yarin's people. Now these renegade elves wish to add their forces to Yarin's in return for a base of operations. They instantly attack intruders.

Morningdew, leader of the evil elves: AC 4; MV 12"; F6; hp 43; #AT 3/2; Dmg by weapon type; SA double specialized with two-handed sword; SD 90% resistant to *sleep* and *charm* spells; S 18/16, I 9, W 7, D 15, C 17, Ch 13, Cm 12; AL CE; elven chain mail, two-handed sword, 9 gp; speaks high elvish, Common, orcish. Morningdew is cruel and

merciless. She battles in silence and always ensures that fallen foes are truly dead by taking one last hit.

Greenspray, second-in-command: AC 3; MV 12"; F5; hp 29; #AT 3/2; Dmg by weapon type; SA specialized with long sword; SD 90% resistant to *sleep* and *charm* spells; S 17, I 10, W 11, D 16, C 14, Ch 7, Cm 12; AL CE; long sword +1, elven chain mail, 14 gp; speaks high elvish, orcish, goblin. Greenspray is fond of spitting and cat-calling in fights.

This pair uses no missile weapons and melees until their defeat appears certain. They then leap from the roof to the soft ground below, taking only 3d6 hp damage for the fall, and flee out the land gate at area 21. The elves shout for guards as they go, so PCs are greatly slowed in an attempt to catch them. The elves stay away for three months before returning to talk to Yarin.

Vesicant's Lair

Vesicant's lair is only 12 miles from Scrape, but the rough terrain severely limits movement. For each 12-hour day of travel, the PCs may cover one mile per 1" of the movement rate of the party's slowest member. The gnolls from area 32I have a movement rate of 9" and will travel for 16 straight hours to reach the lair. Characters such as dwarves are not able to keep up at this rate, perhaps causing trouble for the party. The cavalier from area 19 travels at 6" movement rate and takes two full days to reach the lair, so PCs should be able to follow him with ease. A ranger can alleviate much of the tracking trouble here.

There should be no wandering monsters on the way to Vesicant's lair, for she frightens them off (and eats some). For this reason, there is no map of the wilderness given. This also allows the DM to slip the dragon's lair into an existing campaign world wherever it is convenient.

The PCs will probably want to buy provisions in Scrape, but they must be careful not to attract too much attention while doing so. If the adventurers speak aloud of their destination or say anything equally foolish, they are followed by spies. Once the PCs find Vesicant's lair, the spies return to Scrape, and two days later a small army of pirates arrives to take the treasure from the PCs. Yarin and the quarter commanders

are with this force of over 100 human, 100 goblin, and 100 orc pirates (see "Standard NPC Statistics"). Sost is slain by Yarin before this army leaves Scrape. If the PCs have aided Jan (area 25), she may (40% chance) come to warn them of their impending doom. She arrives an hour before the army and urges flight. If the PCs wish to fight anyway, Jan does not stay.

The Mesa

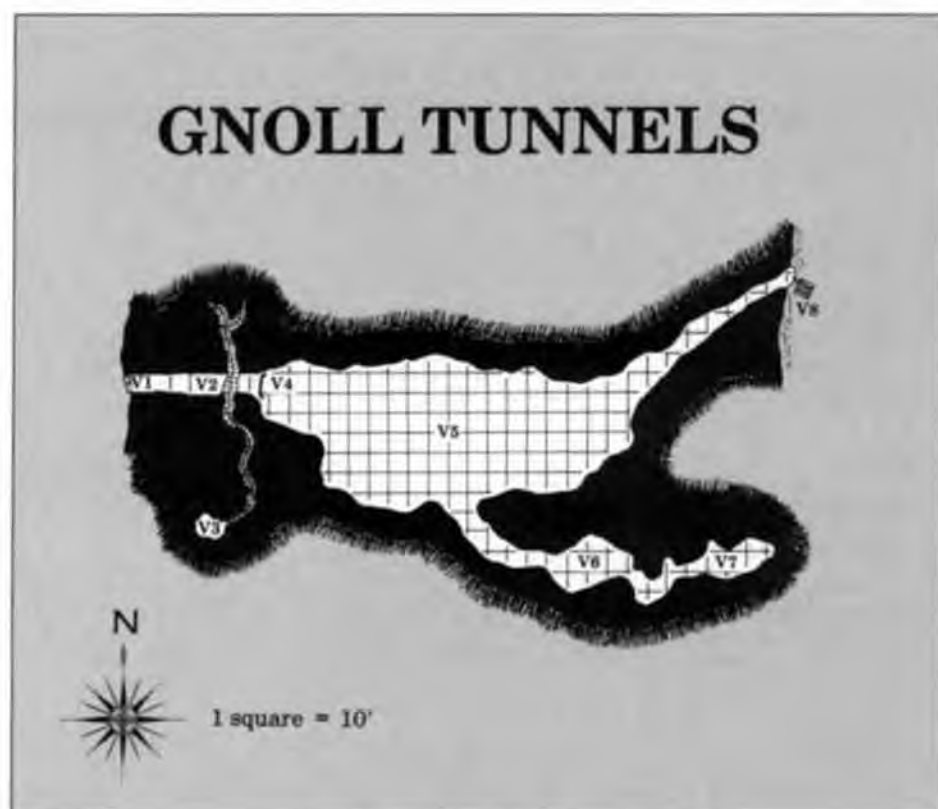
Vesicant's lair is a collapsed cave network in a high mesa. The mesa is 300' high and roughly circular, 1,000' in diameter. It, like all the surrounding land, is a limestone formation shot through with caves. On the western side of the mesa, a monstrous sinkhole has formed, dropping 300' to the surface of a 200'-deep lake. This tube is 300' in diameter. The outer cliffs of the mesa are steep and densely wooded, but they can be scaled in a few hours without special gear. The sinkhole walls, however, are another story. Ropes and pitons *must* be used in scaling the tube. Rules for mountain climbing are given in the *WSG*, pages 33-39. There are no wandering monsters anywhere in or about the sinkhole, for Vesicant eats them all.

On the western face of the mesa is a large double doorway, set at ground level. Beyond these doors is the lair of the gnolls that serve Vesicant, and through here is access to the tube. Once the PCs get this far, they can easily see Vesicant's lair, a huge cavern opening 150' above the water on the northwest side of the tube.

Yarin's map (from area 350) may bring the PCs to the mesa, as may the cavalier Erilrec (see area 19), but from here the PCs must find the doors on their own. PCs searching the west side of the mesa find the doors (area V1) in 5-20 turns. The gnolls from area 32I go directly to the doors when arriving from town.

Gnoll Tunnels

This area is a small cavern complex populated by a band of gnolls. Vesicant has taken care of these gnolls for a dozen years, and they now serve her and worship her as a deity. The gnolls guard the entry to her lair and bring her treasure from Scrape in return for protection and small amounts of silver (a metal that Vesicant despises). The



gnolls are fanatically loyal and fight to the death against intruders. Vesicant does not care about the gnolls at all (except as useful pawns) and will not aid them in a fight.

The gnoll tunnels are as high as they are wide and are unlit. Rooms are 20' high. All vertical surfaces are rough and fairly easy for a thief to climb.

Unless otherwise specified, all gnolls have the following statistics:

Gnoll: AC 5; MV 9"; HD 2; #AT 1; Dmg by weapon type; AL CE; MM1/46; chain mail, long sword; speak only gnoll.

V1. Doors. The wooden doors (AC 3; hp 75) are each 8' high, 5' wide, and 6" thick. They are barred from within and have no spy holes. To enter, one must beat on the door three times with a metal object; the guards open the doors upon hearing this.

Behind the doors are two gnoll guards (hp 12, 11; fauchard-forks, 10 sp), who are on duty 24 hours a day. They fight intruders after shouting an alert to their comrades at area V5. The guards open the doors for anyone who follows the correct procedure for knocking.

V2. Chasm. An 8'-wide chasm slashes across the hall here, dropping 40' into 5' of water. The gnolls cross the chasm with 10'-long boards that are kept at area V4 when not in use. The PCs can try jumping the chasm as per the rules on page 17 of the *Dungeoneers Survival Guide*, or they may think of other means of crossing.

Anyone falling into the chasm suffers 10d6 hp damage unless he makes a successful dexterity check, in which case no damage is taken. Waiting in the water are two half-grown giant bloodworms. These creatures are fed by the gnolls and attack mindlessly until slain. Note that PCs fight in the water at a -4 penalty on "to hit" and damage rolls, with a minimum of 1 hp damage per hit. Adventurers can wade through the water to reach area V3.

Bloodworm, giant (2): AC 4; MV 6"; HD 3; hp 17, 14; #AT 1; Dmg 1-4; SA drain blood for 1-4 hp damage per round; AL N; FF/15.

V3. Diamonds. The floor of this tiny room is just above the water level and is covered with mud. Hunched against the south wall is a human skeleton, dressed

in tattered leather mail and bearing a rusted short sword. Rotting darts hang from bandoliers on its shoulders, and rusted thief's tools droop from its molded girdle. A rotted pouch dangling from the skeleton's waist holds six 1,000-gp diamonds.

This unfortunate was a thief from Scrape. She followed the gnolls and stole some of Vesicant's treasure but was discovered and thrown into the chasm. The bloodworms bled her dry even as she stumbled up on shore.

V4. Deadly Barricade. When an alert is called, the gnolls from area V5 prepare for attack. In three rounds they build a 4'-high barricade of tables and benches across the hall here, giving them a +4 AC bonus (50% cover) against missile fire. Five gnolls crouch behind the wall, firing arrows at onrushing attackers. As the PCs cross the chasm, pole-armed gnolls step forward to drive them back over the edge. A "to hit" roll by a pole-armed gnoll that is 5 or more over the number needed to hit causes the victim to fall into the chasm (no dexterity check allowed). These gnolls battle to the death.

V5. Commons. This huge chamber serves as general quarters for the gnolls and is full of chairs, benches, tables, and other equipment. There are pots, pans, tools, and unexceptional gear scattered about. Seventy gnolls live here (60 if the party has slain the 10 from the Dragon Temple, area 32I).

Gnoll males (20): #AT 2 or 1; Dmg by weapon type; five have short bows (20 arrows each), 15 wield fauchard-forks, all have long swords; 3-18 sp each. If the Dragon Temple gnolls are dead, there are only 10 gnolls here.

Gnoll females (9): AC 10; HD 1 + 1; #AT 1; Dmg 1-2 (bite), unarmed; AL CE. The females wait behind the males and attack anyone breaking through.

Gnoll young (43): AC 10; HD 1 - 1; #AT nil (unarmed). Young gnolls cluster near the wall and snarl at PCs but do not attack.

V6. Guards. Two large gnolls (AC 5; HD 3; hp 16 each; Dmg by weapon type, +1 for strength; chain mail, battle axe; 5-12 gp) live here. Their orders are to guard with their lives the gnoll chieftain at area V7.

V7. Chieftain. The chieftain of this small band is **Rextrar** (AC 3; HD 4; hp 22; Dmg by weapon type, +2 for strength; morning star. His name means "paw" in green dragon speech. Rextrar greets the PCs with a double dose of a potion of *fire breath* (4" long, 2" at terminus, 6-24 hp damage (save vs. breath weapon for half damage). This exhausts the potion, and the chieftain then fights to the death. He carries 14 gp, 32 ep, and a golden arm band set with garnets (worth 320 gp). An open chest in this rank, plain room holds 1,289 sp.

V8. Raft. The tunnel leads out into the sinkhole tube 2' above the placid water. There is an iron stake pounded into the lip of the tunnel, to which is tethered a 15'-square log raft. Each month the gnolls put the treasure from Scrape onto the raft and shove it into the lake, for Vesicant to lift to her lair. The dragon drops the raft back for the gnolls to retrieve later.

The PCs can float out onto the lake to spy the entrance to Vesicant's lair. Loud noises made in the tube will echo and attract the dragon's attention. She uses her *crystal ball* to observe the intruders, waiting for them to climb or fly up the tube toward her lair. She then flies out invisibly (using her spell) and gasses the PCs. Climbers save vs. breath weapon at -2, flyers at +2. It is important to note that chlorine gas is mildly corrosive; all climbing gear (and other equipment) breathed upon must save vs. acid at +2 or break and drop the PCs into the lake. Falling persons must successfully check their dexterities on 1d20 or take falling damage. In addition, PCs in heavy armor or heavily encumbered may drown (see the WSG, page 43, or the DSG, page 12).

Vesicant breathes again if no PCs die on the first pass, but she always saves her third blast. She then melees with flying PCs or attacks climbing PCs with her *wand of polymorphing*. She does not attack climbers with her claws or bite, for this brings her too close to the cliff face (Vesicant is maneuverability class D in the air). She ceases her attack and returns to her lair as soon as she is hit for 10 or more hp damage.

The Dragon's Lair

Vesicant's lair is set up with several tricks and traps to aid in killing

intruders. These are clearly interrelated in timing, so be sure to read over this section carefully. It is vital that the timing here be flawless or the impact of Vesicant's cleverness will be lost.

The central tunnel of the lair is 20' high and quite dark past area V9. The main chamber (area V12) is 30' high and is also dark. The floors of all areas in the lair slope downward toward the lair entrance, to allow chlorine gas to roll through the lair and dissipate outside. Any gas breathed by Vesicant at area V11 scours the entire tunnel, necessitating saving throws by everyone in the way. The gas completely fills areas V9-11.

Vesicant: AC 2; MV 9"/24"; HD 6; hp 36; #AT 3; Dmg 1-4/1-4/2-16; SA breath weapon, magic use, *fear* aura at +5 on saving throws; SD magic use, saving-throw bonuses, detect hidden and invisible objects within 60'; AL LE; speaks green dragon, elvish, orcish, goblin, hobgoblin, gnoll, ogre, and Common. Vesicant's spells (at the sixth level of ability) are: *light*, *magic missile*, *shocking grasp*, *ventriloquism*, *invisibility*, *mirror image*.

Vesicant is an old green dragon of unusually small size (only 28' long). As compensation for her tiny size, Vesicant has been granted an intelligence of 17 by Tiamat. The dragon has used her impressive intellect to study magic and dominate the gnolls, as well as set up Scrape to make a fortune at minimal risk. She is a clever foe who prefers using her breath weapon and magic to physical combat. Vesicant wears a *ring of spell turning*, stretched to its limits, on a left foreclaw, and she has a *wand of polymorphing* (16 charges remaining) in her main room (area V12).

Vesicant is in her lair 90% of the time and out hunting 10% of the time. If she is not home, she is in the immediate area and returns in 4-16 turns. The dragon can smell intruders instantly and comes after them while *invisible*. She will be very angry and might make mistakes that the PCs could exploit.

Vesicant is 20% likely to be asleep during the day and 60% at night. She awakens immediately at any loud noise within her lair.

If the party is particularly tough and clever, the DM may decide that Vesicant is definitely at home and awake. This situation should be prepared as the party approaches, taking into consideration the strength of the PCs.

As a final note, Vesicant is extremely intelligent and not as subject to flattery as most dragons are. If some wise person should mention her skillful manipulation of the pirates of Scrape and the gnolls, however, she might be inclined to listen.

V9. Magic Mouth. Cast on the eastern wall here, 6' off the floor, is a *magic mouth*. This handy spell begins screaming as soon as any creature other than Vesicant enters the lair. This noise awakens Vesicant instantly if she is asleep or calls her to the lair in 1-4 turns if she is away (it is *very loud*). If Vesicant is within her lair, she begins watching the PCs in her *crystal ball* and is perfectly capable of seeing in the dark to use it.

There are two important details to keep in mind here: The *magic mouth* lies beyond the area of effect of a *silenced* person or object entering the cave; such a person would see the *mouth* but could not hear what it was up to.

V10. Trap for Fools. Four mummified adventurers hang here, pinned to the walls by spears. Each corpse wears about its neck a placard of claw-carved wood that reads in Common, "We Were Fools." Vesicant has left some items on these remains, to be taken by later fools. Careful examination or a *detect magic* spell turns up the following:

Corpse #1 is that of a human warrior in *plate mail of vulnerability*. The holes in the armor magically close when the spear is removed.

Corpse #2 is a dwarven thief with a *scarab of death* in one pocket.

Corpse #3 is pinned to the wall with two spears. Pressed between the corpse of this elven magic-user and the wall is a flask of *oil of fiery burning* which falls to the floor and explodes if either spear is pulled free. The blast causes 5d6 hp damage in a 10' radius (save vs. spells for half damage).

Corpse #4 is a human cleric carrying no unusual items.

Vesicant watches the PCs with amusement as they test out her "gifts." As the party moves on, she prepares her next trick.

V11. Mirror. Vesicant imported many slaves to polish a 15'-square, half-inch-thick sheet of steel until it became a superb mirror; the slaves were then eaten. The mirror is spiked to the wall



and reflects Vesicant's image flawlessly until it is hit by spells or weapons, when its nature is revealed.

When the PCs are 20' from the mirror, Vesicant casts a *light* spell above herself, allowing the adventurers to see her in the mirror. She then casts *ventriloquism* and roars to complete the effect. To the PCs, it should seem as if they have just stumbled into Vesicant herself. Each PC must make an intelligence check on 5d6 or believe that he is being attacked by the dragon. Allow any PCs who fail this intelligence check to attack first, urging them to use spells and magical items that would seriously damage the "dragon." PCs who successfully check their intelligences may withhold their attacks and might opt to shout warnings to their compatriots. In this event, everyone in the party must roll for initiative. If any PC who successfully saved against intelligence wins the initiative, he warns his friends in time to allow them to see the trick. Otherwise, the warning comes too late. The DM should never suggest that a PC warn his companions; if the players do not quickly think of this on their own, the opportunity is lost.

As soon as the PCs finish blasting or avoiding the mirror, Vesicant breathes her remaining gas attack into the hall. Gas flows out of the lair in the same round, dissipating in the air outside.

V12. Main Chamber. Vesicant backs up to stand astride her treasure pile, hoping that this tactic will discourage the use of area-effect spells. She casts her *mirror image* spell and fires three *magic missiles* at the first person who enters. As the PCs rush her, she topples two of the urns from her hoard (see below). Thousands of marbles spill out to cover the entire floor, from the treasure pile to area V11 (the mirror). This hazard slows the PCs' movement to 1"; faster movement necessitates a dexterity check on 3d6 each round, or the PC falls and cannot get up for one round. No movement over 3" is possible without automatically falling. Vesicant is heavy enough to crush the marbles and so suffers no penalty to her movement.

Vesicant uses her *wand of polymorphing* as long as she can. If the PCs hurt her with missiles or such, she melees, battling warriors first and trusting her *ring of spell turning* to

counter spells. She uses her power to cause fear (although saves are at +5 due to her age and small size) and her *shocking grasp* spell as best she can.

Vesicant is not a tough dragon once she gets into a melee, and she knows this. It is vital to allow her every chance to use her tricks and magic to attack the PCs first, for these are her primary weapons. Vesicant will die fighting before giving up, for she can imagine many unpleasant fates for herself in the hands of adventurers. She can be subdued as usual, but her intelligence makes her hard to control.

Vesicant's hoard is the result of a dozen years of pirate raiding and contains: 26,241 gp; 92,406 ep; and 188,939 cp. A small sack holding 183 gp.

A coffer holding 171 gems: 10,000 gp; 5,000 gp (x2); 1,000 gp (x4); 500 gp (x5); 100 gp (x38); 50 gp (x75); 10 gp (x46).

Ten huge urns (4' high, 275 lbs. each) of brass and silver, worth 300 gp each. The urns hold a total of 750,000 1-sp marbles made of various ornamental gemstones.

A chest spilling over with 65 pieces of jewelry, worth 100-400 gp per piece.

An ivory-inlaid teak closet (worth 1,800 gp, 200 lbs. weight) holding fur coats, mitts, boots, and capes. The value of the fur is 28,900 gp, but it has a total encumbrance of 7,500 gp because of its bulk.

A 4'-tall brazier of burnished copper (worth 80 gp, weighs 40 lbs.) holding 1,200 gp in rare incense.

A coffer filled with 16 golden holy symbols taken from various clerics murdered by Sost. Each symbol is worth 50-100 gp. (Vesicant loves this collection and admires it often.)

A gilded human skull (worth 20 gp) with emerald eyes. Each eye is a 5,000-gp gem, and the whole skull is worth 10,500 gp. This was Yerin's gift to Vesicant; the skull once belonged — minus the gold and emeralds — to the former ruler of Scrape.

Twenty ceramic amphorae of elven wine (40 lbs. each). The amphorae themselves are worth 150 gp each, and the two gallons of wine in each is worth 250 gp. Each amphora is sealed with green-tinted beeswax.

Atop the heap is a huge iron chest, its lid closed. Opening it releases 20 starving stirges that attack until destroyed. The chest holds 75 bars of gold, each weighing 50 lbs. and worth 500 gp.

Stirges (20): AC 8; MV 3"/18"; HD 1+1; #AT 1; Dmg 1-3; SA drain blood, attack as 4-HD monster; AL N; MM1/92.

Vesicant's spell books are kept in a padded box and are nonsense to creatures who do not speak the green dragon tongue. Many of the somatic components required for these spells are impossible for beings who use fingers instead of claws.

Several magical items are scattered about Vesicant's treasure heap. She does not know their properties, except for the *crystal ball*. These items are:

— An unlabeled potion of *fire resistance* in a crystal vial.

— A *hat of difference* on a battered hatrack.

— A *crystal ball* with no special powers, sitting on a 1,500-gp onyx stand (45 lbs.).

— A *ring of weakness* that appears to be a 2,500-gp ruby band on a skeletal finger.

— A nondescript *flask of curses*, that, when opened, sucks every living thing within 20' (and their gear) into another plane of the DM's choice.

— Twenty *arrows* +1.

— A powerful *spear* +3 named Heart-stopper. This weapon is not intelligent, but once per week it can be turned into a shaft of lightning, which can then be hurled as a *javelin of lightning*. The command word for this power is "Faradize!" This word is written, along with the weapon's name, on its shaft. Heart-stopper is worth 2,500 xp and 25,000 gp.

Vesicant does not like a sloppy lair and does not keep items such as armor, weapons, bones, and assorted mundane objects. All such items brought to her by the gnolls end up in the lake at the bottom of the sinkhole.

Concluding the Adventure

There are many ways for this adventure to end. If the PCs were foolish in Scrape and are then set upon by the pirate army at Vesicant's lair, they have to either take the best treasure and run or stay to fight the pirates. Otherwise, they can stay in the lair and inventory their wealth in preparation for packing out whatever they can carry. If the PCs decide to cheat their sponsor nation by making plans to move out more treasure than they can carry, it is important to note that since Scrape is the only community within 50 miles or more, the PCs will not find much help in hauling

the treasure. They may make several trips, but wandering monsters will enter the caves in the interim. The PCs will probably return to find a cleaned-out lair.

The city of Scrape could be further expanded to become an adventure in itself. The PCs might wish to attack the quarter commanders or the pirate ships when they return to port. Sost is forced to flee if Vesicant dies. With the aid of his deity, he certainly finds out who was responsible for the dragon's demise. The duergar and evil elves might raid the town, now that its defender is gone. Or the adventure might continue on another plane entirely, as a result of Vesicant's *flask of curses*. There are also dozens of caves and caverns in the limestone surrounding Vesicant's lair, and these can lead to further adventures into the Underdark. □

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