

THE LOST CAVERNS OF TSOJCONTH

by Gary Gygax

INTRODUCTION: This two-level dungeon was originally designed by Gary Gygax for the Metro Detroit Gamers WinterCon V Gamefest DUNGEONS & DRAGONS tournament in 1976. Intended for a party of 6 intermediate-level characters, the scenario is easily adapted for lower level parties by using monsters and treasures from the D & D Basic Set game booklet edited by J. Eric Holmes.

The adventure was revised and expanded for publication as an ADVANCED D & D module in 1982, from which various descriptions have been borrowed for added color.

NOTES FOR THE DUNGEON MASTER

The area for exploration is designed to challenge a party of 6-8 adventurers of 3rd to 7th levels of experience. It is quite possible to run this adventure using Basic DUNGEONS & DRAGONS for a party entirely composed of 3rd level characters. In this case, all that is necessary is a copy of the D & D Basic Set game booklet edited by J. Eric Holmes.

Alternately, this adventure is suitable for intermediate level play using the Holmes retroclone "BLUEHOLME™ Compleat" or any of the various "Holmes expansions". Finally, the Expert Rulebook edited by David Cook and Steve Marsh also includes a section for its use with the 1st edition of the D & D Basic Set.

As with Dungeon Module B1: IN SEARCH OF THE UNKNOWN, the Dungeon Master must key the two maps by placing various monsters and treasures within the dungeon complex. Two lists are provided in the section entitled KEYING THE DUNGEON.

Sections detailing new monsters and magical items from the original version of this module have been included at the end of this adventure. By choosing the number and types of monsters encountered, the Dungeon Master may easily tailor the adventure to the size of the party and experience levels of the player characters.

The location of THE LOST CAVERNS OF TSOJCONTH may be discovered in any number of ways. For example, the party might come into the possession of a certain diary kept by Zelligar the Unknown, detailing one of his adventures from the distant past (see Dungeon Module B1, pg 10).

This dungeon can also be used in place of the Cave of the Unknown from Dungeon Module B2: THE KEEP ON THE BORDERLANDS. In this case, the boulder filled passage in the Shrine of Evil Chaos leads southwest all the way to the Great Gallery Cavern in the GREATER CAVERNS.

In researching the lost caverns, the party may discover a fragment of parchment which states: "The right way is narrow...(words obliterated)...eam lies the straight

pas...(more smudged writing)...pe the span swiftly or plunge to doom where the wat..."

BACKGROUND

Several decades ago, when the Archmage Iggwilv was slain by the Demon Graz'zt, and his minions scattered by an uprising of oppressed subjects, rumors began to spread regarding where the Archmage's treasure trove was located. Among his loot were several rare and prized tomes and the fabled lamp known as **Daoud's Wondrous Lanthorn**.

Considering the cartloads of precious metals and gems taken away during the overthrow, it is not surprising that most of these whispered suggestions were ignored as spurious. However, the books and the Lanthorn were never found, and the rumors did reach some interested parties, for several expeditions have sought to locate these items, but the parties were either unsuccessful in their attempts to find the location of the Caverns of Tsojconth (where the most reliable rumors claim the treasure rests) or else failed to return.

Note: In the mythical WORLD OF GREYHAWK the caverns can be considered to be somewhere in the no-man's land between the Duchy of Geoff and the forsaken Sea of Dust.

LEGENDS

To determine legends/rumors known, each player character will cast a 4-sided die in secret conference with the Dungeon Master:

- 1 One legend known
- 2 Two legends known
- 3 Three legends known
- 4 No legends known

LEGEND TABLE (d20)

"F" denotes a false legend or rumor, but the player will not know it is false.

- 1) The lost caverns were once the abode of an exceptionally potent, lawful good magic-user.
- 2)F Members of a demonic cult are using the caverns as their secret headquarters.
- 3) The caverns hold the treasures of an evil archmage who once ruled the land.
- 4)F An evil witch-queen is gathering an army to attack the surface world.
- 5)F The caverns were used as a burial site for an ancient, pre-human civilization.
- 6) An underground lake fills parts of the upper caverns.
- 7) Beware the Isle of Rebuke.

- 8) Water sprites seek to enslave any intruders who enter the caverns.
- 9) A long, winding stair is the only means of descending into the lower levels.
- 10)F Somewhere in the caverns is a portal to the Garden of One Thousand Earthly Delights.
- 11)F There are many different exits from the caverns.
- 12) Troglodytes dwell in parts of the caverns.
- 13)F The Demon Graz'zt will claim one member of any party entering the caverns.
- 14) A group of adventurers recently set out to explore the caverns and has not returned.
- 15) The lost caverns are a nexus in probability, where several alternate worlds touch.
- 16)F The unwary might be transported into alternate dimensions while exploring the caverns.
- 17)F The alter egos of certain party members might be encountered within the lower caverns.
- 18) It is possible to be teleported without warning in the lower caverns.
- 19) The lower level contains the prison of some powerful undead creature.
- 20) An ancient artifact of wondrous power is hidden somewhere deep within the caverns.

Note: when rolling on this table, roll again if any number duplicates one already rolled by the same player.

THE DUNGEON

All of the passageways and chambers in both the LESSER CAVERNS (first level) and the GREATER CAVERNS (second level) are natural, with few signs of mining. The floor is generally smooth and worn-looking, although there are some rugged places with fallen stone or stalagmites. Ceiling height varies from 10' to 15' in 10' wide passageways in the LESSER CAVERNS, and from 13' to 20' height in the GREATER CAVERNS. Passageways 20' or wider have ceilings 21' to 32' high on both levels. The same is true for smaller caves and chambers. Caverns larger than 40' x 40' will have walls about 15' high and domed ceilings. These have a height of about two-thirds the longest dimension of the cavern, i.e., a chamber 40' x 100' would have a maximum height of about 65' at the central part of the cavern. Exceptions will be noted.

The rock formations in these caverns are quite colorful. Stalactites depend from the ceilings of most areas. At the entryway, the walls and floor tend towards drab grays and gray-browns, but further along the stone is red, yellow, green, and blue. Some areas have sparkling

mica or quartz, shining, low-value, onyx deposits, or varicolored strata of minerals that make the place look like a wonderland in torch or lantern light.

There are frequent shelves and ledges, and along these grow strange lichens and fungi. Some of these plants give off a very faint, pale gray luminescence. This glow is not sufficient to see by, but eyes adjusted to the darkness can spot movement within 10' by its radiance. There are also some areas where sand and compost allow for the growth of huge fungi of all types, some looking similar to shriekers and yellow mold but not actually of either species. These areas of growth occur where there is plentiful water seepage from walls and ceiling.

The caverns are quite damp. Floors are slick in places, and characters moving rapidly have a 1 in 6 chance of falling. There are small rivulets and pools of water every 100' or so. The pools support small, pale life-crayfish and fish, as well as crickets, beetles and other insects. Characters who listen closely will hear a number of small sounds, mostly those associated with the insects and other small life which inhabit the caverns.

THE LOST CAVERNS OF TSOJCONTH

A track into this area leads to a cavern with an entrance that seems like a fanged maw. The top is jagged and there are rising, cones of stone below. The cavern is 40' wide, 70' long, and over 20' high in the central area. It has obviously been used much in the past. The walls and ceiling are blackened by soot, and there are bits of broken furniture and discarded gear scattered around.

Monster:

Treasure & Location:

At the back of the place is a smaller cave 20' wide, 30' long, and 15' high. At the northernmost end of the cave is a 10' wide passage slanting steeply down. Steps have been roughly hewn in its floor to allow easier passage. The tunnel leads down into the heart of the mountain. It is about 130' long and has some 60 broad stairs, each with a drop of 1'. At the end of the passage is the entrance to the lost caverns-where the real adventure begins.

WANDERING MONSTERS

Check every third turn; 1 in 6. If a monster is indicated, roll again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Elves (1-4) – HP: 8, 6, 5, 4; #AT: 1; D: 1-10; AC 5/14.
2. Large Spiders (1-4) – HP: 5, 4, 3, 3; #AT: 1; D: 1; AC 8/11; SA: Bite necessitates save vs poison (+2 on die).
3. Ghouls (1-2) – HP: 9, 7; #AT: 3; D: 1-3; AC 6/13; SA: Touch necessitates saving throw vs paralysis.

4. Troglodytes (1-2) – HP: 9, 5; #AT: 3 + special; D: 1-4 each; AC 5/14; SA: Emit odor when enraged.
5. Gray Ooze (1) – HP: 10; #AT: 1; D: 2-16; AC 8/11; SA: Impervious to cold and fire.
6. Bandits (1-4) – HP: 7, 6, 4, 4; #AT: 1; D: 1-6; AC 6/13; SA: None.

Occasionally, pretend to consult the module and inform the party that they have seen a large number of bats, a few giant rats, many normal rats, huge nightcrawlers (3' to 6' long, no attacks), or various large-sized slugs and grubs. All are harmless. These are the usual prey for the larger creatures inhabiting the caverns.

KEY TO THE LESSER CAVERNS

1. MAIN ENTRANCE

There are weird faces carved in bas-relief around the walls of this cavern, hewn from the rock itself. Each face is by the side of one of six tunnels leading off in one direction or another from the cavern to unknown. Although each face is slightly different from its fellows, all are rather horrid and doleful looking: one has doglike ears, another protruding tusks, a third drooping wattles, etc. There seems to be no relationship between the size of the passageway and the stony visage beside it.

Each of these bas-relief carvings has an animated mouth with a permanent **magic mouth** spell cast upon it. When any party member comes within two feet of one of these faces, the mouth will move and it will say with a bass, mournfully dire tone: "TURN BACK, THIS IS NOT THE WAY" This will be repeated endlessly each time the same or another individual comes within three feet.

If any member watches the stone mouth, he or she will note that it has something glittering within it. Each mouth has a gem in it. The colors are, from left to right, amber, purple (amethyst), pale blue (aquamarine), deep red (garnet), olive green (peridot), and dark pink (tourmaline). Regardless of which is taken first, the first gem is worth 1,000 g.p. The others, although just as large, are flawed and worth but 10 g.p each.

The stone of these faces is very hard and nearly impossible to break. A demand for the gem will not avail. However, if any character simply asks the face to stick out its tongue, or open its mouth and stick out its tongue, or any similar request, the face will obey. The mouth will open, the sound "AAHH.." will be heard, and the gem will be on the tongue.

If characters attempt to speak with a visage, it will only repeat its deep voiced warning. However, if the word "truth" is used in any question or demand, then each face will lie and state majestically: "THIS IS THE RIGHT WAY." Only the visage in the far southeast, beside the 2' wide passageway south, will say anything different. That mouth will speak as follows: "I WARD THE ONLY WAY"

There are a few stalactites on the ceiling above, a few fallen to the floor amid a handful of stalagmites.

Monster:

Treasure & Location:

2. STREAKED CAVE

The walls and floor of this cave are covered with streaks and blotches.

Monster:

Treasure & Location:

3. SLATE CHAMBERS

This squarish cave is in an area of slate and shale. The flat gray and blue-gray stones seem to absorb light.

Monster:

Treasure & Location:

4. GUANO-COVERED CAVE

This large high-domed cave is covered with bat guano. The floor is inches deep in the stuff, and many beetles and a few normal rats scurry away if disturbed.

Monster:

Treasure & Location:

5. LITTERED CAVE

There is a crushed skeleton of a minotaur at the back of this cave, as well as other bones and such scattered about.

Monster:

Treasure & Location:

6. GROTTO

The walls of this place are carved and chiseled into a running series of forms and figures which extend from the floor to the arched ceiling. Fungi, blind fish, and various insect forms common to the underground world are familiar. The work is bas-relief of a caliber superior to that of the stone faces.

Monster:

Treasure & Location:

7. FUNGI CAVERN

This place is filled with all sorts of small and medium-sized fungi growth - floor and walls sprout many sorts of the stuff. Several passageways radiate from this cavern.

Monster:

Treasure & Location:

8. SECOND FUNGI CAVERN

This small cavern is overgrown with fungi, very much like the larger chamber to the south. There appears to be a mummified body lying at the back of an alcove-like area near the middle of the south wall. The niche is 2' from the floor, about 7' high, 6' wide, and 7' deep.

Monster:

Treasure & Location:

9. STINKING CAVE

This bag-like cave is filled with rotting leaves, bones, dung, and who knows what else. The reek from the mess is disgusting. Several skeletons and skulls indicate that humans and elves have met their ends here.

Monster:

Treasure & Location:

10. FUNGI-FILLED CORRIDOR

Numerous small fungi cover the walls of this passageway, and a fair growth of the stuff covers the floor, which is sandy and guano strewn. The oddly colored growth seem to match the vari-colored minerals of the walls of the area. A faint squeaking and rustling is heard.

1000 bats roost along the ceiling of the passageway, leaving when night falls in order to feed outdoors. Their guano feeds the fungi which fills the place. Any party of adventurers entering the corridor with torches or other bright sources of light (including unshielded lanterns) will have a base 5% chance per light source per turn of disturbing the bats and causing them to swarm. In addition, any noises above subdued conversation will add another 10% to the chance of disturbing the bats, assuming of course they are present in the cave when the party enters.

If the bats are disturbed, first a few begin squeaking and flying around (this will of course occur if any sleeping bats are physically prodded or awakened), then more and more until the mass becomes a giant churning swarm (this will take only two melee rounds, or twenty seconds). The swarming bats will squeak and squawk, flying madly about. Occasionally, one of the bats will try to land on a character (50% chance each round) to deliver a pinching bite which is unpleasant but harmless.

If adventurers leave the corridor and remove their light sources with them, the swarm of bats will slowly cease their activity and return to their inverted perches (this takes about 30 minutes). If the adventurers stay in the corridor, extinguish their lights, and lie silently on the floor for the same period of time, the bats will return to their dormant state.

Characters fighting swarming bats will find the task hopeless due to their sheer number, but attempts can be made using any hand held weapon larger than a dagger, with an 18 needed to hit. Bats landing to bite can be hit on any roll of 7 or above. A single hit will kill any bat.

Characters fighting or otherwise enduring swarming bats will automatically be caught by surprise if any wandering monster comes upon them while they are doing so. Fighting the bats makes enough noise to necessitate an additional special roll for wandering monsters.

11. LONG GALLERY

The cavern widens into a gallery of considerable length and a height of well over 40'. Some smaller types of fungi grow here, too.

Monster:

Treasure & Location:

12. LARGE CAVE

This cave is irregularly shaped.

Monster:

Treasure & Location:

13. WOODEN BOAT

There is a wooden boat, 14' long and about 5' wide in its middle, resting on this shelf of stone. The craft has three oars inside it. It is unusual because it tapers to a point at either end. The swiftly flowing river beyond is dark and looks quite deep. It is about 20' wide. The current flows northwards.

This craft is strongly magical. It can be rowed normally at 60' per turn, with the third oar used to scull and steer, if desired. Movement upstream is at 30' per round, downstream speed is 30' drifting or 90' rowing. There is a small mast and a rune-embroidered sail under the planks of the deck - there are three long planks to make the bottom inside flat, for the hull is sharply tapered. If the mast is stepped and the sail raised, the boat will move normally until a command is given: "GO" and the boat will move at 180' per round, up or down current; "STOP" and the boat will stand motionless in even the swiftest of currents. Steering is easily done with the sculling oar, and there are oarlocks at either end of the craft. The wood is

from an usk tree, exceptionally well seasoned and crafted so as to be as hard as bronze.

14. UNDERGROUND LAKE

The river pours into this high-vaulted cavern, filling it to the walls with a miniature, ebon-hued lake. The water is fairly still. Over 50' above, great stalactites drip ringing drops of water onto the mirror like surface of the pool. There are four streams of water entering or exiting the lake, and it appears that there are four dry passages as well.

Characters knocked into the water will be unable to swim if wearing non-magical metal armor. Swimming in leather or padded armor is possible, but there is a 5% chance of drowning per hour. Characters in magical metal armor are considered to be encumbered. All heavy possessions must be discarded or the chance of drowning increases 2% for every 5 pounds carried other than leather armor. Items that must be discarded include: armor, weapons (except for one dagger, which can be carried in the teeth), sacks or purses filled with coins, backpacks, cloaks, and hard boots.

The lake has nearly sheer sides, and it is 40'-90' deep in the center. There are many large white crayfish and fish in the water, carried into the lake by the river.

Monster:

Treasure & Location:

A. RIVER ENTRY POINT

The tunnel ceiling lowers here to only about 8' above the surface of the water. (In the caverns area the ceiling over the river is at least 15' high, and in many places it is over 30' high.) The river is from 20' to 40' deep and filled with fish of many sorts. The tunnel ceiling lowers to water level in 90'. Further progress along the river is impossible.

B. MAIN RIVER OUTLET

The current is strongest here, moving at 180' per turn, for almost all of the water which flows into area 14 flows out along this passage. Other outlets have only weak currents which will cause drift about 20' per turn. A drifting boat will be drawn out as indicated by the current lines on the map. Note that there are also such current lines for the other water exits.

C. ORNATE BRIDGE OF STONE

This ornately carved bridge arches to about 15' in the center over the river. It has many projections although is made of natural stone. At this point a distant rumbling and thundering can also be heard. It is the sound of a vast underground waterfall some 450' distant.

If the party is afloat and goes beyond the bridge, the river's current will pull them over the falls to certain death no matter how hard they row. However, the magic boat from area 13 will keep the party from going over the falls if they have learned to control its movement. As the party drifts within 70' of the bridge, the DM should slowly count to 10. If the party does not know how to operate the magic boat, they must lasso the bridge to halt their movement toward the falls. If the party fails to lasso the bridge by the count of 10, they will go over the falls.



15. CUL-DE-SAC

A rotten stench of droppings fills the air here. There is a litter of twigs and odd bits of cloth at the back of the place, along with a number of oddly shaped pieces of rock. Some appear to be rather finely done sculptures of small animals-rats, bats, a small subterranean lizard, etc. The rest are broken pieces of similar statues.

Monster:

Treasure & Location:

16. RAINBOW CAVERN

This high-domed cavern displays a rainbow of colors on its walls and floor. Even the many stalactites above hang like colored icicles. Various mineral deposits in the rock have seeped into frozen curtains, cascades, and many fantastic shapes. The floor has numbers of humps and stalagmites of varied hue and strange form.

Monster:

Treasure & Location:

17. ROCK PILE

The well-rounded boulders here look as if some giant had stacked them up for use in a time of need. They are all about the right size for a fire giant to hurl.

The rocks can be tumbled and rolled aside without difficulty. If this is done, the party will see stairs going down to the west. (Note: these stairs are the only entrance to the **GREATER CAVERNS.**) In moving the boulders, the party will notice that one has an odd blue-green cast to it, and is definitely lighter than the rest. The odd boulder can be smashed open with a hammer, mace, or similar instrument. It is hollow inside and contains a tablet. The tablet is the **Graven Glyphs**, a magical warning to those bold enough to enter the lower area of caverns. It is found in a different part of the caverns each time a party enters the caverns, but it can always be found. The Graven Glyphs read:

In the center lies the gate
But opening is sure to vex
Many are the guards who wait
As you go to the middle hex

Randomly sent to find a way
Back to a different iron door
A seventh time and you may stay
And seek the prize no more

You have won my choicest prize
My warded cache of magic
And freed the one with yearning eyes
Whose lot was hunger tragic

The DM should read the verses slowly, with pauses between each quatrain, then tell the party that the glyphs have faded into nothingness.

18. SCORCHED CAVERN

The walls of this cavern are scorched and blackened as if from a number of fires.

Monster:

Treasure & Location:

19. ISLAND OF REBUKE

The narrow watercourse enters a cavern where many tiny rivulets carry away the water to places unknown. The liquid has completely flooded the place save for an island in the center.

If the party sets foot on the isle, a spell will be invoked. A peal of loud, ghastly laughter will echo in the cavern. As the gales of derisive mirth end, a great voice will yell out: "FOOLS! You are in a DEAD end. FLEE back to the south and take the way the water enters or stay here and die!"

Monster:

Treasure & Location:

20. BLACK WATER

The water surrounding the islet is particularly dark and about 30' deep. There seem to be some sort of particles suspended in it making it look so inky. The party will be able to see only about 5' into the murky water.

Monster:

Treasure & Location:

21. CAVE OF CRYSTALS

This cave is striated with veins of crystalline minerals so that light reflects and makes the place beautiful to see. Although none of these formations appears valuable, some of them are very large and wonderful to behold. The area appears to be blind to the west, but there are three passageways in the eastern portion where you entered.

Monster:

Treasure & Location:

22. POOL CAVERN

This cavern is filled with water. The water trickles out of the place through a very low cut in the west wall, and can be heard falling some distance as it does so. The ceiling has beautiful stalactites depending from it, and as in most other areas, the walls are streaked with multi-colored rock formations, but these are obviously of little value.

Monster:

Treasure & Location:

KEY TO THE GREATER CAVERNS

Caves and caverns are real tests of playing ability when the DM referees them properly. Even mapping and moving through them is a challenge. When confronted with the teleportation corridors in area 19, players may become disheartened if they have not had considerable experience in similar situations. If the players are unable to deal with the situation, the DM may place certain clues, to be found with monsters that have other treasure. Each clue will be one of the following lines, written on a piece of parchment and found in a scroll tube of little or no value:

NORTH, THEN NORTHEAST TO THE SOUTHWESTERN GATE, AND IF YOU ENTER YOU WILL NEXT HAVE TO GO SOUTH AND EAST (found in area 13)

SOUTHWEST, THEN NORTHWEST BRINGS THE VENTURESOME TO THE SOUTHWEST GATE, AND IF YOU ENTER YOU WILL GO THE OPPOSITE WAY (found in area 17)

The party descends the stairs from area 17 of the **LESSER CAVERNS**. They traverse a long flight of 900 steps, each

step about 3' broad and 1' high. At last they reach the bottom (X on the map). The **GREATER CAVERNS** are not so much larger than the ones above, although they are higher (average roof height 40'). Their name seems to come from the oppressive sense of depth and alien quality of these stone chambers. There are stalactites and stalagmites in profusion. Rock formations are colorful. The party of explorers can now go in any one of four directions.

WANDERING MONSTERS

Check every third turn; 1 in 6. If a monster is indicated, roll again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Troglodytes (1-4) – HP: 12, 10, 8, 6; #AT: 3 + special; D: 1-4 each; AC 5/14; SA: Emit odor when enraged.
2. Huge Spider (1-2) – HP: 12, 10; #AT: 1; D: 1-6; AC 6/13; SA: Surprise prey on a roll of 1-5. May leap up to 30 feet to attack, bite necessitates save vs poison (+1 on die).
3. Dopplegangers (1-2) – HP: 16, 13; #AT: 1; D: 1-12; AC 5/14; SA: Immune to sleep or charm.
4. Carrion Crawler (1) – HP: 11; #AT: 8; D: Nil; AC 9/10; SA: Tentacles do no damage but necessitate save vs. paralyzation.
5. Shadows (1-4) – HP: 10, 9, 7, 7; #AT: 1; D: 1-4; AC 7/12; SA: Touch drains 1 point of strength (for 8 turns).
6. Ochre Jelly (1) – HP: 20; #AT: 1; D: 2-12; AC 8/11; SA: Will destroy wood, leather or cloth. Only affected by fire or cold. Weapons or lightning create smaller ochre jellies.

1. SMALL CAVE WITH MANY TUNNELS

This low-domed chamber has its ceiling literally dripping with stalactites. There are seven tunnels leading from this cave. The still air of the place reeks with a mixture of odors – rotting refuse, growing fungi, and some even more unpleasant stench. The thick fungi growth seems to be deliberately cultivated, for a compost of manure and other substances is spread over the floor.

Monster:

Treasure & Location:

2. POOL CAVERN

The steady drip and splash of water from the ceiling down the walls creates a pool of water in the northeastern portion of this cavern. It flows out of a tunnel there.

Monster:

Treasure & Location:

3. GREAT GALLERY CAVERN

This place is well over 200' long and varies from about 20' to 40' in width, with a ceiling height of from 25' to over 50'. There are many shelves and ledges along the walls, while the roof is icicled with many stalactites with a scattering of stalagmites beneath. As in most of these caverns, there are numbers of fungi growing here, with many small creatures feeding on them-as well as each other. Careful examination detects many bones scattered about helping to feed the foul growth of the fungi.

Monster:

Treasure & Location:

4. GALLERY CAVERN

A large gallery with many ledges and shelves stretches some 110' east and west and 30' north and south. The arched ceiling is about 30' high at either end with a middle area dome of about double that height. There are numbers of colorful rock formations here, including both stalactites and stalagmites. The many forms of fungus growing here compete with mineral deposits for the eye's attention to the most phantasmogoric series of shapes: here a spired deposit which could be an efreed castle, there a pocked toadstool looking like some hunched monster. As is so common, there are many insects here, as well as rats and bats.

Monster:

Treasure & Location:

5. UNEVEN-FLOORED CAVERN

This large cavern is terraced. The floor rises and drops in a manner which makes it impossible to move across the place without using great care, for the stone is moist and slippery. The walls are striated with bands of color. There are a large number of stalactites on the curved ceiling.

Monster:

Treasure & Location:

6. SMALL GALLERY

This place is fungi-filled as is usual with many of these caverns. There are several tracks through the growth, as if various creatures have gathered or grazed upon the fungi.

In the spur in the northern end of the cavern is a bluish streak of clay which will be noted upon thorough

examination of the walls. If it is dug out (3 turns) a rough diamond worth 5,000 g.p. will be found.

Monster:

Treasure & Location:

7. STALACTITE CAVERN

Amongst the stalactites is one which has formed around a +2 magic dagger wedged point upwards into a crack. A **detect magic** will locate it. Careful looking will note that it has a unique shape ("one stalactite has a crosspiece about half way down its length, but little else looks unusual").

Monster:

Treasure & Location:

8. CAVERN OF THE STALAGMITES

This large chamber is over 60' high and has many shelves and irregularities along its walls. Many stalactites hang from the stony roof far above, and some are of great size and exceptional beauty.

The floor is littered with occasional stalagmites, and there are several central formations of massive dimension, each being well over 20' high. The central columns do not extend all the way to the roof of the cavern, which is about 45' high here. There is a pool of water in the center.

Monster:

Treasure & Location:

9. GLOWING GROTTO

This irregular chamber has a growth of some unusual form of fungi or lichen which appears to give off a soft bluish radiance. It is reflected and possibly enhanced by many crystalline growths around the periphery of the floor, jutting from the walls, and along the arch of the ceiling. The overall effect is to provide a luminosity which pervades the entire grotto as if it were bathed in full moonlight.

Monster:

Treasure & Location:

10. JAGGED CAVERN

This small cavern is unremarkable except for the splintered bones and broken skulls scattered about.

Monster:

Treasure & Location:

11. CAVE

This is a small and non-descript area.

Monster:

Treasure & Location:

12. PILLARED CAVERN

The stalactites and stalagmites here have grown together, to form columns extending from floor to ceiling. The latter is only about 20' high, which explains how the pillars were formed. The colors here are particularly bright.

Monster:

Treasure & Location:

13. LARGE CAVERN OF ROTTING FUNGI

The dank stench of rotting fungi. There are some growing here, but generally the whole chamber is strewn with parts and pieces of virtually every sort of fungus and mushroom growth imaginable.

Monster:

Treasure & Location:

14. LARGE, IRREGULAR CAVERN

This place is obviously the lair of some monster, for there is a litter of bones and refuse in the northwestern portion of the cavern.

Monster:

Treasure & Location:

15. FUNGI CAVE

Monster:

Treasure & Location:

16. GREAT CAVERN

The ceiling of this place is quite high-perhaps 70' at its peak.

Monster:

Treasure & Location:

17. CAVE CHAMBER

Monster:

Treasure & Location:

18. GROTTA OF THE DEMON IDOL

This curving place has only one feature which is peculiar—a huge stone idol 10' tall and very broad. It is roughly chiselled into the shape of a demon. Its eyes glitter a fiery color due to inset gems. To either side of it are strangely shaped copper weapons. One is similar to a fauchard-fork, the other is a large sword with a wavy blade and leafed tip. Each rests in a brass stand.

On the wall is graven "Go up and southwest and you will rebound".

Monster:

Treasure & Location:

GREAT IRON DOORS

Each door is 9' wide and 21' tall. From the look of the hinges set into the stone, each of these great doors must be at least 1' thick. On each valve are many leering demon visages in bronze. Weird symbols form a crabbed tracery around the border of each great iron portal.

(The metal gates open inwards, but only if three or four characters push with all their might, i.e. each person trying must roll a successful score to open a door, or three out of four if four attempt it.)

19. CORRIDOR OF MARBLE

Beyond the iron doors is a corridor with walls of pale white marble, highly polished. A plush red carpet runs from the entry to an ebony door some 40' distant. From the entrance can be seen the gleam of silver hinges, studs, and ring set in the far door. An eerie light pervades the entire passageway.

As the party moves down the corridor towards the black wooden door at the end, they will feel a tingling in the air—a perceptible magic. The ebony portal's silver hinges are kept magically bright and oiled, so the slightest tug on the ring will swing it open. As this is done, the iron valves inexorably close. At the very instant of the wooden door's opening, the party will see a brief flash of golden radiance, and then they will be transported to a 30' square area in the **GREATER CAVERNS**. Each such area is lettered, and the door opened has a corresponding letter. Thus each time an ebony door to the nexus is opened, the party, including all in the

corridor leading to the door, disappear from where they stand and appear elsewhere in the caverns, after which the black door closes. This teleportation cannot be avoided. All of the six inner doors must be opened once in order to enter area 20, although this need not be done in sequence.

The nexus prevents any magical **scrying**, or entry by spell such as **teleport**, **passwall**, or even **wish**. No sight nor hearing can penetrate the area save by actual experience of the characters. They must push open the iron gates and do likewise with the inner door. Each of the six inner doors must be opened once individually. The seventh time any of the doors is opened, the party will be able to enter the room beyond.

20. ROOM OF GOLDEN LIGHT

The core of the nexus is lit by **Daoud's Wondrous Lanthorn**. Its warm and peaceful glow reveals a beautiful place. The domed roof is of lapis, resembling the night sky, while the walls are of various glowing panels of polished wood (rosewood, sandalwood, teak, cherry, etc.). This can be seen through the carved ivory screens set before each door into the place. So too can be seen the golden chain and cage which suspends the lanthorn from the center of the dome.

The floor is of smooth serpentine, spread with rich oriental rugs. Small inlaid tables and stands are scattered about, bearing fine porcelain vases and jade carvings. A table holds a crystal ewer. A small tripod suspends a bowl from which sweet-smelling smoke wafts forth. Tapestries cover some of the wall. Soft divans are clustered about a central couch of ebony and gold, covered with black velvet upon which golden runes are embroidered.

Stretched in slumber upon this bed is a comely female form, obviously so despite the armor in which it is clad. The helm is beside the couch, and the face of the warrior-maid is pale and lovely, with full lips of livid red hue and long raven hair. In her hands is clasped a strange sword with cusp-shaped guards (**evil sword**, 12 intelligence, 12 ego, speaks common, evil, elvish, orcish, red dragon, dwarfish, detects invisible, detects good, detects traps, reads magic, and can teleport. It is a special purpose sword to slay Lawful/Good clerics). At the foot of the couch is an alabaster pedestal upon which stand six tomes (one each of those which cause characteristics to go up 1 point).

This horrid creature is in stasis until the party actually enters the chamber. She then arises, smiles, and welcomes the men in. She has all vampire abilities, but she cannot escape from the room, nor can she call aid. Her sword will cause her to attack a cleric as a fighter, of course, before anything else, if she cannot dupe and **charm** the party members and so must fight. She guards the nexus and must permit none to leave alive if she is to go free.

Monster: Vampire – HP: 66; #AT: 1; D: 1-10; AC: 2/17; SA: Energy drain.

Treasure & Location:

The Lantern: This artifact has many powers. When its jeweled faces are raised it sheds a golden light which causes those basking in the glow to feel a sense of well-being. It never burns out. Three of its sides can be shuttered, and the fourth has four prisms which can be slipped across the crystal lens in order to gain certain effects:

Sapphire – beam causes **fear** as wand
Emerald – **haste** spell
Topaz – **slow** spell
Ruby – **hold** spell

The colored beams from the lantern reach out in a narrow ray for a maximum of 30'. Up to 15' there is no saving throw, but beyond that there is a save vs. magic for all effects. It takes 1 melee round to put a prism in place or change from one to another. In a confused situation, there is a 25% chance that the wrong lens will slip into place. If all are put in place, a blinding beam of light will go forth 60' – save vs. magic or **blind** for 2-12 melee rounds. The colored lens can also be placed on the 4 faces of the lantern, and if it is then spun, all within a 20' radius, save the holder of the artifact, become **confused** for as long as the lantern is spun.

While the lantern burns continually, each time the colored lenses are used, the lantern must be replenished or the user runs the risk of having it react in an unexpected manner. Daoud's lamp can be used so as to employ each of the colored prisms twice or all at once for a period of 1 turn, twice before this danger occurs. After 2 usages, a small compartment in the bottom of the device must be filled with crushed gems (1,000 g.p. each of sapphires, emeralds, topazes, and rubies, or 6,000 g.p. worth of miscellaneous gems). If this is not done, there is a 25% chance that the beam desired will fail to be magical. If all are used at once, there is a 10% chance that the user will also be affected by the magic, i.e. **confused** or **blinded**. It is also rumored that possession of this item will cause the owner to become reclusive and suspicious, fearing that others desire to possess the lantern. Its value is between 101,000 and 200,000 g.p. if offered for sale.

THIS ENDS THE MODULE "THE LOST CAVERNS OF TSOJCONTH"

KEYING THE DUNGEON

Once the Dungeon Master has reviewed the adventure, he is ready to key it. The monsters included are either drawn from the D & D Basic Set game booklet or else are described in the section entitled NEW MONSTERS.

Many of the monsters listed represent formidable opponents, and only a few of the more powerful ones should be used. Placement of treasure should be commensurate to the level of challenge.

MONSTER LIST

The monsters occupying the caverns are an assortment of creatures, some of which have been transported into the dungeon through the interdimensional nexus.

Important: although there are 36 listings, the Dungeon Master should use only 25 to 30 of them in the dungeon, placing some on each of the two levels in the rooms and chambers desired. The remainder are unused.

MONSTERS

1. Blink Dogs (2-4) – HP: 20, 18, 18, 16; #AT: 1; D: 1-6; AC 5/14; SA: "Blink" when attacking and reappear 1' to 4' away.
2. Stirges (5-20) – HP: 6 (5), 5 (5), 4 (5), 3 (5); #AT: 1; D: 1-3; AC 7/12; SA: Bite drains 1-4 HP of blood per round after first. Attacks at +2 on all die rolls.
3. Displacer Beasts (1-2) – HP: 37, 28; #AT: 2; D: 2-8; AC 4/15; SA: Always appear to be 3 feet from actual position (-2 on attackers hit roll, +2 to all saving throws).
4. Lurker Above (1) – HP: 51; #AT: 1; D: 1-6; AC: 6/13; SA: Victims will smother in 2-5 rounds.
5. Yellow Mold (1) – HP: 20; #AT: 0; D: 1-6; AC always hit; SA: 50% chance of releasing cloud of asphyxiating spores (save vs poison or die). Can be killed only by fire.
6. Mummies (1-2) – HP: 27, 23; #AT: 1; D: 1-12; AC: 5/14; SA: Saving throw vs spell when first seen or individual paralyzed with fear. Touch causes dreaded rotting disease, wounds take ten times the usual rate of healing.
7. Trolls (1-2) – HP: 37, 29; #AT: 3; D: 1-6 each; AC: 6/13; SA: Regenerate at a rate of 3 HP per turn, beginning in the third melee round.
8. Cockatrices (1-2) – HP: 26, 21; #AT: 1; D: 1-6; AC: 6/13; SA: Turns opponents to stone if it scores a hit.
9. Hydra (5-7 heads) – HP: 30-42; #AT: 1 per head; D: 1-6 per head; AC: 5/14; SA: None.
10. Djinni (1) – HP: 41; #AT: 1; D: 2-16; AC: 5/14; SA: Able to form into a whirlwind.
11. Giant Snapping Turtle (1) – HP: 61; #AT: 1; D: 6-24; AC: 5/14; SA: Surprise on 1-4.
12. Fire Lizards (1-2) – HP: 53, 40; #AT: 3; D: 1-8/claw, 4-16/bite; AC: 2/17; SA: Can breathe fire (1-10 points of damage within 10 feet).
13. Nixies (1-10) – HP: 5 each; #AT: 1; D: 1-4; AC: 7/12; SA: For every 10 nixies, one charm person spell.
14. Rust Monster (1) – HP: 24; #AT: 1; D: 0; AC: 2/17; SA: Hits cause armor and weapons to rust instantaneously.
15. Water Weird (1) – HP: 10; #AT: 1; D: nil; AC: 4/15; SA: If disrupted can reform.

16. Hill Giants (1-2) – HP: 39, 34; #AT: 1; D: 2-16; AC: 4/15; SA: Can throw rocks like a catapult.

17. Gargoyles (1-4) – HP: 20, 19, 19, 16; #AT: 3; D: 1-4 each; AC: 5/14; SA: Can only be hit with magic weapons.

18. Green Slime (2-12) – HP: 9 each; #AT: 1; D: special; AC: always hit. Appear to be stalactites unless a **careful** observation is made. They will drop with 75% accuracy (1-5 misses, 6-20 hits).

19. Piercers (1-6) – HP: 20, 15, 12, 11, 9, 8; #AT: 1; D: variable; AC: 3/16; SA: None.

20. UMBER Hulk (1) – HP: 39; #AT: 2 claws + 1 bite; D: 2-12/claw, 2-8/bite; AC: 2/17; SA: Save vs magic or be confused.

21. Minotaurs (1-4) – HP: 29, 26, 23, 21; #AT: 2 horns + 1 bite or by weapon; D: 1-6 each; AC: 6/13; SA: None.

22. Troglodytes (4-16) – HP: 19, 18, 15 (6), 11 (4), 9, 7, 6, 4; #AT 1; D: 1-6; AC5; SA: Emit odor when enraged.

23. Troglodytes (4-16) – HP: 19, 18, 15 (6), 11 (4), 9, 7, 6, 4; #AT 1; D: 1-6; AC5; SA: Emit odor when enraged.

24. Trapper (1) – HP: 68; #AT: 4+, D: 4 + AC of victim/melee round; AC: 3/16; SA: Resistant to fire and cold; regenerates 1 hit point/turn.

25. Roper (1) – HP: 55; #AT: 1 bite; D: 5-20; AC: 0/19; SA: Hit causes weakness.

26. Chimera (1) – HP: 42; #AT: 2 claws + 3 heads = 5; D: 1-3 per claw, 2-8 for goat head, 2-8 for lion head, 3-12 for dragon head or fire damage (3-24); AC: 4/15; SA: Dragon head breathes fire.

27. Shambling Mound (1) – HP: 30; #AT: 2 clubs + entanglement; D: 2-16/club; AC: 0/19; SA: 2 hits on same target causes suffocation in 2-5 rounds.

28. Otyugh (1) – HP: 30; #AT: 3; D: 1-8/1-8/2-5; AC: 3/16; SA: Disease (typhus).

29. Black Pudding (1) – HP: 57; #AT: 1; D: 3-24; AC: 6/13; SA: Dissolves wood, corrodes metal. Only affected by fire. Other attacks create smaller puddings.

30. Fire Giants (1-2) – HP: 62, 57; #AT: 1; D: 5-30; AC: 4/15; SA: Can throw rocks like a catapult.

31. Hell Hounds (1-4) – HP: 21, 19, 17, 13; #AT: 1; D: 1-6 or 3-18; AC: 4/15; SA: Breathe fire.

32. Shriekers (1-4) – HP: 14, 10, 10, 8; #AT: 0; D: Nil; AC 7/12; SA: Light within 30' or movement within 10' will trigger shriek for 1-3 melee rounds, with 50% chance to attract a wandering monster.

33. Giant Spider (1) – HP: 28; #AT: 1; D: 2-8; AC: 4/15; SA: Builds giant sticky webs. Bite necessitates save vs poison.

34. Wraiths (1-4) – HP: 22, 19, 17, 14; #AT: 1; D: 1-6; AC: 3/16; SA: Drain one level per hit.

35. Spectres (1-2) – HP: 30, 22; #AT: 1; D: 1-8; AC: 2/17; SA: Drain two levels per hit.

36. Purple Worm (1) – HP: 80; #AT: 2; D: 2-12 each; AC: 6/13; SA: Any hit more than 2 over the minimum necessary to hit indicates the purple worm has swallowed its victim. Poisonous sting necessitates save vs poison.

TREASURE LIST

Listed below are 36 different treasures, each letter-coded for easy reference.

A) 3000 1 g.p. gems

B) 1100 g.p., 360 p.p.

C) Sack with 100 s.p., 50 p.p. (look like silver unless examined very closely)

D) 1300 g.p.

E) 4 500 g.p. gems (peridots)

F) Gold bracelet worth 1200 g.p.

G) Bag with 3 gems worth 500 g.p., 1000 g.p., 2000 g.p.

H) Scroll of 1 Spell (Magic User): **stone-to-flesh**

I) 1000 c.p., 2000 s.p., 3000 g.p.

J) Potion: **fire resistance** (2 doses)

K) Jeweled sword, quartz, (non-magical) worth 783 g.p.

L) **necklace of missiles**

M) 3 ivory tusks, each worth 1000 g.p. (require 2 persons per tusk to carry)

N) 4900 g.p.

O) **boots of levitation/boots of dancing**

P) +2 dagger

Q) +3 axe

R) 6000 g.p. in iron chest with poison needle trap

S) Potion: **extra-healing**

T) Potion: **flying**

U) Scroll of 1 Spell (Cleric): **raise dead fully**

V) **flask of curses**

W) **scarab of protection/scarab of death**

X) Potion: **plant control**

Y) **flying carpet/rug of smothering**

Z) Pouch with **disappearance dust**

AA) **crystal hypnosis ball**

BB) **luckstone/loadstone**

CC) 100 p.p.

DD) Bronze tube containing scroll of 3 Spells (Cleric):
neutralize poison, 2 cure serious wounds

EE) +3 war hammer, wrapped in a leaden sheet which prevents magical emanations

FF) 5 **javelins of lightning**

GG) +3 shield

HH) **ring of water walking**

II) Potion: **Healing**

JJ) **ring of fire resistance**

Special note: Even though 36 treasures are listed here, only between 20 to 25 of them should actually be placed in the dungeon by the Dungeon Master. The remainder should go unused.

NEW MONSTERS

Fire Lizard (also called the "false dragon")

Move: 90 feet/ turn *Attacks: 2 claws +*
Hit Dice: 12 *1 bite = 3*
Armor Class: 2 *Damage: 1-8/claw,*
Treasure Type: E *4-16 per bite*

These large lizards are of identical appearance to dragons, without wings. Of similar size, they are commonly mottled gray, and are rumored to be the ancestors of present-day dragons. They share a number of habits with dragons, such as seeking out shiny baubles with which to line their nests, and taking ten-year naps after sealing off their cave. Unlike dragons, these beasts take but 10 years to mature, and have only limited growth, while living a century. Also unlike dragons, they harbor no great affection for their young. They can go as long as ten years without eating, but if given sufficient chance, they will wolf down a cow or two every month. They are relatively immune to fire (like dragons) and can breathe a small puff of smoke and fire (1-10 points of damage within 10 feet). Dragons will avoid injuring or fighting them if possible. They are believed to be unintelligent.

Giant Snapping Turtle

Move: 30 feet/ turn, *Treasure Type: nil*
20 feet swimming *Attacks: 1*
Hit Dice: 10 *Damage: 6-24*
Armor Class: 0/5

Feared greatly for their voracious appetite and aggressiveness, giant snapping turtles are found in lakes and large rivers. They lurk near shore or on the bottom, as they do not swim quickly. They remain motionless, thus surprising on 1-4 (out of 6), and then shoot forth their long neck (up to 10 feet long) to grab their prey. The head

and limbs of these monsters are armor class 5, but they can be withdrawn to offer armor class 2.

Lurker Above

Move: 10 feet/turn *Treasure Type: nil*
90 feet flying *Attacks: 1*
Hit Dice: 10 *Damage: 1-6/constriction*
Armor Class: 6 *+ smothers*

This terrible beast somewhat resembles a large manta ray. Its grayish belly is so textured as to appear to be stone, and the lurker typically attaches itself to a ceiling where it is almost impossible to detect (90%) unless actually prodded. They move about by means of a gas which makes them neutrally buoyant and a flapping of their wing-like appendages which can be over 20' tip to tip. When disturbed the lurker drops from the ceiling, smothering all creatures beneath in the tough folds of its "wings". This constriction causes 1-6 points of damage per melee round, and the victims will smother in 2-5 rounds in any event unless they kill the lurker and thus break free. Unintelligent, the lurker will fight until dead. Prey caught in its grip cannot fight unless the weapons used are both short and in hand at the time the creature falls on them.

Nixie

Move: 60 feet/ turn, *Treasure Type: B*
120 feet swimming *Alignment: neutral*
Hit Dice: 1 *Attacks: 1*
Armor Class: 7 *Damage: 1-4*

These water sprites will attempt to charm humans, lure them under water and enslave them for one year. For every 10 nixies seen, one charm person spell will be thrown on the party. Any charmed character will immediately proceed underwater and remain there until the year is up when he is freed. A dispel magic spell has a 75% chance of succeeding before the charmed character is immersed. They carry javelins and daggers and travel in the water with 10-100 fierce large fish.

Otyugh

Move: 60 feet/ turn *Alignment: neutral*
Hit Dice: 6-8 *Attacks: 3*
Armor Class: 3 *Damage: 1-8/1-8/2-5*

These weird monsters are omnivorous scavengers, not at all hesitant about adding a bit of fresh meat to their diet of dung, offal, and carrion. They hate direct sunlight or bright light, so they are found underground in most cases. Usually (90%) only a single individual is encountered, for otyugh typically live in partnership with other subterranean monsters. The otyugh will dwell in a truce state with other powerful monsters in order to scavenge droppings and other leavings. In most cases otyugh live in piles of dung and rubbish, and thrive there.

The otyugh has a sensory organ stalk and two tentacle arms which protrude from its hideous body. The eyes are always thrust above the offal the creature lairs under, and this prevents surprise. Its tentacles have sharp ridges and are used to deliver smashing blows to prey. The creature's mouth is sucker-like and filled with many teeth. If it bites any victim it is 90% likely to be infected by disease (typhus).

These monsters have no interest whatever in treasure as humans know it, but their partners may, occasionally making the guarding of treasure they value a condition of allowing otyugh to dwell in semi-symbiosis with them. Otyugh speak their own language and are semi-telepathic, thus often able to communicate with other life forms when the otyugh so desire.

Piercer

<i>Move: 10 feet/turn</i>	<i>Treasure Type: nil</i>
<i>Hit Dice: 1-4</i>	<i>Attacks: 1</i>
<i>Armor Class: 3</i>	<i>Damage: 1-6/2-12/3-18/4-24</i>

With their stony outer casing these monsters are indistinguishable from stalactites found on cave roofs. They are attracted by noise and heat, and when a living creature passes beneath their position above they will drop upon it in order to kill and devour it. Larger varieties will be with smaller ones.

Roper

<i>Move: 30 feet/turn</i>	<i>Alignment: chaotic evil</i>
<i>Hit Dice: 10-12</i>	<i>Attacks: 1 bite</i>
<i>Armor Class: 0</i>	<i>Damage: 5-20</i>
<i>Treasure Type: D*</i>	

This monster appears to be a mass of foul, festering corruption. The roper is cigar-shaped, about 9' long, with a diameter of some 3'. It can stand upright in order to resemble a pillar or stalagmite or flatten itself full length upon the floor so as to look like nothing more than a hump. The roper has six strands of strong, sticky rope-like excretion which it can shoot from 20' to 50'. A hit causes weakness (50% from strength) in 1-3 melee rounds, and the roper then draws its prey into its toothy maw where it is quickly devoured. The chance for breaking a strand is the same for opening a door, but every turn the roper will drag the victim 10' closer. This yellowish-gray beast is unaffected by lightning, takes half-damage at most from cold, but is very susceptible to fire (-4 on its saving throw). *metal only as it devours anything else; however, it has a gizzard-like organ which can contain gems (if the roll for treasure so indicates) from 20-50 in number.

Shambling Mound

<i>Move: 60 feet/turn</i>	<i>Alignment: neutral</i>
<i>Hit Dice: 8-11</i>	<i>Attacks: 2 clubs</i>
<i>Armor Class: 0</i>	<i>+ entanglement</i>

Treasure Type: I

*Damage: 2-16/club**

Appearing as a heap of rotting vegetation, the shambling mound is actually an intelligent form of vegetable life. It is generally from 6' to 9' in height, with a girth of about 6' at its base and 2' at its summit. The brain of the shambling mound is located in its mid-portion, and its thick, fibrous layers make it difficult to penetrate to its only vital area. In fact, most hits upon it do but little damage. As it is wet and slimy, fire has no effect, lightning causes it to grow (add 1 hit die), and cold does either one-half or no damage due to its vegetable constitution. All weapons score only one-half damage. It can flatten itself, so that crushing has small effect on the shambling mound. Plant control and charm plant are effective. *2 hits on same target = suffocation in 2-5 rounds (no attacks during this period).

Trapper

<i>Move: 30 feet/turn</i>	<i>Alignment: neutral</i>
<i>Hit Dice: 12</i>	<i>Attacks: 4+</i>
<i>Armor Class: 3</i>	<i>Damage: see below</i>
<i>Treasure Type: G</i>	

Trappers are able to shape themselves to the form of the floors of the places they choose to await prey. A typical trapper is able to cover an area of up to 400 square feet, and giant specimens can cover as much as 600 square feet. The trapper is able to alter its coloration to blend with the color of the floor or ground upon which it rests. Being of a constituency almost as hard as stone, trappers are nearly impossible to detect (95%) by any normal means. Usually a trapper will wait until its prey is near its centre (where it often creates a protuberance which resembles a chest or box) and then suddenly closes itself upon the unsuspecting victims. The trapper then crushes them doing a base damage of 4 plus the armor class of the victim per melee round. Those entrapped are unable to use weapons, for the great musculature of the trapper prevents it. It must be killed or faced with certain death to make it free its prey. Its treasure is kept beneath it. Trappers are resistant to fire and cold (half or no damage); regenerates at a rate of 1 hit point per turn.

Umber Hulk

<i>Move: 60 feet/turn</i>	<i>Alignment: chaotic evil</i>
<i>Hit Dice: 8</i>	<i>Attacks: 2 claws + 1 bite</i>
<i>Armor Class: 2</i>	<i>Damage: 2-12/claw,</i>
<i>Treasure Type: E</i>	<i>2-8/bite</i>

Of shape somewhat similar to human, an umber hulk can be mistaken in the dark for something less deadly than it really is. Typically they are 8' tall, 5' wide, with heads resembling bushel baskets, and gaping maws flanked by pairs of exceedingly sharp mandibles. It travels about on two legs. If it is viewed squarely its four eyes cause confusion (save vs. magic or confused). Its claws are harder than iron, causing terrible damage when used as weapons, but are used primarily by the beast for

burrowing through rock (1'/turn). They highly prize human flesh.

Water Weird

Move: 120 feet/turn Alignment: chaotic evil
 Hit Dice: 3+3 Attacks: 0
 Armor Class: 4 Damage: nil
 Treasure Type: I,O,P

A mound of churning water of snake-like shape.

When its pool is entered the water weird will form up in 2 turns. Its snakey form will then stroke at party members as a 6 HD monster. If it hits, a save equal to the poison saving thrown must be made, or else the person is knocked into the water. Only blunt weapons will cause more than 1 point (disruption) damage to it. If it is given 10 pts damage in 1 melee round, it is disrupted and must take 2 turns to reform. It will take over a water elemental just as a vampire will charm a human. It will not leave its pool area.

NEW MAGICAL ITEMS

Magical Weapons

Javelins of Lightning – The creature struck takes 1-6 points of damage plus 20 or 10 points of electrical damage, depending on save vs. magic. Range is 90 feet, and the stroke of lightning is ½ foot wide by 30 feet long. If the missile roll does not hit the target, it will still create a bolt which will do damage if the target is within the bolt area. The javelin is consumed in the lightning discharge.

War Hammer +3, 60' Throwing Range with Return – the magic war-hammer +3 is a potent weapon in the hands of a dwarf, for then it does 2 die of damage per hit, and when striking a giant gains a damage bonus of +3 (5-15 damage points when a hit is scored). Otherwise it gains no damage bonus when striking, for it already does from 2-12 points of damage. It can be thrown 60 feet and will return to the dwarf's hand after each throw. In the hands of any other character it has normal range and damage and no return capability, merely conferring +3 on the ability to hit.

Intelligent Swords

Among magic weaponry swords alone possess certain human (and superhuman) attributes. Swords have an alignment (lawful, neutral, or chaotic), an intelligence factor, and an egoism rating (as well as an optional determination of their origin/purpose). These determinations are made as follows:

01-65	sword is lawful
66-90	sword is neutral
91-00	sword is chaotic

If a character picks up a sword which is not of the same alignment as he, damage will be taken as follows:

Law – Chaos	2-12 points
Neutrality – Law/Chaos	1-6 points

If a non-player character is directed to take up a sword the damage will be only one-half that stated above, for the party is not acting as a free agent. Additionally, the sword might cause the one who took it up to be freed from a spell, change alignment, or otherwise gain powers which would remove them from the service of their former master.

In addition, if the intelligence/egoism of the sword (see below) is 6 or more points above that of the character who picks it up the sword will control the person, even causing him to become aligned as the sword is, and he will immediately act accordingly. This could mean, for example, that a hireling of a lawful player character ordered to pick up a neutral sword and taken over by it would deliberately lie about its powers, while if the sword were chaotic he would attack.

After determining alignment the sword's intelligence is checked. There are two factors considered under intelligence, mental power and communicative ability. These factors are both determined by a single die roll:

SWORD INTELLIGENCE TABLE

Intelligence Die Roll	Mental Power	Communicative Ability
1-6	none endowed	none*
7	1 primary power	empathy
8	2 primary powers	empathy
9	3 primary powers	empathy
10	3 primary and able to use languages**	speech
11	as 10 above but also reads magic	speech
12	as 11 above but also 1 extraordinary ability	telepathy

*although the sword cannot communicate it will endow its user with the powers it has, but these will have to be discovered by the user

**the number of languages, in addition to the language of the alignment of the sword, is determined by a dice roll

Primary Powers

01-15	note shifting walls & rooms
16-30	detect sloping passages
31-40	locate secret doors
41-50	detect traps
51-60	see invisible objects
61-70	detect evil and/or gold
71-80	detect metal & what kind
81-90	detect magic
91-95	detect gems (number, size)
96-99	take two rolls ignoring scores over 95 except a score of 00
00	roll for extraordinary ability

Languages Spoken

01-50	one
51-70	two
71-85	three
86-95	four
90-99	five
00	take two rolls ignoring 00 if rolled again

Extraordinary Abilities

01-10	clairaudience
11-20	clairvoyance
21-30	ESP
31-40	telepathy
41-50	telekinesis
51-59	teleportation
60-68	X-ray vision
69-77	illusion generation
78-82	levitation
83-87	flying
88-92	healing (1 point/6 turns or 6 points/day)
93-97	1-4 times normal strength for 1-10 turns employable once/day
98-99	take two rolls ignoring scores over 97
00	take three rolls ignoring scores over 97

All primary and extraordinary functions are passed on to the sword user. Rolling the same ability twice indicates it is twice normal strength, range, accuracy, etc.

Egoism – only those swords intelligence of 7 or more will have an egoism rating. Egoism ranges from 1-12, the higher the number the greater the ego of the sword. The egoism of the sword will cause it to do the following:

1. Lead its user past better weapons.
2. Lead its user into great danger in order to exalt its role in combat.
3. Allow itself to be captured by a higher level creature/character which is closer to the sword's station.
4. Surrender itself to a creature/character of a lower level in order to exercise greater control over its user.
5. Require a share of captured treasure be given to it in the form of better scabbards, jewel encrustation, or magical devices to guard it when not in use.

Whenever any situation arises where any of the above possibilities exists the egoism of the sword comes into play. It is always exerted in its relationship with its user, although true rapport may be gained if the alignment and aims of the character/user coincide with the origin/purpose of the sword. The determination of each of these factors is as follows:

Influence of Egoism in Key Situations

The referee adds the intelligence and the egoism of the sword (from 8-24 factors), and adds an extra 1 for every extraordinary ability (from 1-4 if applicable). This total (8-28) is compared to the total of the character's intelligence and strength (6-36) modified by a variable based upon the physical state of the user. If the

character is fresh and relatively free from damage (less than 10% damaged) from 1-6 points are added to his total (from 7-42 then possible). If mentally and/or physically fatigued, or if damage between 10% to 50% has been sustained, from 1 - 4 points are deducted (from 2-35 then possible). If damage over 50% has been sustained, or the character has been under a severe mental strain from some form of magic, from 2-8 points are deducted (from 0-34 then possible).

Difference	Result
6 or more	higher score prevails
2-5	75% chance the higher score will prevail
0-1	50% either way

Egoism in Continuing Relationship with the User

This determination is quite simple, being only a matter of comparing the egoism score of the sword (1-12) with the level of the fighting man using it. Consult the table used for Key Situations above. If either party has a positive difference of 6 or more that party will always prevail and no other checks (including Key Situations) need be made. A positive difference of 2-5 will indicate that the higher party generally prevails, and checks will only have to be made in Key Situations. A difference of 0-1 indicates a continuing struggle between the sword and its user, and during any stress situation both should be checked as to which will prevail.

Origin/Purpose – naturally, the origin of each sword is either Law, Neutrality, or Chaos, but some of these weapons are forged by more powerful forces for an express purpose. To determine if any sword has such a purpose roll percentile dice, and a score of 91 or higher indicates the sword has a special mission. Swords with special purposes automatically have intelligence and ego categories moved to the maximum score and they will gain an additional ability:

Law	the ability to paralyze chaotic opponents
Neutrality	adds +1 to all saving throws
Chaos	the ability to disintegrate lawful opponents

The special ability will only apply to those whom the sword has been endowed to destroy, or those serving such a creature.

Purposes:

Slay Magic-Users
Slay Clerics
Slay Fighting-Men
Slay Monsters
Defeat Law
Defeat Chaos

Thus a lawfully endowed sword for the purpose of slaying (chaotic) magic-users would paralyze magical types and their minions, but it would not use its paralyzation power on some wandering giant. The general purpose swords, however, would use their powers to defeat any opponent of lawful/chaotic nature. Neutral special

purpose swords will act against either Law or Chaos equally. Special purpose swords will always be at their task, and any attempts by their users to go counter to them will cause an immediate influence check to be made.

Magical Potions

Extra Healing – a healing potion which cures 3-18 point of damage.

Fire Resistance – normal fires will not have any effect on a person who has gained fire resistance through drinking this potion. It gives a +2 for saving throws against fireballs and dragon fire, and takes -1 away from damage caused by these.

Plant Control – this allows the imbiber to control plants, including fungoid types, from 1-6 in number or in 10 X 10 feet area where ground covering plants are considered. The control extends for 60 feet in any direction.

Miscellaneous Magical Item

Boots of Dancing – these boots appear to be Boots of Levitation, and they will continue to so function until their wearer is in a situation where an enemy is in pursuit with intent to kill or some similar situation. When this happens the boots cause the wearer to dance a jig. Naturally, he is then unable to flee or otherwise escape.

Boots of Levitation – work as a *levitation* spell but with no time limit as to duration of effect.

Crystal Hypnosis Ball – a trick device indistinguishable from a desirable crystal ball. It will hypnotize its user and leave him in such a state from 3-24 turns, unless there is also a magic mouth spell placed upon the item. In the latter case the user of the item will carry out the instructions given by the magic mouth immediately, conforming to the limits given for a suggestion spell.

Disappearance Dust – when this powder is sprinkled it will cause all objects within range of its effects to become totally invisible for from 5-30 turns. This invisibility is undetectable by means which detect normal kinds of invisibility. There are sufficient pinches of dust in a bag of this item for 25 usages. Its range is a radius of 10 feet from the user.

Flask of Curses – when this container is opened some form of curse is loosed – the list of curses for scrolls is recommended as a good start for a list of possible curses.

Flying Carpet – this deice carries up to 3 persons at a speed of 180 feet/turn, while one occupant will allow it to move at 300 feet/turn. It otherwise behaves in all respects like a broom of flying.

Luckstone - a stone which, when carried on his person, adds to its owners luck from 5% to 20%; so when any rolls for treasure, either determination or division, are made he will gain any more favorable result if it is possible by

adding from 5% to 20% to his roll. The most favorable will always be granted.

Loadstone – a stone which appears to be a Luckstone until the owner is pursued by hostile enemies/monsters. In the case of such pursuit the Loadstone slows his movement by 50%.

Manual of Bodily Health – any person who reads this work will *immediately* gain another point in their constitution score.

Manual of Gainful Exercise – any person who reads this work will *immediately* acquire another point in their strength rating.

Manual of Quickness of Action – perusing the pages of this work cause any reader to *immediately* gain one point in his dexterity score.

Necklace of Missiles – this appears to be a normal piece of rather low-value jewelry, but when it is placed around the neck its wearer can detach the pendant beads and hurl them as Fire Balls. The 5 missiles will be 1 Fire Ball of 9 dice, 2 of 7 dice, and 2 of 5 dice.

Rug of Smothering – a carpet which exactly resembles a Flying Carpet, but when an attempt to use it is made the item rolls itself around all seated upon it. It will smother and kill them in 2-5 turns.

Scarab of Death – a scarab which appears to be a scarab of protection, but when it is held in the hand for a full turn, or when it is placed in a pack, a bag, or some other place near a person's body it turns to a horrible burrowing monster which digs directly to the person's heart and kills him.

Scarab of Protection – the small scarab acts as a charm which absorbs the finger of death from Evil High Priests for up to a dozen times before it disintegrates.

Tome of Clear Thought – any person who peruses the contents of this work *immediately* gains 1 point in his intelligence score.

Tome of Leadership and Influence - any individual reading the pages of this study *immediately* accrues the addition of 1 point in his charisma score.

Tome of Understanding – any person who carefully follows the instructions in this tome *immediately* gains 1 point in his wisdom score.



Lesser Caverns

4
Greater Caverns

