

The Palace of the Silver Princess

A conversion of the Dungeons and Dragons module of the same name

Years ago the valley was green, and animals ran free through golden fields of grain. The princess Argenta ruled over this peaceful land and the people were secure and happy. Then one day a warrior riding a red dragon appeared in the skies over the princess' castle and almost overnight the tiny kingdom fell into ruin. Now only ruins and rumors remain, and what legends there are tell of a fabulous ruby still buried somewhere within the Palace of the Silver Princess.

This module is for use with the D&D® 3rd Edition rules and is specially designed for beginning players and DMs. Contained within are maps of the palace and its dungeons, background information, and rumors and legends as well as many new monsters.

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Summary of Conversion: This is a conversion of the original version of this module, as presented on the Wizards of the Coast website. Just as a special note to DMs: *WARNING! This module is what we experienced gamers call a Monty Haul! There is a LOT of treasure here, but not a lot of monsters or traps guarding it. You may want to consider taking out a lot of the loot to keep your player characters from becoming fabulously wealthy, or add a lot more monsters. I didn't change any of the treasure values when I did this conversion, except for the value of the ice harp (now harp of charming) in room **EL 24** (its value came out much higher using the magic item creation rules than the value it was given originally).*

GENERAL CONVERSION NOTES

1. A few minor grammatical and spelling errors were corrected in the text.
2. All traps have been converted based on or modified from the Sample Mechanical Traps list on page 115 of the DMG.
3. All treasure and trap descriptions have been moved from the general text describing the room and given their own paragraph to make them easier for the DM to discern.
4. All unfinished rooms and descriptions from the original module have been left unfinished as the author originally intended. The DM can fill these in by using the Dungeon Encounter Tables in the DMG (pages 118-126 of the DMG).
5. Any references to the Basic D&D rulebooks have been changed to refer to the proper 3rd Edition Core Rulebook.
6. General conversions from Basic D&D to 3rd Edition are underlined.
7. I added blank description blocks for rooms **EL 37** and **EL 38**, which seem to have been left out of the original text.

8. I converted the pre-generated characters in the back of the module by giving them maximum hit points for their class, and re-calculating their hit points and AC using 3e rules. I also gave the demihumans classes based on the abilities and weapons they were given. I didn't choose skills or feats for these pre-gens, leaving that up to any player that might want to select one to run.
9. References to magic and magic items have been altered from **bold** to *italic* to reflect the new format used in 3rd Edition.
10. The rules for lifting the portcullises have been replaced by Strength DCs. I converted these by dividing the number of Strength points required to lift the portcullis in the original module by 5, and adding that to 15.
11. The section on drowning (page 7 of the original module) was removed in its entirety since new rules cover drowning.

SPECIFIC CONVERSIONS

1. The tinker and his daughter now have stats. The tinker is a 5th-level Expert, and his daughter is a 1st-level Expert. The class skills for the tinker (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Craft (any three) (Int), Handle Animal (Cha), Innuendo (Wis), Knowledge (local lore and rumors) (Int), Profession (tinker) (Int), Spot (Wis), and Sense Motive (Wis). They are otherwise identical to the Commoner class.
2. On the rumor list, the rumor about how the Palace came to be in its dilapidated state has no indication as to whether or not it is true or false. I made it false.
3. I made a few changes to the random encounter charts. I changed the acolytes to adepts, the barbarians to barbarians, and the cave bear to a dire badger (at 6 HD, even a regular brown bear is a bit much for low-level characters!).
4. I changed the cave bear cub in room **EL 8** to a regular bear cub (I used the brown bear stats, and dropped the size to Small and the HD to 2).
5. The illusion of the warrior in room **EL 12** has been given the stats and abilities of a 1st level warrior NPC class, and is assumed to be a figment from a *shadow conjuring* spell.
6. I changed the name of the *ice harp* in room **EL 24** to a *harp of charming*, keeping in line with the 3e format of giving magic items names that better describe their abilities.
7. Since stone golems are a little too tough for a 1st–3rd level module, I converted the crystal warrior in room **UL 2** as just a Medium-size animated object. Think of it as a bargain basement stone golem that the palace wizard whipped up with an *animate object* and *permanence* spell. Stone Golem Lite!
8. The ghosts of Princess Argenta and the Silver Warrior have been converted as the ghosts of a 5th-level aristocrat (Argenta) and a 5th-level fighter (Silver Warrior). In the description of this encounter, I also made a clarification about the legends behind the Palace of the Silver Princess, and made a few alterations to the nature of the encounter with these two restless spirits. Now, instead of just an encounter with two ghosts, it's an encounter with a good and an evil ghost at odds with each other. I also added a few unpleasant political consequences for the characters gaining such a valuable gemstone as "My Lady's Heart."
9. I converted Cathrandamus as a chaotic evil cleric of Nerull. The two dwarves, Xyzom and Boron, are chaotic evil rogue dwarves (rogue in the true sense, that is, not the rogue character class). Aleigha the werebear is but a naïve innocent who has been misled by Cathrandamus' charisma and power.
10. I rearranged the description of the *Sword of Spartusia* to allow player-character bards to make Bardic Knowledge checks to learn about the legends behind the sword.
11. There were "wolf soldiers" on the encounter chart at the end of the module, but no mention of who they are or what they are doing in the Palace. I wrote a short description of them and gave them a reason to be in the ruins.
12. I made a few changes to the nature of some of the original monsters, to affect a better conversion to 3rd Edition. I've tinkered a little with their descriptions and abilities, but they are mostly as they were originally written.
 - a. **Archer Bushes:** These plants can't move and don't really attack on their own except as a reflex reaction, so I converted them as a wilderness hazard rather than an actual monster.
 - b. **Barics.** Barics, in D&D 3rd Edition, are Small beasts. I dropped their base hit dice down to 2, since Small monsters rarely have 5 HD as the barics were originally written. Even at 2 HD, the 5 HD of the original barics is still well within the advancement range if the DM wants to beef them back up. There is only one half-dead baric in this adventure, and it is severely weakened from

starvation, so reducing the barics to 2 HD wont affect “continuity” or the flow of the adventure at all.

- c. **Bubbles.** I altered the description of the bubbles somewhat, and expanded their capabilities. They are still weird, though.
- d. **Decapus.** I increased the base HD of the decapus from 3 HD to 5 HD, bringing it more in line with its size (assumed from the cover art), and the number and type of special abilities it has. This is now probably the most dangerous monster in the module, and will pose quite a challenge to most low-level parties!
- e. **Giant Marmosets:** There seemed to be a discrepancy in the size of this animal. In the text describing them in the dungeon they are 8 feet tall, but in the text describing the monster itself it says that “Some monkeys grow large enough for a halfling to comfortably ride . . .” Well, at 8 feet tall, a *human* could practically ride one! I dropped their size to 5 feet tall, with a 7-foot long tail. Otherwise, I converted them as written.
- f. **Jupiter Bloodsuckers:** I expanded the description of the Jupiter bloodsucker, and detailed its abilities a little more.
- g. **Protectors.** I gave the protectors the ability to cast divine spells, since they had no powers at all in the original version other than to float around and be lawful. Giving these creatures divine spell ability wont affect the flow of the module at all. As a matter of fact, the things are barely even used in the adventure, except in the capacity of “innkeepers” in the tower level. Giving them these powers wont really change all that much, and will make a powerless creature a little more useful in other adventures, should a DM want to use them. They are now effective lawful neutral outsiders who can use divine magic to further the goals of law.
- h. **Purple Moss.** I converted this as a dungeon hazard, rather than an actual monster. I also expanded its abilities and how fire affects it.
- i. **Ubues.** These odd beings only live in the Misty Swamp and its environs. Taking a cue from the text, one could assume that they are the result of a *polymorph* spell that went awry in the wild-magic swamp. I also converted them as Large humanoids since they didn’t seem strong enough to be giants, and I couldn’t tell from the picture how big they were.

Dungeons & Dragons® 3rd Edition
Dungeon Module #B3
Palace of the Silver Princess
PART 1: INTRODUCTION

A great many of the things found in the **Palace of the Silver Princess** are there to add color and to give the DM ideas upon which to expand. This module has been specially designed to give the beginning DM, as well as the more experienced DM, a framework on which to build a whole dungeon complex. This module can also be used as the basis for an ongoing campaign, as it provides rumors, legends and other information that give a campaign foundation and background. To expand the dungeon, the DM need but open up the blocked passageways and add new and challenging dungeon levels. This should be done only after most of the encounter areas have been explored.

Many of the rooms have spaces for monsters, treasure, and/or traps. Some examples have been given of how to stock these rooms in other areas of this module. By leaving some areas blank, the DM can use creativity to add challenge to the module and make it fit into his or her world and campaign. It also insures that even if some players read the module before playing in it, they will not know exactly what is going to happen in every room. Do not fill all of the rooms at once. Leave some empty to be filled at a later time. This will help add color and suspense to the adventure; a room visited earlier which proved to be empty and a possible resting place might be occupied now by a monster that doesn’t wish to share its room with adventurers. Many monsters and treasures can be found in the [DUNGEONS & DRAGONS® 3e Core Rules](#). These are the ones that should be used until the players have advanced past third level.

The new monsters and treasures found in this module should not be used until the entire module has been explored, and the DM has drawn new maps to expand the palace. These new monsters and treasures have been placed in certain areas and play balance has been carefully considered in placing them. If these monsters and/or treasures are moved elsewhere in the module before the players discover them where they have originally been placed, the module will become unbalanced and perhaps too

difficult, especially for first level adventurers. Once all the monsters and treasures have been discovered, the DM may wish to place new monsters and treasures elsewhere.

This module, like all DUNGEONS & DRAGONS products, is a guideline to use as a creative basis for your own campaign. It is designed to teach a new DM how to design and run a D&D adventure, while not being too difficult for low level adventurers and new players. Good luck and enjoy.

PART 2: DUNGEON MASTER'S INFORMATION

The information given below should be read carefully. Part of it can be given to players. It will be up to the DM to decide exactly what the players should know about the palace. This information can be altered if desired. The DM is encouraged to add whatever he or she wants to this information to give more color to the palace.

The dead soldiers found on the entrance level are from an unnamed army. It will be up to the DM to decide where they came from, why they are in the palace and any other information concerning the dead soldiers. They could be from a lost city; from a hidden fortress of highly skilled thieves and fighters; or from a forgotten race or tribe of people. The DM could even have these soldiers be a scouting party for a larger brigade who plan on taking the ruined palace and making it a fort or base station from which to work. The possibilities are as endless as the imagination of the DM.

The dungeon is constructed of marble. The doors are of iron-reinforced oak (2" thick, hardness 5, 20 hp, Break DC stuck 23, locked 25). The passageways are fairly clean due to the gelatinous cube that roams the hallways. All passageways are 10'x10'.

Torch sconces are mounted every ten feet along all the passageways on alternating sides. None have torches. Arrases will frequently be seen throughout the palace as well as pots of dead plant life.

Legend

Ancient legends of the land speak of a beautiful young princess called Argenta who lived in a wonderful enchanted palace made of every type of marble known. Her palace was in the heart of a rich, fertile valley filled with gentle creatures that could do no harm. Exotic flowers and plant life grew everywhere, water ran sweet, and clear and the skies were always clear and warm.

Mica flickered in all the rocks and was often found in the streams making them glisten like diamonds in the bright sunlight. Early morning dewdrops clung gently to leaves of small trees and grass, appearing like fairy jewels scattered from wild dance the night before. Wild birds with long, colorful tails and bright faces filled the air with the sweet sounds of their love songs. Tiny animals freely darted in and out of the underbrush, fearing nothing, as there were no enemies anywhere to be found. The dwarves that lived in the valley loved Princess Argenta very much. They worked her silver and ruby mines so that the elves that shared the valley with them could make beautiful jewelry and weapons. Everything in the valley was peaceful.

One day, according to legend, a ruby the size of an apple was found. A perfect ruby. The dwarves cut the ruby carefully so that its size would not be diminished. The elves polished the ruby until it shone so that it was almost impossible to gaze upon. They presented it to the princess and told her that it was as lovely as she, and they called it "My Lady's Heart." So pleased was the princess that she decided to honor her friends, the elves and dwarves, with a grand party; a masquerade ball. Everyone was invited to come.

One the eve of the grand ball, people poured into the valley from everywhere. How so many people had heard about the party no one knew, but the princess did not mind. She was proud of the ruby and wanted everyone to see "My Lady's Heart." She should not have been so eager to show the ruby, as one guest was interested in more than its beauty alone. He had come to steal it. His eyes also roamed freely to the princess, and he gazed upon her as much as he gazed upon the brilliant gem. Princess Argenta saw this, and in her innocence smiled backed at him. Two dwarves and an elf saw this, and when they challenged him after the party, they were never seen or heard from again.

Many weeks after the party a red dragon was seen in the skies of the valley. The dragon burned the rich land with its breath and terrorized the gentle people of the valley. The land was left scorched and barren. Those valley people unfortunate to get close enough to the dragon (but fortunate enough to live) swore that they saw a man in silver and blue armor riding on its back.

Some folks still say that they see a red dragon in the skies over the valley. Many say that they see a saddle on the dragon's back and loose reins near its head.

The valley is now dead, the palace is in ruins. No one knows exactly what happened to the princess. Some believe that the man on the dragon carried her away. Others think that he killed her and stole what treasure he could find. But all stories say that the ruby, "My Lady's Heart," is still hidden in the palace.

Lands, Cities, and Villages

The information given below describes the surrounding lands near the Palace of the Silver Princess in the land of the Princes of Glantri.

A brief outline of each village is given, including its size and what the life is like there. There is one Barony, and this seat of rulership controls most of the area. Further information about the surrounding land may be added by the DM where and when desired.

As play continues and the characters advance beyond 3rd level, the DM may plan adventures into the neighboring wilderness, as a break from dungeon adventures or as part of a dungeon adventure.

Remember, characters must travel through the mountains and wilderness before actually reaching the palace ruins. However, DMs are urged not to attempt wilderness adventures until players have reached expert level and are now using the D&D® Expert game rules.

Gulluvia: This is a ruthless place filled with terror. The ruler of this chaotic nightmare is Lady D'hmis. She rules this barony with a firm and unforgiving hand. To gain supreme rulership of the tiny barony, she killed her husband. A prime example of the type of laws her ladyship favors is one forbidding males, except those in her service, from being on the streets after the sunset unless accompanied by a female who is age 15 or older. This law meets little resistance, as everyone fears her baronial guards. Though D'hmis' warriors are primarily male, her commanders are all females; tough, chaotic women who instill fear by a mere gaze and who fear little save D'hmis and the elite male fighters who serve as her personal bodyguards and paramours.

Dead Mule: This little shire was once a peaceful place, named by the group of miners who settled here after their pack mule died. The shire is now occupied by Gulluvian soldiers, and no one in the shire seems to know why. All they know is that soldiers camp outside the shire, and occasionally terrorize the surrounding countryside. If the mayor knows why the soldiers are here, he isn't saying.

N'Sau: This small farming village is still untouched by the cruel hand of D'hmis. The village is so small that there is no tavern or inn here. A small general store doubles as a tavern or meeting hall when needed. The main crop grown here is wheat.

Thorold: This lovely little village prides itself on the fact that it raises the best thoroughbred horses in all of Glantri for the Barony of Gulluvia. Thorold, though it appears peaceful and perhaps even lawful, is just as chaotic as Gulluvia. The mayor of Thorold is a distant cousin of D'hmis, and follows her laws and orders to the letter. The village is rather large and has three taverns, a general store, and two smithies.

Mere: This tiny village is primarily inhabited by halflings, though human folk, elves and dwarves live here too. This village is also under the protection of Gulluvia, but because it is located so near the Misty Swamp, D'hmis has little to do with it except at tax time, which is every three months. Escaped slaves and prisoners come here to equip themselves before journeying north through the swamp. Mereians say nothing about the slaves or prisoners, fearing that D'hmis would send guards to their village to catch them (and they want as little to do with Gulluvia as possible). This village has two taverns, one general store, and an inn.

Velders: This canton is under the protection of Gulluvia, though this does Velders little good. The Gulluvian guards fear the Abaddon Woods and do not like to travel through it to reach Velders except in large groups. Orcs, kobolds and other vile creatures make periodic raids on the small farms on the outskirts of the canton. There is only a trading post in the center of town.

Misty Swamp: No one knows exactly what lies behind the veil of ever-present mist that hovers over the swamp. Some old timers say that the dwarves who make Anterian Brandy live in the swamp near their secret ingredient, the swamp water. This is speculation, as no one really knows what the secret ingredient of Anterian Brandy is. Others whisper tales of an evil wizard living there in a massive tower of shiny black stone. Sometimes, in the dead of winter, fierce thunderstorms can be heard near the swamp, but no one ever sees any lightning. The only thing people who live near the swamp will agree on is that most wizards and elves had best stay clear of it or they will find that their spells will not function properly. One young wizard tried to catch a rabbit with a *web* spell near the swamp one day and ended up with dozens of rabbits, all neatly webbed, scattered about her feet. She didn't really mind having the extra rabbits, but the fact that she couldn't control her magic scared her (as it does many other spell casters). She was one of the fortunate ones; others have not been so lucky. Once a band of daring adventurers

ignored warnings not to venture into the swamp. Months later only the cleric returned. He told tales of their battle against creatures made of colored mist, and others that had no visible form at all. He said they constantly fought strange looking creatures with three heads, three arms, and three legs. He told of how their brave elf attempted to cast a *magic missile* at a beast who was attacking one of the fighters. Suddenly, however, the elf changed into a rhinoceros and wandered away into the swamp. Before any more information could be obtained from the cleric he died. No wounds could be found, and the folks who found him swear he must have been scared to death. The DM can choose how any given spell cast in the swamp will be changed. The effects should be unexpected by the players, but instant death results should not be used. Suggested effects are:

1. Spell backfires on the caster of the party
2. Spell fails: nothing happens
3. Caster throws a different spell of the same level
4. Spell effect is tripled
5. Caster or a member of the party glows for 24 hours
6. Caster or a party member changed into a creature with hit dice equal to the character's level: lasts 24 hours

Effects like **5** and **6** can be removed (once the party has left the swamp) by using a *dispel magic* spell.

Abaddon Woods: This is a desolate place inhabited by evil beings, but was once believed to be filled with unicorns, elves, faeries and other fair creatures. Many expeditions attempting to destroy the evil lurking here have ventured into the woods, but have never returned.

Moorfowl Mountains: This ugly, dead, tall range forms a protective shield that keeps the mist from Misty Swamp from spreading into the neighboring farmlands. Most folks don't venture into the mountains much any more except to hunt for certain types of moss used by local healers. Evil creatures now roam the mountains freely and inhabit the mines once worked by the dwarves who served the Silver Princess. These mines now are barren and not worth working.

Thunder Mountains: These low pine-covered mountains see the sunlight infrequently. Most of the time thick storm clouds linger on the mountaintops — clouds that often erupt into violent thunderstorms. An evil wizardess is rumored to live in the mountains in a giant hollow oak she uses as a lab. It is believed that it is she who keeps the thunderstorms alive, partly because she fears the light and partly because it keeps away the curious. Local people don't recall anyone ever going into the mountains, and if anyone ever did, they never returned to tell about it.

The Tinker and His Daughter

A small tinker's shop located in Gulluvia is run by an old man and his daughter. The tinker is a jovial fellow called Lamdomon, who, though aged, still retains his youthful thick white hair and clear steel blue eyes. His daughter, a shy girl, rather plain, but not unattractive, keeps house and runs most of his errands. She is called Zappora. Her fiery red hair falls just to her waist and her green eyes, says Lamdomon, shame even the brightest forest. Zappora is very superstitious and will never do anything that might bring bad luck or invite evil spirits. She always carries a pair of dice, a package of salt, a bud of garlic, and a small fire agate (a stone found in Moorfowl Mountains that is supposed to ward off evil spirits). Both travel to the villages around Gulluvia (except for Velders) once a month to pick up pots and pans to repair and to exchange gossip with the housewives.

When Lamdomon and Zappora travel, they do so in a wagon designed and built by him. This wagon has a 15' square base supported by 4 sturdy spoked wheels. The front wheels are much smaller than the rear ones to provide easier turning ability. The top of the wagon is dome shaped, and covered in thick hides. A small opening in the top allows the smoke from the fire bowl to escape. In the rain, cold weather or when moving, this opening is usually closed. Entrance into the wagon is from the rear by way of a set of folding steps. These steps can be folded and tucked away under the wagon in order to save space and not hinder the movement of the wagon when not in use. The dome shape of the wagon allows complete freedom of movement without having to stoop except near the very edge of the wagon where the top connects with the wagon base. The entire structure is about three feet off the ground, is pulled by a team of oxen, and is capable of floating across rivers and lakes. Just before entering a village, bells are hung on the oxen and the wheels of the wagon to signal the arrival of the tinker.

The tinker and his daughter not only supply the villagers with needed repairs, but also are a source of news from other villages. The DM may change any of the information given about the tinker. Only the most interesting facts about the tinker are given, as well as some hints as to whom or what the tinker may actually be. Lamdomon, because he travels to all the villages near Gulluvia, and is not considered a threat to the villagers, knows some information that not everyone in a local bar or tavern may have. Building onto what is already given will provide the DM with a special NPC (non-player character) who is not actually one of the normal D&D classes, but can be used as an important information gatherer who may freely chat with the player characters (provided that they happen to meet him).

NPCs are characters that the DM may play in the campaign. Generally, NPCs are used only when the party is not large enough to venture into a dungeon, or wilderness. However, they can be used as a method of helping players solve problems and provide information (though their information can and should from time to time be wrong or useless). The DM will have to monitor the input of the NPC carefully so that the fun and mystery, as well as challenge, is not spoiled for players. If done properly and used with care, NPCs can add an extra dimension to an ongoing campaign and provide fun for the DM. Not all DMs opt to use NPCs, so it will be up to the DM to decide if the NPCs found in this module are to have complete personalities. The personality and history need not be thought out all at once. It can be revealed slowly as the campaign continues, as facts about the NPC are discovered by the characters. Lamdomon's home is his shop and work area. The front room is filled with all sorts of curiosities: old clocks, broken vases, several old sword blades with strange runes carved into them, a blue orb, a couple of red dragon teeth, many brooches and rings, worn kettles and pots, and a couple of old benches that seem likely to fall apart if sat on. When asked why he keeps these items, he replies, "Once they were important to many people, now they are only important to me." The other room on this floor is the small kitchen where Zappora makes herbal medicines to sell to village housewives.

This room is neat and orderly. Two bedrooms are located upstairs. Lamdomon's room is filled with normal bedroom furnishings, as well as a suit of silver armor covered by a blanket, and a strange set of riding equipment that appears too large for a horse. Zappora's room is also filled with normal bedroom furnishings, and a few herbs hang from the ceiling drying. Under her pillow she keeps a dagger. The dagger is supposed to keep away evil spirits that cause nightmares.

Lamdomon the Tinker, male Human Exp5: CR 3; Medium-size humanoid (Human); HD 5d6+5; hp 21; Init -1; Spd 30 ft.; AC 12 (-1 Dex, +3 leather armor); Atk +2 melee (1d4-1, dagger); AL NG; SV Fort +2, Ref +0, Will +6; Str 8, Dex 9, Con 12, Int 12, Wis 15, Cha 12.

Skills Appraise +9, Bluff +8, Handle Animal +7, Innuendo +10, Knowledge (local lore and rumors) +9, Profession (tinker) +9, Spot +10, Sense Motive +10.

Zappora, female Human Exp1: CR ½; Medium-size humanoid (Human); HD 1d6+1; hp 7; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Atk -1 melee (1d4-1, dagger); AL NG; SV Fort +1, Ref +1, Will +2; Str 8, Dex 13, Con 12, Int 10, Wis 11, Cha 15.

Skills Appraise +4, Bluff +5, Craft (cook) +4, Handle Animal +6, Knowledge (local lore and rumors) +3, Profession (tinker) +3, Spot +3, Sense Motive +4.

Rumors

In the beginning of this module a legend and several stories are given about the palace and the princess. These stories and the legend may be modified by the DM if desired and given to the characters in the form of rumors. If rumors are given out, the DM should read the legend and the stories several times, noting what the characters should know.

Other rumors may be circulated. These can be false or true, and it will be up to the DM to decide what, how, and when these rumors are told. In the section before this, a short description of a tinker and his daughter is given. This tinker may be used by the DM to spread rumors to the characters.

Rumors add color, clues, and give the players a base to work from. If this module is going to be used as a basis for a D&D campaign, the DM may want to add more rumors to the campaign as the knowledge of the game increases. One way to help spread rumors is a rumor sheet or monthly campaign newsletter. This type of extra feature adds to the characters' knowledge of the game and lets the DM spread tales of the city, world or campaign easily. It also helps stir interest in the campaign for players who cannot make every game session.

Below are a few rumors that the DM may wish to let players know. Some are false, as denoted by the *F* after the sentence, but can be made true if the DM wishes to incorporate them into the module. Others are both true and false in part and an explanation will appear after the rumor.

1. A fierce young female fighter called Aliegha has been seen in a few of the neighboring villages. Many folks say that she carries a sword of ruby and is accompanied by two dwarves and a cleric. Some believe that she might be a descendant of the Silver Princess.
2. The evil of Baroness of Gulluvia, Lady D'hmis, has offered a reward to anyone who can bring to her the ruby known as "My Lady's Heart." Lady D'hmis claims to be the heir to the treasure as she is the only living descendant of the Silver Princess. F & T (False about the reward. True about her claim.)
3. Many strange beings have been seen near the northern woods. These creatures, say survivors, have three heads, three arms, and three legs. So far five people have been killed by the horrible beasts. Farmers complain that their cattle, chickens and other farm animals keep disappearing, and they are blaming the disappearances on these creatures.
4. The Misty Swamp changes arcane spells in strange and unpredictable ways.
5. A rich treasure is hidden in the Palace of the Silver Princess. This treasure is said to be even more valuable than "My Lady's Heart." F
6. Lady Argenta is still alive and living with a band of elves that rescued her from the warrior in silver and blue armor. It is said that she is still as fair as she was nearly 500 years ago. F
7. A great cleric called Cathrandamus is roaming the country aiding the sick and defending the just. It is said that he cares not for riches, but only for spiritual gain. T & F (True as there is such a cleric by that name. False as he does care for wealth and is most certainly not a good person.)
8. Half of the palace was destroyed by one of Argenta's wizards when he accidentally mixed the wrong magical components together. F

Portcullises, Double Portcullises and Doors

Portcullises and double portcullises are not like doors. These are gates made of crossed iron bars spaced 3" apart, blocking passageways. They must be lifted by the players and this can be done by either physical strength using Strength checks or by a *knock* spell. At most encounter areas blocked by a portcullis, a Strength check DC will be given.

In determining how long a portcullis will stay up, roll a die, either 1d4 or 1d6 (which die to use will be given in the description of the portcullis). If a 1 is rolled, the gate will come crashing down after it is released producing a very loud noise that might possibly attract a wandering monster. If any other number is rolled, the portcullis will remain up for as many rounds as indicated on the die. When a *knock* spell is used, the portcullis will remain up for the maximum number of rounds before slipping back down.

How to Use the Wandering Monster Table

Every other turn, the DM should make a check for a wandering monster. A roll of 1 on d6 indicates an encounter. The monster will be 20–120 feet away when encountered. Use the special tables given here to determine the type of monster encountered. Stats for these monsters can be found at the end of this module.

Wandering Monster Table

Entrance Level

Die Roll	Monster	No. Appearing
1	<u>Adept</u>	1–8
2	Bandit	1–8
3	Kobold	4–16
4	Orc	2–8
5	Skeleton	3–12
6	<u>Dire Badger</u>	1

Upper Level

Die Roll	Monster	No. Appearing
1	Goblin	2–8
2	Ubu	2–5

3	Bandit	1–8
4	<u>Barbarians</u>	1–6
5	Hobgoblin	1–6
6	Gelatinous Cube	1

The 1st–3rd Level Dungeon Encounter Tables given on page 122 in the DMG may also be used after most of the palace has been explored by the players.

How to Use the Area Descriptions

The information given for each numbered area is divided into two parts. The boxed information should be read to the players by the DM. This information represents what the characters see or what happens as soon as they enter the area. The unboxed information is for the DM. Some of it tells the DM how to run the encounter, but some of it, like the information about treasure, will be given to the players as their characters search the area.

Some area descriptions will have blank spaces for descriptions, treasures, monsters, or traps. These areas can be used as empty rooms, or can be stocked with whatever the DM wants. There will be examples given at the end of the module, but it's more fun for the DM to make up his or her own.

For example, in room **1F (Entrance Level)**, a DM might decide to place the following:

Description: The room is empty. However, there is a 5' wide section of the east wall that has been bricked up with slightly discolored stone blocks. There is an iron ring 5' off the floor in the center of this section.

Monster: In the secret niche behind the trapped wall section are three skeletons.

Skeletons (3): hp 3, 3, 2.

Trap: CR 3; +3 melee (1d3 points to all within two adjacent squares); Search (DC 20); (Disable Device DC 25). If the iron ring is pulled, the wall section collapses outward.

Treasure: In the back of the niche is a fragment of parchment with the name "Argenta." It crumbles to dust when touched. There is also a small sack with 200 cp in the corner.

Sometimes there will be room for several listings of the same type (**Entrance Level 29** has three traps, for example). The DM can use any or all of these as desired. They can all be placed in one area (like a triple-trapped box) or can be scattered about the room (a pit trap, a trapped bell cord, and so on). Although the keys are a general guide, the DM must still make decisions about how much information to give the party. For example, in **Upper Level 10**, the key describes a tub with bath oil pearls in it. Instead of giving the party this information, a DM might describe these as "little colored balls." The party would have to experiment to get more information (they are soft and contain a strange, sweet-smelling liquid when cut open). A clever party might find out that the "pearls" dissolve in water, and the brightest players may even recognize what they are!

PART 3: KEY TO THE ENTRANCE LEVEL

1. The entrance way seems to be impassable. A massive and foreboding double portcullis blocks the entryway of a 30' wide corridor. A breeze is gently blowing from the palace corridor and it carries with it the dust of decayed stone and the smell of decaying bodies. Occasionally sounds of pain, fright, and hunger can be heard, but they are far away and sometimes muffled, so that all that may be heard is a short piercing scream and then total silence.

Due to the width of the corridor and the natural lighting (be it sunlight or moonlight), vision is clear to the end of the corridor, at which point two openings, both leading south, and also blocked by bars, can be seen.

The party cannot see what is beyond the two openings. Sounds coming from deep in the palace can be heard every few minutes. Once inside the party will hear, just beyond the double portcullis, four enchanted voices. One emits a faraway piercing scream that is soon muffled, the second enchanted voice imitates someone in pain, the third one screams in fright and the last one wails in hunger.

To raise the double portcullis requires a Strength check (DC 21). Once the portcullis is raised, unless the characters continue to hold it up, 1d4 should be rolled to determine how many rounds it will stay up. If a 1 is rolled, the gate will come crashing down almost immediately (allow all characters to get through

first). There is 1 chance in 10 that a wandering monster will hear the noise and come to investigate (see **Wandering Monster Table**). Otherwise the bars will stay up for as many rounds as the number on the die indicates.

There is no monster or treasure in this area.

1A. Two passageways can be seen here. Each is behind a double portcullis. The first one leads south, while the second extends west.

It will take a Strength check (DC 19) to raise either of these portcullises.

There is no monster or treasure in this area.

1B. There are two passageways here blocked by a double portcullis. One of the passages leads south, the other east. Beyond 15', down either passage, vision is impaired and nothing but blackness can be seen (this applies to the other passage as well). The south passage way seems to be drier than the east one. The eastern passageway has a hint of moisture in the air and dampness can be felt on the wall just inside the portcullis.

There is no monster or treasure in this area.

1C. The walls of this room are collapsing. Moisture clings to everything and purple moss grows everywhere throughout the room. Torches flicker and sputter as if they are not getting enough oxygen to burn. The air feels heavy and hard to breathe. A sweet smell fills the room and gets stronger as time passes.

The purple moss is a type of plant that thrives on moisture and flesh. The sweet smell the party has detected is a sleeping gas produced by the plant. Once the victim is asleep the moss will quickly cover the body and devour it in less than an hour. It then hides the bones of its dinner by covering them and soon they become indistinguishable from any other normal mound of moss. Each player will have to make a successful save in order to avoid being affected by the sleep gas. The purple moss cannot be harmed except by normal or magical fire.

There is no treasure in this area.

Purple Moss: CR ½; 20 hp; SA Sleep; SQ Cover.

SA—Sleep Fort save (DC 11) or *sleep*.

SQ—Cover Will cover a Medium-size victim in 4 rounds, -1 round per size less, +2 rounds per size greater.

1D. This huge cave area is filled with the sweet smell of fresh water. The source is obviously a rather large gray stone pool of water that almost covers the entire floor of the cavern. Occasionally bubbles rise to the surface of the water, but apart from that the water is quiet. A small ledge circles one end of the pool. This ledge is wide enough for one fully armored person to inch around the pool to the other side where an opening can be seen.

If the party disturbs the water, 12 bubbles will rise to the surface to defend their lair. The bubbles will attempt to surprise the party by rising to the surface all at once. If a bubble manages to successfully paralyze someone, it will engulf that victim and then sink back down to the bottom of the pool. The pool is 15' deep in its deepest point, and 4' deep at its shallowest point. The victim will suffocate unless someone manages to kill the enclosing bubble. If the victim cannot be saved, the bubble will expel the dead victim and rise to the surface to attack again. The body, unless armored, will float to the surface.

Stairs lead down the passageway from the pool to a dead end. This area may be opened up by the DM.

Bubble (12): CR ¼; Medium-size Aberration; HD ½d8; hp 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2); Init +1; Spd 30 ft. swim, 10 ft. fly (poor); AC 11 (+1 Dex); Atk +1 melee (1d4 +paralysis, touch); SA Paralysis, Engulf; SQ Immunities, Reform; AL N; SV Fort +0, Ref +1, Will +2; Str —, Dex 13, Con 10, Int —, Wis 10, Cha 8.

Feats Weapon Finesse (touch).

SA--Paralysis Fort Save (DC 10) or be paralyzed for 1 hour; Engulf will engulf foes of Medium-size or smaller.

SQ—Immunities Immune to bludgeoning weapons and mind-influencing spells and effects; Reform Will reform in 6 hours unless the water in which it dwells is drained away.

Treasure: If the party manages to successfully kill all the bubbles, their treasure may be found at the deepest point of the pool. A small bag of 133 gold pieces and one silver wolf-head ring (value: 33 gold pieces) will be found if the pool is searched.

1E. This small rectangular cave opens up at the base of long steep stairs. Red coarse sand surrounds a small gray pool of water. The ledge around the water is wide enough for one fully armored person to walk with ease.

The sand is colored red, and if the party rinses the sand they will discover that it is normal coarse sand but once dry becomes red again. The water does not contain any monsters, but if the party examines the pool carefully, they will find that it is spring fed. The drain appears to be near the southern end of the pool. If this is plugged and the pool is allowed to flood, the adventurers will discover that the cave floor gently slopes to the south. After several hours, a steady stream will appear. After several days, the entire basin at the base of the southern stairs will be completely flooded. (If the party does block the drain, note it for future reference.)

1F. This is an empty room.

The DM may wish to insert an encounter of his or her own choosing here or stock the room with valueless items designed to waste a party's time. This also applies to the other empty rooms provided throughout this module.

Description:

Monster:

Treasure:

Trap:

2. Reed pens, dried ink wells, and hundreds of scraps of paper litter this large room. There are several huge oak tables overturned near the southeast corner. This room appears to have been some kind of study, classroom, or library. There are no books or intact scrolls anywhere to be seen.

Hidden behind the tables is a family of five kobolds. If the party decides to search the room, or they discover the kobolds, the kobolds will fight. Otherwise, they will remain hidden until the danger passes.

Kobolds (5): CR 1/6; Small Humanoid (Reptilian); HD ½d8; hp 4, 4, 3, 2, 1; Init +1; Spd 30 ft.; AC 15 (-1 size, +1 Dex, +1 natural, +2 leather); Atk -1 melee (1d6-2, halfspear) or +2 ranged (1d8, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2, Alertness.

SQ—Light Sensitivity Suffers a -1 penalty to attack rolls in bright light or within the radius of a daylight spell.

Treasure: Buried in the rubble of the kobolds' nest are 50 copper pieces.

3. Rotten bags of grain, old brooms, and three decaying beer barrels full of vinegar are all that remain in this shelved room. It appears to once have been a storeroom. It is not obvious as to whether the inhabitants left the grain and beer because they could not transport them or because they had no choice but to leave them.

If the players examine the barrels they will discover that one is full of pickled snakes. If they touch the sacks of grain, the material, due to its age, will come off in their hands in small patches. The grain itself has a horrible smell, as does the vinegar in the barrels.

There is no monster or treasure in the room.

4. This area was a kitchen. There are many wooden trenchers, spoons, and knives scattered about the tables and floors. Three large tubs full of water sit on stools near the fireplace. One is full of green fungus. A pile of grease soaked rags lies in one corner of the room near a keg of dried beans. Pots and other assorted dishes and cooking utensils are also lying strewn about the room and are beyond cleaning or repair.

Hidden in the rags is a spitting cobra. It will only attack if disturbed; otherwise it will remain quiet as it is sleeping. The green fungus will leave a horrible, sickening skunk-like smell on whatever comes in contact with it. The smell will linger for 3–18 days.

Cobra (1): CR ½; Small Animal; HD 1d8; hp 3; Init +3 (Dex); Spd 20 ft., 20 ft. climb, 20 ft. swim; AC 17 (+1 size, +3 Dex, +3 natural); Atk +3 melee (1d2–2 and poison, bite); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats Balance +11, Climb +12, Hide +15, Listen +9, Spot +9, Weapon Finesse (Bite).
SA—Poison Fort save (DC 11), initial and secondary damage 1d6 Con.

Treasure: A small fungus encrusted gold ring is at the bottom of the fungus. If the ring is cleaned, players will discover the initials A. E. S. carved into it. This ring has no real value.

5. At first it is hard to determine what this room was used for, but after careful observation it becomes apparent that it once was a dining hall, but now is a complete wreck. Tables, benches, and stools have been smashed into hundreds of pieces, torch sconces have been ripped out of the walls, graffiti covers one wall and garbage is piled about the room in small, stinking heaps. The remains of several fires can be seen near the center of the room.

Lying in wait under a tabletop is a carrion crawler. It will wait until someone gets close enough for it to grab. It is not looking for a fight, as it is recovering from battle wounds recently sustained, but it will not flee either. (The carrion crawler was wounded by the dead soldiers that will be found in room **EL 7**.)

If the players examine the fire remains carefully they may be able to discern from discarded tinderboxes and other tools of orcish make that the fires seem to have been set by orcs. Any character that is a half-orc will know this, as will any character that has had previous experience with orcs. Otherwise, characters can make Intelligence or Bardic Knowledge checks (DC 15) to determine the origin of this equipment. In addition, the graffiti scrawled on the walls is full of cruel orcish boasts and threats recognizable to any character who can speak and read orcish.

Carrion Crawler (1): CR 1 (reduced due to decreased hp); Large Aberration; HD 3d8+6; hp 5; Spd 30 ft., 15 ft. climb; AC 17 (–1 size, +2 Dex, +6 natural); Atk +3 melee (x8) (paralysis, tentacle), –2 melee (1d4+1, bite); Face 5 ft by 10 ft; Reach 5 ft.; SA Paralysis; SQ Scent; AL N; SV Fort +3, Ref +3, Will +5; Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

Skills and Feats Climb +10, Listen +6, Spot +6, Alertness.

SA—Paralysis Fort save (DC 13) or be paralyzed for 2d6 minutes.

Treasure: One of the bits of wood lying on the floor is actually a *wand of secret door detection* with 7 charges left (of course, the players will not know how many uses the wand has or exactly what it is). A Search check (DC 18) is required to find the wand. In the process, a ring of what appears to be jailers' keys will be found. There are 6 keys on the ring, each exactly alike. These keys have no cash value but will open the cells located at **EL 32**.

6. Many dusty, musty, smelly bedrolls provide the furniture for this room that was once a barracks. Six 3' footlockers are leaning sideways against the west wall and are covered in several inches of dust. Outlines of weapons and shields can be seen on the wall indicating that at one time the walls sported the occupant's tools of the trade as decorations for the otherwise barren room. The room is very large.

If the party decides to search this room, roll for a wandering monster only once using the **Wandering Monster Table**. No other monster may be found while in this area.

Treasure: A Search check (DC 16) will uncover three strange gold coin-like octagons. These octagons can be used to open a secret compartment in the base of a statue in area **EL 14**. If the octagons are sold, their value will be between 10 and 100 gold pieces each.

7. This room contains the remains of bunks, bedrolls, round oaken tables, stools, benches, and dead soldiers which have been beheaded. Along the north wall is a line of 6 heads.

There are no intact weapons left in the room, and all the bodies have apparently been searched thoroughly, leaving nothing of value on them. Upon closer examination, the players will notice the insignia on the uniforms of the soldiers. It resembles a wolf's head with a battlement and ball between the ears, two slanted eyes, an arrow where the nose should be, and a lightning bolt on the arrow. As the party searches the room, roll for a wandering monsters. If on the first roll none was indicated roll again. On the last roll if one was indicated the wandering monster will be two female rogues:

Candella, female human (20) Rog2: CR 2; Medium-size Humanoid (Human); HD 2d6+4; hp 12; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Atk +2 melee (1d6+1, short sword); SA Sneak Attack +1d6; SQ Evasion; AL CN; SV Fort +2, Ref +6, Will +2; Str 12, Dex 17, Con 15, Int 15, Wis 13, Cha 14.

Skills and Feats Appraise +6, Balance +6, Bluff +7, Climb +5, Disable Device +6, Escape Artist +7, Hide +4, Listen +4, Move Silently +7, Open Lock +7, Pick Pocket +10, Search +5, Spot +4, Tumble +6, Improved Initiative, Skill Focus (pick pocket).

SA—Sneak Attack does an extra 1d6 damage when applicable.

SQ—Evasion when allowed a Reflex save for half damage, takes no damage instead.

Possessions 15 gp, 7 sp, 21 cp, poisoned dagger, strand of pearls (600 gp).

Duchess, female human (18) Rog2: CR 2; Medium-size Humanoid (Human); HD 2d6+8; hp 14; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Atk +1 melee (1d6, short sword); SA Sneak Attack +1d6; SQ Evasion; AL CN; SV Fort +4, Ref +6, Will +2; Str 11, Dex 16, Con 18, Int 12, Wis 15, Cha 15.

Skills and Feats Appraise +4, Balance +5, Decipher Script +5, Disable Device +5, Hide +6, Intimidate +6, Jump +2, Listen +8, Move Silently +7, Open Lock +7, Pick Pocket +6, Search +7, Sense Motive +7, Spot +6, Alertness, Improved Initiative.

SA—Sneak Attack does an extra 1d6 damage when applicable.

SQ—Evasion when allowed a Reflex save for half damage, takes no damage instead.

Possessions 15 gp, 7 sp, 21 cp, poisoned dagger, 8 sprigs of wolfsbane.

Both women have an above average appearance and will attempt to use it to their benefit. They will pretend to be young inexperienced fighters in search of adventure, fame and fortune, but mostly fortune. Candella is the spokesman of the two women.

These two rogues will be friendly towards the party, not acting hostile if they win the initiative. They will politely ask to join the party, saying that they are not quite as tough or prepared for adventuring as they had originally thought themselves to be. Duchess will stress her desire to accompany them, saying she fears that she and her companion have made a grave error in attempting to venture into the palace ruins by themselves, especially after seeing the strange 3 headed monsters they have managed to flee from so far.

These two rogues may be used by the DM as NPCs (non-player characters) or as a normal dungeon encounter.

Treasure: Both thieves will have normal dungeon supplies, weapons and thieves tools.

8. Wind whistles softly through this dark damp cave carrying with it a musky smell. In the entrance way of the cave can be seen two sets of animal chains. Straw is scattered about the floor, along with jagged bones.

If the party opts to enter the cave, they will soon find themselves face to face with a very hungry and very young bear cub. It appears to have been abandoned by its mother though there is a 1% chance per turn she will return. If the players offer it food (meat) it will eat it gladly, but warily watch and growl at the players while it devours the food.

If the party captures the cub they will be forced to sell it as they will find that it is too big, too wild, and too hungry for them to afford to keep. Its value on the open market is between 200 and 400 gold pieces. However, the DM may wish to have the cub auctioned off in a bazaar, or can allow the players to have it tamed and trained at a great cost. Training can be done only by a skilled animal trainer and will cost from 200–700 gp and take from 4–24 weeks. This will allow the DM to continue the game into the city.

Brown bear cub (1): CR 1; Small Animal; HD 2d8+2; hp 9; Init +1 (Dex); Spd 20ft. (speed); AC 13 (+1 size, +1 Dex, +1 natural); Atk +1 melee (1d3, claw); AL N; SV Fort +4, Ref +1, Will +0; Str 10, Dex 12, Con 12, Int 2, Wis 10, Cha 5.

9. This elongated hexagonal room is littered with smelly, moldy, red towels. There is also a lot of dried up soft pink soap in broken blue ceramic containers, decorated with romantic scenes of mermaids swimming about proud ships and singing songs to the sailors. The beautiful marble floors are white, veined in black and gold. Each of the 6 walls is decorated with ornately carved wooden towel racks and copper torch sconces, which are now tarnished due to lack of care. A lovely bench of black marble with white and gold streaks occupies the center of the room. A faded red cushion, now ruined by dry rot, lies beside the bench.

Hidden in a towel under the bench is a gold colored key on a thin golden chain. Finding the key requires a Search check (DC 17) unless they specifically state that they are looking under the bench, at which point they will discover the key. This key will open the secret door in room **EL 12**.

Treasure: If it is sold, the key and chain together will only bring 1 gold and 6 silver pieces.

10. In this room, which is shaped exactly like the last one, is a large pool. It appears to be filled with clear water. The walls of this room are lavishly decorated with murals of water nymphs, ponds with long reeds extending upwards to the sun, and brave hunters stalking water birds. Here, as in the last room, are more moldy rotten towels. There are also seven delicately carved vials of scented bath oils, and a rather large peacock feather fan, now rotted, which is propped up in one corner.

If the party examines the pool closely, they will discover what appears to be a rather large diamond embedded in the center of the pool. The gem is actually the eye of the diger, an amoebic monster that seeks rock or stone areas in which to camouflage itself as a pool. It is incapable of attacking anyone or anything unless the victim enters the diger's 'pool,' at which time it may attempt to paralyze him or her. If the character fails to save, he or she will fall into the liquid-like body of the diger and drown. If the victim remains in the diger's 'pool' for the 48 turns, the monsters will completely digest the victim, and no remains, including metal, will be found.

Note the false door and secret door.

Diger (1): CR 2; Large Ooze; HD 2d10+19; hp 30; Init -3 (Dex); Spd 5 ft., 30 ft. fly (poor), 40 ft. swim; AC 11 (-1 size, -3 Dex, +5 natural); Atk +6 melee (paralysis, touch; Face 15 ft. by 15 ft.; SA Paralysis; SQ Limited Flight, Ooze; AL N; SV Fort +2, Ref -2, Will -5; Str 21, Dex 4, Con 15, Int —, Wis 1, Cha 1.

SA--Paralysis Fort save (DC 13) or be paralyzed for 1d6 rounds.

SQ—Limited Flight Can only fly for 1+½ Con rounds before it must rest for three times as long as it flew.

Treasure: The vials of oils are worth a gold piece each, and the feather fan, due to its condition, only 5 copper pieces.

11. Upon entering this room, the first thing noticed is a small, pink marble pedestal about dwarf size in height. Any light entering the room will gleam off of a small object atop the pedestal. The object is silver in color. Other than the pedestal the room seems to be empty.

When a character gets within one foot of the pedestal, the silver pendant on top of the pedestal will begin to radiate a silver glow that will illuminate the entire room. After one round, hysterical laughter will seem to come from the pendant.

Treasure (cursed): Anyone within a 10' radius of it must make a Will save (DC 15) or be affected as by a Tasha's hideous laughter spell. They fall into a fit of uncontrollable laughter that will last 3 rounds or until the pendant is removed from the pedestal. Any character attempting to remove the pendant must also make a save or else be likewise stricken. The second character is allowed a +2 on his or her save, as is anyone else who tries. However, the pendant can only affect three people at any given time. All others will be immune until there are no longer three people in its area of effect. Once the pendant has been successfully removed, the stricken character will no longer be affected by the pendant, and all laughter will cease. Characters who were affected by the pendant will lose 2 points of Strength and 1 point from their Constitution for 2–8 rounds. The pendant has no sale value.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, Tasha's hideous laughter; Market Price: 500gp.

12. This hexagonal room, much like the other ones, is decorated with mosaic tiles. The mosaic covers the entire room, the walls, the floor, and ceiling. The scenes are of a red dragon mounted by a man in silver and blue armor giving chase to a young maiden wearing a silver gown and a silver and ruby coronet. Another scene depicts elves playing in the woods while a red dragon watches them from his hiding place behind two tall pines. On one wall is a pool of bright blue water with a shimmering diamond floating on a lily pad, and several mermaids swimming and splashing each other near it. The design on the floor shows the maiden, man and dragon curled up asleep around a key hole.

Once the party has entered the room, if they examine the murals, the keyhole in the floor will emit a blue white glow and will last until a key is placed into it.

Trap: CR 5; Search (DC 20); Disable Device (DC 25); If the players use one of the jailer's keys (providing they found them) or any key other than the gold one from **EL 9**, a 5'x5'x1' stone slab will fall from the ceiling over the spot where the keyhole is located. Characters within that area must make a Reflex save (DC 15) to avoid being hit by the stone. Any character caught by the stone will suffer 2d6 points of damage.

If the golden colored key is placed in the keyhole, another keyhole will appear on the east wall. The second keyhole is opened by the golden key also. Once placed in the lock and turned, the wall, keyhole, and key will vanish. A long silver sword—glowing with a bright blue–white light, suspended in mid air—will appear in their place. If a character reaches out to touch the sword, a fully armored man (the one depicted in the murals), will appear beside it, take the sword and attack the person who was attempting to take the sword. The man is an illusion generated by a shadow conjuring spell, and will disappear after 4 rounds. Characters who interact with the illusion are allowed a Will save (DC 17) to recognize it as shadowy. However, characters hit by the illusion will believe that they have actually sustained damage and will feel “hurt,” though no damage was actually taken. Once the illusion has disappeared, the sword will drop to the floor, still glowing, as it was when the characters first saw it. All characters will immediately realize that they took no damage, and characters who may have been “killed” will discover that they are actually alive and were only asleep.

If all the party members are “killed,” they will wake up a short time later. The illusion will be gone and the glowing sword will be lying on the floor. The illusion will not reappear if they take the sword before leaving the room. If the characters decide to touch the sword again, nothing will happen to them and the sword will “feel good” in their hands.

Shadow Conjured Warrior (1): CR 1;Medium-size “Humanoid”; HD 1d8; hp 7; Init +0; Spd 30 ft.; AC 18 (+8 full plate); Atk +2 melee (1d8+1, longsword); AL N; SV Fort +#, Ref +#, Will +#: Str 11, Dex 11, Con 11, Int 11, Wis 11, Cha 11.

Possessions Longsword +1.

Treasure: The sword will always glow when not sheathed. There is no sheath for it in the room, nor will it fit into a sheath not specifically designed for it. It magically glows, and is a +1 weapon.

13. Room Description:

Monster:

Treasure:

Trap:

14. This open area is a small worship alcove. On a raised platform along the western wall is a beautifully carved statue of a woman holding a small girl child in her lap. The woman is smiling down at the child, who plays with a small ball clutched in her hands. The inscription on the base of the statue reads “The secret treasure of one’s heart can be found in love.”

A small opening beneath the inscription is the lock to open the compartment in the base of the statue. One of the gold coin-like octagons found in room **EL 6** will open it if inserted into the opening. Once opened, a scroll case will be found, and in it a fragment of a verse written in silver ink on vellum parchment.

*“I came, and what did my eyes behold?
A maiden fair with hair of gold.
Her face, aglow by which the sun is shamed.
My steed, a dragon, her innocence did tame.
Her heart, a gem with many facets . . .”*

Monster:

15. In this small and once luxuriously decorated semicircular room is a tiny 3’x3’ alcove in which stands a statue of a young girl with arm outstretched. The area seems peaceful.

Trap: CR 1; Search (20); Disable Device (DC 20): If the secret door is opened it will trigger a mechanism, which will pour down 200 cp worth of golden glitter upon the first person to step through. This glitter will stick to all exposed skin, hair, leather, and cloth. It cannot be removed except by oil or animal fat. If players attempt to wash it off with wine or water all they will succeed in doing is rearranging it a little. The only way to avoid, this trap is to place a weight of at least 60 pounds on the pressure plate just inside the secret door. This will set off the trap, and the glitter will stick to the floor, instead. The glitter will glow in the dark, allowing all monsters a +2 to Spot checks against the character and negating any chance of catching monsters flat-footed.

16. The first thing seen upon entering this room is a plaque that reads “All that glitters is not gold.” There is also a small fountain of water in one corner and both the north and south walls are covered by arras. One arras has a scene of a young maiden with golden hair sitting on a silver throne. Upon her head rests a coronet of silver and rubies, and in her hand a scepter of silver topped by a very large blood red ruby. The arras show a warrior in blue and silver armor resting casually in a wooden arm chair decorated with carvings. His feet are propped up on a stool.

17. Four statues dominate the room, one in each corner. Each one is of a young girl in a different pose. Between the two statues on the east wall is a kneeling bench, and on it rests an open book. Plush rugs

that are still in fair condition cover the floor.

The book is the diary of Lady Argenta. It simply tells of the fighter in silver and blue armor coming to her home, winning her love and then marrying her. It stops after the fourth day of their marriage. It does mention "My Lady's Heart" being somewhere in the living quarters of the palace hidden in a teak wood jewel case.

Monster:

18. This area seems to have been in some kind of explosion or earthquake. Rubble covers the floor. Occasionally whimpers like those from a puppy can be heard. They frequently start only to stop a few seconds later.

The whimpering is only the wind blowing through the rubble.

Monster:

19. Room Description:

Monster:

Treasure:

20. This very small chamber is more of a passageway than a room. It is very cramped and there are several sets of empty shelves on the walls.

Trap: CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); The pit trap in the floor of this storage passage will be activated by the first person to step onto it, and triggered by the second one who steps onto it. Once triggered, the floor will swing open and drop whatever is on it into a 10' deep pit. The cover then will swing back up and lock shut. Anyone falling into the pit will take 1d6 points of damage.

If the first person who walks across the trap door is at the other side before the second one tries, only the second one will fall in, otherwise both will fall in.

After one round, small openings will appear in the walls, and oil will pour out into the pit. The oil will continue to spill forth until it lies 1" deep over the entire surface area of the floor. As soon as this occurs, another wall opening will appear and an unlit torch will fall onto the oil. (When the palace was occupied, the torch would have been lit.)

Characters who are not trapped in the pit will be unable to open it by any means other than using the release mechanisms hidden inside secret compartments on the inside of either doorway (Search DC 20 to find). (Note that any character covered in glitter from the secret door at room **EL 15**, who has fallen into this pit, will discover that the glitter is coming off due to the oil.)

21. Room Description:

Monster:

Trap:

Treasure:

22. This room is cluttered with many objects large and small.

If any light source is brought into the room, eerie shadows begin to dance wildly about. One shadow, lurking in the corner, appears to be human or humanlike.

The humanlike form in the corner is actually a dressmakers' dummy. The room is filled with old bolts of cloth so rotten that merely brushing up against them causes them to disintegrate into thousands of little pieces.

Treasure: Also hidden in the room in a pincushion ball is a small delicate platinum needle (value 15 gp) brought to the Lady Argenta from a faraway land. Metal needles are very rare, and platinum ones are even rarer.

Monster:

23. Sand covers almost the entire floor of this once lavishly decorated room. Glints of silver may be seen in the sand near the center of the room.

If the party searches the sand, the silvery glint will prove to be strands of dancing bells on small delicate chains.

Trap: CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 25); Disable Device (DC 20); There is a 10' deep pit near the center of the room. Since the trap door is sand covered the Search DC to detect it is 25. Anyone falling in will take 1d6 points of damage.

Also trapped in the pit is a baric who fell into it and is now nearly dead from starvation. Due to the fact that it is half starved, it has taken 6 points of subdual damage, and is fatigued (operating at -2 to Strength and Dexterity; see pg. 86 in the DMG for rules regarding starvation).

Baric (1): CR ½ (reduced due to weakness); Small Beast; HD 2d10; hp 5; Init +0; Spd 40 ft.; AC 12 (+1 size, +1 natural); Atk +1 melee (x2) (1d3, claw) or +2 melee (1d8, bite); SQ Scent; AL N; SV Fort +3, Ref +3, Will +0; Str 10, Dex 11, Con 11, Int 4, Wis 10, Cha 10.

Skills Listen +3, Spot +3, Wilderness Lore +3.

Treasure: Hidden in the sand in the northwestern corner of the room are a small sack of mixed coins (10 gp, 8 sp and 9 cp) and a jade ring with dragons carved into it (value 250 gp). The ring is not magical. The dancing bells have a value of 2 gp.

24. Upon entering this rectangular room, the first thing that will be noticed are the arrases hanging on all four walls and the many couches circled around a 5' wide decorative wheel that is painted on the floor. Various pillows of many sizes (now musty and falling apart) are scattered randomly about the room. Crushed and punctured wine goblets are piled into one corner of the room. In another corner of this room stands a small lap harp that has no strings. Candleholders, a few of which are very decorative, sit on small tables, almost the size of stools, near each couch.

The arrases are as rotten as most other materials so far encountered. The couches are made of marble and have been cemented to the floor.

Monster:

Treasure: The seven decorative candleholders are made of silver (value 50 gp each). The harp in the corner is a harp of charming. See the **New Magic Items** section at the end of this module for more information on this item.

25. A statue of a small dragon readying for flight is leaning against the northeastern corner of this partly carved out room. A set of stairs going up is in the north wall. The whole room appears to have been cut from the living rock, instead of built from rocks brought in from mountain quarries. This area does not appear to be made from marble.

There is a false doorway in the west wall placed there to trap intruders.

Trap: CR 2; +8 ranged (1 plus nitharit poison, Fort save DC 11, 0 Con/3d6 Con); Search (DC 22); Disable Device (DC 20); If the iron ring is grasped a poisoned needle will spring out and pierce the hand of the grasper. Due to the age of the venom the Fort save to resist it has decreased by -2.

Monster:

Treasure:

26. An overturned oaken table and three benches are all that remain in this small guardroom. The floor is thickly covered in dust, and nothing seems to have disturbed it in a long time. There is a large sack in the southeast corner. Large bloodstains are smeared on the floor beside it.

Within the sack are three human skulls, a dagger, a dagger blade, and 11 sp. There are many vile-looking but harmless spiders living in the skulls. Under the sack is a bloody finger joint. It appears to be fresh.

Monster:

27. This large rectangular room contains many implements of torture. An iron maiden hangs in one corner. Rusted, long-neglected branding irons lie scattered among the filthy bloodstained straw. Assorted sizes and lengths of chain encircle several skeletons hanging limply against the walls. Small wooden cages hang from the ceiling. Caught in the door of one is a bit of what appears to be a tattered nightgown. Several mice peer out of holes and cracks in the gray stone walls.

The room is empty when the party enters. After one round, a crazed old man, Travis with a meat cleaver will come up the stairs from the south and appear in the doorway. He will laugh insanely and then attack the closest person to him. Travis, an old crazed warrior, will scream at the players saying that he knew they could not resist his treasure. No one could, he laughs, not even his companions. He knows they have come to steal his great treasure, and so they all must die just as others before them. He will attack until either he or the characters are dead. He will neither surrender nor allow himself to be captured.

No treasure can be found on him or in the room.

Travis, male human (47) War1: CR 1; Medium-size Humanoid (Human); HD 1d8+4; hp 9; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atk +4 melee (1d4+3, meat cleaver); AL CN (Completely Nuts); SV Fort +6, Ref +3, Will -1; Str 17, Dex 17, Con 18, Int 13, Wis 9, Cha 8.

Skills Climb +7, Intimidate +3, Jump +7, Ride +2, Swim +2.

Possessions Meat cleaver.

28. A horrible smell like rotting carcasses can be detected beyond the door of this room.

Once opened, mounds of rotten, decayed bodies of unlucky adventurers can be seen covering almost every inch of the floor. The sight is gruesome to behold, and characters must make a Fort save (DC 10) or they will not be able to enter the room without becoming ill for 1d6+1 rounds from the smell and gory sight. The bodies have all been thoroughly searched prior to the party finding them and there is nothing of value to be found.

29. A small pallet of fresh straw lies near the northwestern corner of this room. A wooden trencher, a pair of eating knives and a pewter wine goblet rest neatly on a table in the center of the room. Several old tapestries have been carelessly hung on the walls, and bits of fur and other types of floor covering form a makeshift rug. A burning lantern hangs over the table.

This is the room where Travis lives. On the east wall, behind the tapestry is the peephole he uses to spy out into the hallway.

Treasure: Hidden underneath the pallet, protected by a loose stone in the floor, is a small wooden case. This case contains Travis' personal treasure; 2 rubies (300 gp each), 1 large emerald (2000 gp), a gold wedding ring with the initials D and B carved in the shape of a heart on the inside (10 gp), and a gem-studded *throwing dagger* +2 (the plus only applies if the dagger is thrown at an opponent; its value is 400 gp). The valuables he has removed from his victims are hidden in room **EL 32D**.

Note: The *throwing dagger* is magical, although it only has the +2 bonus when thrown.

Trap:

30. Directly across from the northern door is a huge wooden table still in good condition. Behind it is a huge ornately carved wooden chair. On the table is a candle sconce, a feathered quill, a blank scroll, and a string of colored wooden beads.

Travis kept this room in good shape. He used it to hold 'court' if he decided to impress some of his victims. The paper scroll, pen, and candle sconce are still in good condition and were obviously used by Travis when he passed judgment on the accused. However, the beads will be a mystery to the adventurers. These beads are message beads used by the dead soldiers found in **EL 7**. The message depicted on the beads must be determined by the DM.

Trap:

Trap:

Trap:

31. This rather large room has been swept clean. No dirt or dust can be found. The room is empty of all furnishings.

Travis, it appears was a very clean man. All the rooms he claimed as his territory were used for a specific reason or kept completely clean.

32. This area is a group of jail cells. A few of them contain skeletons or corpses chained to the walls.

All the cells are locked. The set of jailer's keys mentioned earlier (**EL 5**) will open all the cells. Note that this whole area would be an excellent place to hide monsters and treasure.

Cell D: In this cell are 2 large marmoset monkeys who will attack anyone who enters the room (except Travis). The marmosets stand 5' high when erect; and have 7' long tails that they use not only for balance, but for attacking. The tails are tipped by sharp furry spikes. They are protecting the treasure that Travis has collected from his victims. All these items are locked in three large metal chests.

Marmoset, Giant (2): CR 1; Medium-size Animal; HD 3d8+3; hp 13, 13; Init +2 (Dex); Spd 60 ft., 30 ft. climb; AC 15 (+2 Dex, +3 natural); Atk +2 melee (x2) (1d6, claw) or +2 melee (1d8, bite), +2 melee (1d4, tail); AL N; SV Fort +1, Ref +2, Will +0; Str 11, Dex 15, Con 13, Int 3, Wis 11, Cha 11.

Skills Climb +11, Hide +5, Listen +3, Move Silently +5, Spot +3.

Treasure: The first chest contains a large mixture of coins of several different realms totaling 1000 cp, 400 sp, and 200 gp. The second chest holds a variety of jewelry, mostly artificial or costume, worth 500 gp. The last one is filled with swords, daggers, and helms. Only one of the swords is magical, a *short sword* +1. It is indistinguishable from the rest of the swords unless a *detect magic* is cast on them.

33. This small cave is filled with ornate and delicately carved life-size statues of different men and women. Many candles and other burnt offerings lie before each of the statues. Marble benches form a circle in the center of the room.

The statues represent unknown gods and goddesses.

Monster:

Trap:

Treasure: Hidden in one of the statue's arms is a *wand of light*. Players will have to make a Search check (DC 18) on the statues in order to find the wand. The wand has only 3 charges left, and looks the same as any other wand.

34. A single statue of embracing lovers dominates this cave. Dead vines and other plant life hang loosely

to the rough walls. They were originally grown in clay pots, but have not received care for a long time. The floor is worn smooth.

Nothing of value can be found in this area. The smoothness of the floor is due to the hundreds of feet that have trekked in and out of this cave over the previous centuries.

Monster:

Trap:

35. This huge cave is filled with stalactites and stalagmites covered in a shimmering pink glow. The stalactites and stalagmites in many places have formed into one single column. It is very difficult to move through this area as the stalactites and stalagmites are very close together. In some places they almost form walls.

If the players decide to investigate this area, they will discover that the northern section of the cave is fairly free of stalagmites and stalactites. In this empty space stands a statue of a beautiful woman beckoning to any who approach.

Trap (50 ft. deep, water filled): CR 2; no attack roll necessary (no damage, but risks drowning); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); Anyone who manages to make their way through the maze of stalactites and stalagmites may fall into a pit trap that is placed at the base of the statue. This 50' deep pit is filled with stagnant water.

Monster:

Treasure:

36. Behind the bars of the entrance to this cave pitch black water can be seen, as well as a glint of gold from time to time. Hot winds seem to come from this barred area. The dampness on the walls is apparent from the droplets that fall to the floor. Moisture fills the air and clings to clothes, skin, and hair. The floor is slick from the warm water.

All characters must make Dexterity checks (DC 12) due to the slipperiness of the floor or fall during the first round in the room. Thereafter they are safe, as they will grow accustomed to the wetness, though not to the heat. Once they have managed to lift the portcullis, requiring a Strength check (DC 22) due to its rusted condition, it will stay up.

37. This appears to be an empty room.

There is a secret door on the north wall of this room leading to a flight of stairs going down to EL 38. A Search check (DC 20) is required to find the door.

Monster:

Treasure:

Trap:

38. This appears to be an empty room.

There is a trap door in the ceiling that leads up to UL 1.

Monster:

Treasure:

Trap:

PART 4: KEY TO THE UPPER LEVEL

1. This watch tower room has 6 windows overlooking the surrounding lands. A trap door is in the center of the floor. A rope ladder lies to one side of it. Several arrows are embedded into the door, and a broken bow and a sword lay beside it. There is a door in the east wall.

After a round the players will hear scuffling and fighting noises from the other side of the east wall door. Phrases like “Come on Briardoor, I got her,” “no Joshua, not him” and “take that you filthy worm,” will be heard intermixed with the other noises. If the players open the door to investigate, bright light will fill the hallway, and all that will be seen are three swords fighting each other as if by themselves. It is a *major image*. Will save (DC 16) to disbelieve if interacted with, placed there by the palace wizard to frighten intruders who may decide to enter through the tower. The illusion will not be dispelled by touch, since it is permanent, but any character that makes her Will save will recognize them as mere illusions. The trap doors leads down to room **EL 38**.

2. This partly intact ancient laboratory holds the remains of several experiments, small scraps of paper, beakers, and a variety of other equipment spilled across onto two large oaken tables. A beautiful life-size green crystal statue of a male warrior with shield stands in the northeast corner. A polishing cloth is draped over its shield. An empty bookcase is leaning against the north wall, and a destroyed bookcase lies on the floor near the south wall.

The crystal warrior is actually an animated statue and was placed here long ago. It still serves its purpose: to defend the lab from anyone who enters.

Crystal Warrior (animated stone statue) (1): CR 2; Medium-size Construct; HD 2d10; hp 11; Init +0; Spd 30 ft.; AC 14 (+4 natural); Atk +2 melee (1d6+1, slam); SQ Hardness 5, Construct; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.

SQ—Construct Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Treasure: Three scraps of paper from the pile on the tables contain 1st level arcane spells (spells to be determined by the DM; roll on the 1st level arcane scrolls table on page 200 of the DMG.)

3. This is a deserted room. It is now empty.

This room once held stores of various sorts but has long since been cleaned out.

Monster:

Treasure:

4. A plain, single bed, and a huge wooden and metal desk dominate this sparsely furnished bedchamber. A broom lies in one corner near a pile of dirt. A tattered pair of silk bedroom slippers lie at the floor of the plain bed. A small chest of drawers with attached mirror has been turned over.

Hiding under the bed is a small black cat. It will appear as a harmless domesticated creature, but is actually an enchanted great cat and can become a panther once every other hour for 10 rounds. When in small cat form it is harmless. It will be up to the DM to keep track of the elapsed time and determine at what times the cat will transform itself. Although it is possible for characters to gain this animal as a pet, either through spells or other abilities, it cannot become a druid's animal companion or a familiar; the bizarre enchantment upon it negates any chance for the success of such magic.

Enchanted Cat (1): CR ¼; Tiny Animal; HD ½d8; hp 2; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 size, +2 Dex); Atk +2 melee (x2) (1d2-4, claw), -1 melee (1d3-4, bite); Face 2½ ft. by 2½ ft; Reach 0 ft.; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills and Feats Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4, Weapon Finesse (claw, bite).

Enchanted Cat, as panther (1): CR 2; Medium-size Animal; HD 3d8+6; hp 16; Init +4 (Dex); Spd 40 ft., 20 ft. climb; AC 15 (+4 Dex, +1 natural); Atk +6 melee (1d6+3, bite) or +1 melee (x2) (1d3+1, claw); SA Pounce, Improved Grab, Rake 1d3+1; SQ Scent; AL N; SV Fort +5, Ref +7, Will +2; Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats Balance +12, Climb +11, Hide +9, Listen +6, Move Silently +9, Spot +6, Weapon Finesse (bite, claw).

SA—Pounce If the panther leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action; *Improved Grab* To use this ability, the panther must hit with its bite attack. If it gets a hold it can rake; *Rake* A panther that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the panther pounces on an opponent, it can also rake.

Treasure: Sewn into the mattress of the bed are 50 gold coins and 3 oval shaped rubies worth 70 gp each.

5. This is a deserted room. It is empty.

This room once held supplies and stores of various sorts but has long since been emptied.

Monster:

Treasure:

6. A huge, ornate, once lavishly decorated double canopy bed is directly across from the set of double doors. The bedposts resemble vines, nymphs, and birds all intertwined. The bed is covered in dusty, dull red velvet. Arrases line three of the walls with lovely and peaceful scenes of maidens riding on unicorns, playing in still pools that abound with plant life, and singing under starry skies lighted by a full moon. To either side of the door is a large hand carved chest of drawers, both with mirrors that are veined in silver. A small cushioned chair and matching footstool are at the end of the bed. On the footstool is a small make-up palette and pestle.

This was Lady Argenta's room. It has remained untouched by man or monster since the day she left it. The furniture and cloth here as well as in the rest of the palace is rotten and of no value. All the drawers have been emptied; and no clues or other information can be gained.

The view from the windows is into an overgrown garden.

Treasure: The make-up palette is enameled in gold and was used for crushing colored powders for eye make-up (1000 gp).

7. Several chairs and tables circle the fireplace in this room. A worn rug lies rolled up in one corner, and 3 knitting baskets sit beside it. On a small table near the fireplace is a small teacup and saucer. Hanging over the fireplace is a portrait of Lady Argenta. She is holding a beautiful blood red ruby the size of an apple. Her smile betrays a hint of mischievousness.

Monster:

Treasure: The only thing of value in the room is the teacup. It is a magical singing teacup. When lifted off the saucer, the cup will begin to randomly sing one of the 100 songs it knows.

Caster Level: 3rd; *Prerequisites:* Create Wondrous Items, Craft (ceramics), Perform skill (the cup will know 20 songs per rank); *Market Value:* 75 gp.

8. Shelves line this room. They are all empty now. A broken bed warmer lays next to a small table and chair in the center of the room.

Monster:

Treasure:

Trap:

9. This small room is lined with hangers and hooks. A chest of drawers is against the east wall.

This was Lady Argenta's closet. It is now empty of clothes or other valuables.

Monster:

10. The walls of this lovely bathing room are painted with peaceful scenes of spring and summer. The ceiling and floor are mirrored and the floor retains some of its original polish. An ornate marble and silver enameled oval bathtub is against the eastern wall. A silver enameled towel rack standing next to the tub holds the remains of a thick towel and washcloth. Many small and lovely soft soap containers are scattered randomly about the room. Bath oil pearls litter the now empty tub. At the head of the tub is a delicately sculpted tray centered with a small vase. It is decorated by three sets of three small gems. Each set of three is a different color — red, blue, and yellow.

After one round, an ubue will enter from room **UL 11** to investigate the noise in the bathing room. If there are more than 3 opponents, he will summon help from the remaining two ubues in room **UL 11**. If the party is too strong, the monsters will retreat into room **UL 11**.

The tray at the head of the tub is used to create water for bathing. The magic works like this: Two red stones placed on the tray create hot water, two yellow stones bring cold, and two blue ones remove it. Mix a yellow and a red and the result is lukewarm water. The blue ones only work with each other. The tub will fill to capacity in 3 rounds. It will empty in 1 round.

Ubue (3): CR 2; Large Humanoid; HD 3d8+6; hp 21, 19, 16; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 size, -1 Dex, +6 natural, +3 hide); Atk +5 melee (x3) (1d6+3, club or 1d4+3 slam); Face 10 ft. by 10 ft.; Reach 10 ft.; SA Superior Three-Weapon Fighting; SQ Low-Light Vision 30 ft.; AL CN; SV Fort +2, Ref -1, Will -1; Str 16, Dex 9, Con 15, Int 8, Wis 9, Cha 12.

Skills and Feats Climb +4, Hide +0, Listen +4, Search +4, Spot +5, Power Attack.

SA—Superior Three-Weapon Fighting Because each of its three heads controls an arm, the ubue does not suffer an attack penalty for attacking with three weapons.

11. Three makeshift beds are lined against the south wall. A table with three chairs, and a huge stew pot sit near the fireplace. A tub filled with water and dishes is also near the fireplace. The walls are covered in portraits and other scenic paintings. Most of the portraits are of the Lady Argenta or of the Silver Warrior. One is of the red dragon, but it has been slashed in several places.

This is the lair of three ubues. They have collected all the paintings they could find to decorate the walls. The ubues are a family unit; one of the ubues is female, and one is slightly smaller than the others.

The only thing of value in this room is the small chest of 40 gp hidden under a loose brick in the fireplace.

12. This small room has only one stool and a table shoved out of the way against the north wall. There is a wheel on the south wall.

This was a guard station. The wheel is used to lift the portcullis in the hallway, which is presently lowered. A Strength check (DC 19) will be needed to lift the portcullis if the wheel is not used. Otherwise, one character with normal strength will be able to lift it.

Monster:

Treasure:

Trap:

13. This garden is overgrown with weeds. The paths have disappeared into the underbrush, and the only statue is now completely grown over with thick purplish vines. Water can be heard, but not seen.

Two deadly plants now inhabit this plush garden, a Jupiter bloodsucker with 6 vines, one of which is wrapped around the statue, and 8 archer bushes. The archer bushes will attack only if disturbed. The Jupiter blood sucker will move towards its intended victim, wrap itself around him or her and place one of its giant leaves over the victim's face, thus smothering the victim while inserting its needle sharp thorns to drain the victim's blood.

A fountain can be found by carefully searching near the southeast corner of the garden. The fountain has healing powers that will affect a character like a *cure critical wounds* spell as cast by a 10th level cleric (heals 4d8+10 hp of damage). It will cure each person once. Any attempts to use the water again will not be successful, nor will the healing power of the water remain if taken out of the fountain. The water must be drunk or lapped up straight from the fountain.

Archer Bush (8): CR 1; Hardness 4; hp 2; any creature within 10 ft., must make a Reflex save (DC 11) or be struck by several of these small, sharp thorns, taking 1d4 points of damage and be at -1. The affected character must make a Fortitude save (DC 11) or get an infection for a further -1 modifier.

Jupiter Bloodsucker (1): CR 1; Medium-size Plant; HD 3d8+3; hp 21; Init -3 (Dex); Spd 5 ft.; AC 15 (-3 Dex, +8 natural); Atk +3 melee (1d6+1 plus blood drain, slam); SA Improved Grab, Blood Drain, Hold, Smother; SQ Fire Vulnerability, Plant; AL N; SV Fort +5, Ref -2, Will +1; Str 12, Dex 5, Con 15, Int —, Wis 10, Cha 10.

SA—Improved Grab If a Jupiter bloodsucker hits with its slam attack, it latches on and immediately begins to drain the victim's blood. It can use its Hold attack the next round; Blood Drain A Jupiter bloodsucker drains 1 point of temporary Constitution per round from its victim per leaf attached. If reduced to 0 Constitution, the victim dies; Hold Each round it maintains contact a Jupiter bloodsucker can attach one more vine to its opponent. Any held opponent must make a Strength or Escape Artist check (DC 12 +1 per vine) in order to free itself from the plant; Smother At least one of the leaves of a Jupiter bloodsucker goes over the mouth and nose of its victim, causing suffocation (see the rules for suffocation on page 88 of the DMG.)

SQ—Fire Vulnerability Jupiter bloodsuckers take double damage from any fire attacks; Plant Immune to poison, sleep, stunning, paralysis, and *polymorphing*. Not subject to critical hits or mind-influencing spells and effects.

14. Across from the double doors of this huge room stands a massive, hand carved wooden throne upon a dais. Two statues of warriors, one to either side of the throne, stand as silent guardians. In the center of the room are two huge columns. There are fireplaces on both the east and the west wall. Tapestries hang on the north wall. They record scenes of pomp and procession, royal galas and feasts once held in great halls. In the southeast and southwest corners are two more statues, duplicates of the ones guarding the throne.

If the players linger here for more than one turn there is a 20% chance that 1d4+3 ubues will enter through the double doors and challenge the players' right to be here. If no ubues are indicated, check once for wandering monsters. If a wandering monster is indicated, use the **Wandering Monster Table** in the front of the module. If not, then no encounter will occur in this area.

Ubue (3): CR 2; Large Humanoid; HD 3d8+6; hp 16 each; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 size, -1 Dex, +6 natural, +3 hide); Atk +5 melee (x3) (1d6+3, club or 1d4+3 slam); Face 10 ft. by 10 ft.; Reach 10 ft.; SA Superior Three-Weapon Fighting; SQ Low-Light Vision 30 ft.; AL CN; SV Fort +2, Ref -1, Will -1; Str 16, Dex 9, Con 15, Int 8, Wis 9, Cha 12.

Skills and Feats Climb +4, Hide +0, Listen +4, Search +4, Spot +5, Power Attack.

SA—Superior Three-Weapon Fighting Because each of its three heads controls an arm, the ubue does not suffer an attack penalty for attacking with three weapons.

15. This room contains several couches. A small marble table and marble bench sit in front of the fireplace. Thick layers of dust cover the furniture and floor.

No one has been in this room since the palace was deserted by Lady Argenta.

DM Note: If the adventurers exploring this ruins have at least two *swords +1* or a third level cleric, this room as well as room **UL 16** would be an ideal location for the undead.

16. This bedchamber has an eerie appearance. Dust and cobwebs cover everything so thickly that it is nearly impossible to distinguish exactly what furnishings are here.

In this room is a bed, a large chest filled with old nightshirts, a stool, and a wardrobe (empty). If the players venture into this room their movement rate will be cut by $\frac{1}{4}$ due to the thickness of the dust and cobwebs. If the players spend more than 2 turns in this room an image of an elf without feet or hands will appear floating above the bed and remain there until someone sees him (Spot check DC 15). When he is noticed, he will smile cruelly and then move towards the person who first saw him, waving his arms wildly. He will sweep down on the character, but not touch him or her. This action will continue for three rounds after which time the elf will disappear and all that will remain is laughter echoing off the walls. When the laughter stops, the door will slam shut and lock. It will take a Strength check (DC 21) to open the door once it has been shut.

17. A single pedestal with a glass case on top of it stands in the middle of this room. A small brown box with strange runes carved into it is inside the glass case.

This is the room that holds the ruby known as “My Lady’s Heart.” As soon as the glass case is touched, Lady Argenta will appear. She is not an illusion. She is a ghost and is here to protect the jewel.

She will *manifest* and plea to the characters to leave the gem in its place. Note that the ghost of the Princess is lawful good. She is not an evil spirit, and is not here to cause mayhem. She returned to this world after death for the sole purpose of protecting the symbol of her peoples’ love for her: the jewel called “My Lady’s Heart.” Characters of good alignment may realize that she isn’t a threat to anyone not there to steal the gem. If the characters do manage to get into conversation with Argenta, this will quickly become apparent. It is unlikely that the characters will be able to defeat her if they anger her or ignore her pleas to leave the jewel.

Things the Princess Knows:

1. Her focus on this plane is “My Lady’s Heart”; where it goes, she goes. In other words, she will haunt whoever holds the stone.
2. The Silver Warrior charmed her and killed her after she refused to give him the jewel. He was in turn killed by her loyal followers and haunts this palace with her.
3. She and the Silver Warrior have been battling for control of the Palace for centuries. He is slowly gaining control, which is the reason for the evil creatures that have come to take up residence in the palace.
4. The focus of the Silver Warrior on this plane is the precincts of the Palace itself; he cannot leave its walls.
5. In order for her to find peace, “My Lady’s Heart” must be taken to the Dwarves who dwell in the Moorfowl Mountains near the Misty Swamp. The Silver Warrior won’t be able to leave the Palace to pursue her, and the Dwarves will keep the gem well guarded.

Soon after the characters enter the room, the ghost of the Silver Warrior will appear and attack. Argenta will join in on the side of the characters as they do battle with the evil ghost.

The Ghost of Princess Argenta: CR 7; Medium–size Undead (Incorporeal); HD 5d12; hp 32; Init +2 (Dex); Spd 30 ft. fly (perfect); AC 16 (+2 Dex, +4 deflection) or 12 (+2 Dex); Atk +2 melee (1d4–1, dagger); SA Manifestation, Frightful Moan, Telekinesis; SQ Rejuvenation, Turn Resistance +4; AL LG; SV Fort +1, Ref +3, Will +5; Str 7, Dex 14, Con —, Int 16, Wis 12, Cha 18.

Skills Appraise +9, Diplomacy +12, Handle Animal +11, Innuendo +7, Listen +9, Perform +11, Ride +6, Sense Motive +9, Spot +8.

SA—Manifestation; Frightful Moan The ghost can moan as a standard action. All living creatures within a 30 ft. spread must make a Will save (DC 16) or become panicked for 2d4 rounds; Telekinesis Can use telekinesis once per round as a free action as cast by a 5th level sorcerer.

SQ—Rejuvenation Even if “destroyed” a ghost will reform in 2d4 days.

The Ghost of the Silver Warrior, male human Ftr/5: CR 7; Medium-size Undead (Incorporeal); HD 5d12; hp 32; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft. fly (perfect); AC 12 (+1 Dex, +1 deflection) or 18 (+1 Dex, +5 chain mail, +2 large steel shield); Atk +10 melee (1d10+4, masterwork ghost touch bastard sword, only when manifested); SA Manifestation, Frightful Moan, Telekinesis; SQ Rejuvenation, Turn Resistance +4; AL NE; SV Fort +4, Ref +2, Will +2; Str 16, Dex 13, Con —, Int 10, Wis 12, Cha 12.
Skills and Feats Climb +11, Hide +9, Listen +11, Ride +9, Search +8, Spot +11, Blind Fight, Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Initiative, Power Attack, Weapon Focus (Bastard Sword).

SA—Manifestation; Frightful Moan The ghost can moan as a standard action. All living creatures within a 30 ft. spread must make a Will save (DC 13) or become panicked for 2d4 rounds; Telekinesis Can use telekinesis once per round as a free action as cast by a 5th level sorcerer.

SQ—Rejuvenation Even if “destroyed” a ghost will reform in 2d4 days.

Treasure: The ruby lying in the velvet lined teakwood box is not as large as rumor or the portrait of Lady Argenta in room **UL 7** would have led the characters to believe. It is only 1” in diameter but is worth 10,000 gp.

DMs Note: It is unlikely that the characters will be able to sell this gem for its full value in any local city; it is simply too expensive. If the characters get out of the palace alive with the stone word will quickly reach the ears of Lady D’hmis. She will dispatch her army to track them down and gain the stone for herself. She may even dispatch assassins against them! Lady D’hmis could prove to be a long-standing enemy of the characters.

The army of Gulluvia on the move is a terrifying sight in the local region, and if it is made known why the army is marching, the characters will have no safe havens anywhere; everyone from the lowliest peasant to the greatest warrior will be trying to get the stone away from them and give it to the army to placate Lady D’hmis. Other unscrupulous persons may also try to get the stone from them. Giving the jewel to the Dwarves, as per Argenta’s request, is the only way for the characters to avoid some very unpleasant business. Dwarven allies are far better for them than having Lady D’hmis as an enemy!

18. A large pallet lies against the western wall near several large cushions. A chest and several smaller boxes line the north wall from corner to door. There is a fire burning in the fireplace and a large pot of horrible smelling food cooking in it.

This room is filled with 7 male ubues,. The chief will ask why the party is invading their lair. If the answer is unacceptable the ubues will fight to protect their females and children (in room **19**). They will retreat into room **19** if necessary. In this encounter only, the players will not have time to examine the room before combat begins. The room description should be read after the ubues have been defeated.

Ubue (7): CR 2; Large Humanoid; HD 3d8+6; hp 21, 19, 18, 16, 13, 13, 11; Init –1 (Dex); Spd 20 ft.; AC 17 (–1 size, –1 Dex, +6 natural, +3 hide); Atk +5 melee (x3) (1d6+3, club or 1d4+3 slam); Face 10 ft. by 10 ft.; Reach 10 ft.; SA Superior Three-Weapon Fighting; SQ Low-Light Vision 30 ft.; AL CN; SV Fort +2, Ref –1, Will –1; Str 16, Dex 9, Con 15, Int 8, Wis 9, Cha 12.

Skills and Feats Climb +4, Hide +0, Listen +4, Search +4, Spot +5, Power Attack.

SA—Superior Three-Weapon Fighting Because each of its three heads controls an arm, the ubue does not suffer an attack penalty for attacking with three weapons.

Treasure: The only things of value in this area are 45 gp, a silver bracelet (3 gp), a pearl necklace (15 gp), and a music box with a dancing couple on top (150 gp). These items are inside a small chest at the north end of the room.

19. This room is filled with ubues.

Three female ubues and four ubue children are in this room. The women are working and the children are playing.

If the players enter this area from the entrance level use this description:

One male ubue guard will be standing on the east side of the door. If the intruders outnumber him 4 to 1, he will retreat and sound the alarm. Room **UL 19** will be cleared of all females and children and only the ubues from room **UL 18** will join the guard and attack.

If the party enters from room **UL 18** the females will retreat down the stairs, hoping to avoid a confrontation and to save the children. They will fight if attacked. Once out the door, the females will place a heavy iron bar against the door to keep the adventurers from following. Characters will have to make opposed Strength checks in order to prevent the females from securing the door. It will take a Strength check (DC 20) to open the door once it has been secured. However, by the time the door is opened, the females will already be down the stairs and gone. They will bypass all rooms until they have reached the small worship area of room **EL 15**.

If the characters enter from the hallway the adventurers will find the females busily going about their tasks. Once the characters have opened the door, and given the females a chance to see them, the ubues will sound an alarm and then follow the actions outlined for escape.

Ubue (4): CR 2; Large Humanoid; HD 3d8+6; hp *male guard* 21, *females* 14, 13, 12; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 size, -1 Dex, +6 natural, +3 hide); Atk +5 melee (x3) (1d6+3, club or 1d4+3 slam); Face 10 ft. by 10 ft.; Reach 10 ft.; SA Superior Three-Weapon Fighting; SQ Low-Light Vision 30 ft.; AL CN; SV Fort +2, Ref -1, Will -1; Str 16, Dex 9, Con 15, Int 8, Wis 9, Cha 12.

Skills and Feats Climb +4, Hide +0, Listen +4, Search +4, Spot +5, Power Attack.

SA—Superior Three-Weapon Fighting Because each of its three heads controls an arm, the ubue does not suffer an attack penalty for attacking with three weapons.

The children do not fight, and have hp 6, 3, 4, 4.

Treasure: A total of 13 cp, 4 silver bracelets (2 gp each) a silver neck-chain (1 sp) and three potions (healing) are in various places in the room.

20. This appears to be an empty room.

Monster:

Treasure:

Trap:

21. Corridor

As the party steps under this archway, they step on a hidden pressure plate that rings an alarm bell in room **UL 22**, warning the monster there of the party's presence. Search check (DC 20); Disable Device (DC 16).

22. A beautiful young woman hangs from the ceiling. Nine ugly men can be seen poking their swords lightly into her flesh, all the while taunting her in an unknown language and pulling at what few clothes she has on. Part of her ankle length hair has been wrapped around her legs, securely binding them together, while the rest of her hair has been used to tie her hands to a ceiling beam. A long U shaped table dominates most of the floor space. A huge fireplace is on the north wall.

There is no woman being tortured by nine men. It is an illusion produced by the monster living in this room, a decapus. It will attempt to lure unsuspecting adventurers into its reach so that it may attack them. (For exact details on the decapus, see the **New Monster Section** at the back of the module.)

Decapus (1): CR 4; Large Aberration; HD 5d8+15; hp 33; Init -2 (Dex); Spd 5 ft.; AC 15 (-1 size, -2 Dex, +8 natural); Atk +6 melee (x9) (1d6+4, slam) or +6 melee (2d8+2, bite); Face 10 ft. by 10 ft.; Reach 10 ft.;

SA Improved Grab, Constrict 1d6+4, Rend 2d6+6; SQ Illusion, Ventriloquism; AL CE; SV Fort +4, Ref -1, Will +4; Str 18, Dex 6, Con 17, Int 14, Wis 11, Cha 14.

Skills and Feats Climb +18, Listen+10, Move Silently +4, Spot +8, Multiattack, Multidexterity.

SA—Improved Grab If a decapus hits a Medium-size or smaller opponent with a tentacle attack it can constrict. If it hits a single opponent with all three tentacles it will rend; Constrict A decapus can constrict any grappled opponent, automatically inflicting slam damage each round; Rend A decapus that has hit with all three of its tentacle attacks on a single opponent will wrench and tear the flesh, inflicting 2d6+6 points of damage.

SQ—Illusions Will save (DC 14) if interacted with, can disguise itself as other creatures, or as part of a wall, or anything else it feels will attract the victims to it; Ventriloquism Will save (DC 14) to detect as false.

Treasure: One hundred silver pieces, a small pouch of rubies (13 rubies, 10–40 [1d4x10] gp each), and a silver tipped arrow are hidden under a loose stone in the fireplace; Search check (DC 20) to find..

23. This appears to be an empty room.

It is recommended that no monster, treasure, or trap be placed here.

24. A statue of a young girl playing with a dove is in the southeastern corner of this oddly shaped room. A large hand carved bookcase stands next to the northeastern wall. Two wooden benches, one in front of each of the two windows facing southwest, have scrolls lying upon them. A dead potted tree sits in the northwest corner.

Hidden in the tree pot are three strange looking eggs. They are shaped much like oranges and have a bright red crystal shell. Any character touching one of the eggs may sustain damage if the shell is broken. The substance in the eggs can cause paralysis and a character breaking the eggs will suffer 1–4 points of damage and must make a Fortitude save (DC 12) or be paralyzed for 2d6 rounds. If removed from the nest, the eggs will not hatch. It will be up to the DM to decide what laid the eggs.

Treasure: The 13 scrolls are simply works of common reading. However, the bands that hold them are pure silver (3 gp each).

25. In this room is a massive canopy bed concealed behind thick dark red curtains, a long dresser with matching chest of drawers, and a large, stuffed easy chair. Three matching rugs lay side by side on the floor.

This room is haunted by a poltergeist. As soon as the characters have entered, the curtains on the bed will begin to move as if someone were occupying the bed. Though nothing will be discovered there, a man-like form will appear to be in the bed under the covers. After 3 rounds have passed, drawers will open and close, and the rugs will move about on their own attempting to knock down adventurers who may be standing on them. The easy chair will dance across the floor, then rise up into the air and spin about for a round before crashing back down on the floor where it originally stood. The decorative balls on the bedposts will unscrew themselves and then float effortlessly in the air. They will drop on an unarmored character's head (+3 ranged attack, 1d4 damage). Finally, dust will collect into a pile and then billow up into a whirlwind causing characters to cough uncontrollably for 1–4 rounds unless a they make a Fortitude save (DC 15).

There is nothing of value in this room.

26. This small barred alcove looks into a temple room. There are two large cushioned chairs sitting here. A small book lies on the floor between them.

The book was a prayer book, but is now just rotten leather and paper.

Trap:

27. This empty temple room is uneasily quiet. The dais on the west wall appears harmless, but seems to

change, in some way, each time it is looked at. (The stairs seem to appear and disappear. The holy symbol seems to move about on the wall.) Faint whistling can be heard from time to time. It seems to almost have a melody.

Monster:

Treasure:

Trap:

28. This room is filled with holy symbols from many different religions. A mace hangs on the walls between two windows that open onto the surrounding lands. The windows face northwest.

After one round, a secret door will open on the east wall. Catharandamus, a cleric, will step out and challenge the players. He will want to know why they are in his domain.

If Catharandamus is satisfied with the party's answers, he will appear to be friendly. He may ask for an offering. He may also sell the party one bottle of *Anterian brandy* (see Magic Items, p 31), as this would appeal to his sense of humor. He might even ask the party to join him! (If the party agrees, they become his retainers and the DM can develop the campaign from there—the party may even end up defending the palace from NPC parties!)

If he is not satisfied with their answers he'll announce that he will attack if they do not leave now. When he announces that he will attack, two dwarves and a female werebear will step out from the secret door to join him. The dwarves, Xyzom and Boron will move out first, letting Aleigha follow who will be in human form. They will attempt to capture their opponents in order to question them.

Catharandamus male human Clr3 (of Nerull, Death and Evil domains): CR 3; Medium-size Humanoid (Human); HD 3d8+3; hp 18; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (+2 Dex, +5 chainmail); Atk +3 melee (2d4, scythe); SQ Spells, Rebuke Undead (x4); AL CE; SV Fort +4, Ref +2, Will +6; Str 11, Dex 14, Con 13, Int 14, Wis 16, Cha 12.

Skills and Feats Concentration +7, Diplomacy +7, Heal +6, Knowledge (religion) +8, Spellcraft +8, Extra Rebuking, Improved Initiative, Scribe Scroll.

Spells 0 4; 1st 3; 2nd 2.

Domain Spells 1st cause fear, 2nd death knell.

Possessions Chainmail, scythe, robes, unholy symbol of Nerull.

Xyzom, male dwarf War3: CR 3; Medium-size Humanoid (Dwarf); HD 3d8+9; hp 25; Init +0 (Dex); Spd 20 ft.; AC 18 (+8 plate mail); Atk +6 melee (1d8+3, longsword); AL CE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 11, Con 17, Int 10, Wis 8, Cha 7.

Possessions Xyzom wears plate mail sized for a dwarf and carries a longsword.

Boron, male dwarf War3: CR 3; Medium-size Humanoid (Dwarf); HD 3d8+6; hp 19; Init +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 chain mail); Atk +6 melee (1d8+3, warhammer); AL CE; SV Fort +5, Ref +3, Will +0; Str 16, Dex 14, Con 15, Int 8, Wis 8, Cha 6.

Possessions Boron wears chain mail sized for a dwarf, and carries a warhammer.

Aleigha (human form), female War3: CR 3; Medium-size Shapechanger (Werebear); HD 3d8+6; hp 21; Init +1(Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chain mail); Atk +7 melee (1d8+4, longsword +2); SA Lycanthropic Empathy, Curse of Lycanthropy; SQ Alternate Form, Damage Reduction 15/silver; AL CG; SV Fort +5, Ref +2, Will +0; Str 14, Dex 13, Con 15, Int 14, Wis 8, Cha 11.

Skills and Feats Animal Empathy +2 (+6 vs. bears), Climb +4, Handle Animal +5, Intimidate +2, Jump +4, Ride +4.

SA—Lycanthropic Empathy Has empathy and can communicate basic concepts to bears, and gives a +4 racial bonus to attempts to influence them; Curse of Lycanthropy Any humanoid bitten by a werebear in animal form must make a Fortitude save (DC 15) or contract lycanthropy (werebear).

SQ—Alternate Form Can assume bear form as a standard action, but her gear does not change with her (it simply drops away). Upon changing form, she regains hit points as if she had rested for one day.

Possessions Her sword is the *sword of Spartusia*, a magic ruby bladed weapon that in her hands functions as a *sword +2*. In any one else's hands it will function only as a *sword +1*. For more information about the sword, see **Magic Items** in the back of the module.

Aleigha (bear form): CR 6; Large Shapechanger (Werebear); HD 6d8+36; hp 63; Init +2 (Dex); Spd 30 ft.; AC 18 (–1 size, +2 Dex, +7 natural); Atk +13 melee (x2) (1d8+10, claw), +11 melee (2d8+5, bite); SA Lycanthropic Empathy, Curse of Lycanthropy; SQ Alternate Form, Damage Reduction 15/silver; AL CG; SV Fort +13, Ref +7, Will +3; Str 30, Dex 15, Con 23, Int 14, Wis 8, Cha 11.

Skills and Feats Blind Fight, Multiattack, Power Attack.

Treasure: The treasure owned by the four is in the secret room. It consists of 400 gp, 1000 sp, a pouch of fire agates (5 gp each), a potion of detect thoughts, and 15 bottles of *Anterian brandy* (250 gp each).

29. This large ballroom appears to have at one time been decorated in silver, red, and blue. Two huge fireplaces, one on the west and the other on the east wall, hold the petrified remains of beasts that were once cooked in them; a couple of pigs, a deer and a side of beef. A huge ornate brass bell hangs down from the ceiling and is supported by 4 columns of white marble. Whistling sounds can be heard. They have a very pleasant melody.

The whistle is coming from a giant marble snake hiding in the wire bell. Its whistle has an effect much like a *charm* spell, and everyone who hears it must make a save or be *charmed* by the snake. (For details on the charming see **New Monster section** in the back of the module.)

Marble Snake (1): CR 3; Large Beast; HD 3d10+9; hp 34; Init +1 (Dex); Spd 50 ft.; AC 12 (–1 size, +1 Dex, +2 natural); Atk +6 melee (1d6+6, bite); Face 5 ft. by 20 ft.; SA Whistle ; AL N; SV Fort +6, Ref +1, Will +0; Str 18, Dex 13, Con 16, Int 3, Wis 10, Cha 11.

Skills Hide +4, Move Silently +4, Spot +2.

SA—Whistle Range 50 ft., Will save (DC 12) or become entranced and be drawn to the snake. Once it has actually struck its intended victim, the victim is no longer under the snake's influence and may then attack the snake. The snake's bite is not poisonous.

30. This balcony is blocked by vines and thorn bushes.

If the players decide to enter the balcony, they will be attacked by a Jupiter bloodsucker lurking there. It has 13 vines wrapped about the balcony.

Jupiter Bloodsucker (1): CR 1; Medium–size Plant; HD 3d8+3; hp 15; Init –3 (Dex); Spd 5 ft.; AC 15 (–3 Dex, +8 natural); Atk +3 melee (1d6+1 plus blood drain, slam); SA Improved Grab, Blood Drain, Hold, Smother; SQ Fire Vulnerability, Plant; AL N; SV Fort +5, Ref –2, Will +1; Str 12, Dex 5, Con 15, Int —, Wis 10, Cha 10.

SA—Improved Grab If a Jupiter bloodsucker hits with its slam attack, it latches on and immediately begins to drain the victim's blood. It can use its Hold attack the next round; Blood Drain A Jupiter bloodsucker drains 1 point of temporary Constitution per round from its victim per leaf attached. If reduced to 0 Constitution, the victim dies; Hold Each round it maintains contact a Jupiter bloodsucker can attach one more vine to its opponent. Any held opponent must make a Strength or Escape Artist check (DC 12 +1 per vine) in order to free itself from the plant; Smother At least one of the leaves of a Jupiter bloodsucker goes over the mouth and nose of its victim, causing suffocation (see the rules for suffocation on page 88 of the DMG.)

SQ—Fire Vulnerability Jupiter bloodsuckers take double damage from any fire attacks; Plant Immune to poison, sleep, stunning, paralysis, and *polymorphing*. Not subject to critical hits or mind-influencing spells and effects.

31. This small, quaint little room has a game table in the center. A chess set, with a game apparently in progress (or never finished), sits upon it. A large map of a world unknown to the adventurers has been painted on the floor. Little metal figures are placed on several of the countries. There is a window on the west wall. A fireplace on the south wall has fresh logs in it.

This room is a game and recreation room for Catharandamus and his friends. Catharandamus and his friends inhabited this room also. They were all fond of playing games. A meerschaum carved bowl pipe and an empty goblet lie on one side of the table; an empty wine glass and a peacock fan lie on the other side of the table.

Treasure: The chess pieces are gold and silver-plated (2000 gp). The pipe is elegantly carved and has silver fittings (30 gp). There is a bottle of *Anterian brandy* (250 gp) sitting on the mantle of the fireplace

Monster:

Trap:

PART 5: KEY TO THE GUARD TOWER LEVEL

This entire level is guarded by the Protectors. No room will have a monster, treasure, or trap placed in it. The rooms are numbered and a brief description of each is given. The DM may at a later time decide to remove the Protectors and place monsters, treasure, and traps in this area. This area is to be considered a resting place, a haven for lawful characters. No chaotic or neutral character may enter here without being challenged by a Protector. Lawful characters will be allowed to come and go freely, and many never know that the Protectors are here. (For more information on the Protectors, see the **New Monster section** in the back of the module.)

1. This is the top of the stairwell. A weapons rack is against the south wall. It holds two swords, a mace, and a dagger, all in fairly good condition.
2. This room resembles an enclosed walkway. Three windows line the west wall. In the center of the room are two massive square columns. Four weapons racks are in this area, but all are empty.
3. This strangely shaped room is divided into two sections, one facing south and the other west. Each section has one empty weapons rack and two windows. A large gong can be seen from two of the windows in an alcove.
4. This room is sectioned off into two chambers. An empty weapons rack hangs against the north wall and the west wall. There are five windows on the southeastern wall.
5. This large room has two empty weapons racks, a long one and a short one, and 4 windows on the east wall.
6. This room has a large square column in the center, and two empty weapon racks, one on the east wall, the other on the south wall. There are 5 windows on the northwest wall.
7. This is the gong that can be seen from room **TL 3**. If the players hit the gong, the sound can be heard for miles. It may also alert any wandering monster in the surrounding lands, thus causing a problem when the adventurers decide to head back to the city. The battlement encompasses the entire guard tower. All the windows have a glass-like substance secured over them to keep out cold, wind, and rain. The walkway around the battlements is clear.

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PART 6: NEW MONSTERS

ARCHER BUSH

CR 1

These bushes are more of a nuisance than anything else. They grow wild, quickly killing almost everything else that grows near them. The only plant capable of sustaining its life among archer bushes is the jupiter blood sucker and it is commonly found with them.

Some peasants or men of the woods occasionally hide treasures in the midst of many archer bushes. They simply shield themselves from the thorns by hiding behind a large makeshift shield, piece of wood or a clump of rocks, casting a handful of rocks at the bushes, entering the growth, hiding their valuables and then leaving the bushes before they have time to grow new thorns. Sometimes these bushes are used to hide openings in caves or other types of entranceways.

Archer bushes defend themselves by shooting small thorns at whatever disturbs them.

Archer bushes have a hardness of 2 and 4 hit points.

Thorns (Ex): The thorns of an archer bush grow along the branches of the plant and number in the thousands. The bush releases only the thorns on a branch that is disturbed. Any creature within 10 feet of a disturbed archer bush must make a Reflex save (DC 11) or be struck by several of these small, sharp thorns, taking 1d4 points of damage (10 thorns hit per point of damage taken). Any creature struck by the thorns will have a -1 conditional modifier until they are removed.

The small thorns work their way into the skin within one day, causing swelling and infections 1n 1d3 days unless the affected character makes a Fortitude save (DC 11). An infected character suffers a further -1 conditional modifier on all rolls for 1d6 days, at which time their body fights off the infection. A *cure light wounds* will cure the swelling and infections, but the thorns must be picked out by hand.

Thorn growth takes only 1 turn.

BARIC

Small Beast

Hit Dice: 2d10 (11 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 13 (+1 size, +1 Dex, +1 natural)

Attacks: 2 claws +2 melee or bite +2 melee

Damage: Claw 1d3+1 or bite 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Scent

Saves: Fort +3, Ref +4, Will +0

Abilities: Str 12, Dex 13, Con 11, Int 4, Wis 10, Cha 10

Skills: Listen +3, Spot +3, Wilderness Lore +3

Climate/Terrain: Any land and underground

Organization: Solitary or pack (1-8)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Small); 6 HD (Medium-size)

This rat-like creature has 6 legs, black fur, and eyes that glow white just before it attacks. Instead of a normal rat-like face, the baric has a duck-like bill. The bill is filled with many rows of small, needle sharp teeth. This tough scavenger has been known to defeat a small pack of wild dogs by itself, and is considered an excellent hunter.

Barics are approximately 3 feet long and weigh about 40 to 50 pounds. Some males have been known to reach a length of 7 feet and weigh nearly 150 pounds.

Barics do not form family units, but they can be seen in packs run-ning wild in woods not frequented by humans or humankind. The strongest baric is the leader of the pack, and their social system

resembles that of wild wolves. Females usually give birth to between 2 and 5 pups two or three times a year. Twenty percent of these do not live to adulthood as the males tend to eat them when the females are not around to protect the young.

Barics are sometimes used for hunting or for pursuing escaped prisoners or slaves. However, due to their unpredictable nature, training and handling a baric is very dangerous. Many have turned on their trainers and killed them before they could be saved.

Combat

Barics attack with a vicious combination of its sharp claws and teeth.

BUBBLE

Medium-Size Aberration

Hit Dice: 1/2d8 (2 hp)

Initiative: +1 (Dex)

Speed: Swim 30 ft, fly 10 ft (poor)

AC: 11 (+1 Dex)

Attacks: Touch +1 melee

Damage: Touch 1d4+paralysis

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Paralysis, engulf

Special Qualities: Immunities, reform

Saves: Fort +0, Ref +1, Will +2

Abilities: Str –, Dex 13, Con 10, Int –, Wis 10, Cha 8

Feats: Weapon Finesse (touch)

Climate/Terrain: Any aquatic

Organization: Swarm (3–18)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Always neutral

Advancement: 1 HD (Medium-size)

Bubbles are giant air pockets that have been given life and intelligence by unknown means. These strange creatures dwell in lakes, ponds, and other large bodies of water.

Bubbles only form when there is a disturbance in their water, at which time small air pockets form out of the oxygen in the water. These smaller air pockets jostle each other, joining and progressively forming larger and larger ones until a full-size bubble is created and floats to the surface. Once a disturbance starts 3d6 bubbles will begin to form taking 2d4 rounds to do so.

Once formed, these creatures can fly short distances to reach opponents on shore.

Combat

A bubble's only means of attack is to float to the surface of the body of water in which it resides, and touching any creature near the water. The outer surface of the bubble has a slight acidic quality to it.

Paralysis (Su): The touch of a bubble causes any opponent touched to make a Fortitude save (DC 10) or be paralyzed for 1 hour.

Engulf (Su): If a bubble successfully hits and paralyzes its opponent the bubble will engulf that opponent if the victim is Medium-sized or smaller and falls into the water (30% chance of this happening). An engulfed victim will begin to suffocate (see the rules for drowning on page 85 of the DMG) unless someone kills the bubble, thus releasing the victim. This must be done before the bubble sinks back into the depths of the water from which it came. Once the victim is dead the bubble will expel the body, rise to the surface and attack again. The body, unless armored, will float to the surface.

Immunities (Ex): A bubble is immune to damage from any bludgeoning or crushing attack. Their body simply deforms around the weapon and takes no damage. Although they have a rudimentary intelligence, they have no real brain and are thus immune to all mind-influencing spells and effects.

Reform (Ex): A bubble, once destroyed, will reform into 2 more bubbles in 6 hours, unless the water it inhabits is drained onto an open flat area and then dried or absorbed into something such as cloth, earth, etc.

Feats: Bubbles receive the Weapon Finesse (touch) feat for free.

DECAPUS

Large Aberration

Hit Dice: 5d8+15 (37 hp)

Initiative: -2 (Dex)

Speed: 5 ft

AC: 15 (-1 size, -2 Dex, +8 natural)

Attacks: 9 slams +6 melee or bite +6 melee

Damage: Slam 1d6+4, bite 2d8+2

Face/Reach: 10 ft by 10 ft/0 ft (10 ft with tentacle)

Special Attacks: Improved grab, constrict 1d6+4, rend 2d6+6

Special Qualities: Illusion, ventriloquism

Saves: Fort +4, Ref -1, Will +4

Abilities: Str 18, Dex 6, Con 17, Int 14, Wis 11, Cha 14

Skills: Climb +18, Listen +10, Move Silently +4, Spot +8

Feats: Multiattack, Multidexterity

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 6-10HD (Large), 11-15HD (Huge)

This clever monster has the innate ability to use both ventriloquism and illusions to lure victims into its den. In its true form it has ten long tentacles extending from various parts of its body. These tentacles have many 3-inch diameter suction cups that it uses to grab its victims as well as to climb walls and ceilings.

The most common color of a decapus is green, although some purple or yellow ones may be found. A decapus has patches of hair growing about its body. The hair is usually brown, but sometimes it is black. They have no iris in their eyes, only dark pupils. The mouth of a decapus is a horrible thing to behold. It is very wide and has long yellow teeth and a terribly foul breath. The decapus is incapable of human speech, but is an expert at mimicking a high-pitched scream. It can also make guttural noises, which are understood by others of its kind. The sounds are extremely unpleasant for humans to hear. The only sound that can be understood in a decapus' language other than a scream is the hideous laughter it emits when it has killed its victim.

Combat

A decapus only uses 9 of its tentacles to fight with and can use no more than 3 on a single opponent. The tenth tentacle is used to suspend itself from the ceiling. On the floor the decapus is practically helpless, only being able to move short distances in a slow and uncoordinated fashion.

Illusions (Su): At will, a decapus can make use of the 2nd level arcane spell *minor image* as cast by a 5th level sorcerer (Will save DC 14). It can disguise itself as other creatures, or as part of a wall, or anything else it feels will attract the victims to it. Some decapus' choose to appear as a helpless, beautiful woman, usually hanging from the ceiling and being taunted by nine ugly men.

Ventriloquism (Ex): A decapus is an expert at mimicking sounds, although it is incapable of duplicating actual conversation. Any creature hearing sounds generated by a decapus must make a Will save (DC 14) to detect the ruse. Decapus' understand that simple words and phrases such as "help me" and "come here" tend to attract bigger and better prey.

Improved Grab (Ex): To use this ability, the decapus must hit an opponent of up to Medium-size with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A decapus can constrict any grappled opponent, automatically dealing slam damage each round.

Rend (Ex): A decapus that hits a single opponent with three of its tentacle attacks tear the flesh, dealing 2d6+6 points of damage.

Skills: A decapus receives a +4 racial bonus to Listen checks, and a +8 racial bonus to Climb checks.

Decapus Society

Decapuses usually live alone, preferring to hunt by themselves. The only time they gather is during the mating season. At this time many of them can be seen hanging from ceilings, all making strange ugly sounds. A female decapus will give birth to only one offspring, and if she is hungry or confused she may eat it. If she does not she will leave it alone, and it then claims its own territory. Decapus young do not need the care of their mothers, as do the young of some animals.

The Decapuses' favorite food is human beings, but they enjoy elves and halflings too. They will not eat dwarves unless forced by starvation to do so. Other creatures commonly eaten by a decapus are kobolds, orcs and ogres. A delicacy to a decapus is mule meat. They love it, and have been known to follow the scent of a mule for weeks until they catch it, or grow weary of the chase.

DIGER

Large Ooze

Hit Dice: 2d10+19 (30 hp)

Initiative: -3 (Dex)

Speed: 5 ft., 30 ft. fly (poor), 40 ft. swim

AC: 11 (-1 size, -3 Dex, +5 natural)

Attacks: Touch +6 melee

Damage: Touch 0 and paralysis

Face/Reach: 15 ft. by 15 ft./5 ft.

Special Attacks: Paralysis

Special Qualities: Limited flight, ooze

Saves: Fort +2, Ref -2, Will -5

Abilities: Str 21, Dex 4, Con 15, Int —, Wis 1, Cha 1

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-6HD (Large)

This unique creature can only be found in remote abandoned ruins where it seeks stone areas in order to disguise itself as a marble pool. It is capable of flying short distances by expanding its rubbery body with natural helium. It expels the helium in short puffs from one of four openings on its body. These openings aid the diger in movement. When swimming the diger simply expels the helium as with flying, but glides farther and faster. Digers have a single faceted eye that resembles a gemstone or jewel.

Its favorite mode of travel is to enter a large river or stream, glide out to a strong current, and float along the surface. When moving in this fashion, the diger need not rest except to sleep.

Combat

The diger has no method of attack except to paralyze whatever may happen to come in contact with the paralyzing liquid it secretes as part of its camouflage.

Paralysis (Ex): Any creature touched by a diger must make a Fortitude save (DC 13) or be paralyzed for 1d6 rounds.

A creature slain by the diger will be dissolved (including all items worn) and digested in 8 hours.

Limited Flight (Ex): The diger is able to fly for a number of rounds equal to 1 plus half its Constitution score before it must land and rest. It must rest a number of rounds equal three times the number of rounds it flew.

Ooze: Immune to all mind-influencing spells and effects.

MARMOSET, GIANT

Medium-Size Animal

Hit Dice: 3d8+3 (13 hp)

Initiative: +2 (Dex)

Speed: 40 ft, climb 30 ft

AC: 15 (+2 Dex, +3 natural)

Attacks: 2 claws +2 melee; or bite +2 melee; or tail +2 melee

Damage: Claw 1d6; or bite 1d8; or tail 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +1, Ref +2, Will +0

Abilities: Str 11, Dex 15, Con 13, Int 3, Wis 11, Cha 11

Skills: Climb +11, Hide +5, Listen +3, Move Silently +5, Spot +3

Climate/Terrain: Warm forest

Organization: Pack (2-8)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: 4-9HD (Medium-size)

These ferocious monkeys roam the jungles freely and unopposed, for they are fierce and cunning fighters.

They travel in large family groups; the males outnumber the females and every female will have at least 1 young with her. If a young marmoset monkey can be caught and trained, it will make an excellent guard. Some monkeys grow large enough for a halfling to comfortably ride, and some halflings living in jungles have been seen riding them into battle.

Combat

Though their natural weapons cause a great deal of damage, they often prefer to throw large stones from the side of a cliff down onto their prey. If fighting on the ground, they will also use their furry tail spike in battle, but if in the trees, they will hang from their tails and use their bite and claws instead.

***Skills:** Giant marmosets receive a +8 racial bonus to climb.

JUPITER BLOODSUCKER

Medium-size Plant

Hit Dice: 3d8+6 (19 hp)

Initiative: -3 (Dex)

Speed: 5 ft

AC: 15 (-3 Dex, +8 natural)

Attacks: Slam +3 melee

Damage: Slam 1d6+1 plus blood drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, blood drain, smother

Special Qualities: Fire vulnerability, plant, blindsight

Saves: Fort +5, Ref -2, Will +1

Abilities: Str 12, Dex 5, Con 15, Int —, Wis 10, Cha 10

Climate/Terrain: Any land

Organization: Bed (1-10)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-6HD (Medium-size); 7-9HD (Large)

This horrible plant is sometimes referred to as a vampire plant. It has small hollow thorns on the underside of its giant leaves that it uses to drain unwary victims of their blood. The blood-sensing leaves

will move towards their prey silently and stealthily, sometimes to the point of uprooting the plant. The leaves of this plant are dark green with red veins, the stems are transparent, and the blood drained from a feeding can be seen flowing down the stem.

The Jupiter blood sucker fears fire, and will move away from it if possible. The only way to permanently destroy this horrid plant is to bum it completely to the ground and then pull or dig up the roots and burn them also.

Combat

A jupiter bloodsucker prefers to place one leaf over a victim's face smothering it to death while consuming its blood. The jupiter bloodsucker uses 1d3 other leaves to encircle a victim and hold it in place.

Improved Grab (Ex): To use this ability, the jupiter bloodsucker must hit an opponent of up to Medium-size with its slam attack. If it gets a hold, it wraps its opponent in its leaves and drains blood.

After a successful grab, the jupiter bloodsucker can try to attach its remaining leaves with a single grapple check. The opponent can escape with a single Escape Artist check, but the jupiter bloodsucker gets a +2 circumstance bonus for every leaf that was attached at the beginning of the opponent's turn.

Blood Drain (Ex): A jupiter bloodsucker deals 1 point of temporary Constitution per round per leaf attached. If reduced to Constitution 0, the victim has been completely drained of blood and dies.

A creature that escapes heals Constitution damage at the rate of 1 point per hour.

Smother (Ex): A jupiter bloodsucker can, on a successful grapple check, cover the mouth and nose of its opponent. This deals suffocation damage (see the rules for suffocation on page 88 of the DMG).

Fire Vulnerability (Ex): Jupiter bloodsuckers take double damage from fire attacks.

Plant: Immune to poison, *sleep*, stunning, paralysis, and *polymorphing*. Not subject to critical hits or mind-influencing spells and effects.

MARBLE SNAKE

Large Beast

Hit Dice: 3d10+9 (25 hp)

Initiative: +1 (Dex)

Speed: 20 ft

AC: 12 (-1 size, +1 Dex, +2 natural)

Attacks: Bite +6 melee

Damage: Bite 1d6+6

Face/Reach: 5 ft by 5 ft (coiled)/10 ft

Special Attacks: Whistle

Saves: Fort +6, Ref +1, Will +0

Abilities: Str 18, Dex 13, Con 16, Int 3, Wis 10, Cha 11

Skills: Hide +4, Move Silently +4, Spot +2

Climate/Terrain: Any land

Organization: Pack (1-4)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6HD (Large), 7-9HD (Huge)

This giant milk-white snake has gold facial hair around his head much like a lion's mane. Two very long fangs are set in a large mouth. Its eyes are multi-faceted, and in bright light, colors seem to swirl in tiny pools of each facet. Its skin is transparent in some places, allowing thin blood veins to show through, thus the name marble snake.

This reptile prefers high, sunny altitudes, and will search for weeks for a place to make its nest. Often it will elect to live in a ruined fortress or similar structures, burrowing through loose stones and dirt to make a tunnel. When not in its nest, or having laid its eggs (marble snakes lay 1-10 eggs) it will seek higher ground or ledges so that it can observe without being observed.

If two or more snakes are found together, they are probably a family unit. This family unit is often only temporary, as the female snake will search for a place to lay her eggs in solitude. The female will

often leave the eggs after they hatch, though when some females find a suitable place to make their lair and they may decide to stay, but this is rare.

Combat

Marble snakes are lazy creatures, preferring to have their dinner come to them instead of hunting for themselves. They have a special whistling sound that can charm an intended victim.

Whistle (Ex): Any creature within 50 feet of a marble snake must make a Will save (DC 12) or become entranced for 1d4 rounds (treat as *charm person*). The whistling sounds will draw the victim to a snake, which will kill it after toying with it for a while. Once it has actually struck its intended victim, the victim is no longer under the snake's influence and may then attack the snake. The snake's bite is not poisonous.

PROTECTOR

Medium-size Outsider

Hit Dice: 7d8+14 (45 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 18 (+2 Dex, +6 natural)

Attacks: Longsword +9/+4 melee

Damage: Longsword 1d8+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Airwalking, spells

Special Qualities: Telepathy, know alignment

Saves: Fort +7, Ref +7, Will +12

Abilities: Str 15, Dex 15, Con 15, Int 20, Wis 20, Cha 20

Skills: Concentration +15, Diplomacy +15, Heal +11, Knowledge (the planes) +15, Innuendo +15, Listen +15, Scry +15, Sense Motive +15, Spellcraft +15, Spot +15

Feats: Expertise, Iron Will

Climate/Terrain: Any land and underground

Organization: Solitary or group (1–10)

Challenge Rating: 4

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 8–21HD (Large)

These translucent green beings are a gentle folk, protecting all lawful creatures that may enter the place they are guarding. They wear long flowing robes that appear to move in the breeze even though there may be no air movements at all. Most protectors are bald men, though some may appear as women with long flowing hair.

Their bodies are slender, giving them the appearance of being much taller than they are, and they float 6 to 10 inches above the ground.

They do not speak aloud, as their race is capable of telepathy, and they know instantly the alignment of the being or creature entering their protected area.

As superior beings, they overlook the mistakes of other lawful beings and try to help them gain a better understanding of how to live properly. To them this means protecting lawful things and eliminating the chaotic things to make a better world.

Combat

Anything or anyone who is not lawful (except for normal animals) will be immediately attacked. They will never attack a lawful creature even if it is attacking them; in this situation they try to make the best use of their Expertise feat. The protectors know that lawful beings would not attack them if they understood the protectors' purpose.

Know Alignment (Su): Protectors automatically know the alignment of any creature that comes within 50 feet of it.

Airwalking (Su): Protectors can constantly make use of the *airwalking* spell as if cast by a cleric with a level equal to their hit dice. This ability may be negated, but the protector can activate it again the next round as a free action.

Telepathy (Su): Protectors communicate telepathically on a very basic level. They can freely communicate with any intelligent creature within 50 feet regardless of languages known.

Spells: All protectors can cast divine spells as a cleric with a level equal to their hit dice. They must choose Law as one of their domains, and may choose from either Knowledge or Protection for their other domain. The Save DC to resist a spell cast by a protector (when applicable) is 15 + the spell level.

PURPLE MOSS

CR 2

This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows will be extremely dry.

It emits a heavy sweet smell that has the same effect as a *sleep* spell (Fortitude save DC 11). Once the victim has fallen asleep, the moss will quickly cover a Medium-size body in 4 rounds. If the victim is smaller than Medium-size, subtract 1 round per size category difference. Larger victims add 2 rounds to the time needed to cover per size category difference. Purple moss can detect the warmth and moisture of breath, and it will begin growing over the victim's mouth and nose first so that it will suffocate its victim (see the rules for suffocation on page 88 of the DMG). Once this has been done, and the victim is dead, it will devour all soft material on the body (organs, skin, clothes, etc.) in less than 1 hour.

A 5 ft. x 5 ft. section of purple moss has 5 hp, and it cannot be destroyed except by normal or magical fire, or by any spell or poison that affects plant life. Magical fire inflicts damage as per the spell or item that produced the fire. Torches inflict 1d4 points of damage at the first touch. Any type of fire has a 75% chance of igniting the moss. It burns quickly due to its dryness, so once alight the purple moss will take 2 hp of damage per round until it is all gone.

UBUE

Large Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 17 (-1 size, -1 Dex, +6 natural, +3 hide)

Attacks: 3 clubs +5 melee or 3 slams +5 melee

Damage: Club 1d6+3 or slam 1d4+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Superior three-weapon fighting

Special Qualities: Low-light vision

Saves: Fort +2, Ref -1, Will -1

Abilities: Str 16, Dex 9, Con 15, Int 8, Wis 9, Cha 12

Skills: Climb +4, Hide +0, Listen +4, Search +4, Spot +5

Feats: Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or clan (3-30)

Challenge Rating: 2

Treasure: Standard

Alignment: Any chaotic

Advancement: By character class

These beings vaguely resemble humans, but have three heads, three arms, and three legs. One of the three heads will always be of a different sex from the other two and it will always be in the middle. The sex of the ubue is determined by how many heads it has of one sex. Two male heads indicates it will be male and vice versa. Due to this division of heads, there is a great deal of argument between the heads from time to time. Sometimes these arguments are untimely, as in the middle of a battle (15% chance).

Ubues have pale flesh, and in all features appear as a human. They wear animal skins, and use bones as hair decorations and jewelry.

Combat

Ubues attack wildly with their weapons, or with their bare hands if they are unarmed. There is no real skill or method in their combat—they attack with primal rage and savage brutality.

Superior Two-Weapon Fighting (Ex): Because each of its three heads controls an arm, the ubue does not suffer an attack penalty for attacking with three weapons.

***Skills:** An ubue's three heads gives it a +4 to Listen, Spot and Search checks. An ubue cannot be flanked.

Ubue Characters

The favored class of a ubue is barbarian, and all ubue chieftains are barbarians. Female ubues have been know to become adepts, but this is rare; nearly all classed members of both sexes of this unusual race are barbarians.

Ubue Society

The social system of the ubues is simple. The strongest male ubue is the tribal chief. A male ubue can at any time challenge the chief for the right to be the new ruler. If the challenger loses, he is forced to leave the tribe for a period of 4 seasons. His family, if he has one, is often exiled with him. If the chief loses, he simply becomes one of the village elders and will always have voice in the council.

Female ubues generally give birth to only one child at a time. If more than one babe is born, the tribe's shaman will kill one of the babies. If one of the babes is female and the other male, it will be the female that dies, otherwise the shaman cast sticks onto the floor searching for signs from the gods as to which child to slay.

PART 7: MAGIC ITEMS

Anterian Brandy: A heavenly drink made by dwarves skilled in the art of brewing. The secret of how Anterian Brandy is made is guarded as though it were worth a fortune in gold. Since it is made by dwarves, it is natural for all dwarves to love this cobalt blue, naturally cool, sweet-smelling liquor. Once tasted, the drinker must make a Will save (DC 25) or become addicted to it, won't sell it and does his or her best to find some more. Only elves are not affected by its habit-forming flavor, but will drink it anyway to enjoy the delicious taste. Many an elf has drunk a stout hearty-drinking dwarf under the table.

The first ounce will cause the drinker to fall into a drunken stupor unless they make a Fortitude save (DC 25). After recovering from the first drink, the consumer can slowly begin to drink additional amounts of brandy before overdoing. After successfully drinking a gallon of the brew, the drunken stupors will cease, and the drinker will be able to enjoy this elixir as if it were a normal brandy.

Prerequisites: Craft (brewing) DC 25, and brewer must be a dwarf who has learned the secret and who has taken an oath not to reveal how it is made. Market Price: 250 gp per bottle.

Harp of Charming: This lyre-like instrument appears to be made of crystal, and though no strings can be seen, when touched, sweet clear music will be heard. The harp's magical properties are such that, once per day, any skilled harpist playing it can calm and relax any creature listening to it if it fails a Will save (DC 17). The musical effects will begin 1 round after play has begun.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, charm monster; Market Price: 11,200 gp.

The Sword of Spartusia: It functions as a +2 weapon in the hands of Spartusia's descendant, all others find that it will serve only at +1. Males find the sword's build a little too delicate and feminine, but it seems perfect for the hand of a strong female.

Bardic knowledge checks will reveal the following about this weapon:

DC 15: The blade of this sword was crafted from a single flawless ruby. Tales speak of a race of ancient red dragon worshippers creating this sword for Spartusia because she saved their queen dragon from vengeful knights of other lands. The sword was given a trim and womanly appearance both in size and beauty to match the beauty of Spartusia, and a bite that was deep to match her courage and strength.

DC 20: This wondrous, ruby-bladed magic sword once belonged to the legendary female warrior Spartusia Ericsdottir. The sword is believed to be cursed; a curse that caused it to constantly search for a true female descent of Spartusia. The sword has had many owners, most of whom died horrible or embarrassing deaths. Recently there have been stories of the sword reemerging from unknown depths, and it is now in the hands of a female werebear.

DC 25: What little history is known about the sword tells of Spartusia being swallowed up by the earth. The sword resurfaced many years later while a group of natives were burying their old chief. The new chief claimed that it was a gift from their gods to him. However, three years later his wife murdered him and his mistress with the sword and then threw the sword and herself off a cliff into the raging sea.

DC 30: The sword turned up about 100 years later in a fishing village. The whole village was burned to the ground by a horde of barbarians not long afterwards. After that its fate was unknown until it came to be in the possession of the aforementioned werebear.

The ruby bladed sword appears valuable, but is cursed so that it cannot be sold—it must be given away (or thrown away). If a character attempts to sell the weapon (no matter how carefully or roundabout), the sword will find its way back to the character, and the selling price will be lost. The sword also brings disaster upon any owner who is not a true descendant of Spartusia (as Aleigha is).

This weapon is an artifact, and the method of its creation is unknown, and cannot be reproduced.

GLOSSARY

Alcove: a recessed area opening from a larger room

Arras: a type of tapestry

Battlement: a parapet with open spaces atop a wall, used for defense

Coronet: a small jeweled crown

Iron Maiden: a torture machine with hinged halves, shaped like a human body, and with spikes on the inside

Message Beads: a string of colored beads, each standing for a word or phrase (the DM may want to allow rogues or characters with high intelligence a chance to crack the code, or this could be the start of a whole new adventure)

Mosaic: a picture set into a wall, floor, or ceiling, made by assembling small pieces of colored tile in a pattern

Palette: a small, flat board used for mixing paints or makeup powders

Paramour: a lover

Pallet: a straw mattress

Sconce: a wall bracket for torches

Tapestry: a fabric through which colored threads are woven to make a picture or design. Usually used as a wall hanging

Tinker: a person whose job is mending pots, kettles, and pans

Trencher: a flat piece of wood, used as a plate

Vellum Parchment: an expensive piece of soft sheepskin or lambskin, used for scrolls or other important documents

PRE-ROLLED MONSTER ENCOUNTERS

The following encounters are typical for this dungeon. The DM should feel free to adjust the number or hit points of the monsters to provide a suitable challenge to the party.

ENTRANCE LEVEL ENCOUNTERS

1. Skeletons (6): hp 4, 4, 4, 4, 4, 4.
2. Kobolds (5): hp 4, 3, 3, 2, 2.
3. Bandits (7): hp 7, 7, 7, 7, 7, 7, 7.
4. Orcs (5): hp 7, 5, 3, 3, 2.
5. Kobolds (8): hp 4, 4, 3, 3, 3, 2, 2, 1, 1.
6. Orcs (3): hp 5, 5, 5.
7. Dire Badger (1): hp 25.
8. Adepts (4): hp 6, 6, 6, 6.
9. Scouting Party of Wolf Soldier (6): 9, 9, 9, 9, 9, 9.
10. Kobolds (8): hp 4, 4, 4, 3, 3, 2, 2, 1.

Adept, male or female human Adp1: CR 1; Medium-size Humanoid (Human); HD 1d6; hp 6; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); Atk –1 melee (1d8, longsword) or +1 ranged (1d6, light crossbow); AL CE; SV Fort +0, Ref +1, Will +4; Str 9, Dex 12, Con 11, Int 12, Wis 14, Cha 10.

Skills Alchemy +4, Concentration +3, Heal +4, Knowledge (religion) +4, Spellcraft +4.

Spells 0–3; 1st–1. (Adept spell list is on page 37 of the DMG).

Bandit, male human Exp1: CR 1; Medium–size Humanoid (Human); HD 1d6; hp 7; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather); Atk +1 melee (1d8+1, longsword) or +2 ranged (1d6, light crossbow); AL CN; SV Fort +1, Ref +2, Will +1; Str 12, Dex 14, Con 12, Int 10, Wis 8, Cha 9.

Skills Bluff +4, Climb +4, Hide +4, Innuendo +4, Intimidate +4, Move Silently +4, Spot +4.

Dire Badger (1): CR 2; Medium–size Animal; HD 3d8+12; hp 25; Init +3 (Dex); Spd 30 ft., 10 ft. burrow; AC 16 (+3 Dex, +3 natural); Atk +4 melee (x2) (1d4+2, claw), –1 melee (1d6+1, bite); SA Rage; SQ Scent; AL N; SV Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills Listen +6, Spot +6.

SA—Rage If a dire badger takes damage in combat, it flies into a berserk rage on its next turn. It gains +4 Strength, +4 Constitution, and –2 AC.

Kobold: CR 1/6; Small Humanoid (Reptilian); HD ½d8; hp 2; Init +1; Spd 30 ft.; AC 15 (–1 size, +1 Dex, +1 natural, +2 leather); Atk –1 melee (1d6–2, halfspear) or +2 ranged (1d8, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2, Alertness.

SQ—Light Sensitivity Suffers a –1 penalty to attack rolls in bright light or within the radius of a daylight spell.

Orc: CR ½; Medium–size Humanoid (Orc); HD 1d8; hp 4; Init +0 (Dex); Spd 20 ft. (scale mail); AC 14 (+4 scale mail); Atk +3 melee (1d12+3, greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will –1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats Listen +2, Spot +2, Alertness.

SQ—Light Sensitivity Suffers a –1 penalty to attack rolls in bright light or within the radius of a daylight spell.

Skeleton: CR 1/3; Medium–size Undead; HD 1d12; hp 6; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (+1 Dex, +2 natural); Atk +0 melee (x) (1d4, claw); SQ Undead, Immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats Improved Initiative.

SQ—Immunities Immune to cold, takes only ½ damage from piercing or slashing weapons.

Wolf Solder, male human War1: CR 1; Medium–size Humanoid (Human); HD 1d8+1; hp 9; Init +0 (Dex); Spd 30 ft.; AC 14 (+3 studded leather, +1 small shield); Atk +2 melee (1d8+1, longsword) or +1 ranged (1d6, light crossbow); AL N; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 13, Int 10, Wis 10, Cha 10.

Skills Climb +5, Intimidate +4, Ride +4.

EXPANDING THE DUNGEONS

Once the dungeon has been completely explored by the players, the DM may desire to expand the Palace of the Silver Princess. This can be done by using the Dungeons & Dragons 3rd Edition Core Rules or the DM may opt to use the monsters, treasures and traps provided in the next three sections. These monsters, treasures and traps may be placed in areas of the dungeon that the players have already explored, in the empty areas provided in the key, or they may be placed on the new maps and levels the DM has drawn to expand the dungeon as part of his or her on–going campaign.

UPPER LEVEL ENCOUNTERS

1. Gelatinous Cube (1): hp 58.
2. Goblins (7): hp 7, 6, 5, 4, 4, 2, 2.
3. Barbarians (5): hp 13, 13, 13, 13, 13.
4. Ubues (3): hp 24, 21, 18.
5. Gelatinous Cube (1): hp 52.

6. Bandits (8): hp 7, 7, 7, 7, 7, 7, 7, 7.
7. Hobgoblins (6): hp 10, 7, 7, 4, 3, 3.
8. Ubues (6): hp 26, 23, 21, 21, 18, 15.

Bandit: Stats given above.

Barbarin, male human Bbn1: CR 1; Medium-size Humanoid (Human); HD 1d12+1; hp 13; Init +1 (Dex); Spd 40 ft.; AC 13 (+1 Dex, +2 leather); Atk +4 melee (1d8+2, longsword) or +2 ranged (1d6+2, javelin); SA Rage; SQ Fast Movement; AL CN; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats Climb +6, Intimidate +4, Listen +4, Wilderness Lore +4, Power Attack, Weapon Focus (Longsword).

SA—Rage 1x day, can rage for +4 Strength, +4 Constitution, +2 morale bonus to Will saves, -2 to AC, and +2 hp.

SQ—Fast Movement +10 to Speed when wearing no or light armor.

Gelatinous Cube (1): CR 3; Huge Ooze; HD 4d10+36; hp 58; Init -5 (Dex); Spd 15 ft.; AC 3 (-2 size, -5 Dex); Atk +1 melee (1d6+4 and 1d6 acid, slam); Face 10 ft. by 10 ft.; Reach 10 ft.; SA Engulf, Paralysis, Acid; SQ Blindsight, Transparent, Electricity Immunity, Ooze; AL N; SV Fort +5, Ref -4, Will -4; Str 10, Dex 1, Con 19, Int —, Wis 1, Cha 1.

SA—Engulf Can simply mow down Large or smaller opponents, but cannot make a slam attack in that round. Opponents can make attacks of opportunity, but if they do they get no saving throw; all other opponents must make a Reflex save (DC 13) or be engulfed. *Paralysis* If touched by a gelatinous cube, opponents must make a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. *Acid* Does not harm metal or stone.

SQ—Transparent Spot check (DC 15) to notice a gelatinous cube.

Goblin: CR ¼; Small Humanoid (Goblinoid); HD 1d8; hp 4; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1Dex, +3 studded leather); Atk +1 melee (1d8-1, morningstar) or +3 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats Hide +6, Listen +3, Move Silently +4, Spot +3, Alertness.

Hobgoblin: CR ½; Medium-size Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atk +1 melee (1d8, longsword) or +2 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats Hide +1, Listen +3, Move Silently +3, Spot +3, Alertness.

Ubuë: CR 2; Large Humanoid; HD 3d8+6; hp 19; Init -1 (Dex); Spd 20 ft.; AC 17 (-1 size, -1 Dex, +6 natural, +3 hide); Atk +5 melee (x3) (1d6+3, club or 1d4+3 slam); Face 10 ft. by 10 ft.; Reach 10 ft.; SA Superior Three-Weapon Fighting; SQ Low-Light Vision 30 ft.; AL CN; SV Fort +2, Ref -1, Will -1; Str 16, Dex 9, Con 15, Int 8, Wis 9, Cha 12.

Skills and Feats Climb +4, Hide +0, Listen +4, Search +4, Spot +5, Power Attack.

SA—Superior Three-Weapon Fighting Because each of its three heads controls an arm, the ubuë does not suffer an attack penalty for attacking with three weapons.

TREASURE

In general, treasures near the entrance (and in easy-to-get-at places) will be smaller than treasures found elsewhere. The DM should carefully place additional treasure. Some possible treasures are:

1. Crystal chalice worth 100 gp
2. Jeweled box (50 gp) holding 5 50 gp gems
3. Magic Pot: heats liquid in 1-3 rounds when lid is on
4. Music box with dancing bears worth 750 gp
5. Oak chest of mixed coins: 2000 cp, 1500 sp, 500 gp
6. Sack of 100 cp
7. Sack of 400 sp

8. Silver status with ruby eyes worth 350 gp
9. Silver sword set with rubies (non-magic) worth 1000 gp
10. Silverware set worth 50 gp
11. Small dragon figure carved from a ruby worth 3000 gp
12. Teak coffer, locked, holding 100 sp

TRAPS

Fireplace: CR ¼; Reflex save (DC 10) avoids; Search (DC20); Disable Device (DC 15); this blows soot all over anyone who tries to search it.

Oil Spray: CR ½; Reflex save (DC 10) avoids; Search (DC20); Disable Device (DC 20); this covers the floor and characters may slip and fall down. This is most effective when used on an incline (-2 conditional modifier to the Reflex save) leading to a pit trap.

Glowing Gem: CR 1; Search (DC 25); Disable Device (DC 26); this shrieks when touched, as per a magic mouth spell, causing a wandering monster check, and shattering all flasks and vials that do not save vs. Spells

Weak Floor: CR ½; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 22); Disable Device (DC 20); collapses when stepped on and drops the character 10'.

Statue: CR 1; Will save (DC 16) avoids; Search DC 25; Disable Device (DC 26); causes *fear* when touched.

Flypaper Rug: CR ½; Reflex save (DC 10) avoids; Strength check (DC 10) to escape; anyone touching it is stuck unless doused with wine, oil, etc.

Magic Gong: CR 1; Search (DC 25); Disable Device (DC 20); sounds when approached—one turn later, the party will encounter 1d4+1 hobgoblins.

Shrink Gas: CR 2; Will save (DC 15) negates; those caught in gas must save or shrink to 6" tall (effects last one hour).

Flash Trap: CR 1; Reflex save (DC 11) avoids; Search (DC 20); Disable Device (DC 20); characters looking at this must save or be blinded 2–12 rounds.

Pit Trap: CR ½; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); collapses when stepped on and drops the character 10'.

Gas Vent: CR ½; Fortitude save (DC 12) avoids; Search (DC 20); Disable Device (DC 20); room closes and party has 1d4+1 rounds to locate and block the vent or go to sleep for 2–12 turns

Iron Door/Portcullis: CR ½; Search (DC 20); Disable Device (DC 20); slams shut behind party; they must find a hidden lever to open it, Search (DC 20) to find.

NAMES

Part of the fun of the game is making up names for the characters. The DM should always keep a list of names handy, for there is no telling when a NPC will become important. A name gives the players something to identify with. Rescuing a maiden is not nearly as much fun as rescuing Megan, beautiful foster daughter of the old witch-woman, who loves Sir Rupert of the Eastern Marches . . .

Names often come from a character's family's work (Tanner), looks (Hrolf Bluetooth) or home area (Lady Westford). Titles can also be used (Father Sebastian, Leif the Lucky).

If you have trouble making up names, try getting a book on names from the library (like books on naming babies). This may explain how names are created, in addition to having some you can use. Names can also be taken from fiction books, especially fantasy or historical novels.

Another way to find names to use is to get them from a map. For example, when looking for a name for a bandit chieftain, the DM might have pulled out a map of Malaya and seen the city, Jitra. Thus the chieftain might be named One-Eyed Jitra, or Jitra the Merciless. Letters can be added or changed: Jittra or Jutra. The important thing is to get a name you like the sound of.

SPECIAL MONSTER REACTIONS

The monsters in this module have special reactions to each other. The DM can either use these or make up some he or she likes better. These reactions are:

Adepts: These serve the cleric, Catharandamus (Upper Level). They will attempt to warn him of intruders without leading the party to room **UL 28**. They will aid the goblins and the barbarians if there is a fight, but their first loyalty is to their master, Catharandamus.

Bandits: As part of their joining the local bandit gang, these thieves must steal something valuable from the ruins. The bandits will be unhappy with adventurers invading their testing ground and may take action if the party is not too strong. (The DM may also change this encounter to one with a scouting party from the invading army.)

Barbarians: These barbarians wear wolf skins and worship the “Great Bear” (the werebear Aleigha, see **Upper Level 28**). They will attack the “wolf soldiers” (scouting parties) on sight, and almost anything else when in battle rage. However, they will never attack Aleigha, and will fight to the death in her defense. Their actions are unpredictable, though prone to violence.

Goblins/Hobgoblins: These creatures usually run errands for Catharandamus. They do not like his dwarven retainers, but their fear of the cleric’s power keeps them from attacking the dwarves outright. Catharandamus keeps the goblins around to balance off the barbarians—he doesn’t trust Aleigha. The goblins and barbarians don’t like each other, and there is a certain amount of brawling and backstabbing when their leaders are not watching.

Kobolds/Orcs: These nasty creatures have lairs near the palace. They go into the ruins occasionally to steal what they can. They don’t get along well with the goblins or with each other; and they certainly don’t mind taking a few human heads when they get the chance! (There is a chance that Catharandamus is trying to get the goblins, kobolds, and orcs to work together—to further his evil plans—but this is left to the DM.)

Ubues: These odd creatures live in the palace. They mainly want to be left alone, but will fiercely defend themselves and their territory if attacked. They know of the cleric Catharandamus, but not of his plans. Depending on how they are approached and what the party does, the ubues may: try to play the party off against the cleric, ask the cleric for help against the party, or even help the party against Catharandamus, if asked! It is important that ubue reactions are not based on random dice rolls, but on logical responses to party actions (and note that having “weird”—but consistent—logic could be fun!).

Wolf Soldiers: These are soldiers from a nearby kingdom who have heard the legends of the Palace of the Silver Princess. Several of their comrades came here earlier to investigate the palace and never returned (they are the corpses in room EL 7). The kingdom they come from, and how they react to the characters, is up to the DM.

MAJOR PERSONALITIES

The DM should develop these personalities and think about what they will do before the game starts. They are in **Upper Level 28**, and can be the most interesting encounters if DMed well. If the party is very strong, these characters should be reinforced with other characters (adepts, barbarians, goblins, and hobgoblins) to give the party a tough fight if things go that way. (A DM who isn’t sure how strong the party is might secretly try a “solo” combat between the player’s characters and these NPCs before running the party through this area. Practice combats where the DM runs both sides help the DM decide how strong to make an encounter area.)

Catharandamus. This cleric is the strongest NPC in the module. He is careful and clever. He will not fully trust anyone and will always have an escape or some other plan ready. (The DM should decide what he will do before any action develops—especially what he would do if the party suddenly attacks).

Catharandamus uses people. He does not mind seeing other characters die if it helps his own plans, but he will not carelessly kill someone who might be useful later. He will not reveal why he is here, though he may lie about it (perhaps he is trying to use this area as a power base, perhaps he is hiding from the revenge of D’hmis, or perhaps he is looking for secret knowledge or powerful magic buried in the collapsed tunnels under the palace). He has an odd sense of humor and is very, very dangerous.

Aliegha. This pretty young adventuress was bitten by a werebear and infected with lycanthropy early in her life. Since then she has been drifting from place to place. She moves on each time the local peasants or soldiers come too close to discovering her secret.

Catharandamus learned of her secret and realized she would be a powerful servant. She now looks on him as a kindly father figure and will fight to protect him. (Catharandamus doesn’t really care about her, though he is careful not to let her know this). She owns the magic *Sword of Spartusia* and is a descendant of the original owner (see **Magic Items**, p 29).

Boron and Xyzom. These dwarves are Catharandamus’ retainers. They serve as his bodyguards and he protects them from the goblins. No one knows why they are here, but they may be outcasts who have joined Catharandamus for loot. Perhaps he has some kind of a hold on them or has tricked them into serving him. They might even have goals of their own—spying for the Dwarven King, looking for a

precious dwarven treasure buried below the palace, and so on. The DM should work out something interesting.

READY-TO-PLAY CHARACTERS

The following first level characters are given so new players can start play quickly. Armor Class and hit points have already been adjusted for Dexterity and Constitution. The DM can also use these characters as NPCs if desired. They can be made higher level by rolling additional hit dice and adding any Constitution bonuses. Skill points and feats have been calculated, but have been left up to the player to choose. The player who chooses to run one of the clerics may also select their deity, domains, and domain spells.

#	Race	Class	AC	HP	Str	Dex	Con	Int	Wis	Cha	Skill Pts.	Feats	Weapon/Armor
1	Human	Fighter	17	9	15	9	9	11	12	11	12	2	longsword/plate mail & <u>small steel shield</u>
2	Human	Fighter	16	10	16	11	10	6	8	14	8	2	longsword/chain mail & <u>small steel shield</u>
3	Dwarf	Fighter	19	10	16	13	11	7	9	13	4	1	battle axe/plate mail
4	Dwarf	Fighter	16	13	15	10	17	13	14	7	12	1	hammer/chain mail & <u>small steel shield</u>
5	Halfling	Fighter	18	7	14	16	12	10	8	10	8	1	mace, sling & 30 stones/chain mail & <u>buckler</u>
6	Human	Wizard	11	4	11	13	10	16	12	8	24	2	dagger/none spell: <i>magic missile</i>
7	Human	Wizard	9	4	9	9	10	17	10	13	24	2	dagger/none spell: <i>sleep</i>
8	Elf	Fighter	14	11	17	9	12	12	7	15	12	1	longsword/chain
9	Elf	Wizard	13	3	14	13	8	16	9	13	20	1	spear/leather bow & 20 arrows spell: <i>light</i>
10	Human	Cleric	18	8	14	14	10	9	16	8	8	2	mace/chain mail & <u>small steel shield</u>
11	Human	Cleric	15	8	9	9	10	10	17	13	12	2	mace/chain mail & <u>small steel shield</u>
12	Human	Rogue	15	5	11	16	9	8	10	10	32	2	sword/leather
13	Human	Rogue	15	6	12	17	11	11	14	16	36	2	sword/leather

Equipment

In order to set up even faster, some standard equipment packs are given below. The beginning characters just copy one for their equipment (rogues and clerics must take Pack C) and they are ready to go.

PACK A	PACK B	PACK C
Backpack	Backpack	Backpack
Large Sack	2 Large Sacks	4 Small Sacks
Lantern	6 Torches	Holy symbol (clerics)
2 Oil Flasks	3 Oil Flasks	OR <u>Lock Pick Kit</u> (<u>rogues</u>)
Tinderbox	Tinderbox	OR Vial Holy Water (others)

PACK A

Wineskin (full)
10 gp

PACK B

10' Pole
Rations (normal)

PACK C

50' Rope
12 Iron Spikes