

CITY STATE CAMPAIGN INSTALLMENT

4 MINI-ADVENTURES



AELEL'S TUTORING SERVICE

by Charles Farnum

THE TOWER OF MABECK

by Bill Prouty

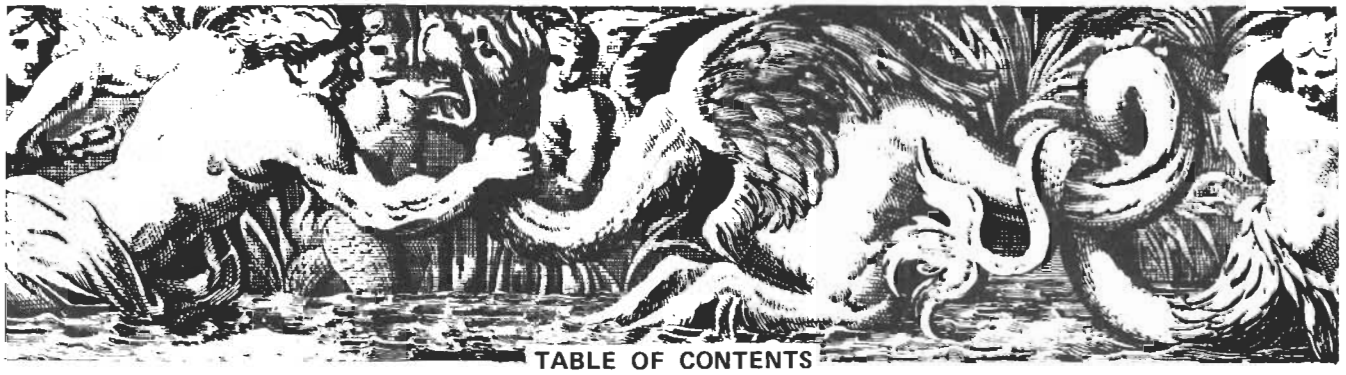
KTHENTA'S DARK REPOSE

by Conrad Heiney

THE PYRAMID OF SUBERUS

by Gregg Woodcock

and Christopher Weaver



Aeiel's Tutoring Service by Charles Farnum

Introduction.	35
Adventure	35
Map	37

The Tower of Mabeleck by Bill Prouty

Introduction.	38
General Notes.	38
The Orcs of Mabeleck's Tower	38
The Dungeon	39
Maps.	40

Kthenta's Dark Repose by Conrad Heiney

Introduction.	44
Judge's Notes	44
Outside	45
Level One	45
Level Two	46
Maps.	48
Encounters.	49



The Pyramid of Suberus by Gregg Woodcock and Christopher Weaver

Introduction.	50
Judge's Notes	50
The Pyramid.	51
Level One Map	52
Level Two - Four Maps.	56
Victory Table.	60

Campaign Maps

Locations of these Four Scenarios	61
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AELELS TUTORING SERVICE

The above sign hangs outside of a small building on Water-Rat Road in the City State of the Invincible Overlord. The house has one room where currently seated is Ael el. He gives the following speech:

"I run a small tutoring service. For the small sum of 1,000 GP, I can advance you as far as 6th Level, depending on your line of work and ability. This price includes one year of totally safe lessons. Of course, if I let in just anyone, people would be knocking down my doors. Therefore, there is a little entrance exam. The folks who do the best get the most of my attention, and a few flunk out. The test is totally safe and requires 100 GP to enter. If any of you want to take it, give me your money, and I'll tell you more."

If anyone agrees, he takes the first one and tells the rest to come back tomorrow. He leads the person through a door, which he casts a *Lock* spell upon, and then down the stairs.

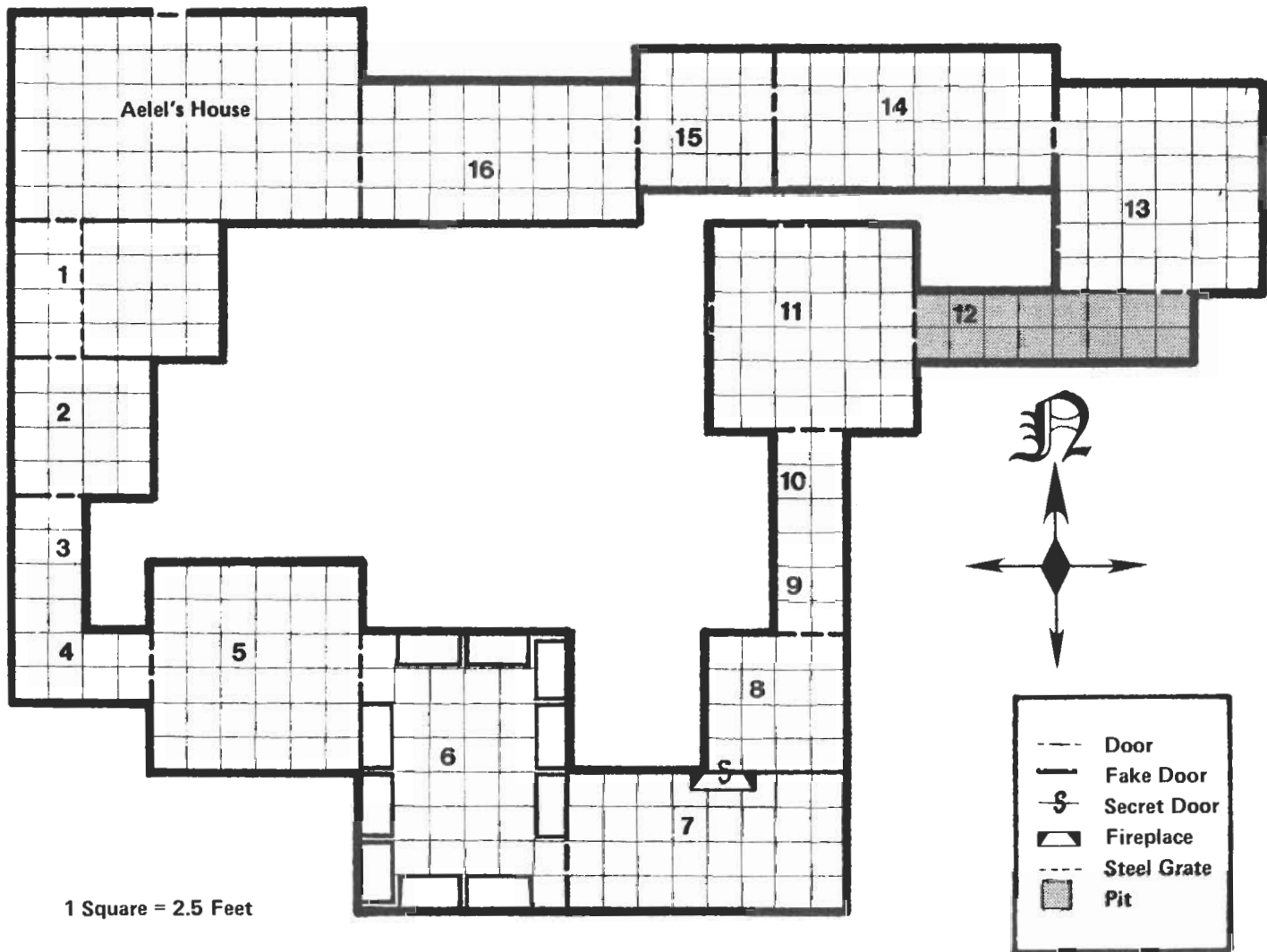
"The main purpose of this service is to get leaders for my little group, although joining my group is not required," he explains. "If you ever wish to give up, call for me. Whenever I hear my name, whatever is attacking you will stop, and I will take you out of the Dungeon. When you call, you are giving up and, thus, flunking the test. Creatures are expensive, so don't kill anything if you can help it. Your mission is to safely get through the Dungeon. On the way, try to remember what you see, and take anything of value. I will be testing your memory, care, agility, and common sense. Above all, remember that there is a way out of any situation in which you may find yourself if you have made all the right decisions. Finally, try to be fast. Slow folks are boring." With that, he disappears, and the player finds himself at the entrance to Room 1.

Ael el is a Human, 10th Level FTR and 5th Level Magic User. As he will only accept 1st Level characters, that should indicate what happens if they try to fight. Ael el has a Bracelet of Invisibility and Elven Boots, and he will follow the player through the entire Dungeon. If the player fails the test or refuses to be a student, Ael el will place a spell of *Forgetfulness* on the player which causes the player to forget the past day's events.

- 1** **Player:** The door into this room is yellow. To your left is a 10' by 15' chamber. In front of you is a green door. There is a grating which is slowly rising between you and the chamber. In the chamber is a very hungry-looking Lion.
Judge: If the player decides to run to the door within five seconds after hearing the description, he will make it. Otherwise, he will have to fight the Lion. The Lion is ARM: as Leather, Hit: 4; HTK: 15; Damage: Claws (1 - 4/1 - 4) and Bite (1 - 10).
- 2** **Player:** This 10' by 10' room is well lit by torches. There is a large pile of Copper Pieces in the far left corner. There is an opening opposite you.
Judge: Under the pile of 500 CP are several items. They are a Sword, a scroll, a Light Crossbow with 200 Bolts, a pair of glasses, a Cloak, and a key. The scroll reads "You may take three items, but leave the rest alone." The glasses act as a *Magical Sight* spell which enables the wearer to see through all magics that hide the true nature of things. The key will open any lock in this Dungeon. If the player tries to leave with more than three items, Ael el will throw a *Sleep* spell on him and cart him out of the Dungeon. Note that a torch may be taken as one of the three items, and all items not described above are normal and not magical.
- 3** **Player:** This corridor is very bright; the light is almost blinding.
Judge: This is simply to keep the Orcs in their place. They will not venture here.
- 4** **Player:** There is an Orc with a Broadsword here. He is blinking in your direction.
Judge: If the player walks around the corner, the Orc will smile and hold out his hand. If he is given 5 CP or more, he will allow the player to pass by him. Otherwise, he will call the guards from Room 5 and attack. Any character may try to sneak by at +50% Normal Probability because of the Orc's blindness. Orc: ARM: None; Hit: 1; HTK: 4; Weapon: Broadsword.
- 5** **Player:** The 15' by 15' room is barely lit by a candle on a table in the near right corner of the room. Five Orcs are deeply engrossed by a card game at the table. There is an opening opposite you.
Judge: Any player can sneak through by rolling less than their Agility on 1D12. Thieves may attempt to steal one of the bags where the Orcs keep their stakes, 540 CP. The loss will be discovered in one round. 5 Orcs: ARM: None, Hit: 1; HTK: 4, 8, 3, 2, 7; Weapon: Scimitars.
- 6** **Player:** There is a 15' wide, unlit corridor leading to your right. There are bunks along the walls.
Judge: There are a total of 20 bunks. Each has 3 - 18 CP under the pillow. The players may attempt to "pickpocket" the sleeping Orcs, but failure indicates that the Orc woke up. 10 Orcs: ARM: None; Hit: 1; HTK: 7, 5, 9, 4, 4, 7, 7, 7, 6, 4; Weapons: Stilettoes.

- 7** **Player:** The door into this room is orange. The room is 10' by 20' and lit by the fireplace on your left. There is a table with ten chairs in the middle of the room. Three are occupied by loudly snoring Orcs with mugs in their hands. A large keg is on the table. Above the mantel is a painting of a very ugly Orc which is lit by 2 candles in golden candlesticks. There is a golden skull on the mantel.
Judge: The skull is worth 100 GP and weighs 5 lbs. The left candlestick, if rotated clockwise, causes the interior of the fireplace to silently move downward, revealing a passage. Both candlesticks are firmly attached to the wall. 3 Orcs:
ARM: None; **Hit:** 1; **HTK:** 6, 7, 6; **Weapons:** Scimitar.
- 8** **Player:** This room is completely dark. It is 10' by 10', and you hear a sleeping creature.
Judge: The sleeping creature is the Orc in the painting. He will wake up if a light source is brought into the room and will jump out of the painting to attack. Next to the Orc is a large chest. It is unlocked but trapped. A Thief or a Dwarf can detect the trap easily and remove it. Others may detect it only. The trap is a large siren which goes off when the chest is opened. The chest is filled with clothes, and, in the false bottom, is a +1 Rapier and a 500 GP ring. Orc:
ARM: None; **Hit:** 2; **HTK:** 13; **Weapon:** Whip.
- 9** See Room 4. The Orc is facing away from the player.
- 10** See Room 3.
- 11** **Player:** This room is dimly lit by torches. It is 15' by 15'. There is a blue door on your left, an orange door opposite, and a yellow door on your right. In the center of the room is a pedestal with some paper on it.
Judge: The paper states, "Go through the door that is the same color as the one through which you first entered." The blue and orange doors are fakes. If the player tries to open them, Ael el will put him to sleep and cart him out.
- 12** **Player:** In front of you is a pit, 20' across. You can't see the bottom. There is a rope going across. At the end of the corridor is a golden-colored door.
Judge: If the player crosses by the rope, he gets 10', and the rope dissolves. He will then fall for up to 1 minute. This whole set up is an Illusion. If he doesn't figure it out in a minute, Ael el puts him to sleep and carts him out.
- 13** **Player:** This room is lit by torches. There is 1' of fur covering the floor of the 15' by 15' room. There are two doors on your left. The first is copper-colored; the second is brown.
Judge: The copper door is a fake and is well-grounded. Anyone touching it receives 3 points of damage from static electricity. If this results in death, the player instead is reduced to 1 HTK and is unconscious. Ael el will then take him out.
- 14** **Player:** This area is filled with stalagmites and stalactites. The walls are very rough. It is unlit.
Judge: Every 10', there is a 25% chance that the players will be attacked by a Mobile Stalagmite. If the player is looking for strange things, the Stalagmite's chance to hit is reduced by 4. The walls are very easy to climb: 95% for Thieves, Acrobats, and the like, and 80% for others. Mobile Stalagmites: **ARM:** as RCD; **Hit:** 2; **Damage:** 1 - 4.
- 15** **Player:** This 10' by 10' room is well lit by torches. A large, totally silent Ogre is sleeping in the opening opposite you.
Judge: The Ogre is a Minor Illusion. It makes no movement or noise. If it is touched, it disappears. The chest is locked and trapped. The trap can be detected by anyone with a Dexterity of 9 or higher. It can be removed by any Thief. On the lock is a small inscription, "State my master's name, and I open." If the player says, "Ael el," that individual will remove the player as promised at the beginning of the adventure. The trap fills the room with Sleeping Gas when the chest is opened, and Ael el will take the player out. Inside is a Scroll with a *Slumber* spell upon it.
- 16** In this room, Ael el collects all that the player has taken, giving points as follows:
- | | |
|--|-------|
| Each GP or equivalent | + 1 |
| <i>Slumber</i> Scroll | +500 |
| Each point of Damage taken | - 100 |
| Each Orc killed | - 10 |
| Lion killed | - 50 |
| Every second falling down Illusory pit | - 1 |
| Each room character can describe as to contents, doors, and dimensions (within 5') | + 50 |

The resultant total is multiplied times 10. Ael el will tutor the player for one year for 1,000 GP. The player must spend all his time at his studies but will receive the above number in Experience Points at the end of the year, danger free. If Ael el had to rescue the player or put him to sleep, he will not be tutored, but will receive the number of points he accumulated before rescue as Experience Points, although they will not be multiplied by ten.



AELEL'S TUTORING SERVICE



THE TOWER OF MABELECK

INTRODUCTION

The Tower of Mabeleck stood for many years in the hills just north (Hex 3017) of the village of Kolda. With his apprentice, Kamshka, the Incomparable, Mabeleck practiced a form of evil that, for many years, darkened the lives of those who chanced to live nearby.

How he got his appellation, "Mabeleck the Mad," is not genuinely known, but it is believed to have something to do with his demise. One night, the world for miles around awoke to a great flash and a resounding boom, and then the night returned to silence. The light, however, did not fully fade. When it did go out, adventurers to the blast site found nothing but fragments of the tower, scarred earth, and a host of demonic footprints gathered about the still-smouldering foundations. Many believe that Mabeleck went insane and blew up his tower with an immense *Fireball*; others say that he made a miscalculation while working on a spell or a potion. Still others say that the evil he served finally destroyed him. Whatever the case may be, Mabeleck the Mad has not been seen for 150 years. The grass has grown up around the site, and the foundations have cooled; no one claims to have entered the subterranean chambers. The townspeople, on general principal, shun the area, and it is reputedly frequented by Orcs and the like.

A legend, which the villagers are fond of quoting to gullible adventurers, speaks of a rare Gem buried in the bowels of the tower but with a Curse laid on it. Another legend speaks of a silent guardian, the Hammer and Scourge of Evil, that continues to haunt the place.

GENERAL NOTES

This dungeon is designed for a group of 3 - 6 low-level characters; however, it is **not** an easy dungeon. It is not recommended for novice players, as death can come quickly to characters who act rashly.

The Ruined Tower is situated on a low hill. All that is left above the ground is a fairly strong, round foundation of stone about 60' in diameter. The foundations are about 25' high. There is nothing else left of the walls. The interior of the tower is only a pile of jumbled rubble, but there is an opening near the center which is the stairway leading down to Room 1. The only other entrance is through a hollow tree just to the east of the tower base, which has a secret, well-hidden door in it that contains a ladder leading down to Room 13.

The dungeon floors are of smooth rock, but the walls and ceilings are constructed of stone blocks, 2' high by 3' long by 1' deep. The dungeon consists of three levels. Access to Level B can be gained by passing through the secret door and down the stairs just past Room 8. This will put the party at Area B on Level B. Access to Level C can be gained by going down the stairs just past Area D. This leads to Room 18. By passing through a secret door on this stairway, access can be gained to Room 19.

There are no Wandering Monsters in this dungeon, but there is no need to mention this to any of the player-characters. If, however, you feel that, at some time during the adventure, a Wandering Monster is needed, I would recommend a Giant Spider or, perhaps, some Giant Centipedes, these being creatures that could, theoretically, co-exist with Orcs without directly coming into conflict with them.

THE ORCS OF MABELECK'S TOWER

The Orcs of the tower, led by Grabzag, are an outcast band. They were kicked out of their own tribe because they were unusually offensive. The Chieftain, formerly Lieutenant Grabzag of the Dripping Blade tribe, has a Charisma of 6. The rest range from 3 to 5. The Orcs stink and do not bathe. Yet, they are proud of themselves, for they accidentally found the secret door in the tree which leads to the complex, and, therefore, they fancy themselves to be Orcs of unusual merit. They have been living here almost a year, but they have not yet been noticed by anyone because they are incompetent Thieves. They tend to raid only defenseless peasants, and, in such outlying areas, defenseless peasants have little money. The Orcs fight as 1 Hit Die monsters except for Grabzag, who fights as a 2 Hit Dice monster. Each Orc will be carrying 2 - 8 CP. The Orcs are:

Grabzag: (18 Strength)	11 HTK, +1 Two-handed Sword	in Room 14
Enacset: (17 Strength)	8 HTK, +1 Scimitar	in Room 3
Rotcod:	8 HTK, Battle Axe	in Room 2
Kakuk:	5 HTK, Scimitar	in Room 2
Ramsnatcher:	4 (0) HTK	in Room 6 (already dead)
Skinrender:	7 HTK, Spear	in Room 12
Bloodlicker:	3 HTK, Scimitar	in Room 12
Horktorker:	4 HTK, Spear	in Room 12
Pheces:	5 HTK, Mace	in Room 2
Boozo:	5 HTK, Scimitar	at Area D
Slimelips:	6 HTK, Scimitar	at Area D
Aristotle:	7 HTK, See Area C	at Area C
Mungburger:	2 HTK, Dagger	in Room 16
Robolik:	4 HTK, Hand Axe	in Room 16
Dribgnik:	6 HTK, Hammer	in Room 16
Torder:	7 HTK, Battle Axe	in Room 15
Boor:	6 HTK, Battle Axe	in Room 15
Elfstomper:	3 HTK, Hammer	in Room 12 or 16
Gutsucker:	4 HTK, Hand Axe	in Room 12 or 16
Droollapper:	2 HTK, Dagger	in Room 12 or 16



THE DUNGEON

Room 1 30' x 20' x 20' (high): Twigs and leaves lie scattered about the floor of this empty room. The stairs to the west lead up to the surface.

Room 2 40' x 20' x 20': This room contains 3 Orcs (ARM: Ringmail): Rotcod - 8 HTK, Kakuk - 5 HTK, and Pheces - 5 HTK. These Orcs are guards, but they are presently involved in a game of dice. They will be surprised on a roll of 1 - 4 on 1D6.

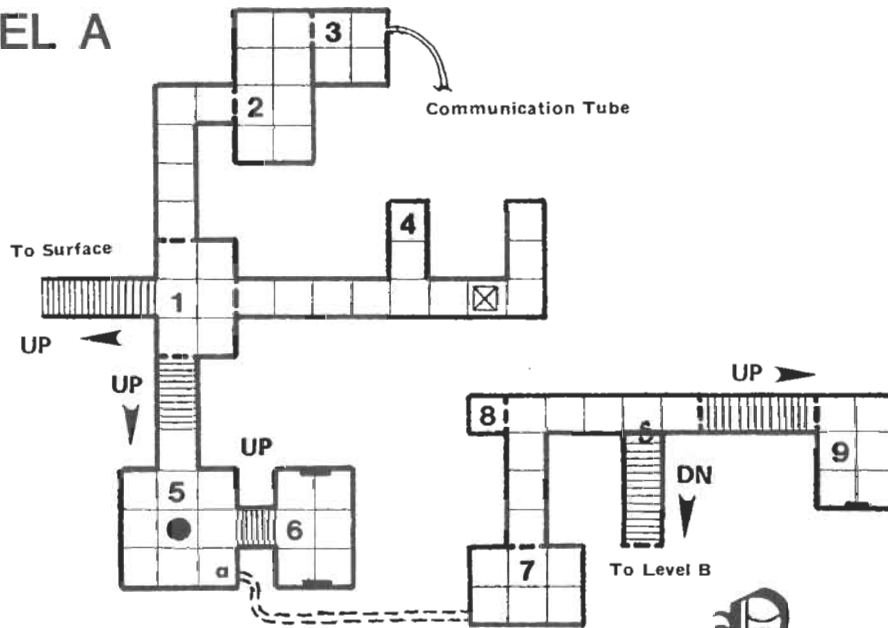
Room 3 20' x 20' x 10': An Orc Sergeant, Enacset (17 Strength; ARM: Chainmail; 8 HTK), is stationed here. He sits at a desk that once belonged to Kamshka, the apprentice of Mabeleck, whose study this once was. There is a Scroll in the desk with three spells on it. They are spells of *Illusory Noise*, *Minor Illusion*, and *Illusion*. The Orcs have not touched the Scroll because they believe it to be worthless. The desk is made of heavy oak and is worth 15 GP. A matching chair is worth 3 GP. If a battle occurs in Room 2, Enacset will shout a warning through the "Communications Tube" on the east wall. The "Tube" is about 6' in diameter and about 5' from the floor. It leads to Grabzag's room below. There is only a 10% chance for Grabzag to hear Enacset's warning, however, because rats continually use the "Tube" for their own purposes and frequently block it temporarily. Persons using a spell of *Diminuation* or some other similar magic to enter and descend through the "Tube" have a 50% chance of meeting a rat each turn (treat as Giant Rat) due to character's reduced size). It will take 3 turns to descend to the Chieftain's room. Items rolled down the "Tube" will anger the Chieftain below, but he will do nothing until the guards get off duty.

Area 4 A rope dangles from a 3' diameter hole in the ceiling, 20' above. If the rope is pulled, it will tip over a cauldron full of hot oil (3 - 8 points of damage) totally inundating a 10' square area including all characters within that area.

Room 5 30' x 30' x 30': There is a stone pillar, 20' tall, in the center of this room. If this pillar is touched, it will become supple and will lash out at whoever touched it, striking once per melee turn until the character who touched it is dead or has managed to dodge the blows and flee the room. In order to dodge the blows, the character must make a Saving Throw vs. his Agility on 1D20. He must roll Agility or lower. Failure to make the Saving Throw means that the pillar has struck and caused 2 - 7 points of damage. There are also three skeletons lying in the room. They were slain long ago by the pillar and have since been looted of all treasure. The letter A on the map marks a loose stone in the wall which can be pried out to expose a 2' x 2' crawlway which leads to Room 7. There is a short stairway along the east wall which leads up to Room 6.

THE RUINED TOWER OF MABELECK

LEVEL A

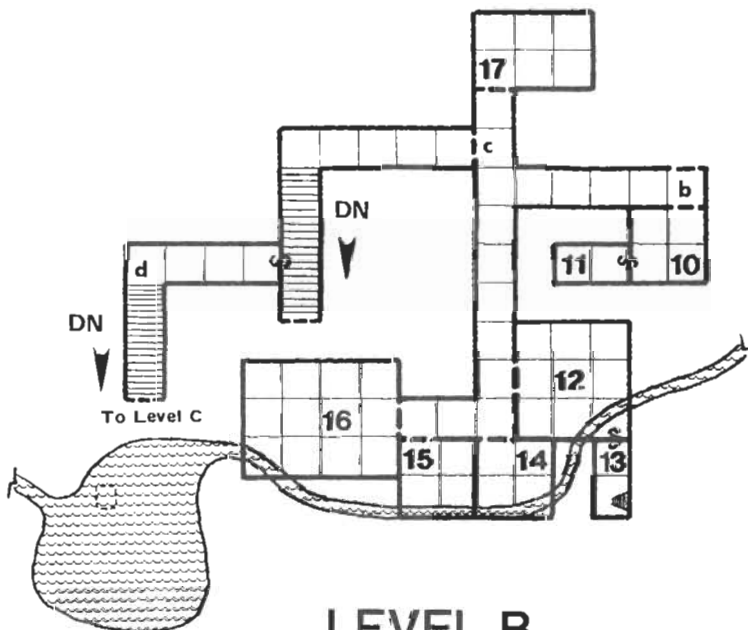


---	Door
-S-	Secret Door
-F-	Fake Door
	Stair
□	Trap Door
●	Pillar
⊗	Pit
~~~~	Water
---	Tunnel

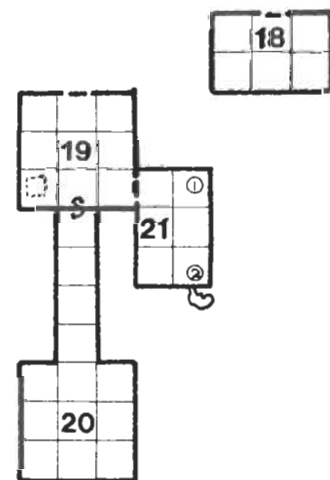
1 Square = 10 Feet



## LEVEL B



## LEVEL C





**Room 6** 30' x 20' x 20': This room contains the body of a dead Orc, crushed and lying in a pool of dried blood, if the party chooses to look carefully, called Ramsnatcher, who wandered up from the tribe below to meet a horrible end. There are two false doors in the room and on the ceiling above the dead Orc is a very noticeable blood smear, should the party look up to see it. Any character stepping into the room will be crushed as the floor hurtles upward to smash against the ceiling unless the character makes his Saving Throw vs Agility and, thereby, manages to jump safely back to the stairway.

**Room 7** 20' x 30' x 10': The crawlway beginning at Area A from Room 5 ends at a similar loose stone in the west wall of Room 7. The most notable feature of this room is a large, stone throne, covered with leather and with a heavy fringe along the arms. If a character sits on the throne and rests his arms on the arms of the throne, the many 12" long strands of leather fringe will become magically animated and will hold him fast by the arms. Only those with Strength of 12 or over have a chance of breaking free. Each point of Strength over 12 gives the character a 10% chance to break free. Once seizing a victim, the chair will teleport through the floor to Room 12. It will teleport back after 24 hours. Any character not being held by the throne has no chance of teleporting with it. The throne will radiate magic if detection of magic is attempted.

**Room 8** Room 8 is just north of the door leading out of Room 7. It is 10' square and is crypt-like. A skeleton, non-animated, in a robe lies on a rough, wooden couch along the west wall. Besides the valueless robe, it wears a pair of Magical Bracers. They are apparently Defense Bracers, but they are cursed. When the wearer first faces an enemy while wearing these Bracers, they will slap together behind the character's back, holding him like handcuffs. A *Remove Curse* spell is necessary to remove them, and all combat and spell casting will be impossible until that time.

**Room 9** 30' x 20' x 20': This room contains a flesh Golem with 30 HTK which will only fight if the party attempts to enter the room. If the party flees, the Golem will lose interest in them and will not pursue. There is a false door in the south wall.

**Area B** Access to Area B is gained by passing through a secret door in the hallway down from Room 8 and going down a stairway. There are two drunk Orcs here, guarding this entrance into the complex of Orc rooms. They are only moderately drunk, so they only get a -1 on their attack dice, and the Judge has the option of giving each an added HTK to reflect the extra damage they can withstand while drunk. The Orcs are BooZo (ARM: Ringmail; 5 HTK) and Slimelips (ARM: Ringmail; 6 HTK).

**Area C** An insane Orc guard has posted himself at this door. As he is a Berserker-type fanatically devoted to guarding the route to the sewer (via the trap door in Room 19), he swallowed the key to this door several hours ago. This key is the only way through the door because it is solid metal, 1' thick. An *Opening* spell or a character with Hill Giant Strength or greater would be able to get it open, however. The Orc, Aristotle (ARM: Ringmail, HTK: 7) will never stray more than 10 feet from this door. He carries a Longbow, 5 Arrows, and a Longsword.

**Area D** There is a 100 GP gem lying on the stairs about 10 feet past this point. If it is disturbed, the steps will suddenly change into a chute, causing any players on the stairway to slide down through the door at the bottom and end up in a heap in Room 18. The gem will go back to its position on the stairway, the stairs will reform, and the entire process will be ready to go again. Thirty feet down the stairway, on the west wall, is a secret door. This door gives access to a passageway and then to a stairway leading to Level C. Room 18 is also on Level C.

**Room 10** 20' x 20' x 20': This room contains a battered but still padlocked, heavy trunk. It is rooted to the floor in the southeast corner of the room. The only way that it can be opened is by an *Open* spell or by saying, "Open," in Elvish. This will cause the padlock to unlock and drop off. If the trunk is opened, the players will find it empty, but, as they lift the lid, a secret door, previously undetectable except by magical means and unopenable in any case, will slide open along the west wall. The entire room is defiled by Orc droppings and stinks. The walls are covered with various curses in Orcish.

**Room 11** 10' x 20' x 10': This room can be entered only by means of the secret door from Room 10 and contains 3 suits of Elf-sized Scale armor, a pair of boots, and a leather pouch. The boots are Elven Boots, but there is a large Spider hidden in the left boot which will attack any foot which enters the boot. Any character remembering to check inside the boots before putting them on will easily see the Spider. The Spider takes 4 HTK, does 1 damage point per melee round, and is not poisonous. The suits of armor are along the south wall, and the one in the middle is +1. The pouch contains 20 SP, 7 GP, and 3 base 10 GP gems.

**Room 12** 30' x 30' x 20': This is the torture chamber. There are always 3 - 6 Orcs present here (1D4 + 2). They will be torturing any player teleported down via the throne from Room 7. The Orcs will knock the character in the throne unconscious, speak the word, "Ziffra," which unlocks the hold of the leather fringe, remove the player from the throne, and strap him to the rack in the northeast corner of the room. They will wait five minutes for the character to revive and then start torturing him. The torture does 1 damage point every fifteen minutes, so it is possible for the player to be rescued before the Orcs kill him. It is recommended that you don't tell the party what has happened to their lost comrade, however. If no players are teleported to this room by the throne, the Orcs will be torturing a Kobold with 2 HTK. He will be slain by one of the Orcs if the party attempts to rescue him. If a character does teleport in by throne, the Kobold will be slain and his body tossed into the small stream which cuts through the southern part of the room. There is a secret door along the southern part of the room. There is a secret door along the south wall which leads to Room 13. The Orcs in this room are Skinrender (ARM: Ringmail; HTK: 7), Bloodlicker (ARM: Ringmail; HTK: 3), and Horktorker (ARM: Ringmail; HTK: 4). One or more of the following Orcs may also be here. If they are not here, then they will be in Room 16: Elf-stomper (ARM: Ringmail; HTK: 3), Gutsucker (ARM: Ringmail; HTK: 4), and Droollapper (ARM: Ringmail; HTK: 2).

**Room 13** 20' x 10' x 10': This room contains a ladder going up to the surface. It ends at the secret door in the hollow tree in the **General Notes**.

**Room 14** 20' x 20' x 10': Grabzag, the Orc Chieftain (ARM: Chainmail; HTK: 11), makes his home here. He will be sitting at his desk, examining a map of the region, and planning future raids. He carries 30 SP and 7 CP in a purse at his belt. He also carries a Healing Potion which he will quaff if damaged in combat (restores 2 - 9 points of damage). There is a hole in the east wall beside the desk, about 5' from the floor and 6" in diameter, which is the end of the "Communications Tube" mentioned in Room 3. The stream from Room 12 passes through this room as well. Grabzag uses it for drinking and for body wastes disposal. In a locked chest under Grabzag's bed is the Orc's treasure. It consists of 300 CP, 150 SP, 37 GP, and a jeweled bracelet worth 50 GP.

**Room 15** 20' x 20' x 10': This is the room of Grabzag's officers. Torder (ARM: Chainmail; HTK: 7), an Orc Sergeant, and Boor (ARM: Chainmail; HTK: 6), an Orc Lieutenant, are here. There is a 25% chance that Torder will not be here but will, instead, be in Room 16 taking roll call. Under the three mattresses of the three beds in this room are purses containing 18, 21, and 27 SP. The stream passing through this room is also used for drinking and for waste disposal.

**Room 16** This is the barracks. There are beds here for 14 Orcs. Three unarmored Orcs, Mungburker (HTK: 2), Rabolik (HTK: 4), and Dribgnik (HTK: 6) are always in this room. Three Orcs from Room 12 and one from Room 15 may also be here. See those rooms for details. The stream also cuts through this room and is, again, used for drinking and for disposal of body wastes. In addition, the southwest corner of the room is a virtual dungheap. There is no treasure in this room except for the meager fortune of 2 - 8 CP that each Orc carries with him.

**Room 17** 20' x 30' x 15': There are two Gnolls in this room. They are Crollworthy (ARM: Chainmail; HTK: 12) and Snildiddler (ARM: Chainmail; HTK: 9). They are advisors to Grabzag, though he would gladly get rid of them if he could because they demand more pay than he is willing to give them. They have 32 SP and 7 GP each; they divide their money equally between them. Crollworthy carries a +1 Spear. There are two beds in this room, and the room is kept neater than most of the Orcs' rooms.

**Room 18** Any characters sliding down the chute into this room (see Area D for details) will strike the far wall away from the door, taking no damage. There are 4 Zombies in the room, one in each corner, which will move to attack. They cannot, however, leave the room under any condition. The Zombies take 8, 7, 5, and 4 HTK. The room is 20' x 30' x 15' and reeks of death and rotting. There is no treasure here.

**Room 19** 30' x 30' x 20': This room is different from all the others in that it has plaster walls covered with a harmless, green mold. Water will be dripping from several random points on the ceiling. The secret door in the south wall can be detected only by magical means. The trap door in the ceiling is obvious; there is a rope hanging from it, also covered in the damp, green mold. If the rope is pulled, the trap door will burst open, and the room will rapidly flood, for, just above, is the sewage pool of the Orcs. When the room is half full (just 10 minutes), the secret door in the south wall will open, draining the entire contents of the room, including the party, down a chute to Room 20. Players must make a Save vs Endurance to avoid taking 2 - 12 points of damage from choking in the foul waters. In the southern end of the west wall of this room, there is a door hidden under the plaster. The hidden door leads to Room 21. It can be found only by tapping, which will reveal a hollow sound, or by tearing away the plaster which covers it.

## Room 20

30' x 30' x 20': There are two Ghouls in this damp, filthy room. They are 3 Hit Dice and take 6 and 5 HTK.

## Room 21

30' x 20' x 20': The walls of the room are solid stone painted white and very dusty. Along the west wall is a gold pedestal holding a large gem. The pedestal is flanked by metal barrels about 3' high. In the wall, at floor level, in the southeast corner, is a small hole 3" in diameter and only 3" deep, where it is blocked by a stout, brass plate. The gem appears to be quite valuable but is actually worthless. The pedestal is only stone covered with gold paint. There are two barrels in the room. The lid on the one in the northeast corner (Barrel Number 1) will not come off unless the lid on Barrel Number 2, in the southeast corner, is off. If the lid of Barrel Number 2 is removed, Sleep Gas will be released from the Barrel, covering a 10' diameter circle. A Saving Throw vs Endurance is needed, or the characters within the cloud will fall asleep for 2 - 8 melee turns. At the same time, the cover on the 3" diameter hole will rise, and there is a 20% chance each melee turn that a Poisonous Snake (Hit: 1; HTK: 6) will appear from the hole. The brass plate will drop again after 8 melee turns. The Snake or Snakes will attack the sleeping characters before any others if this is possible for them. The poison of the Snakes causes 1 - 3 points of damage for 1 - 6 melee turns. The lid of Barrel Number 1 can now be removed easily. If the players look in, they will see that the Barrel has no bottom; they can see the stone floor on which they are standing. Suspended in the air, in the middle of the Barrel, is a large gem which is obviously quite valuable. If grasped, however, the gem will not come free. Any attempt to pull on the gem will result in the elongation of whatever is doing the pulling. A character pulling on the gem will suddenly find that his arm has stretched a foot or so (no pun intended), and the gem has not moved at all. The character may remove his hand by releasing the gem, but the stretching is permanent until a *Remove Curse* is laid upon the stretched part. The stretched sections contain no bone, so that part of the character's anatomy becomes useless. The way to get around the curse is to **push** the gem clear of the Barrel through either one of the open ends. This will destroy the curse and cancel the effects already inflicted. The gem is an Opal with a base value of 1,500 GP.



This is a ghastly adventure for 4th through 10th Level characters.

## KTHENTAS DARK REPOSE

Many centuries ago, in the now-vacated woods around the City State, a lone Elf set up his Woodland Court. His name was Lord Kthenta, and he was no ordinary Elf. He was said to have something different and evil about him, something dark that chilled those that met him. He wore nothing but grey and black clothing, walked with a measured, machine-like pace, and never, never laughed. He ruled over a small and unproductive patch of forest with no rivers through it and little at all to recommend it for agriculture, magic, or anything else worthwhile. His subjects were mostly like him, grim and unsmiling, but one was different. This one, whose name is forgotten, was sort of a Jester to Lord Kthenta's Court. He was mostly unsuccessful in his attempts to make his Lordship laugh unless he made some joke about death, at which Kthenta would smile wryly. One day, as it always has been told, this Jester was making the Lord smile by dancing about and playing a funeral dirge on his Pipes of Pan. As he played, Kthenta turned and walked up a flight of spiral stairs in his tree-home and was never seen again. Three days later, a great army of Orcs overwhelmed the little fief, and nobody survived except the Jester. Rumors have circulated that the Jester has surfaced recently and is offering a reward to anyone who will help him search for Kthenta. In fact, he and his strange, hairy friend contact our heroes as they are walking in the street one day. . . .

They want the characters to come with them to the huge, petrified tree that was Lord Kthenta's home four hundred years ago. The nameless Jester, a merry Elf in a red silk cloak and tunic, says that he knows exactly where it is.

"Elves live for a long time and know many things," he laughs. His friend, who is six feet tall, burly, very hairy, and sullen, says not a word. The Jester explains that his friend's name is Whump. He is, says the Elf, a deaf-mute and an excellent warrior, if a bit simple.

## JUDGES NOTES

The true story of Kthenta's fief is somewhat different from what the players know or what the Jester tells them. As a matter of fact, he is lying through his teeth. This "Jester" is no Jester at all but a formerly human servant of the Laughing One and a one-time neighbor and blood enemy of Lord Kthenta named Duke Tisirato. Kthenta and Tisirato had fought for years, and this was due mainly to the fact that Kthenta served the four Demons of Despair, who were violently opposed to the almost happy Chaos of the Laughing One. One day, about twenty years ago, Kthenta was interrupted in his prayers to Moratha of Blood and Tears by Tisirato's arrival with a troupe of dancing bears and tricksters. Kthenta, enraged, tried to throw a spell of *Darkness and Fear*, but Tisirato, who had been praying to his Master, laughed it off and departed on his merry way, leaving Kthenta fuming in his little Obsidian chapel. Some weeks later, however, ten thousand Orcish Pikemen came tearing through the woods and overwhelmed Kthenta's Dark Elves. (You may have guessed that anyone who worshiped someone named Moratha of Blood and Tears was not an ordinary Elf.) Kthenta did not, himself, lead his forces in defense of his fief, and, after the battle, he could not be found anywhere, much to Tisirato's chagrin. The only place not searched was the palace itself, a huge, black Huorn oak which Kthenta had somehow petrified. None of Tisirato's servants would enter the place for fear of death, and it had been prophesied by Kthenta's fortune-teller that his greatest enemy would die trying to kill him unless that enemy had a band of faithful followers with him. This was what Tisirato has been searching for all these years. Nobody will go in with him when they see the tree and hear the sounds emanating from it. Most of them he had to get rid of anyway; they weren't truly faithful, and he has grown too poor to pay for servants.

Tisirato will try to convince the characters to come with him using tales of easy conquest and much gold, jewelry, and gems. He will mention an Obsidian chalice bound in silver and studded with Diamonds, a golden Longsword with a huge Ruby in its hilt, and chests full of double-sized Elvish gold pieces. If the party looks stupid enough to him, he will explain in a conspiratorial tone that there are really no Undead or cursed objects in the place and that he just needs people to help him in carrying the stuff out. This tactic is only for the congenitally incapable, however, and, if the party looks smart, he will mention in an offhand way that he can't take any of the stuff out without faithful friends around because of a curse of the Orcs. It should be imperative to the Judge that no Elves be included in this expedition because they will see that Tisirato's behavior is un-Elvish in the extreme, and wonder why an obviously Chaotic Human in a bad Elf disguise is teaming up with an even more obvious (to an Elf) Were-Buffalo. Yes, Whump is a Were Buffalo. Hit: 5/5; HTK: 35/35; Damage: (1 - 8) plus Charge (Butt: 3 - 18, Trample: 1 - 6). He is wearing Chainmail and carries a Shield. He says nothing because he has been placed under a nasty, evil spell that ensures that he will be in excruciating pain if he says anything or disobeys Tisirato's commands. Tisirato considers this to be faith, not realizing that the Were-Buffalo is just yearning for a chance to rip his guts out if the spell is removed. Whump is, otherwise, Neutral. His INT is 8, STR: 18, and AGIL: 12. He has no ambition beyond destroying Tisirato, but Tisirato doesn't know this and would permit a *Remove Curse* Spell to be put upon him in an emergency or if someone in the party finds out and objects vigorously. This could make this a very short adventure, so try to avoid it.

Tisirato is a 10th Level Mage (Human), and he is incorrigibly Chaotic. He dominates the Were-Buffalo through his doubly superior level as well as his Master's *Hold* spell and is a Master of Deceit, Concealment, and Treachery. His INT has been artificially raised to 18 (19 at night), and his CHAR is 17. His DEX and WIS are both 15. He is not armored, has 35 HTK, carries no weapons, and has the following spells memorized: Level 1: *Fiery Fingers* - 20 pts.; *Charm* - for 2 days if successful; *Comradery* - 20 minutes at 10' radius; *Comradery* - 20 minutes at 10' radius. Level 2: *Auditory Illusion* - range 16', time 15 minutes; *Fool's Gold* - time 60 minutes, amount 20 cubic ft.; *Invisibility*; *Multiple Images* - time 30 minutes. Level 3: *Suggestion* - time 60 minutes; *Minor Illusion* - range 20', area 18 sq. ft.; *Dispel Magic*. Level 4: *Illusory Terrain* - range 200 ft, 100 ft. x 100 ft. square; *Magic Bolt* - Damage = 11 - 30 pts. Level 5: *Cold Ray* - 50 ft. range, damage = 10 - 40; *Teleport* - 300 pounds plus self.

As evidenced here, Tisirato is a worthy foe indeed, and, although his syrupy tongue and smooth manner will convince many characters to be faithful to him, he can be nasty beyond nastiness when unmasked. If anyone in the party has been around Elves for some time, he or she will feel something is "funny" about Tisirato and will have a 15% chance plus 20%/Intelligence Point over 13 to recognize him as an Evil Human under magical disguise. *Detect Magic Aura* spells will register most heavily, and Clerics will instinctively dislike him unless they are of Chaotic alignment themselves. Tisirato is immune to all spells that detect alignment, however; they will show a well-meaning Neutral Good.

Try to assemble a balanced party of total levels 20 - 50 numbering 4 to 8 characters. As mentioned before, Elves will be wet blankets on the adventure. Avoid them. At least two Clerics, preferably Good (Tisirato will try his best to find Lawful Clerics and Neutral Good types for the rest), a couple of the Thieves if a large party is assembled, and the rest divided equally between Warriors and Mages should make a good expedition. Lycanthropes might liven up the adventure a bit as they will immediately realize that something is terribly wrong with poor Whump.

The best way I can think of to start this thing is to have all the characters separately receive messages telling them to be in the Slave Market Plaza at midnight after reception of the messages. Tisirato and Whump will meet them there and, perhaps, take them to a tavern that disobeys curfew. If you aren't using the City State, any open market will do, as will any wood for the Dungeon itself.

Tisirato will explain that he can teleport the party to the place with a spell he has prepared and will take them to the Third Underground Level of the School of Ancient Knowledge (from **Wraith Overlord**, Judges Guild product number JG 0860) where he has been posing as a student and has an assigned room. Here, a pentagram of chalk with a small break in it awaits them. This, by the way, can be postponed for days or weeks while the characters equip themselves. When all have entered, he will finish the magic line with his chalk, and we're off to see the Dungeon!

Our heroes will appear in a dark, dank, and smelly part of the swamiest jungle you ever saw (Hex 3022, Judges Guild Campaign Map 2). They will be at the edge of a clearing, and, in front of them. . .

## OUTSIDE

A huge, black petrified oak tree some 85' in diameter at the roots stands in a rotting marsh of clearing in the jungle. It presents a forbidding appearance. It has greyish moss and fungus growing on its roots; there are strange and disgusting growths on its shattered and broken limbs, and the huge stone gateway, 22' up on its trunk, presents a toothless grimace to the world. There are numerous cracks in the trunk, from which protrude brown streams of what appears to be dried blood. This is old sap. Getting up to the entrance should be fairly easy.

## LEVEL ONE

**A** Entrance: This large, spacious chamber is mostly full of soggy leaves. Some nasty, nasty person has placed a wooden frame over a pit in the middle that will give way to a weight over 45 pounds. The pit underneath is 13 feet deep, and it should make a lot of noise falling in. There is no damage; the pit is full of leaves. Roll for encounters on the table provided.

**B** Two large, brass-bound oaken doors lead into this room, and they are wedged shut from the inside. Players could spend a goodly amount of time throwing themselves against the door unless some bright person notices the tips of the wedges and knocks them out with a Dagger or something. Inside, it is totally dark. Torch and lantern time! The floor is slimy.

**C** The passageway from B is ornamented with friezes of the Four Demons of Despair (Tisirato urges speed in a terrified voice) and seems much cleaner than anything else so far. This changes fast because the next room is full of the remains of a centuries-old mass sacrifice. Twelve ghastly human bodies, near to becoming Skeletons, lie on the irregular stone block in the center of the room. The block is 3' high and 15' long by approximately 10' wide. It is covered by a blue velvet cloth that has nearly rotted away and is thick with dried blood. Fifteen hearts, twelve of which seem to have been the hearts from the victims on the block, are nailed to the wall to the north. The clue to the whereabouts of the other three sacrifices is the pile of ashes in the south side of the room. All around, on the walls, are bas reliefs of Arawn of Cold and Death, another of the Four Demons of Despair. Tisirato will probably throw up in this room (85% chance). Whump doesn't care.

**D** The secret door from C is hidden behind some bloodstained velvet curtains, but it is easily observed when the curtain is removed. This room is deeper than the others by 2' and is filled to that depth with water that has been covered with sawdust. Unless something is thrown in, the "floor" will look just fine. The real floor is covered with spikes, and 1 - 4 points of damage per foot set in will be done. Movement is also halved for each fully-weighted step in this treacherous trap. The water is kept flowing through by means of a diverted spring and a drain, as will be noticed if anyone spills blood (or any other colored fluid) into the water. If a torch is dropped (55% chance if foot is spiked), there is a 15% chance that the top layer of sawdust, which is quite fresh and newly laid, will catch fire, making it nearly impossible to cross the room.

If the characters do manage to get across the room, the secret door must be found. Tisirato will be impatient because the walls are covered with bas reliefs in disgusting detail of One Day in the Unlife of Terhammak of Misfortune and Storm, Patron Demon of Reavers and Brigands and Bane of the Traveler. He likes to eat peoples' ankles. Someone might discover the catch underwater and beneath the door (use normal secret door roll), and it will allow the door to swing slowly open. It will also automatically stop up the drain in the SW corner of the room and open up all the way the spring in the NE, something the players are not likely to discover. The water will overflow at the rate of 4 gal./min., and the room will overflow in two minutes. The west door will break down within an hour if neither door has been artificially kept open (all the doors in this place close on their own due to a special, tilted hinge). If this does happen, a great rush of dirty, bloody water with repulsive things floating in it will go whooshing about the First Level and below in, quite possibly, an embarrassing moment for everyone concerned. The sawdust in this room will probably clue someone intelligent, at least Tisirato, that something or someone is running this place. He will keep quiet about it.

**E** This is a study, with an old, dusty desk and stool. The door leading in is solid iron and very hard to open. The handle on the inside has been removed and a perfectly useless piece of wood replaced in its socket. The wood closely resembles a door handle. The only way to get out of the room is to pull the small lever of the south wall under the picture of Moratha. This will unlatch the door. It will also ring a small bell on the wall beside (X). At (X), there is a Subterranean Lizard who is trained to come south down the passageway to the door by way of the ceiling and attack anyone there when the bell rings. The bell is too high-pitched to be heard by any but the Lizard. It is ARM: as Chainmail, Hit: 4; HTK: 22; Damage: 1 - 12. It can move on walls and ceilings very fast, and it will arrive at the door in 30 to 35 seconds after the lever is pulled. It will try to hide from the players on the ceiling, and, because of the darkness, only Dwarves or people who are checking the ceiling with a torch will be able to see it. If the players decide to go towards (F) by the passage, he will hide on the ceiling and follow them until they stop at the apparent dead-end (secret door); there, it will attack from the rear. If they come from F, it will attack them as they open the secret door, which must be crawled through to enter the next room.

**F** As the door to this room opens, the characters will be frightened terribly by a huge Giant Cobra. It is actually a golden statue with green gems for eyes and is worth 410 GP if carried away; it weighs 20 pounds. There is an altar in the west part of the room; it is tastefully (?) carved in black marble with red veins. The front depicts an unspeakably inhuman sacrifice of an old man to Arawn. There is rubble, mostly granite gravel and stones, strewn across the floor. The south passage leading out of this room is hung with canvas strips 4½' wide from wall to wall and ceiling to floor. Visibility is about zero, and, about 5' into the hall, there is a pit 4' deep and 4' square that has 2' of semi-dried tar at the bottom. If anyone over 125 pounds total weight steps in it, he or she will be stuck fast; total STR (including that of others helping) of 16 will be required to free the victim. The secret door is a normal door but hard to find in all those strips of canvas. If they are removed from the doorway opening, it will be easy to find.

The secret door to C is opened by placing pressure on the apparently doorless wall in which the secret door is set. No other way of detection is possible for anyone except Dwarves, who will see it immediately. The east-west passage here is ornamented with scenes of unbelievers having their toenails removed by joyous servants of Prennak of the Undying Evil, who watches malevolently from his throne. All this is in a wierd, black and white fresco.

**G** This is a palatial, marble-covered room of white, dressed stone containing thirteen heads on thirteen Pikes as indicated by the dots on the map. The heads are all Orcs and are considerably rotted. The Pikes are of Elvish work. Tisirato will probably say, "The Dark Elves probably did it. They must have come back with captives." He will be greatly shocked and disgusted, but will explain it as being due to the extreme fetidity.

**H** There is a tiny cubicle here with a rough, granite, spiral stair going up and down. Up leads to Level 2, a distance of thirty feet. Down leads to a 10 x 10 cubical room that has a 3' diameter well with winch and buckets nearby. There are ten Lampreys living at the bottom of the well, which is full of water. If water is drawn with winch and bucket, there is a 20% chance that there will be a Lamprey in the bucket. If so, it will leap out and attack the nearest person. It will be ARM: as Leather, Hit: 1 + 2; HTK: 4; Damage: 1 - 3, and will drain 2 points in blood per melee if it manages to attach itself to a victim and isn't removed. If anyone falls in the well, forget him. He will kick the bucket (so to speak) in no time flat.



## LEVEL TWO

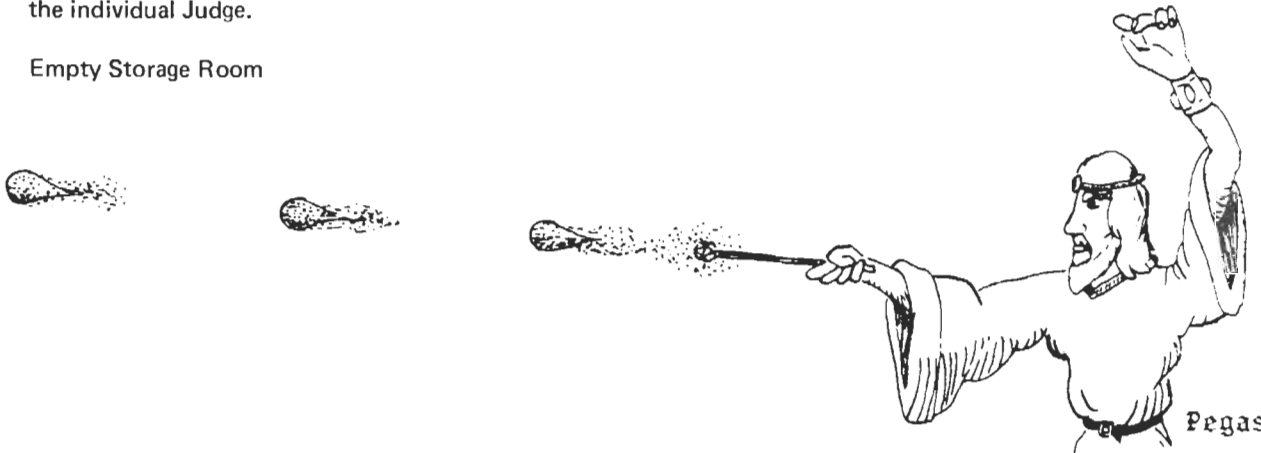
**A** The stairway accesses a small section of a passageway that reeks of a musty, camphor-like odor. The door is half-rotting in the humid, tropical atmosphere, and bugs of disgusting appearance are flying about. They are Giant Mosquitoes: AT: None, Hit: 2; Damage: 1 - 3 + (1 - 3) blood drain each phase after a successful strike. On the door, inscribed in gold letter, is the following message: "Fall down or scream or rush about - there is no way of getting out." (Judge's Note: This message is meant to demoralize intruders and is not necessarily true.)

**B** There are 18 black marble pillars in this room, all 9" diameter and placed as indicated by the dots on the map. The huge, black hexagon in the center is a 12' tall obelisk. The room, as, indeed, this whole level, is 20' from floor to ceiling. There is a mysterious golden plaque on the west part of the obelisk which reads, "HERE ENTOMBED IN TERRIBLE GREATNESS IS THE LORD, KTHENTA OF THE DARK ELVES, LORD OF DARKNESS AND KEYSTONE OF THE ARCH OF EVIL." The plaque is 4' high and 4' wide and will open if touched. Inside the obelisk is a chair with an awful, awful thing in it. The thing is Kthenta, who has become a Spectre. How this happened may never be known, but the most likely explanation is that he arranged for it himself to prevent his own death at the hands of the Orcs or to be more fully attuned to his Demon-lords. However it happened, or for what reason, he is now ARM: as Chainmail, Hit: 9; HTK: 46; Damage: 1 - 8 + drain 2 END points. He can only be hit with magic weapons. A vial of Holy Water will do 2 - 16 points damage. If anyone is totally drained by him, he or she will become a half-strength Spectre under the control of Kthenta. The Spectre looks like a rotting Elf except that it is transparent. It will fight fiercely for three melee rounds, and then it will summon Ahexrou, a minor Demon from the pool in D. Above Kthenta's chair in the obelisk is a chest. It is resting on a metal frame. It is locked with a heavy padlock which may be broken off quite easily because it is already rusted nearly to pieces. The chest is of cedar and is 4' by 6' by 2' thick. It weighs 85 pounds. Inside is a +3 Bastard Sword wrapped in a Cloak of Invisibility, a jeweled Dagger worth 600 GP, 400 GP in a leather bag, and a Pearl of Wisdom (+3 to WIS) set in a ring with four Diamonds. If Whump picks up the Pearl of Wisdom, this bit of Good Magic, which Kthenta was guarding to prevent it from falling into the hands of anyone of Good alignment, will totally shatter the spell binding him to Tisirato. Since the rest of the party will probably be furious at Tisirato for deceiving them, they may not prevent Whump from attacking Tisirato furiously. If Whump does attack, Tisirato will probably *Teleport* back to the City State, taking with him as much treasure as possible, and leaving the player-characters stranded in the sinister tree-palace. If Whump does not get to pick up the Pearl of Wisdom, and the spell is not broken, Tisirato will try to demand a double share of the treasure found in the tree and will then *Teleport* back to the City State with as much loot as he can get. The player-characters will be totally lost when he leaves because he never told them where the tree was located. (Judge's Note: It is located in Barbarian Altanis.) If, and when, the player-characters return to the City State, they can find Tisirato living it up in Kick's Tavern on Beggars' Street.

**C** Empty Storage Room

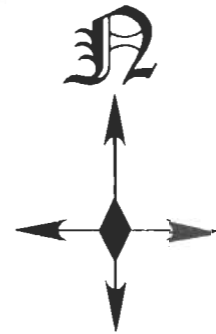
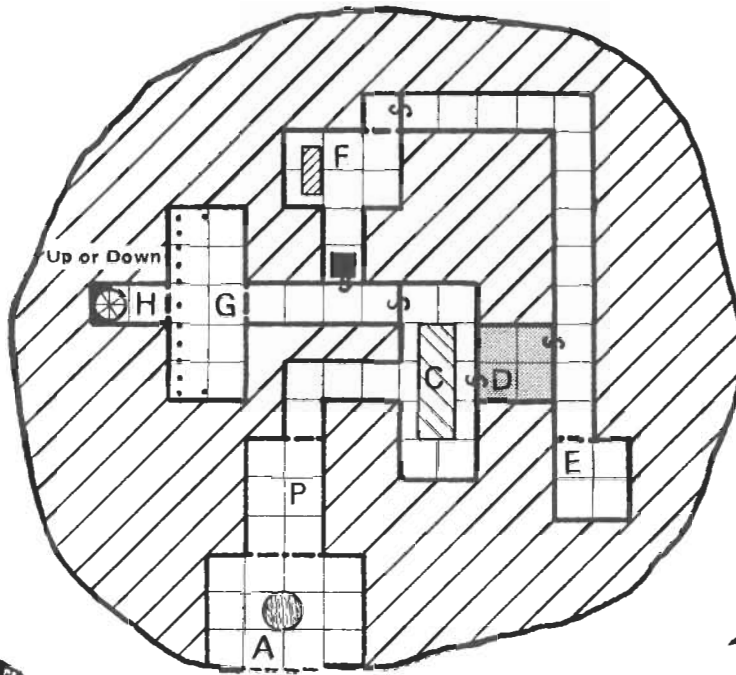
**D** It is this room that contains the pool from which Kthenta will summon Ahexrou, the minor Demon, to his aid. The black dots on the map indicate seven more Elven Pikes topped with rotting Orcs' heads. Near the center of the room is a pool of clear, fresh water, 15' in diameter. The pool is raised to a height of three feet above the floor and is 13 feet deep. It is constructed of blue Turquoise and is encircled by blocks of green Jade, each 3' square. The walls of the room are covered with murals depicting, in vivid color, the assorted atrocities favored by the Four Demons of Despair. A hollow, moaning sound reverberates through the room which requires a roll of WIS or less on 3D6 to avoid freezing in fear for 1D6 minutes. At the very bottom of the pool, in the center, is a 3' diameter hole which is the gate to the plane from which Kthenta summons Ahexrou. Ahexrou is ARM: as Plate, Hit: 7, does 3 attacks at 1 - 4/1 - 4/4 - 16 (Claw/Claw/Bite), HTK: 45. Scattered around the hole at the bottom of the pool are 4,000 GP. To recover this, the players may find it necessary to dive into the pool. (Let's hope they have defeated the Demon first!) Should they attempt to descend into the hole, they will probably drown in the attempt (96% chance). If they should survive, they will enter the plane from which Ahexrou comes, but that is a whole other adventure, the details of which are left to the individual Judge.

**E** Empty Storage Room

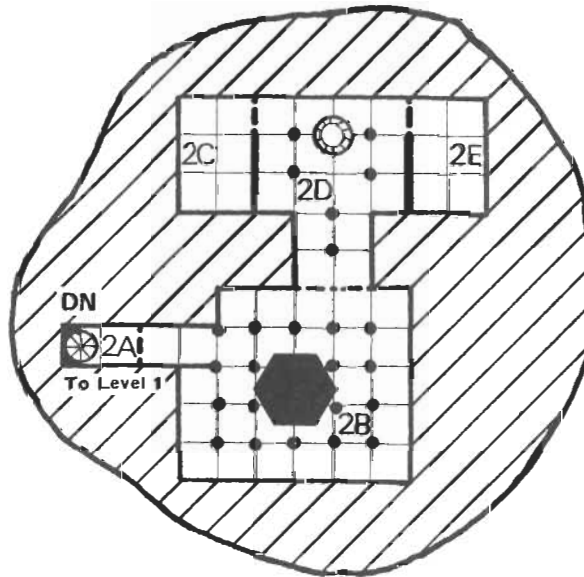


# KTHENTA'S DARK REPOSE

LEVEL 1

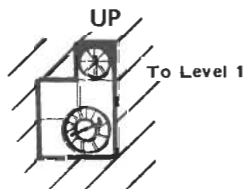


LEVEL 2



1 Square = 5 Feet

BASEMENT



---	Door
—S—	Secret Door
⊙	Stairs
●	Pillar
⊙	Pit
⊙	Well
⊙	Trap

# ENCOUNTERS

(Roll alternate turns unless otherwise specified)

- 1 The Lizard (if not already dead)
- 2 2 Giant Mosquitos (see Level Two, Room A)
- 3 3 Giant Mosquitos (see Level Two, Room A)
- 4 4 Giant Mosquitos (see Level Two, Room A)
- 5 5 Giant Mosquitos (see Level Two, Room A)
- 6 6 Giant Mosquitos (see Level Two, Room A)
- 7 7 Giant Mosquitos (see Level Two, Room A)
- 8 8 Giant Mosquitos (see Level Two, Room A)
- 9 9 Giant Mosquitos (see Level Two, Room A)
- 10 10 Giant Mosquitos (see Level Two, Room A)

Have fun with this one!



# THE PYRAMID OF SUBERUS

Thousands of years ago, the ancient lord Suberus came to power in the desert empire of Adelux. He was sympathetic to the needs of his people at first, but, as his power grew, he began to delve into the dark secrets of black magic. He started to worship the gods of the underworld and, through them, gained great and terrible power. But, as is the case so often, power corrupted his mind. Some say that he actually died and his body was appropriated by the demons of the underworld. Others insist that he strove to become one of them - like unto a god. At any rate, he mustered forces of earthly and unearthly creatures and, with the aid of his dark power, fought for control of the known world. He became cruel and merciless, slaying or torturing all who opposed him or his gods. Throughout the land, he became known as the Death King. It was Rommol, the Archmage and crusader who finally killed him, although the valiant hero died in the encounter.

For thousands of years, all was well. It was assumed that Suberus was destroyed. But, recently, terrible things have happened in Adelux which are believed to be caused by a great evil. Dark creatures walk the night and multiply in number and strength. The source of the evil is believed to be the great pyramid of the Death King, a monument that Suberus had built for himself during his lifetime.

It is at that place that you now find yourself. There is an ancient taboo concerning the pyramid, and the people of the desert will allow no one near it. You, however, have come in the dead of the night, under the dark moon. Perhaps you wish to determine if Suberus still exists and, if so, to destroy him once and for all. Perhaps it is legends of tremendous wealth which lure you here. At any rate, you are poking around the pyramid when you find a secret passage. It slopes down into the darkness. With visions of untold wealth or the chance to destroy a great evil in mind, you descend cautiously.

You are grateful to get out of the heat of the desert. You gaze in fascination at the ancient walls when. . . SLAM!!! A giant, stone slab seals off your exit. The only way to go is ahead; you will try to find a way out, but, first, you feel compelled to explore the mystery before you.

## JUDGES NOTES

The **Pyramid of Suberus** is a dungeon created for use with many fantasy role playing systems. It should be used with about five characters of approximately fourth or fifth level. These characters should be of differing classes; the recommendation is one Magic User, one Cleric, and the rest Fighters, including, perhaps, one Thief. It is also recommended that they bring with them a few minor magical items to help them in their quest.

The **Pyramid of Suberus** can fit easily as a side-adventure in an ongoing campaign or as an adventure itself. It can also be used as a tournament dungeon. In the latter case, groups of five should enter the pyramid. When they have finished the expedition, the Judge must then check a table of victory points provided with this dungeon. The party with the most points is declared the winner. The pyramid is set in Hex 1424 of Judges Guild Campaign Map 7 (Desertlands). We strongly suggest that the Judge read through the entire dungeon before attempting to referee an expedition. The **Pyramid of Suberus** has been designed as a complete and specifically-structured dungeon. Something encountered in one area of the pyramid may turn out to be of importance in another. It will help to be well-acquainted with the entire dungeon before you start.

For tournament purposes, the description of each room has been divided into two sections: the player notes and the Judge's notes. This is so that you don't slip up and tell the players something they shouldn't know. This should be a convenience in non-tournament situations as well.

Initiative is always determined by a die roll except for cases where there is surprise and in Rooms 26 and 27 (the Dragon and the Death King always gain initiative unless otherwise noted).

The premise of the **Pyramid of Suberus** is that Suberus, being the nasty that he is, has foreseen the possibility of looters and set a trap for them. All of the living creatures in the pyramid have been put under a *Temporal Stasis* spell which is terminated when the stone slab falls, trapping the players. They have precisely twenty-four hours until they run out of air. They should begin to weaken after about twenty-two hours. The Judge may wish to make some changes in the dungeon, including changing the values of treasure and altering the legend to fit the campaign. This should be done with an eye towards the whole but is generally encouraged. It is your dungeon. We've set it up in structure, but it is up to you to breathe life into it.

There will be no random monsters to be found in the pyramid, and it is completely dark throughout the pyramid unless otherwise noted.

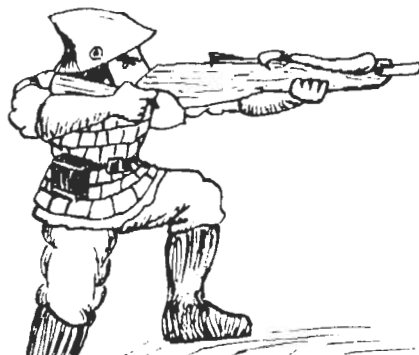
One final note: The **Pyramid of Suberus** is not a dungeon for inexperienced players. We think you will find that it takes a good deal of quick thinking, intelligence, and common sense to make it through. This is a true test of playing ability. Good Luck - and Happy Dungeoning.



**1** **Players' Description:** It is noticeably cooler here than it is outside. You are now about ten feet below ground level. The walls are covered with hieroglyphics and scenes depicting an Egyptian-type burial. The double doors on the south wall are carved with a shape of a Jackal on the east door and a Hound on the west. There is a stone slab leaning against the southwest corner. Otherwise, the area is bare.

**Judge's Description:** The temperature is about 55 degrees Fahrenheit. The doors can be pushed open, although it takes a bit of force. The stone slab has the following written in the local tongue (which the players know) upon it.

Ye who enter, Thieves and Knaves  
Shall find the terror of my grave.  
Dare ye enter, if ye will.  
Beware! Your blood I seek to spill.  
If ye seek my burial tomb  
Where wealth untold pervades the gloom,  
Up, up, up thrice past the Beast  
Who waits alone, on you to feast.  
Not much farther 'til you're free,  
But first you'll have to deal with me.  
Enter further, if you dare,  
But, one day hence, you'll have no air!



**1A** A simple slope (about a 25 degree angle) which ends at the dotted line on the map

**2**

**Players' Description:** This is a very dusty room filled with bones, broken pottery, and old Scimitars.

**Judge's Description:** In this room are broken pieces of pottery, bones, and Scimitars. When players step into the room itself, the bones (actually Skeletons) will rise up. The players will have 20 seconds to react. There are 12 Skeletons at the end of the 20 seconds bearing Scimitars in good condition. Each of these Skeletons have 4 HTK. Within the room are 4 gems under an old rag. They are Blue Zircon (50 GP).

**2A**

**Players' Description:** There is a skeleton here (unanimated) wearing rotted Leather armor and with a Dagger lying just under his left hand. It is pointing towards the archway. Something has been scratched on the wall next to him.

**Judge's Description:** The scratched message is in an ancient tongue and requires a *Comprehend Languages* spell or the equivalent to read. It reads:

No hope, no way out, insanity lies that way.

**2B**

This is an archway leading to the next room. There is no door.

**3**

**Players' Description:** This room contains a black stone statue of a beautiful woman. She is scantily clad and is holding out a bowl (**Judge:** empty). Her eyes are deep blue gems. An intricately-woven rug runs the length of the room to the statue, which is standing against the north wall. On either side of the statue are incense burners with faint curls of smoke rising from them.

**Judge's Description:** The gems are Sapphires. If a player tries to take them, he will be shocked and thrown down (5 points of damage). The gems will then project a holographic image of the woman (a goddess) in the middle of the floor. The image will say:

Fools! Do not waste your time pilfering a sacred shrine. You shall surely perish, and the Dark One will add yet more souls to his evil vault. Leave! This path only takes you further from your goal!

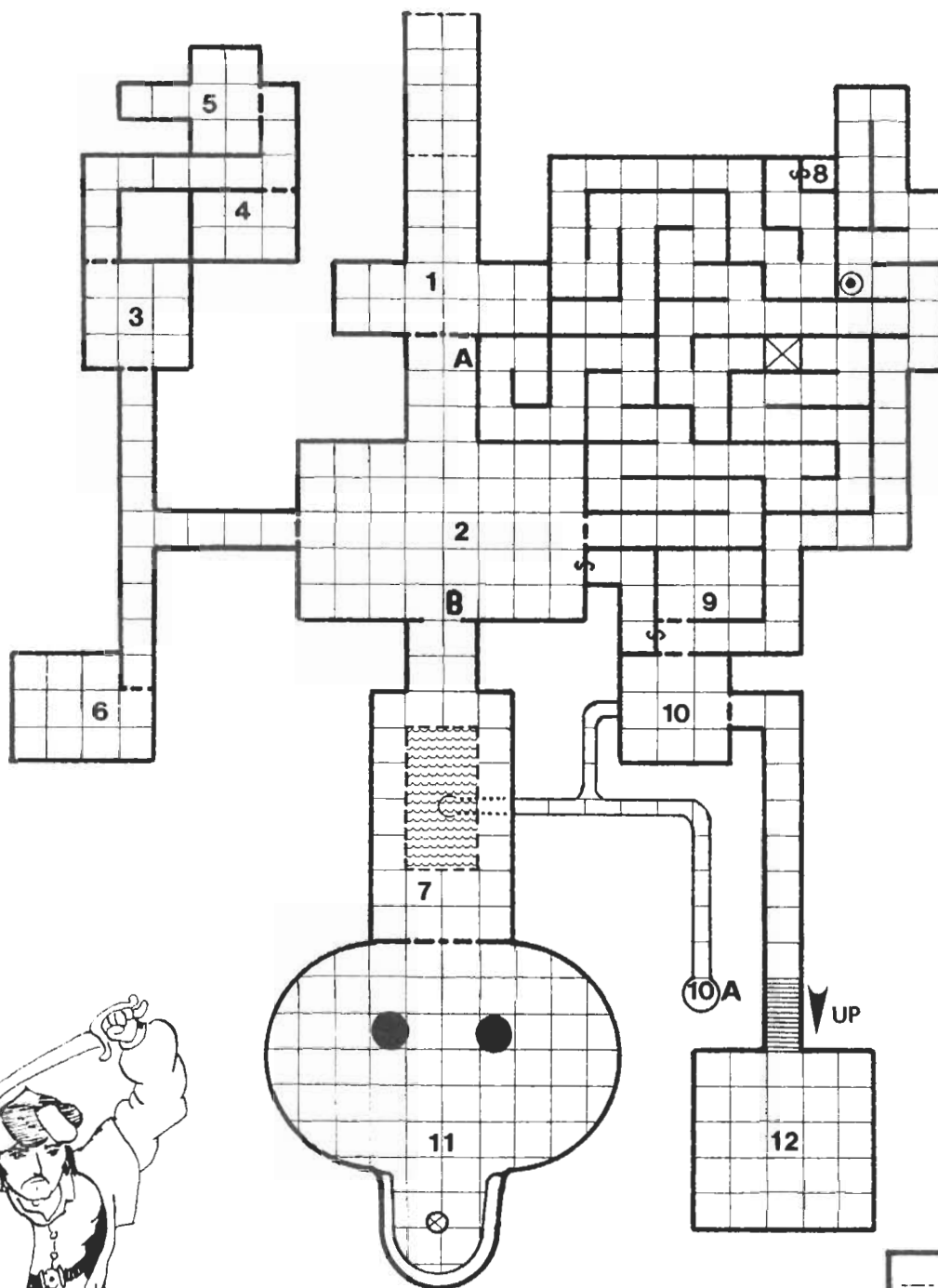
She will then disappear.

**4**

**Players' Description:** Inside this room is a pool of water which is 5' wide and circular in shape. The pool is located in the exact center of the room. The pool walls are made of green marble.

**Judge's Description:** When the players look into the pool, they will see an image of the Death King. It will be a shadowy form with piercing red eyes. This will hold their attention for 2 minutes (no Saving Throw), during which time a Water Elemental shall form. It lashes out as a 5 Hit Dice monster, doing no damage but dragging its victim into the water if it hits. If a victim is pulled into the water, he must roll Strength or under on 1D20 at a penalty of minus 8 or drown. If he makes his throw, this means he surfaces after taking 8 points of damage and is still vulnerable to attack by the Water Elemental. The Elemental can only be defeated by a spell of *Dispelling*, or it can be sent to another plane of existence. Note that the Elemental can only reach up to 5 feet from the pool.

# THE PYRAMID OF SUBERUS



LEVEL 1



---	Door
⌘	Secret Door
	Stair
●	Pillar
⊗	Pit
~~~~	Pool
---	Tunnel
○	Teleportation Area
—	Shelf
⊗	Table

- 5** **Players' Description:** There are more hieroglyphics on the walls here. Scenes depict a ceremony resembling Knight-hood (a young Warrior is kneeling while a king or nobleman lays a Sword on his shoulder). At the west end of the room is a large, stone platform, about 4' high, built into the west wall. It has a sheathed Longsword on top of it.
Judge's Description: As soon as the players enter the corridor-like part of the room, there will be a faintly-audible click (20% chance of hearing it; 40% chance for an Elf). Give the players **two seconds only** after telling them this. If, in that time, they do not say they are dodging or ducking, they must roll their Dexterity or under at a penalty of minus 4 to avoid the darts. If they dodge or duck, the darts will miss them. Three darts will fire from a hidden hole in the platform. They hit as if fired from the bow of a 7th Level Archer. Each has a chance to hit doing 5 points of damage apiece. The Sword is Chiaups, a +4 Longsword.
- 6** **Players' Description:** Inside this room are 5 dead, human bodies which are richly clothed. There are gold pieces scattered around the room.
Judge's Description: When the room is entered, a Wight will come from the south wall and attack anyone. Each round it is "alive," one of the bodies will turn into a minor Wight. The Wight has 20 HTK; ARM: as Chainmail; Hit: 5; Damage: 1 - 3 + drain 2 points of END (when 0 is reached, the character becomes a minor Wight); need silver or magic weapons to hit it. The minor Wights have 10 HTK each. They are 3 hit dice, ARM: as Leather, Damage: 1 - 2 + drain 1 point of Endurance, and regular weapons will hit them effectively. On the floor, there is a total of 500 GP.
- 7** **Players' Description:** A pool of crystal-clear water (shown by the dashed area on the map) has a small Shark in it (ARM: as Leather; Hit: 3; HTK: 12; Dam: 2 - 7). There are 6 torches on each of the east and west walls. Also in the pool is a silver bracelet worth 750 GP. There is a large (6' tall) stone skull (human-type) at the end of the pool from which water issues into the pool. There are also skulls carved on the doors.
Judge's Description: If the players look into the pool, they can see that, in several places, there are drains to let the water out. The Shark will attack anyone trying to enter the pool, but, if a hidden knob on the skull is turned (find as if it were a secret door), it will stop issuing water and the pool will drain in 1 hour. The Shark will then, of course, die. The bracelet bears the symbol of the rotting skull. This is the bracelet to be used in area 18A. The pool is 15' deep. Note, also, the passage from Room 10. The water is recycled by flowing out through the drains and then back through the skull.
- 8** **Players' Description:** A small table covered with blue velvet holds a silver wand with a red tip. It bears the sign of a rotting skull.
Judge's Description: The wand is a Wand of Magic Bolts; the red end fires the shots. It has 10 Bolts, and each Bolt does 1 - 6 points of damage. The last one detonates the wand. It will dematerialize, trying to take its user with it. This will disrupt the player's biological system, causing 2 - 16 points of damage and leaving the person quite mindless for about one minute. After this, he will recover slowly, attacking and defending at a -2 for another two minutes.
- 9** **Players' Description:** In this room is a stone statue of a Jackal-headed man with a wooden chest at its feet.
Judge's Description: The chest contains a +2 Dagger and 50 mithral pieces. If one of the players should happen to gaze into the eyes of the Jackal, he will fall into a comatose sleep lasting for 3 hours.
- 10** **Players' Description:** In this room, against the south wall, is a rectangular table. On it are several glass containers, most of them broken. One of the containers which is not broken contains a dark, murky liquid. There is a similar table near the west wall except that this table has only two legs; the other side is attached to the wall. It has several unbroken glass containers on top of it.
Judge's Description: The black liquid on the table is oil. There are about 5 ounces of it. The glass containers on the table attached to the west wall are actually attached to the table. If this table is lifted up, there will be a hidden door visible underneath it on the west wall. It is only about 2' x 2'. The tunnel it conceals is of like dimensions and, thus, must be crawled through, one at a time. One section of it leads underneath the pool in Room 7. If this door is opened before the water is drained, the water will come down, killing in 4 minutes whoever is beneath. The first player has no chance for escape. The second player has a percentage chance of living equal to the sum of his Constitution and his Agility. The third player has twice this chance. If, for any reason, the door or doors in Room 10 are open, the water will flow out there and escape.
- 10A** **Players' Description:** The tunnel empties into this room which is cylindrical. The ceiling is 40' from the floor, and there is a ladder attached to the south side. It stops at a trap door at the top.
Judge's Description: The trap door opens into the floor of Room 13 on Level 2.

11

Players' Description: This is a large, impressive room. The ceiling is a good 25' high, and anything said in here has a tendency to echo. There are two pillars in the middle of the upper portion of the room; otherwise, this part is empty. The walls here show huge murals of the Death King and his army mercilessly slaughtering their enemies. In the lower part of the room, there is a small, round table with a glass cover over it. Underneath the cover is a skull. In addition, there is a narrow shelf about 4' from the floor attached to the walls and encircling the room. Upon this shelf are some eighty skulls, all facing the skull under the glass.

Judge's Description: In this room are kept the skulls of the Death King's enemies. They have been here for thousands of years, suffering under his spell. The one on the table is the skull of Rommol, the valiant warrior who died trying to slay the Death King. The first person to come within 10' of the table will be frozen in his tracks (paralyzed, with no Saving Throw). He will be held there until someone breaks the glass casing containing Rommol's skull. Note that there is no way to lift the casing; it must be broken. Once someone is paralyzed, anyone else is free to enter the area around the skull. When the player is paralyzed, the eyes of the eighty skulls will glow red. The character will feel their torment and will slowly be drained of Life Energy. As soon as the character is paralyzed, the Judge should start counting to himself. Every second until the glass casing is broken, the paralyzed character will lose hit points at the rate of 1 a second. The skull of Rommol can be used as a detector of the Death King because it glows when brought near to the him, and it can be hurled at him for 15 points of damage if it hits (+2 to hit).

12

Players' Description: The stairs which lead up to this room rise 15' above the level of the corridor. In the center of the room, there is a truncated pyramid. It is 30' x 30' at the base. It rises to 18' high at the level of truncation. There are stairs set into the pyramid, ascending the north side. The ceiling of this room is 30' high. There is a 10' x 10' section missing from the middle of the ceiling.

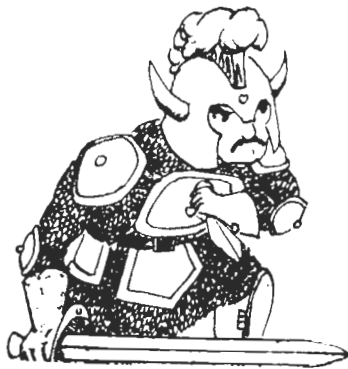
Judge's Description: If players examine the pyramid, they will find that there is a colorless lubricant covering the north face including the stairs. When a player steps on the 14th step, the stairs will instantly flatten, becoming a chute in the side of the pyramid. The sides are too slippery to grip. When this happens, a 5' x 5' pit will open at the base of the chute; barring spells, special abilities, or magical devices, there will be no way for those on the chute to avoid falling in the pit. Note, also, that anyone standing at the base of the chute (stairway) will also fall in the pit. There is one, large Spike at the bottom of the pit. There is only a 5' drop to the pit floor, but the Spike is quite large (10" in diameter at the base) and quite sharp. It is 24" long. Consult the following table to determine if a player lands on the Spike and, thus, is run through. Note that only one player can land on the Spike although others can land on this hapless character. Anyone falling in the pit but not on the Spike will take 1 - 4 points of damage from the fall. Check the table, starting with the lowest person on the stairs, to see who lands on the Spike.

Race	Chance of Impalement
Halflings	20% chance
Gnomes	25% chance
Dwarves	40% chance
Elves	50% chance
Half Elves	60% chance
Half Orcs	70% chance
Humans	70% chance

Agility Modifiers

3 - 6	+10%
7 - 9	+ 5%
10 - 12	0%
13 - 15	- 5%
16 - 18	- 10%

Exactly one minute after the trap has sprung, it will reset itself. The hole in the ceiling leads to Room 16 on the Second Level. Note that it is 12' from the top of the pyramid to the Second Level. Also, keep in mind the presence of the Bats in Room 16.



13 **Players' Description:** This room looks something like a laboratory. There are several tables and shelves arranged around it. On the largest table is a strange apparatus, a combination of metal rods of different sizes and shapes and twisted wires. There is a handle attached to a small metal box on the device. On the shelves are containers of glass and pottery. There are several beakers filled with many different-colored liquids on the three tables, and a few scrolls are also on the tables.

Judge's Description: The liquids on the tables are all harmless and without effect except for two vials of potions which are kept in holders. These are closed with cork stoppers and sealed with wax. They both contain cloudy, red liquids. They are deadly, but short-lived, bacteria. Anyone opening either of these vials must Save vs. Endurance at a minus 8 on their die roll or die instantly. Note that this is due to enzyme contact with the skin. The victim's skin will shrivel in places, and dark red splotches will appear on the body. The bacteria dies after only 3 seconds when exposed to oxygenated air. There are a total of four scrolls. Two of them contain designs for strange devices; one of them is for the device on the table, and the other is a non-existent device. The first scroll indicates that, if the handle is cranked on the machine, it will be activated. If the handle is cranked, it will send a narrow field of electrical power from one wire to another (about 1'). Anything that comes in contact with the field for more than 2 seconds will become charged, begin to glow, and explode in ten seconds, doing 2 - 16 points of damage to whatever is within 6 feet of it. The impact at 3' proximity is enough to blow open a door. This effect works on flesh as well as on anything, and, if a Sword is put in the electrical field, the charge will spread throughout the blade. Of the other scrolls, one is a cursed scroll which will Teleport its reader to Room 20 on the Third Level, where instant death awaits, and the last scroll contains a *Heal Major Wounds* spell. Note, also, the passage up from Room 10.

14A **Players' Description:** In this room, against the south wall, is a coffin. There are small, round tables, one at either end, with large, ornate, silver lamps upon them worth 200 GP each. The walls are covered with murals showing different stages of a man's life. Among those stages is the ascension to a position of royalty. There are baskets of gold and silver near the coffin.

Judge's Description: This is the tomb of one of the nobles of the Death King's empire. There are 1,000 SP and 400 GP in the baskets. Inside the coffin is a powerful Zombie (Hit: 3; Damage: 3 - 8; HTK: 22; ARM: as Chainmail). He will not be brought to life unless the coffin lid is opened. Then, he will leap out with surprising speed (unlike a normal Zombie, he attacks twice every round), surprising the opener on a 1 - 4 on 1D6 (1 - 3 for Elves) and attacking at a +4 to hit for the first round. He wears a necklace of electrum (100 GP value) and gems in the coffin are worth a total of 500 GP.

14B **Players' Description:** This room is very much like 14A except that the coffin is against the east wall and there are no treasure baskets. The murals are slightly different, but the theme is basically the same. There is a Skeleton climbing out of the coffin.

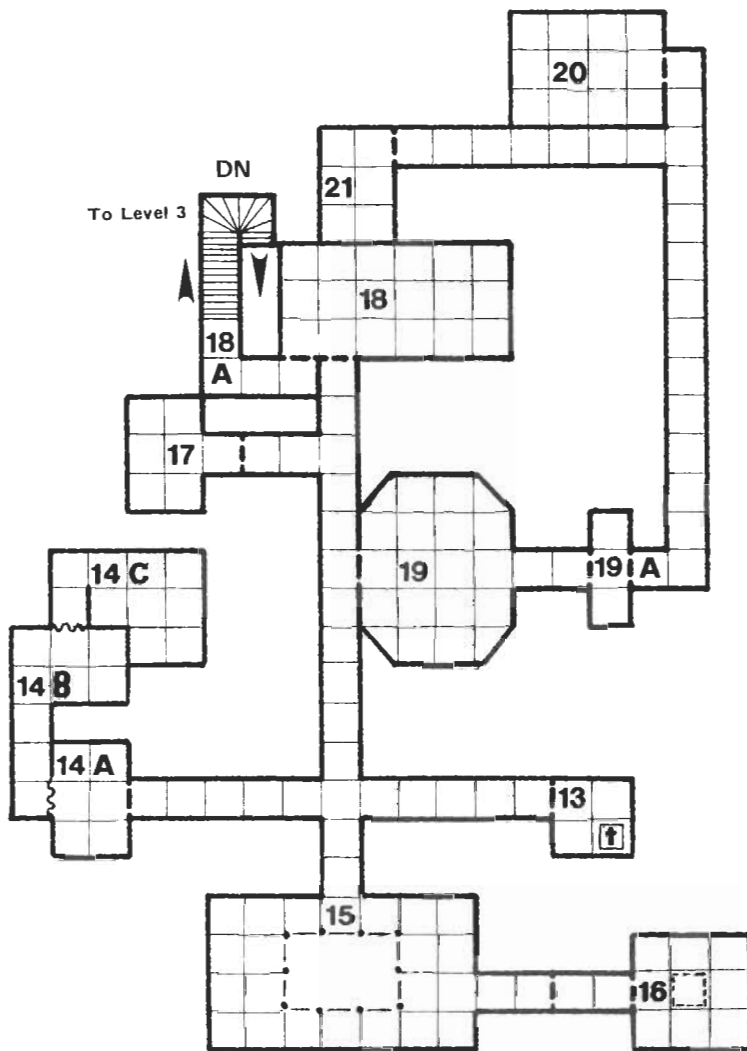
Judge's Description: The Skeleton starts getting out of the coffin as soon as the tapestry in 14A, which covers the doorway, is pulled aside. It, too, is extraordinary for its monster type. It is Hit: 3; HTK: 20; Damage: 2 - 7; ARM: as Leather. It can attack by propelling the middle 3 fingers on its left hand through the air. They are razor-sharp at the ends. They fire at a 30' range and do 2 - 7 points of damage (+1 to hit; treat as a thrown Dagger). It will fire its fingers when it first sees the party and then use its right hand in melee. In the coffin are gems worth 200 GP and a +2 Longsword.

14C **Players' Description:** This room is similar to A and B but slightly more extravagant. The murals show clearly that the occupant of this room was very important. There is a skeleton lying on a platform next to the south wall. Lying on the rib cage are two, crossed Broadwords. All around the platform are silver coins, gems, and jewelry. Among this loot is a gold ring which shines magically.

Judge's Description: If anyone enters this room, the Swords will rise into the air to a "guard" position. If anyone comes within 15' of the platform, they will throw a *Flamebolt* at him or her (2 - 16 points of damage). They will do this only once. Afterwards, if anyone advances, they attack as 1 Hit monsters, doing 1 - 8 points of damage and taking 4 HTK each. The loot is worth 1,700 GP. The ring is a +1 Ring of Defense.

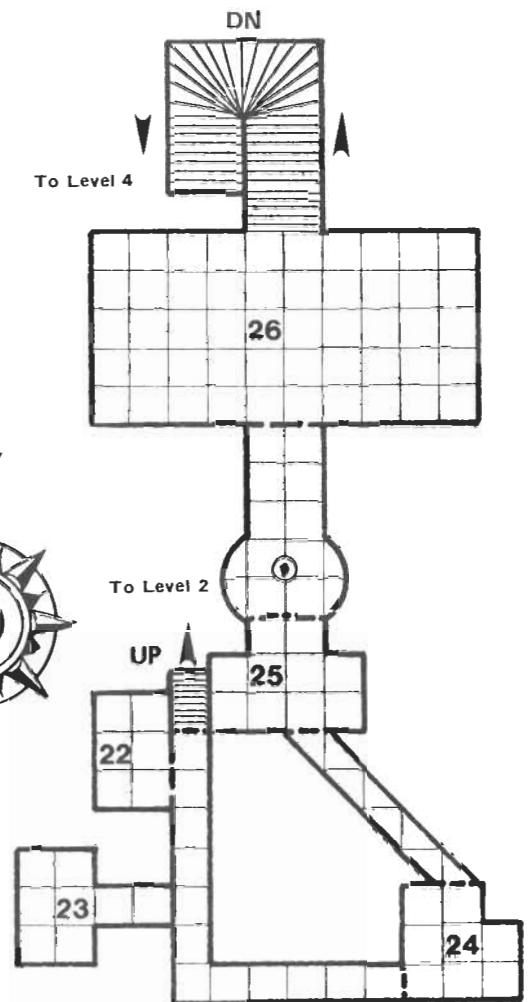
15 **Players' Description:** The floor of this room is made of large (5' x 5') tiles. There are many cracks through them and between them. There are vines growing up through the cracks. Dominating the room is a small, stone structure resembling a small building. There are steps leading up to it. The ceiling of the building is held up by 10 pillars. Inside the building is an old man sitting on a throne. He wears a white robe, stained with green and brown.

Judge's Description: If the players approach the building, they will see that some of the stairs and all of the floor are covered with moss. The old man is an Illusion. He will watch the players and even blink now and then. Occasionally, but not often, his head may turn just a little bit. He will not do anything else. If a player steps up to the floor of the building, the old man and the moss (also part of the Illusion) will disappear. The players will see 5 large Snakes slithering toward them (ARM: as Leather; Hit: 1; HTK: 3; Dam: 1 - 3 + poison (3 - 8 points of poison damage)). The room is 20' from floor to ceiling, and the building within is 10' tall.

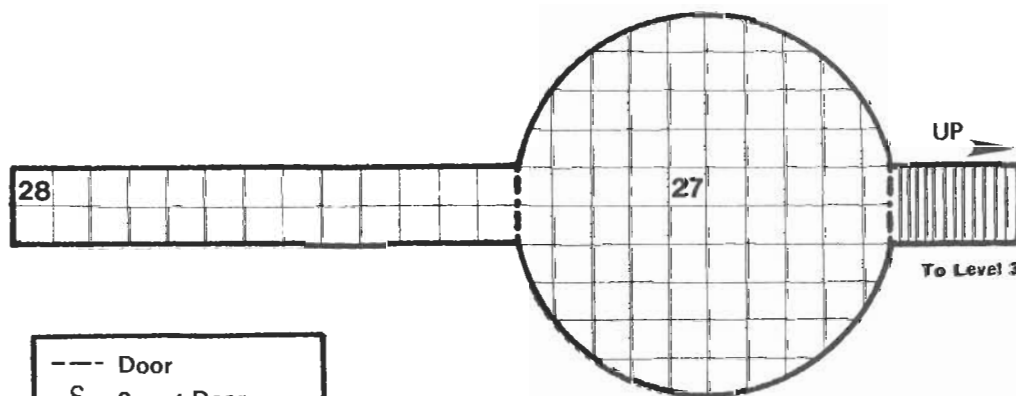


LEVEL 2

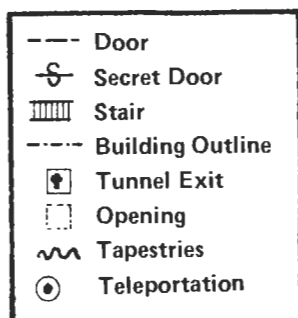
1 Square = 10 Feet



LEVEL 3



LEVEL 4



16 **Players' Description:** This is a rather plain room occupied by 20 Bats.
Judge's Description: The bats fly about in a frenzy, never leaving the room or going down to Room 12. There is a 30% chance per turn that 1 - 4 Bats will swoop down at the players in the room or those climbing up from Room 12, doing 1 - 2 points of damage. The Bats are ARM: as Leather and have 1 HTK each.

17 **Players' Description:** This room is bathed in shifting, yellow light. The source of this is readily apparent. On the far side of the room is a 2' diameter glass tube extending from the top of the room to the bottom. Inside this tube is something that resembles a Ghost - a twisting, writhing spirit, its features distorted, its face twisted in agony. Muffled, but audible, moans are coming from the tube. About 5' in front of the tube is a ladder reaching up to something akin to a man-hole cover in the ceiling. There is a stone box next to the ladder with a crank on one side.
Judge's Description: If the players even look closely at the box, the spirit will begin to scream, "No, no!" If the crank on the box is turned, the man-hole cover will slide back into the ceiling. The same will happen to a similar cover at the top of the tube. When this happens, the Ghost will be violently sucked out of the tube but not before uttering a blood-curdling scream that will drain each member of the party of 3 HTK. The ladder leads up to Room 22 on the Third Level after going up a cylinder for 50'.

18 **Players' Description:** This room is absolutely bare and colorless except for a huge, red hand painted on the east wall. There is an inscription around it in the ancient tongue (**Judge:** *Comprehend Languages* or the equivalent is required).
Judge's Description: The inscription above the hand says, "HAND OF FATE," and the inscription below it says, "KNEEL AND BE JUDGED." If a character kneels before it, a white beam of light will come from the hand, curing him for 5 HTK of damage. There is only one exception to this. If the character's name is a very ordinary one, such as Mark, Fred, Joe, etc., regardless of anything else about the character, a red beam will hit him and disintegrate him. This may, at first, seem unfair, stupid, and out of place, but the Judge is asked to consider that the character is judged on fate - something totally incomprehensible to him and known only to the gods. Besides, when the player finds out why he got zapped, you'll barely be able to control yourself.

18A **Players' Description:** This is a dead end.
Judge's Description: This only seems to be a dead end. If the wall is searched, a panel cover can be flipped, under which is a small slit shaped like an indentation of the rotting skull emblem. If the bracelet from Room 7 is inserted here, the north wall will slide back into the west wall and stay there for one minute. On the other side, there is a handle which can be used to push the wall open. Note that the bracelet is not needed from this side. Behind the wall is a stairway leading up to Level 3 between Rooms 22 and 25.

19 **Players' Description:** This large room is bare except for an amazing phenomenon. There are hundreds of rocks whirling through the air in a circular formation which has its center at the middle of the room. The largest rocks are on the outside of the circle. These rocks are about 6' long. The smallest ones, in the middle, are mere pebbles, and in the center is a cloud of dust. The rocks near the middle are hardly moving at all.
Judge's Description: The Judge may notice that this is a scene taken from Roger Zelazney's book 3 of the *Amber* series. If players try to run through, there is an 80% chance that they will be hit by a rock every five seconds they are in the circle. For game purposes, let's suppose that there are three concentric circles. Since the player will be attempting to bisect the circles, he will have to go through six "layers" of rocks. It will take him 30 seconds to do so. When a rock hits a person, it shatters into 100 fragments. The rock material is lighter than one would expect but does 1 - 10 points of damage for the large stones located in the outer circle, 1 - 6 points of damage for the second circle, and no damage for the inner circle. This makes a player subject to 4 effective attacks. Note that a player may try to jump on and ride one of the rocks in the outer circle. To do this, he must make his Agility score or lower on a 1D20 twice - once for getting on and once for getting off. If he misses, he falls, taking 1 - 6 points of damage.

19A **Players' Description:** There seems to be nothing out of the ordinary in this room. The doorway to the west leads to a tunnel, but the entrance seems to be distorted, as though one was looking through a warped lense. The floor of this room is made of small (6" x 6") beige tiles with a black rectangle of tiles just in front of the doorway.
Judge's Description: We emphasize that this is a doorway, not a door. If a player tries to walk through it, he will find that he cannot; it will seem to be simply a part of the wall to the touch. If a player stands on the black rectangle for a second, a small console will rise out of the floor to his right. It will rise to about 4' and then stop. On the top of this console are three tiles, 3" square. They are colored, from left to right, black, beige, and red. If they are pushed in the correct order (beige, black, red) within two seconds of each other, the entranceway will shimmer and sparkle with white flashes of electricity. This will last for ten seconds; during that time, the entranceway will be passable. If they are pressed in the order black, beige, red, the entranceway will shimmer and give off yellow sparks. If anyone tries to enter it for a ten second period after that, they will be shocked for 1 - 6 points of damage. If a red, beige, black combination is pushed, the entranceway will sparkle blue and teleport anyone trying to enter to the marked spot on the Labyrinth in level One. Any other combination will have no effect. Note that the entranceway is passable from the other side at any time.

20 **Players' Description:** There is a 2' wide carpet leading from the door to an altar on the other side of the room. The carpet contains different patterns of black, beige, and red. On top of the altar is a Longsword. In the back of the altar, set into the west wall, is a 3' diameter figure of the Death King himself, wearing his famed death mask. There are several unlit candelabras on either side of the carpet.

Judge's Description: If the Sword is tapped 3 times on the altar, the tapper will be instantly teleported to Room 25 on the Third Level. The Sword will remain. There are 10 candelabras, each worth 5 GP.

21 **Players' Description:** This room is bare except for a low (2' tall) table covered with dark blue velvet. On it rests a crystal ball.

Judge's Description: This is actually a crystal hypnosis ball. Attempts to use it will fail, but the Magic-User trying to use it will experience a mind-fusion with the mind of the Death King and himself. He will be held in it for a brief moment, petrified by fear, and then he will break away. There will seem to be no ill effects, but, when, and if, the Magic-User comes face to face with the Death King (even if the Death King is unconscious), the Death King will take over his mind, double his Strength, and have him turn against the party at a critical moment. An exorcism will restore the Magic-User. After the Death King is destroyed, the crystal ball will become usable.

22 **Players' Description** (if the room is entered from the door): There are murals on the walls of this room much like those of Rooms 14A, 14B, and 14C except that they depict the life of a woman. There is also a coffin in this room. All around the coffin are fine silks and jewelry, totaling 1,500 GP worth of goods.

Judge's Description: Inside the coffin is the mummified corpse of the Death King's bride. The first person to look at it must Save vs Wisdom (throw Wisdom or lower on 1D20) or be maniacally insane for 1 - 4 hours. Note that the ladder from Room 17 exits into the coffin. Any one climbing through this must make his Saving Throw at -4 on his die roll.

23A **Judge's Description:** There are a few cracks here in the wall, and players will feel a draft coming through. This is, of course, impossible; it is an Illusion. The wall is aging, and it will not take too much effort to tear it down. Beyond it, they will see room 23, which is actually a room filled with a sleep gas that will put them out for 3 hours. Read them the description for Room 23 for what they think they see.

23 **Players' Description:** Greeting you is a sight for sore eyes. Several feet in front of you is a platform, a sort of balcony built into the pyramid. Fresh air greets your grateful lungs in place of the stale stuff you've been breathing. As you look over the desert, the sun is just setting below the horizon (**Judge:** At this point, try to keep from giggling.)

24 **Players' Description:** On the floor of this room lies the skeleton of a dog. Scattered around it are bones of other sorts. **Judge's Description:** When the room is entered, a spirit will arise from the dead dog and form into a Hell Hound (ARM: as Chainmail; Hit: 4; HTK: 19; Dam: 2 - 7 + breathes fire on the first round for 3 - 8 points of damage). Note that, if someone picks up one of the loose bones and throws it, the Hound will fetch, giving the player a few seconds to get to the door.

25 **Players' Description:** There is nothing here except a large table on which lie small dolls.

Judge's Description: These "voodoo dolls" depict party characters. If any members of the party have died, the dolls will be in the condition the characters were in immediately after death (i.e. impaled on a stake, waterlogged, etc.). If any player was disintegrated, there will be a pile of ashes in his place. All the dolls of the still-living characters have red Xs on their chests.

26 **Players' Description:** Occupying this room is a small Dragon. There is treasure in this room, but it is minor, not a full-sized Dragon hoard. The Dragon is looking at the party and inhaling.

Judge's Description: The Dragon is 4 Hit; 24 HTK; ARM: as Chainmail; Damage: 1 - 6/1 - 6/2 - 12 and breathes lightning (4 - 24 points of damage) in a straight line 5' wide and 50' long; no possibility of subdual. The treasure consists of 5,000 CP, 2,000 SP, 1,000 EP, 500 GP, 100 PP, gems worth a total of 600 GP, a +2 Stiletto, and a +2 Rapier. The stairs ascend for 30' before turning at a 45 degree angle and doubling over themselves for another 30'. See map. These stairs lead to the final resting place of the Death King.



27 Players' Description: The doors to this room are impressed with the sign of the skull. Above the skull, in ancient script, is the signature of the Death King himself! Inside is a huge, vaulted room. At the zenith of the ceiling is an opening covered by a convex lens. Some 100' below it, lying on a platform, is a body which is unmistakably that of the Death King. Around the room, a fabulous treasure has been collected.

Judge's Description: The Death King's body rests here. Meanwhile, his consciousness roams the earth, seeking and organizing evil. Every day, at sunset, the light of the sun is reflected by a mirror through the lens at the top of the truncated pyramid. All of this is hidden by an Illusion so that it looks like a normal pyramid. The light is focused so that it comes down as a concentrated beam and illuminates the body of the Death King. The energy from the dying sun spreads throughout his body, giving it the power of life for 12 hours. During this time, the Death King can go forth to prey upon his victims. This mechanism was arranged by the Death King long before his actual death in an effort to insure for himself eternal life. It is here that all your timekeeping is crucial. The Death King will sense the party entering the room. When the party entered the pyramid, it was midnight. If, when they enter the chamber of the Death King, it is between 5 o'clock and 8 o'clock p.m., the beam of energy will be hitting the Death King. In this case, he will rise to combat the party. The beam will continue, at any rate, until 8 o'clock p.m. If the party arrives before that, the Death King will be in a non-conscious state. If they arrive afterwards, he will be gone on a foray to terrorize the countryside. In this case, the party may leave by the other door. If, however, they touch any of the treasure, he will immediately materialize. If a player touches the beam of energy, he'll take 2 - 20 points of damage.

The Death King's body is one of rotting flesh held together by some mysterious energy. He is ARM: as Plate armor; Hit: 6; HTK: 38; magic weapons are needed to hit. The following spell-types affect him: *Bless* (1 - 4 points of damage); *Remove Curse* (1 - 6 points of damage and stuns for 1 minute); *Exorcise* (4 - 16 points of damage); *Dispel Evil* (stuns for 1 minute); *Bolt of Lightning* (gives him 10 additional hits to kill). He has Strength: 18; he gets a physical attack at 1 - 10 points of damage. He may opt to use spells. He can use a spell as many times as he likes each day but may only use one spell a minute. He may not use spells when in melee. His spells are: *Cold Ray* (100' range) for 1 - 10 points of damage and *Doubt*, which will affect 1 - 4 players. If a victim fails his Saving Throw of Wisdom or lower on 1D20, he will stand immobilized and riddled with self-doubt.. How, he will wonder, can an insignificant mortal hope to stand against the Death King? If two players are affected, they each Save at -1 on the roll; if three players are affected, they each Save at -2 on the roll, and, if four players are affected, they each Save at -3 on the roll. The Death King can direct the spell at whomever he wishes. However, if the player makes his Saving Throw, this means that he overcomes his doubts and realizes that it is a trick. Thereafter, he is impervious to the *Doubt* spell and, furthermore, will gain a +1 to hit on his attacks because of his confidence. Note that, if this dungeon is used as a tournament, the Death King will use his *Doubt* spell first, when the party begins combat. He will use it on one person, with preference going to Fighters, Clerics, Thieves, Magic-Users and others, in that order. The next round, if he is not in melee, he will use his *Cold Ray* with the same preferences. If, and when, the Death King is killed, he will scream, and his body will crumble into dust because the life energy within it has been destroyed. The mirror and lens at the top of the pyramid will explode because their stored energy is released by the death of the Death King. This will start a chain reaction of explosions in the pyramid. It is obvious that the Death King had made preparations to "take it all with him." The whole pyramid will be rubble in five minutes. The party will have time to stuff their packs with treasure, but they will not have time for each individual to take very much. The chamber will begin collapsing in 30 seconds. If they try to stay longer, they will be killed. They will be able to grab 1,000 GP each plus some choice magic item(s). The magic items don't really matter unless you are running this dungeon as part of a campaign. If this is so, roll on the following chart:

Magic Item Chart			
01 - 07	+1 Longsword	01 - 20	1 Magic Item
08 - 14	+2 Longsword	21 - 40	2 Magic Items
15 - 21	+3 Longsword	41 - 60	3 Magic Items
22 - 28	+2/+4 vs Undead Longsword	61 - 80	4 Magic Items
29 - 35	+3 Stiletto	81 - 00	5 Magic Items
36 - 42	+2 Scimitar		
43 - 51	Potion of Doubt		
52 - 60	Potion of Herculean Strength		
61 - 69	Love Potion		
70 - 76	Ring of Insubstantiality		
77 - 83	Cloak of Darkness		
84 - 90	Candle of Demon Conjuraton		
91 - 95	Shield of Magic Dispelling		
96 - 98	Djinni Lamp		
99 - 00	Amulet of Sobriety		



28 Players' Description: This is a dead end.

Judge's Description: This wall (south) is a Teleporter. If any player touches this, his hand will pass through the wall. If he walks through, he will be sent to a spot about 100' from the pyramid, where, if the Death King has been destroyed, he can watch its final collapse. This concludes your expedition into the **Pyramid of Suberus**. We hope that you have enjoyed it.

VICTORY TABLE

Condition	Points
Every GP brought out	1
Destruction of the Death King, Suberus	3,000
Each character surviving	1,000
Each level of character surviving (i.e. Fifth level character: 500 pts.)	100
Every hour under twenty-four spent in the pyramid	250

Supplies Suggested*

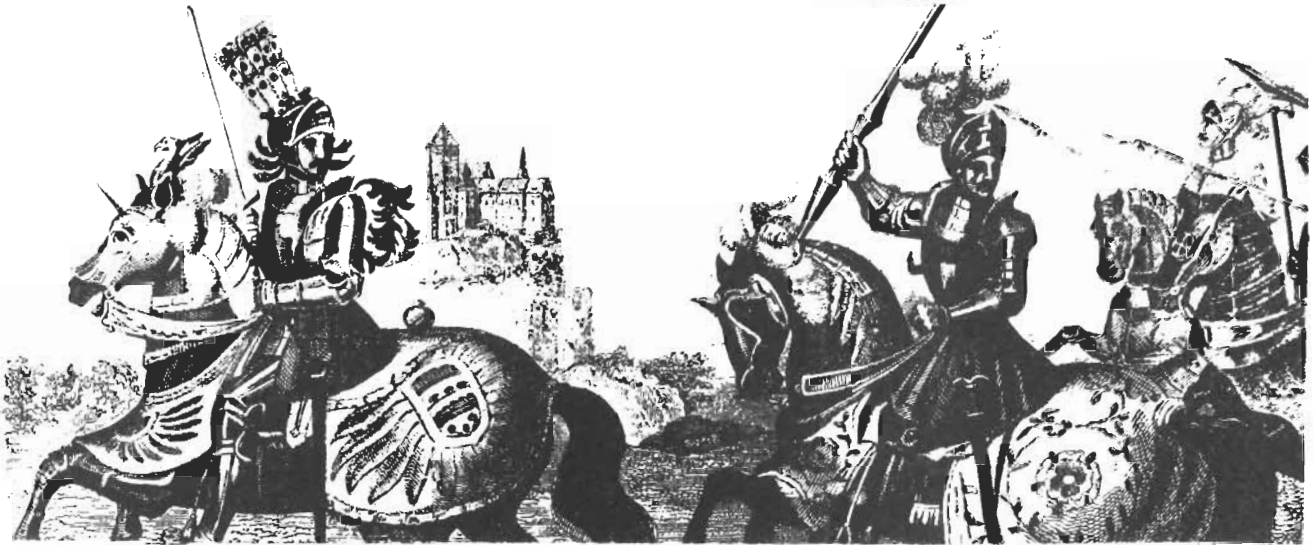
20 - 24 Torches
 Waterskin
 Rope and Grapple
 Iron Spikes
 Various Sacks
 Tinder Box
 Any other items the Judge desires

The Judge is free to vary these items as he or she sees fit, but, remember that, for tournament puposes, they must remain constant.

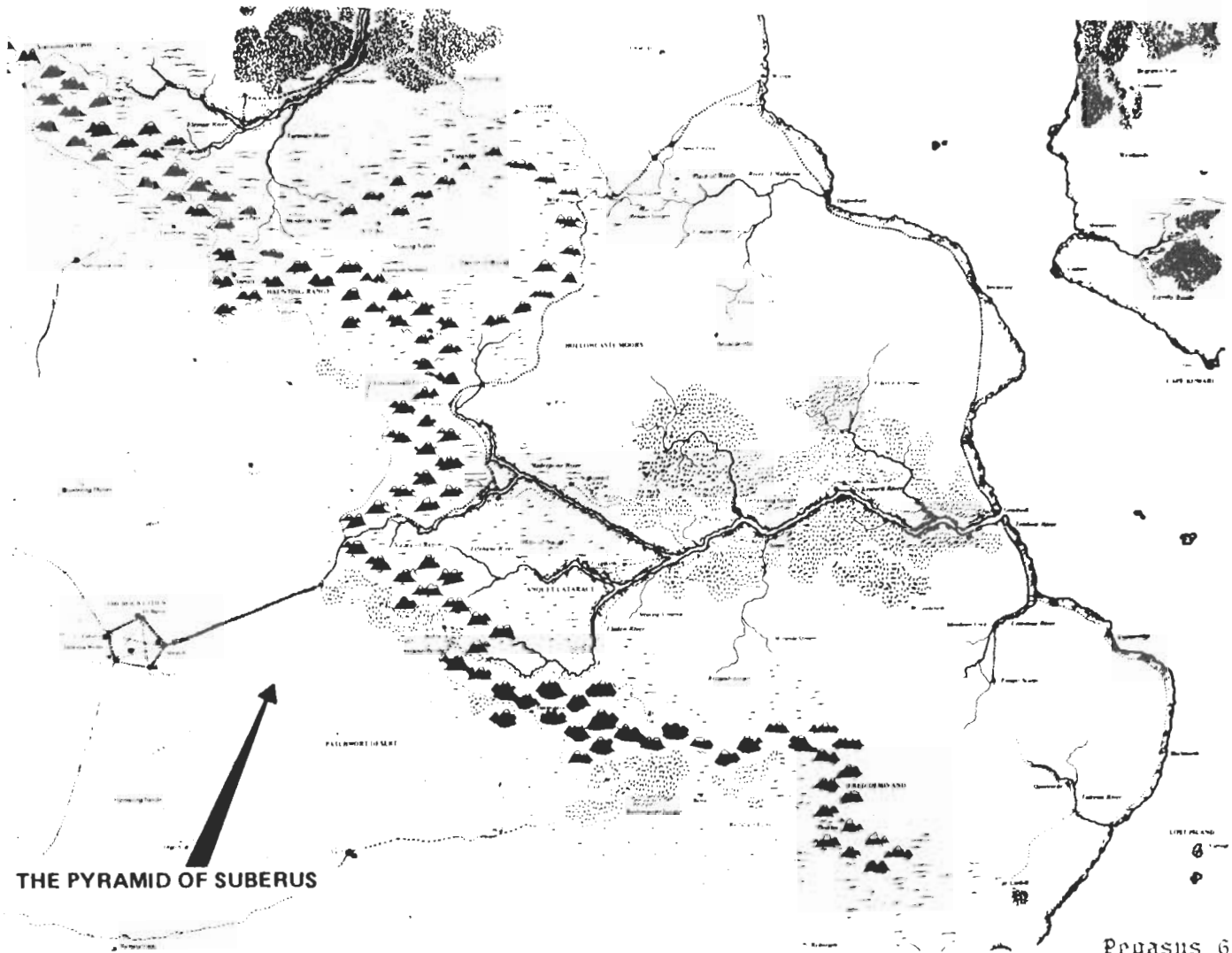


Mel. White

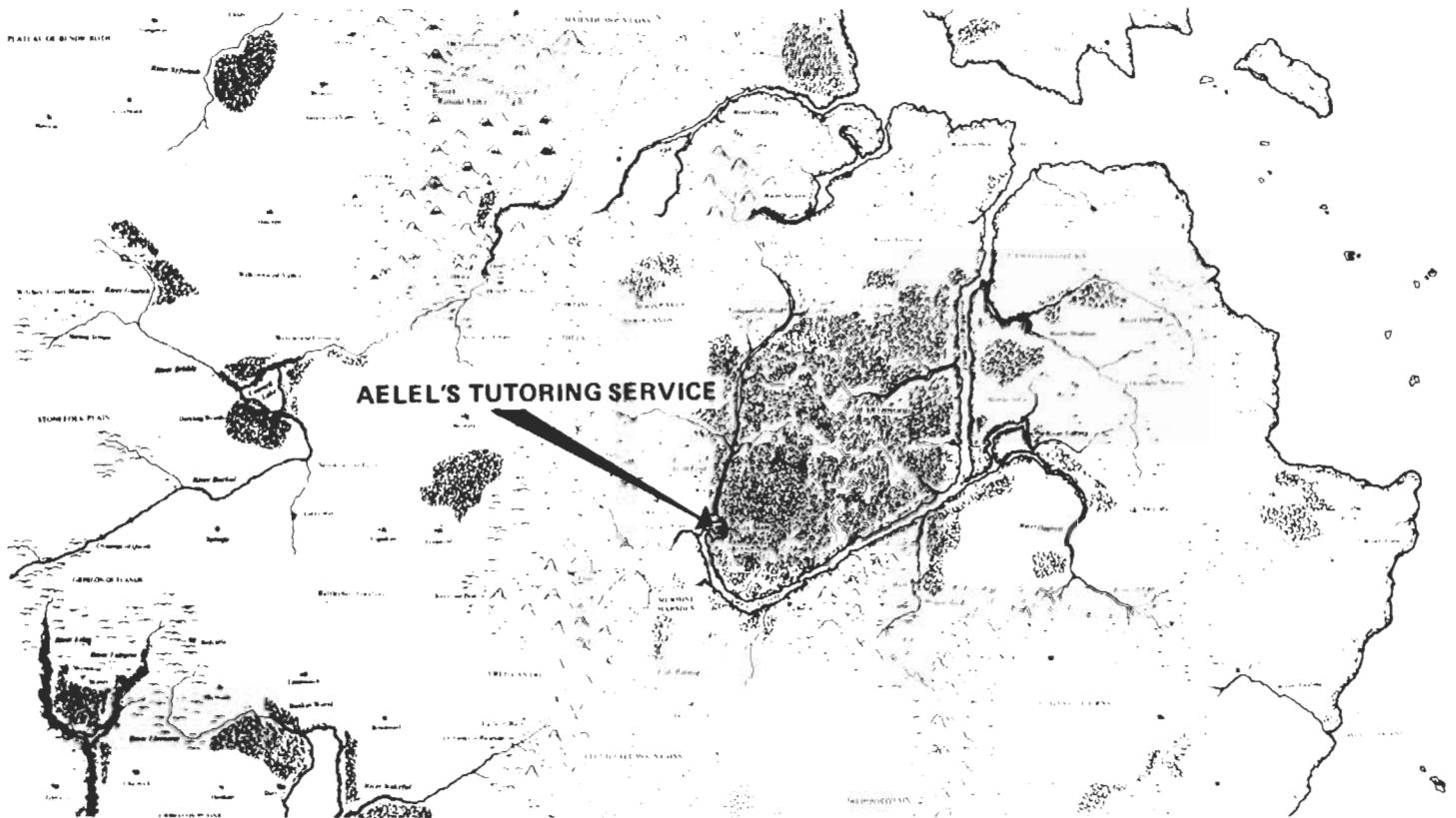
LOCATIONS OF THESE FOUR ADVENTURES



CAMPAIGN MAP 7



CAMPAIGN MAP 1



CAMPAIGN MAP 2

