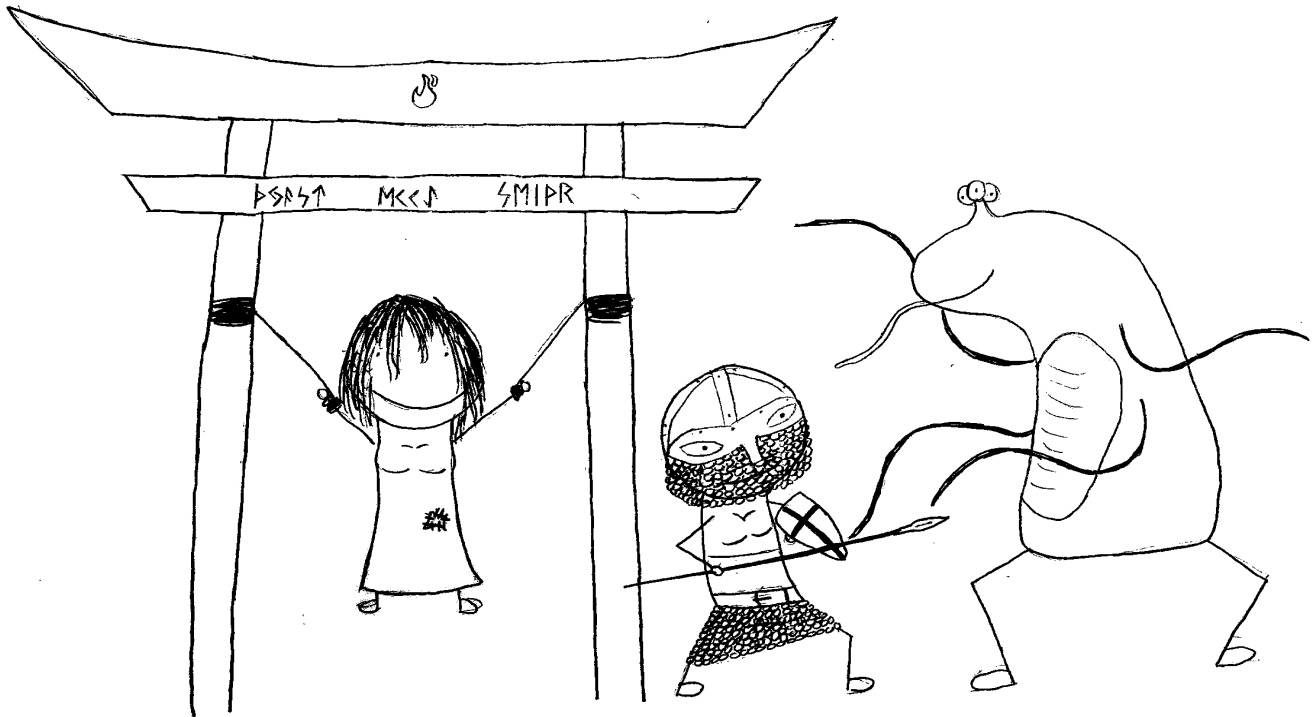


Dungeon Module S1

The Crypt of Terror

By Jeff Simpson with Kim Kuffner
AN ADVENTURE FOR CHARACTER LEVELS 8-9



Under the shadow of Mount Lucien, the once-holy mountain of The Silver Fire, God of Exorcism, lies a glacial abyss where rests a hellish dungeon full of deadly traps, all placed by a Dread Hag, an undead corrupter of dreams and sleep. Can you survive this tribute to the lethal design ethos of the classic Tomb of Horrors? Find out in the Crypt of Terror!

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There is considerable information contained herein which is descriptive and informative with respect to what players see and do. Note that this does not mean that you, as Dungeon Master must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players.

-Ernest Gary Gygax, Rest in Peace

I have been convinced to start crediting those who helped test this module and others; to that end, I would like to offer thanks to JS, LS, RK, DG, PB, forest, princeofnothing, ozerulez, and noten. In addition, I would like to thank everyone who helped test earlier modules - you know who you are.

Special Module 1: The Crypt of Terror

Introduction

While the Crypts of Terror are meant as a departure from traditional dungeons filled with monsters to slay in favour of traps and challenges to overcome, there will still be wandering monsters present. Lists of these monsters, and others will be given in the **Appendix**. Complete Rules for these monsters will be found in the following books: TSR's **Dungeons and Dragons Basic** and **Expert** Rulebooks, and TSR's **Advanced Dungeons and Dragons Monster Manual**, **Monster Manual II**, and **Fiend Folio** and in the case of the Bog Mummy, the **Advanced Dungeons and Dragons 2nd Edition Monstrous Compendium Annual Volume 4**. They may require adjustment for use in your own campaign milieu.

The Crypts of Terror are not going to be enjoyable for a party who prefers to hack-and-slash their way through challenges; these groups will become frustrated at the myriad of traps and eventually become stone-walled when they find themselves unable to progress.

The dungeon and glacial crevasse maps use a 5-foot scale, while the isometric landscape map uses no scale. The lack of scale on the latter map is not out of desire to make vague travelling in those parts, but rather due to lack of artistic skill on the part of the author, for which he apologizes.

New items will be *italicized* and given details in the **Appendix**.

Background

Many eons ago, Mount Lucien held a temple to the Silver Fire, the divine essence of exorcism. His knights maintained a shrine on the ledge of the Terrible Plateau over-looking the Ice-Plains of Sorrow where they would crucify witches to remove the demonic spirits that tainted their souls. As the passage of time eroded away at the church, their power waned and the Night Hag, Gunness, moved into the frozen swamps north of the shrine and began to possess the knights' dreams, leading them to ruin. Taking over their temple for herself, she began re-fitting it with traps to protect herself while she studied ancient texts that would unlock the secret of becoming a Dread Hag, an undead witch of immense power.

If any group truly wishes to conquer this dungeon, they will need to figure out a way to defeat the Dread Hag Gunness; in her undead state, she can only be destroyed by very specific means. Once she has been killed in combat, her body will begin to regenerate in her secret chamber, **Area 15** of **Part 2**. In this state, she is powerless, and may be captured by characters who find the secret room. She must then be brought to the shrine at **Area 3** of **Part 1** where she is to be crucified for three nights. The magic of the shrine will make her powerless, but she will have allies who will try to rescue her. They will be detailed under **Area 3** of **Part 1**. On the dawn of

the fourth day, her body will burn to ash, leaving in its place an iron key which can be used to open the door in **Area 6** of **Part 2** that leads to her vault.

Learning the methods by which Gunness can be permanently defeated requires the use of powerful divination magic or the use of sages. Remember that if players leave the Crypts of Terror to research how to defeat her, she will regenerate and restock the dungeon with all manners of new horrors. Wise players may be able to intuit that Gunness must be dispatched in this way by examining the ancient shrine or by asking the correct questions to local creatures they may be able to befriend or any applicable corpses with spells such as *Speak with Dead*. You should reward your player's intelligence if this is the case and give them the clues they need!

As long as she is not regenerating, Gunness will haunt the dreams of those who sleep in the Crypts of Terror, causing 1 point of wisdom damage each night spent sleep in the crypt. This damage can be healed naturally if the character avoids sleeping in such poor conditions for at least 1 week.

If you are in need of hooks to attract your characters to adventure in this remote area, you can use any of the following suggestions:

- A wandering hermit, the last of the Paladins of the Silver Fire, asks the characters to share in their wine and tell the tale of his order's mountain stronghold that was taken over by an undead witch, Gunness.
- A dreadful nightmare, summoned forth by Gunness, infects the character's dreams until they seek the source of these night terrors.
- A princess is kidnapped by the dragon Chazgnor and her father begs the characters to retrieve her from the icy caves that overlook the Terrible Plateau.
- An artist is willing to pay the party a sizable sum to escort him to the site.
- A harlot from the Green Dragon Collective lets loose a cry revealing the location of this dungeon during the throes of passion.

Part 1: The Terrible Plateau

Snow dusts the tops of dense pine trees and a quiet stillness settles over this shadowy valley. **Areas 1** through **5** cover the Terrible Plateau while **Areas 6** through **10** cover the glacial crevasse.

1. Mountain Path The mountain pass narrows and the snow-covered path clears to well-trodden dirt, protected from the harsh weather by the boughs of trees overhead. Frigid winds are channelled through the mountain valleys and concentrated at this point. It is no ordinary cold that the wind carries, but rather one of icy death, as the breaths of skeletons. The path seems to continue for some 200 yards, darkened by the tree canopy.

2. Frozen Swamp A break in the trees to the west offers a view of a frozen swamp. At the centre of this dismal fen, a dull blue glow shines. Those who inspect further see that the glow comes from a long sword pierced into an island. In reality, the glow is actually that of a will-o-the-wisp and players viewing it must make a save vs Spells or be drawn to the blade. The **Dungeon Master** should do his best to make players feel that this compulsion is an effect of the blade; if done properly, they will not expect a creature to cause and they will believe the blade to be cursed. In reality, it is a powerful Sword +2! Complicating matters are the 3 bog mummies hidden beneath the waters of this swamp. They will attempt to drag down to their death any who journey through the fens to reach the enchanted blade.

3. Holy Shrine The Shrine of the Silver Flame stands here, resembling the *torii* gates of Japan. From the cross-beam are a pair of chains that dangle some 5' apart, with wrist-cuffs at the end. The stains of blood can be seen, dyed into the stone beneath these chains. It is evident this was once used for crucifixions. Those with religious knowledge can identify a sigil carved into the shrine, identifying it as a place of importance to the Silver Fire. If a chaotic character prays to this shrine, they will be stricken blind for their insolence, an effect only curable by a *wish* spell.

While crucifying Guinness, creatures will appear each night at midnight to try and rescue her. On the first night, 3-12 ghouls, on the second, 2 wraiths, and on the third, Guinness' familiar, a toad, will come to her rescue in the form of a froghemoth. If the characters made a point of killing her familiar, Guinness will merely scream and weep this night.

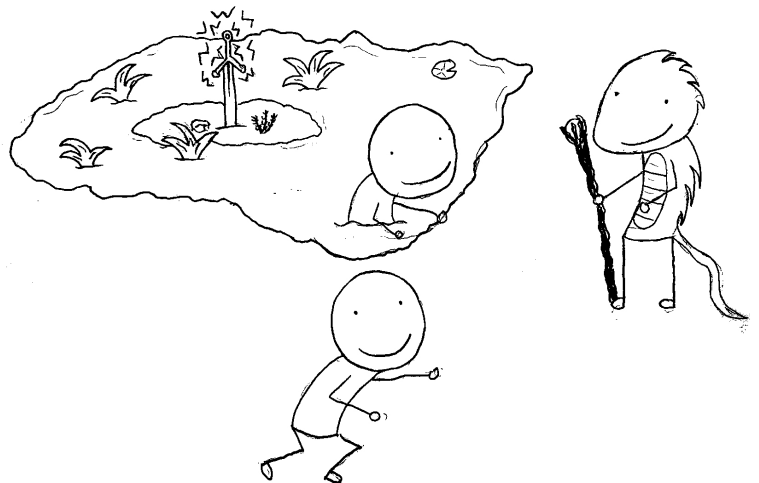
4. Glacial Plateau The trees of the Terrible Plateau break and give way to a glacial sheet. A crack in the glacier leads to a deep crevasse 40' below. The winds here are mighty and the land is made even colder by the imposing shade granted by Mount Lucien, a towering behemoth of stone and ice with an icicle-studded cave three-quarters of the way up to its snowy peak. Upon approaching the glacial crevasse, a wandering monster

should immediately be rolled. Remember that fighting along the ledge of an icy ravine could prove dangerous and any foes will likely take advantage of this, attempting to throw characters to an abrupt death as their skulls crash against the crevasse's floor.

5. Dragon Cave This frosty cave is the home of Chazgnor, the Most Algific, Whose Blood is as a Glacier's Stream, an adult white dragon. He can often be seen circling these mountains as a vulture would, looking for yaks to feast upon and can be encountered as a wandering monster (see **Appendix**). He takes no prisoners and will devour any who enter his cavern. If Chazgnor is used as a plot-hook and characters wish to rescue a faire maiden from him, she will have been long consumed, only her rime-crust bones remaining. His horde consists of 95,000cp, 18,000sp, 11,000gp, 38 carnelians worth 100gp each, a rundlet of elven cigars worth 1800gp that smell of citrus, leather, and nuts with a medium-brown wrapper, and 8 pieces of jewellery - a platinum brooch worth 1000gp, an ivory anklet worth 1400gp, a platinum anklet worth 600gp, a silver necklace studded with jaspers worth 800gp, a silver bracelet worth 1500gp, a golden necklace set with jacinths worth 900gp, a silver ring with a large pearl worth 900gp, and a platinum torc in the shape of a snake with rough diamonds for eyes worth 600gp.

6. Glacial Crevasse Upon reaching the floor of the crevasse, players will instantly be met with the challenge of walking through 4' deep powdery snow. This should be treated as difficult terrain. The three shaded areas on the map represent pits of loosely-packed snow that are 20' deep. Characters who find themselves trapped in these pits will begin to suffocate unless they are rescued by their comrades or have magic at their disposal to keep them safe.

7. Yeti Cave A solitary yeti of immense strength (HD12) lives in a small cave here. Half-buried under drifts of snow are the bones of his meals, some still with frozen shreds of meat hanging by sinew. The yeti's fur is stained with blood but he still remains adept at hiding in the snow; there is a 5-in-6 chance that he will surprise any party entering his caves unless the intruders make wise



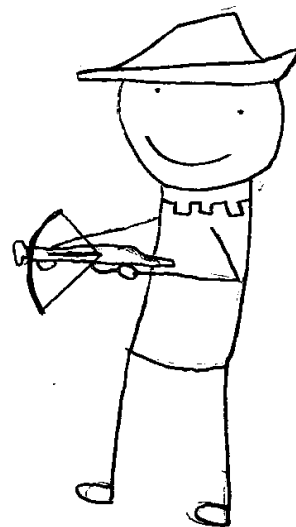
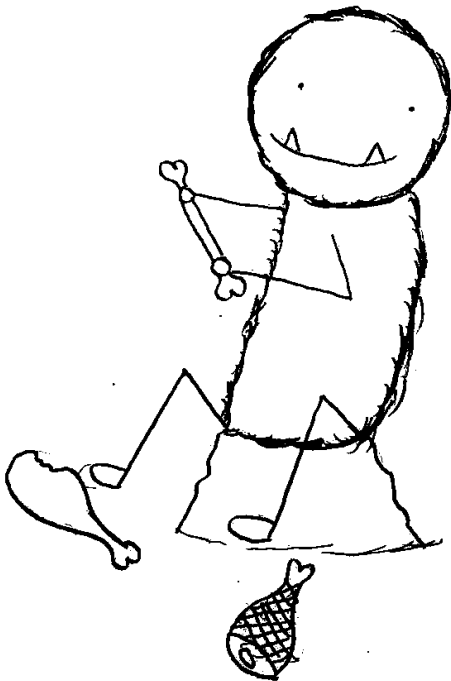
use of magic or reconnaissance. This yeti can be encountered as a wandering monster (see **Appendix**) where he will never directly confront his foes, but attempt to ambush them or lead them into traps such as a deep pit of snow in the crevasse (of which he is aware of and will never fall in by accident) or push them to the frozen swamps, hoping the bog mummies will weaken his prey.

8. Trapped False Door A thick-slabbed double-door of black stone is mounted into the wall here. Each of the door's panels resembles half of a raven so that when the door is closed, it appears to match the heraldic attitude of a displayed bird. Underneath its wings are a series of runes; write the following collections of letters out for your players: TIVOLEAL YISMSIH YGPHL EGNRTT MAUR GYVGG. Two of these words can be re-formed into English words. If your players manage to unscramble the words VOLATILE and GLYPH, they activate an *explosive runes* spell (6d4+6). The player who said aloud the two words' character will be treated as the reader and any other characters will save as normal. If two players each said one of the words, they will both be treated as the reader and other characters will save as normal. If a player does not say the words aloud but instead chooses to have their character make a rubbing of the runes, the parchment will turn into a scroll of *explosive runes*.

9. Trapped Skeleton A skeleton in rusted chain-maille sits here, slumped over against the dead end of this passage. A thin spider-silk rope is tied to its spine and to a boulder perched overhead. Disturbing the skeleton will cause the boulder to fall, dealing 6-36 points of damage. If characters can

safely trigger this trap (or merely survive it!), a 30' length of white spider-silk rope can be recovered. An 800gp chipped sapphire rattles about in this skeleton's skull. It is unknown how it got there.

10. Entryway The cave here leads to **Area 1** of **Part 2**. A quiet whimpering can be heard down the small path to the south-west. A maiden shivers underneath a ratty wool blanket, surrounded by skeletons wearing tattered leather armour. She claims to be Iorka, a cleric of Lolth, the Goddess of Debauchery and Fertility and that she was once part of a party who sought to raid the Crypt of Terror. She says that her companions were struck dead by a sickly green ray that shot from the door to the crypt, herself only being saved by her virginal piety. She is overjoyed to be rescued and will attempt to embrace her saviours. In reality, she is a succubus and will drain any whom she kisses. The author recommends that the Dungeon Master does not make aware the fact that a character has been drained; instead use phrases such as "her warm kiss makes your character weak in the knees" but do not reveal her as a succubus unless she is attacked. For parties who are extremely suspicious from the beginning, you may wish to make her story true and remove the fact that she is a succubus at all. There is a wonderful delight in watching your players argue over 'an obvious succubus' when in fact she is a poor helpless cleric.



Part 2: The Crypt of Terror

Here rests the abhorrent Crypt of Terror, once church to the Silver Fire, now perverse fun-house of Gunness the Dread Hag. Ceilings are low at 7', unless otherwise noted. Dim candles light the halls every 20' resulting in areas of shadowy darkness. These candles are replaced every several days by skeletal servitors.

1. Trapped Door A large door of weathered stone serves as the entrance to the Crypt of Terror. On its surface is carved a crone surrounded by flame - the symbol of the Silver Fire, but it has been marred, scribbled over with charcoal. The door detects as magical and thieves can detect the presence of a divinely magical trap, though they must roll as if they are a thief 2 levels lower. This trap can be disabled by use of a *Dispel Magic* or *Knock* spell or by saying a prayer to the Silver Fire before opening the door. Otherwise, whoever opens the door must save vs Spells or a portion of their soul is whisked to the Astral Plane, imparting a -2 penalty on to-hit and damage rolls until a *wish* or *resurrection* spell is cast on them, or they journey to the Astral Plane to re-assemble their soul-cord, a journey which is beyond the scope of this adventure.

2. Atrium The entry hall to the demesne of Gunness features a tall-backed throne upon which is seated a knight in a full suit of blackened armour. In reality, this is a *Ferro-Fluid Golem*. A *magic mouth* spell cast upon throne speaks to entrants:

"Hark ye petitioners of the Silver Fire! You enter hal-
lowed halls and must prove thine mettle before proceeding. Who amongst ye will accept mine challenge?"
The Ferro-Fluid Golem is much like an Iron Living Statue in that it can absorb weapons, but has been enchanted such that it is capable of absorbing even magical weapons; in this case, you may add the weapons magic bonus to the save vs Spells. This golem will then *use* the weapons absorbed in his attacks. He can use as many weapons as he absorbs, simply growing more liquid-metal arms to wield them until he resembles the T-1000 imitating Kali. Upon its death, all items absorbed must make a save vs Spells or be destroyed. Those who inspect the throne for hidden compartments will find that the left arm slides open to reveal a nook, in which is a false key (see **Area 6**). The eastern door is trapped with a simple alarm that alerts the blindheims in **Area 9**.

3. Meditation Room This chamber was used for meditation both by knights of the Silver Fire and Gunness and has a 10' ceiling. Expired glyphs have been carved into the walls and wizards can identify these as once having been able to grant calming effects on the viewers. A pool of sticky dark green liquid is in the centre of the room and another drop is added, dripping from the ceiling once every 10 minutes. This is actually blood dripping from a weakened lurker above (HD7). The lurker above

has been wounded and does not wish to start any combats, but if he is disturbed in any way, he will defend himself. On the real ceiling, behind the lurker above, is a dark glyph of pain. Upon being uncovered, there is a flash of red light and all must save vs Spells or suffer wracking aches causing a -4 penalty on to-hit rolls, and -2 to their Dexterity scores for 5-20 turns.

4. Trapped Expansion Hallway This hallway shows signs of being a new addition; some 20' to the north, the style of masonry changes to cut fieldstones rather abruptly. In the seam of the wall where the construction changes, an Axe of Severing is poised to down, triggered by a pressure plate marked by **T** on the map. If the to-hit roll (the axe strikes as a HD8 creature) of the Axe of Severing is a 16-20, it will sever the right arm of its target, dealing 6-24 damage. If the Axe of Severing is recovered, its severing properties will activate on a to-hit roll of 19-20 (the spring-loaded nature of the trap causes the axe to swing with far more force than a mortal is capable of).

5. Inquisitorial Office Once an inquisitorial interrogation chamber, the shelves of this room are full of bottles that once held truth serums. In an eastern alcove, a skeleton is chained to the walls by its hands, his left wrist broken, likely from thrashing against his constraints. A faint and muffled screaming can be heard in this room. The screaming becomes louder if characters approach the bottles on the wall, growing to its acme near an hourglass-shaped bottle. If uncorked, the wail of a banshee escapes, resulting in all who hear its sonorous cries to save vs Spells or die on the spot. Inventive players who avoid opening this and triggering its effects could use this bottle as a grenade-like weapon, though it would remain dangerous to them!

A secret compartment can be found near the northern door which features a small lever; pulling this lever unlocks the secret door detailed below.

A secret door is placed behind the chained skeleton and can be opened by pulling on the left chain. Pulling the left chain before the secret door has been unlocked will strike the character with a jolt of force dealing 3-18 damage.

6. Laboratory This room is an alchemy lab featuring a cauldron of bubbling blue liquid in its centre and a door of dark stone. The door is warded by powerful enchantments and can only be opened by the iron key of Gunness. If the false key from **Area 2** is inserted into the keyhole, whoever turned the key will be teleported to **Area 13** in a puff of white smoke. The key will remain in the keyhole, giving other characters the chance to teleport to their doom.

The bubbling cauldron has an empty potion vial and 3 full potions next to it - a potion of Speak with Dead, a potion of ESP, and a potion of Giant Strength. If any potion (including ones that the players are already carrying) is added to the cauldron, the colour of the liquid will change as follows: base: blue, 1 potion: pink, 2 potions:

green, 3 potions: orange, 4 or more potions: clear. This, excluding the clear solution, matches the sequence of colours on the tiles in **Area 8**. Wise players will know to stop adding potions when the solution becomes orange. If the orange solution is consumed, it will act as both a potion of Super-Heroism and a potion of Invulnerability. If the clear solution is consumed, it will act as a deadly poison.

7. Mimic Lair This secret vault contains on a single oversized treasure chest. The chest is 2 1/2' by 4 1/2'. It is unlocked and upon opening it, another smaller chest will be found. This chest is trapped, and when opened, will spray a dust on whoever lifted the lid, forcing them to save vs Spells or become berserk for 2-8 rounds, attacking the nearest target. Within this chest is again, another smaller chest, this time un-trapped but locked. Within that is a fourth smaller chest, this one a mimic. The mimic is belligerent and will attack whomever disturbs him. The mimic has swallowed much treasure in his life and in his innards are 19cp, 53sp, 94gp, 4 50gp lapis lazulis, 1 ivory ring worth 1100gp, a +2 chain-maille shirt, and a scroll tube containing two rolls of parchment, one of them a scroll of *lightning bolt*, the other a map in the form of a clue which reads "Great treasure lies where heretics of old were crucified for their crimes." This serves as a clue on how to defeat Gunness, but also reveals the presence of a cache of 26,000gp buried beneath the shrine. If Chazgnor has not been defeated, he will surely smell the gold when it is uncovered and come to investigate.

8. Corpse Storage This reflecting chamber now serves as a charnel house, filled with the long-dead bodies of the knights who once served here. Towards the roof, a series of coloured tiles form a repeating pattern; blue, pink, green, orange. In the centre of the room is a skull impaled on a wicked-looking ranseur, which acts as a polearm +1. The skull belonged to one of the knights and can be questioned by means of a Speak with Dead spell. The skull is good-intentioned and knows that Gunness has a secret chamber hidden in the Crypt and can relate some history of the area, including that his order used to crucify witches at the old shrine and that prayers to the Silver Fire can put to rest even the most tormented souls, this being a clue to defeating the death knight in **Area 13**.

9. Grand Hall This large hall with a 20' ceiling has become home to a tribe of 12 blindheims. The room is covered in a magical darkness that is not abated by any light spells, but can be pierced with spells of seeing or infra-vision. The blindheim's 'searchlight' eyes can see through this darkness. Two balconies stand 10' above the floor on the east and west walls, each with 2 blindheim 'spotters' stationed on them. They will use their blinding stares against any who enter the room. Not only does this have the potential to blind the target, but the bright light makes for an easier target and imposes a -2 penalty

to Armour Class. The other 8 blindheims man 2 ballistæ at the north end of the room, being able to fire once every 2 rounds. They will alternate their fire so a missile is able to be fired each round. If alerted by the alarm in **Area 2**, they will load one of the ballistæ with a bolt tipped with rust-monster venom. Otherwise, the ballistæ are loaded with Javelins of Lightning, of which the blindheims have 10. If they run out of these javelins, they have 17 standard ballista bolts. The Javelins of Lightning deal 1-6 points of damage and turn into a 5' wide, 30' long bolt of lightning which deals 3-18 damage. Those in the bolt's path may save vs Dragon Breath to reduce the 3-18 damage by half. The blindheims have no other treasure.

10. Chapel This dusty chapel features an altar to the Silver Fire. It's ivory-white candles still stand on the altar and it is evident that the current occupants of the dungeon avoid this room. While in this room, the party is protected from any undead creature but an annis hag or black pudding will still enter. Characters may use the altar in this room to pray for release of the Death Knight's soul, granting him eternal rest.

11. Tomb There are 5 sarcophagi in this tomb; 1 is larger than the others and its lid has been slid off. The other 4 are all intact and seemingly undisturbed.

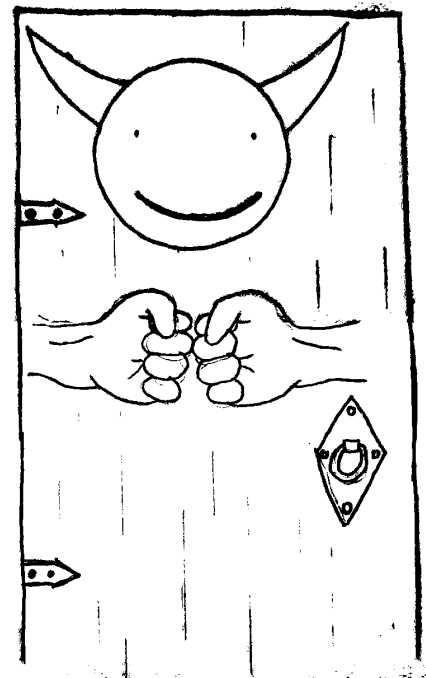
North-eastern Sarcophagus: this is trapped and will spray a 10' cloud of choking powder that deals 4-16 points of damage if opened. Characters may save vs Petrification to halve this damage. The skeleton interred here has disintegrated.

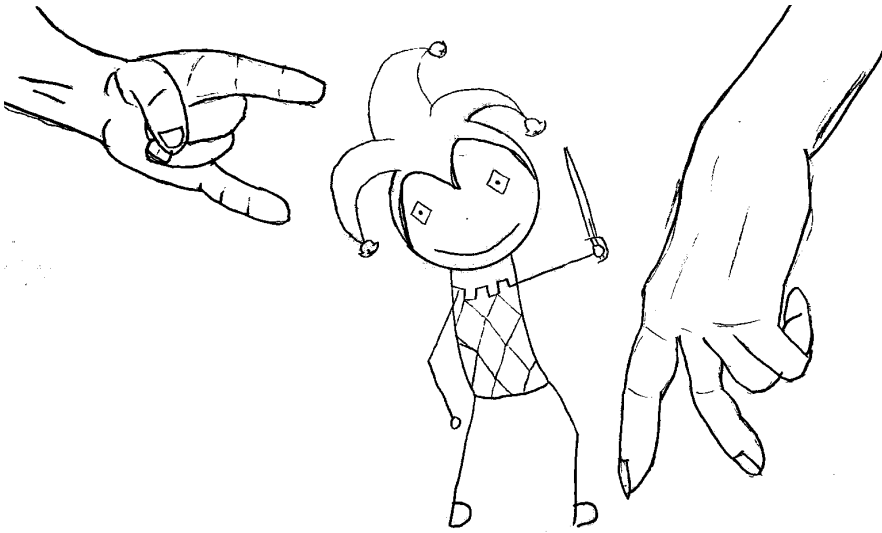
North-western Sarcophagus: the skeleton interred here has likewise disintegrated.

South-eastern Sarcophagus: the skeleton interred here has had its skull smashed to tiny pieces.

South-western Sarcophagus: there is a swarm of scarabs living in this sarcophagus (use stats for an Insect Swarm with 6HD that deals 3-12 damage each round). The skeleton in this coffin is capable of communication via Speak with Dead, but it has gone incurably mad thanks to the scarabs and is only capable of screaming in terror. If divine magic restores his sanity, he is capable of relaying similar information to the skull in **Area 8**.

12. Refectory The door to this mess-hall features a relief of a demon with two powerful fists striking each other. Within the room are many tables and chairs, all made of cheap wood. An invisible and mirror-imaged goblin sorcerer has equipped himself with a set of *Bigby's Fist Wraps* and will use them to attack the





party. Due to the balsa-wood furniture being smashed, each round carries a cumulative 10% chance that characters will find themselves in difficult terrain. On each round, roll 2d6 to determine the 2 attack modes that the goblin uses (one attack for each hand).

13. Empty Chamber Once the head of the Order of the Silver Fire, Valdemar the Valourous has risen out of his sarcophagus in **Area 11** and now stands watch in this chamber as a Death Knight. If he is killed, his bones and equipment are consumed by shadow and he reawakens in **Area 11** 1 hour later and makes his way back to this post. Only by praying at the altar in **Area 10** will his soul be put to rest and he will cease rising. Once completely defeated, his equipment can be taken which consists of a *Cursed Breastplate* and *Sword of Fear*. There is a well-hidden secret panel in the wall that leads to **Area 14**. The panel is constructed in such a way that it will instantly close behind whoever uses it, meaning that in any given round, only 1 character can go through it.

14. Bedroom Gunness spends most of her time in this bedroom which is decorated with a well-laundered bed, dark purple tapestries with embroidered gold pentagrams, and a painting of a skeletal toad sitting on a rotten, hollow log. During any fight with Gunness, the blanket and sheets on her bed will rise as sheet phantoms. Under her bed is a bundle of sticks that can be targeted with her *snakes to sticks* spell. If defeated, her body seemingly dissolves into steam as if she were melting. A secret door to her panic-room where she regenerates can be found behind the painting's frame. Her cauldron is currently being used as storage for 13,000gp worth of rare herbs including stygian lotus, saffron, dryad's beard, cinnamon, and frankincense. A un-enchanted Gem of True Seeing sits on a night-stand and may be re-enchanted by sufficiently powerful magic-users.

The order of battle for Gunness is as follows: if alerted to danger by sounds of conflict, she will cast darkness, invisibility, sticks to snakes, and finally silence. She will rely

on the sheet phantoms and her snakes (hopefully poisonous!) to attack the party so that she does not need to break her invisibility. If a convenient line of characters are formed as if when entering the room through the bottlenecked door, she will let loose a lightning bolt. She will cast hold person on any fighting-type character before casting heat metal on them.

If during the battle, a character manages to enter her panic-room and take her grimoire, she will do everything in her power to kill that character and recover her book of power.

15. Regeneration Chamber This is Gunness' secret room where she regenerates if defeated.

The room is sparsely decorated, only with a stone bed and a desk where Gunness' Black Grimoire sits. Reading this evil tome, if lawful will kill the reader. If neutral, the reader must

save vs Paralysis or be made permanently insane. If chaotic and male, there will be no effect. If chaotic and female, the character will be made into a hag. The consequences of this are beyond the scope of this adventure.

16. Trapped Seal A seal is painted on the floor here, some esoteric arcane symbol, marked by a T on the map. If any treasure is removed from **Area 17** and brought over the seal, the trap will activate. The door to **Area 6** will immediately shut and lock itself with a *wizard lock* and all of the coinage will begin to climb out of whatever sacks it has been placed in and stack itself up, becoming a bronze (rather, copper and silver) golem (HD8). If defeated, the coins can still be salvaged with no loss in value, but the door will remain locked, potentially trapping those inside for the rest of their thieving lives.

17. Treasure Vault Gunness keeps her treasure piled here. It consists of 5000cp, 10,000sp, 21 1000gp jade stones, a large brick of pure platinum worth 37,000gp, a potion of Giant Control, a potion of Giant Strength, a Wand of Paralysis, a shield +2, a Ring of Fire Resistance, a Ring of Protection +1, and a set of *Ape Arms*.

Appendix

Wandering Monsters

d6	Environ's & Crevasse	Dungeon
1	Giant Hunting Party	Icy Wind
2	2-8 Ice Toads	1 Black Pudding
3	1-4 Giant Beaver	1 Ice Devil
4	Yeti (from Area 7)	2 Skeleton Warriors
5	Satyr	1 Annis Hag
6	Chazgnor the Dragon	Death Knight

Death Knight this is Valdemar the Valourous from **Area 13** who can be encountered on patrol. AC 0; HD 9**;
Move 60' (20'); Attacks 1 sword; Damage 2-9: Save As: F9; Morale -; Alignment Chaotic; XP 2300. Valdemar can detect invisibility at will and can cast dispel magic once per day. He wields the *Sword of Fear*.

Giant Hunting Party 2 frost giants and a giant beaver pet. They wield giant-sized spears and carry an elk pelt.

Icy Wind As if Gunness herself blew a chill gust of air over the characters, any flames, including magical ones, carried by the party will be extinguished.

Satyr This is Kilenosh, a wandering satyr who will offer the party a hit from his long-stemmed pipe. It is a powerful pipe-weed and will put smokers to sleep (save vs Spells allowed). Kilenosh is naive and does not intend to harm anyone, though a wandering monster roll should be made as characters smoke and fall asleep, using a d4 on the wandering monster table.

Chazgnor the Numb-Wing'd and Icicle-Tooth'd AC 3; HD 8** (48hp); Move 90' (30'), Fly 240' (80'); Attacks 2 claws, 1 bite or breath; Damage 1-6, 1-6, 3-18: Save As: F7; Morale 8; Alignment Chaotic; XP 1750

Gunness AC 2; HD 10***; Move 150' (50'); Attacks 2 Claws; Damage 2-8+energy drain; Save As Cleric 12; Morale 11; Alignment Chaotic; XP 3000. Gunness can only be harmed by magic weapons and can cast the following spells: Faerie Fire, Darkness, Fear, Inflict Wounds, Heat Metal, Hold Person, Silence, Invisibility 10', Lightning Bolt, Curse, Sticks to Snakes. These spells and 1-8 others will be found in her Black Grimoire.

Ferro-Fluid Golem Found in **area 2** of the dungeon. Ferro-Fluid Golems are beings of magnetically charged liquid metal that can take the form of humanoids. Any steel weapon used to strike them must make a save vs Spells or be absorbed into its form, at which point the golem will wield these weapons as liquid arms grow out of its torso to hold them. Spells such as heat/chill metal will have their effects doubled against ferro-fluid golems, and spells which have magnetic effects will destabilize the golem, causing it to release all absorbed weapons. AC 2; HD 8**; Move 60' (20'); Attacks 1 slam, special; Damage

1-8, special: Save As: F8; Morale 11; Alignment Chaotic; XP 1750

Bog Mummy Bog mummies are formed when a corpse comes to rest in a heavily peated bog. They exude an aura of fear and inflict a wasting disease with their strikes which slowly drains charisma until death. AC 3; HD 6; Move 90' (30'); Attacks 1 slam; Damage 1-12: Save As: F6; Morale 11; Alignment Chaotic; XP 275.

For easy reference, monsters are listed here by source:

Monster Manual Beaver (Giant), Black Pudding, Devil (Ice), Giant (Frost), Lurker Above, Mimic, Satyr, Succubus, Toad (Ice), Will-o-the-Wisp, Yeti

Fiend Folio Blindheim, Sheet Phantom, Skeletal Warrior

Monster Manual 2 Annis Hag, Froghemoth

Basic Insect Swarm

Regarding Turn Undead: The Sheet Phantoms will be turned as Wraiths, the Skeletal Warriors as Vampires, and the Bog Mummies as Spectres. Gunness is too powerful to be turned.

Ape Arms This set of gorilla's arms can be affixed to one's shoulders if they sever their own arms. After this, they may wield 2-handed weapons with one hand and may wield weapons meant for giants.

Bigby's Fist Wraps These cloth gloves of coppery thread allows the caster to create a hand of arcane energy that will attack their foes. Each activation uses a single charge and the gloves possess 30 charges. While in the Crypts of Terror and wielded by the invisible goblin, they have an infinite number of charges, a strange effect caused by the goblin's ancestral ties to the ley-lines in the area.

1: a sweeping horizontal slap that strikes anyone in a 10' wide, 30' long line for 2-16 damage.

2: a fist will hurtle down from the sky, striking a single target for 3-24 damage.

3: the hand will use two of its fingers to 'walk' across the room, kicking anyone in a 10', 30' long line for 1-10 damage and knocking them prone.

4: an open-handed slap will come down from above, hitting anyone in a 10' by 10' space for 3-18 damage.

5: the fist will extend its index and pinky fingers in a devil-horn gesture and targets opponents with a *magic missile* spell, as if cast by an 11th level caster.

6: the hand is tired and fails to act.

Cursed Breastplate If worn regularly, this suit of plate-maille +2 will age its wearer at twice the normal rate.

Sword of Fear This is a +1 sword, +3 vs creatures who are of lower HD than the wielder. When an enemy is killed with this blade, the fallen's allies must make an immediate morale check. It is a 36" dark-metalled arming sword whose hilt has two small glass channels, filled with some unknown bright-red liquid.

