

Players Notes

Word has reached you from a variety of sources that for a day + a night Frito Numbfingers controlled the life force of Demogorgon, Prince of Demons, Lord of the lower Abyss. In some fashion Demogorgon recovered his life force + retired to his fortress on the Astral Plane to reshape it. There, surrounded by his demons, bound elementals, + renegade Gythianki he felt secure enough to concentrate on his arcane work.

In some manner Morgeth, Queen of the Gythianki ^{Liche}, found this out + knowing that Demogorgon was ~~was~~ too busy to aid in his defense she chose this moment to reassert her rule over her wayward subjects.

Having heard this you realize that this is your chance to seize Demogorgon's life force +

- Good 1) destroy it
- Neutral 2) use him to preserve the balance
- Evil 3) " " " take over the world

Since he is reshaping it, the new life force receptacle must be near him to be attuned. Find Demogorgon + you find the life force.

THE HOUSE OF THE RISING SUN

You all travel many days and nights from your respective fortresses and kingdoms to meet at the great gate of your world. At dawn, you go through the transporter gate 'pillars' from the assembly point. A temporary blast of cold seeps through your flesh and chills the bones of your body. Your group finds itself floating in a void of obsidian darkness. In the distance small spots of light can be seen. These lights represented other gateways, lairs of astral beings, distant suns which crossed the boundary between the planes.

The party (you) spend a couple minutes orienting themselves (yourselves) and relearning the process of walking in an astral void. This is done by thought projection which when imagining a place your body moves towards that place telekinetically across the void.

You quickly set off moving through the void in darkness. You feel no hunger or thirst. Time seems irrelevant. No temperature can be felt, friction against your bodies is almost non-existent. Occasionally you come across solid materials, isolated asteroids, suspended in the bonds of force that make up the astral plane. These asteroids are sometimes occupied by weathered ruins of stone and metal. Others are barren rock which have been lashed time and time again by psychic winds.

If any beings were in your vicinity they quickly withdrew from your path. The awesome display of weaponry and power which hung about you was something very few beings on any plane would wish to contest with.

As you make your way purposely towards your destination your vigil becomes more and more alert.

In the distance, a lone bright light, that of a distant sun, shone, isolated in pitch black darkness away from any other illumination on the astral plane. The darkness is all engulfing. You can barely make out the dim shadowy forms of your companions nearby.

Your approach gradually slows to a stop. An increased gravitational pull is felt. The isolated sun gives off an eerie dawn like glow. Suspended in front of the sun, floating in the astral plane, is a huge slab of adamantine. The slab of adamantine is one mile thick by four miles wide by nine miles long. In the middle of this slab of adamantine is what could only be Demogorgons astral fortress.

Twelve volcanoes of ice are arranged in the pattern of a six sided star on the adamantine slab.

The ice volcanoes are spewing forth geysers of fire which fall down their sides into a circular river. This circular river surrounds the base of the twelve volcanoes. Huge tornadoes and hurricane

Force winds are blowing randomly across the water and crashing about the sides of the ice volcanoes. Bits of fire and ice are carried by the wind everywhere. Large clouds of steam rise from the water where the lava splashes down. Tidal waves lash back and forth across the water, possibly caused by the winds.

At the six outward points of the volcanoes are huge towers of orichalcum. The areas around these towers are thick with concentrations of troops. Hordes of githyanki assault the towers with magical carpets, ladders and a variety of siege engines. At each tower several siege engines lie strewn about, damaged in some way and abandoned. Streaks of energy, lightning, cold, gas, blast back and forth from the tower to the ground. The "sky" above the towers is darkened with the shadows of hundreds of demons pelting the siegers with boulders and missile fire.

A constant stream of grotesque demonic creatures fly forth from somewhere in the center of the volcanoes and hurl themselves against the legions of githyanki attackers. The adamantine plain is covered with the encampment of the githyanki, whose "legions" number in the thousands or tens of thousands.

There are signs of conflict across the adamantine plain which show the githyanki encountered fierce resistance as they attempted to storm the renegades

fortress. A seemingly infinite supply of elemental and demonic reinforcements continually show up the attackers, who are constantly storming the towers.

This geological freak of nature seems torn from the primordial elements. It is silhouetted in front of the rising sun. All sound and light seem absorbed in the void where you stand. A million enemies could stand side by side here and not know it.

★ ★ STOP ★ ★

If the party (or part of a party) flies above the fortress then they will see much the same thing on all sides: There is however one additional point of interest. In the middle of the volcanoes is a huge pentagram. The surface beneath the pentagram appears to be a huge shaft which goes straight down into darkness. A constant stream of demons are appearing out of the dark shaft and flying off to battle. This pentagram is in fact an artificial gate which is summoning demons. The demons' shaft is actually a gateway to hell. (s). Suspended in the middle of the pentagram is a quarter mile high, Kobold cased, titanium bomb. It is made up of millions of staffs of wizardry strapped together. It is guarded by 20 of Demogorgons toughest black titans - HTK: 120 THAC0: -10 AC: -4
DAMAGE / ATTACK: 4-40 # / ATTACKS 5/2 FLY,
MAGIC RESISTANCE 100% AT 16TH level. SAVES ON 1
VERSUS EVERYTHING. SPELLS AS PER 20TH LEVEL MAGIC USER

20 * 1st level, 18 * 2nd level, 16 * 3rd level, 14 * 4th level, 12 * 5th level, 10 * 6th level, 8 * 7th level 6 * 8th level and 4 * 9th level spells EACH.

This Kobold cased titanium bomb powers all of Demogorgons Fortress and is repowered by the soul of anyone who drops below 0 on the astral plane. The black titans cannot be charmed, held or otherwise affected by mind attacks as long as Demogorgon lives. The bomb can be exploded. It will blow up the astral plane (a lot of it). The triggering mechanism is right in the hellgate. It extends into the ethereal plane where half a million thought eaters converge (because of a weak point in the fabric of space).

(In a room over out of the central plaza etc.)
Entrance to the dungeon is quite simple. The party can slug their way into one of the towers. (This should be good for three or four hours of melee.)

OR the party can use spells to gain entrance to one of the rooms/ corridors to the place, OR the party can dig 1 spell there way through the side of an ice volcano. If the party chooses the latter then they can be assaulted by a variety of elementals, depending on where they try and gain physical entrance.

The teleport system for the thirty six rooms is as follows: The rooms are all numbered

1-1, 1-2, 1-3, 1-4, 1-5, 1-6

2-1, 2-2, 2-3, 2-4, 2-5, 2-6

3-1, 3-2, 3-3, 3-4, 3-5, 3-6

4-1, 4-2, 4-3, 4-4, 4-5, 4-6

5-1, 5-2, 5-3, 5-4, 5-5, 5-6

6-1, 6-2, 6-3, 6-4, 6-5, 6-6

Red

Blue

Green

Yellow

Orange

Each room has a huge pentagram on the floor, somewhere in the room. The pentagrams only work when the room goes out of "phase". When in "phase", the room operates normally. When out of "phase", the room operates normally with one exception.

When a room goes out of "phase", several things (extra) happen over a period of five rounds. The corridors between rooms are never out of "phase" and are safe houses.

Before the DM describes the out of "phase" rounds he must determine the location, the room the party (A) is in, is phasing to (B) ie. Two rooms will temporarily be in the same place at the same time and anyone not in a pentagram will teleport from room A to B. Every 10 minutes, approximately, a room will go out of phase. Monsters in all rooms will stay in their pentagrams unless fighting with a party. The pentagrams offer no physical or mental protection. They operate merely as transporters.

To determine where a party (part of a party) goes the Dm rolls a D6. This will determine if the party stays in the same colored area or not.

e.g. COLORS ARE AS FOLLOWS : 1 - RED

2 - BLUE

3 - GREEN

4 - YELLOW

5 - ORANGE

6 - PURPLE

If a party starts in room 2-6 they would be in blue-6.

Rooms ARE AS FOLLOWS : 1 - BALLROOM

2 - LIBRARY

3 - STUDY

4 - KITCHEN

5 - HALL

6 - CONSERVATORY

In our example, the party in room 2-6 would be in the blue conservatory. Now the Dm rolls a 3. Whenever the Dm rolls any number other than the room number the party is in eg: 2-6, not a 6 but then the party goes out of phase to 2-3 the blue study. Characters not protected by a teleporter pentagram will be teleported to 2-3 the blue study along with any live monsters not in the pentagram. Surviving monsters from a melee will go back to

their original rooms regardless of where they get teleported.

Now going back to our example of 2-6 the blue conservatory. The party is in this room and it goes out of phase. If the Dm rolls a 1, 2, 3, 4, 5 the room goes out of phase and has a blue mist because it stays in a blue area. When a 6 is rolled by the Dm this means the room goes out of phase to another area (because the party is in 2-6). If for example the party was in room 4-3 and a 3 was rolled then the party might leave the yellow (4) area and go to another area.

When the number the Dm rolls matches the room number then the Dm rolls again. e.g. The party is in 2-6, blue conservatory and a 6 is rolled.

The Dm rolls a 5. This means teleportation may take place to an orange area, (5). The Dm rolls a 1 for room number. The party may teleport to 5-1, orange ballroom.

When the party is in 2-6 and a 6 is rolled. The DM rolls again since a colour change takes place. The colour rolled in this example is a 2 - still blue. This means the party stays where it is but it still sees blue mist and a look at its own room through the gate described later.

There is one exception to all this listed as follows:

☆☆ NOTE !! ☆☆

In each color is a room which goes out of phase differently. The rooms are 1-1, 2-2, 3-3, 4-4, 5-5, 6-6. These rooms still require a D6 roll by the DM. For example our party is in 3-3 and a D6 is rolled. If the party gets a 1, 2, 4, 5, 6 roll they are transported, phased, to 3-1, 3-2, 3-4, 3-5, 3-6. If a 3 is rolled ie 3-3-3 then an extra dimensional room filled with hundreds of millions of platinum, gems etc will open for a couple rounds (D6) to the party.

There is one exception to this last bit. In room 6-6 the DM rolls a 6 going out of phase. 6-6-6. This opens to an extra dimensional space filled with treasure. This extradimensional space opens further to Demogorgons lair through another cross dimensional gate. Note this opening also lasts 1D6 rounds.

PHASE 3

When a room opens to an extra dimensional treasure room the mist is colorless (white).

eg. 1-1-1, 2-2-2, 3-3-3, 4-4-4, 5-5-5, 6-6-6.

N.B. 6-6-6 is the proverbial number of the beast.

THE PHASE ORDER

PHASE 1 - the room fills with a mist that is the colour of the room the party may teleport to. In most cases this will be the same as the colour of room they are already in. Nothing else unusual happens.

PHASE 2 - A vision appears of the room which the party will teleport to. The occupants of that room can also see into the room the party is coming from. If an extra dimensional room is opening from 1-1-1, 2-2-2, 3-3-3 etc it will open to the room in phase 2.

The room will still contain the mist of the colour of the room that party members may be transported to.

PHASE 3 - any living creatures not in a pentagram in the original room will be transported to the other room. Both rooms can engage in combat with each, even from one room to another. Pentagrams will not protect party or monsters from spells and missile fire. The rooms number is visible eg 2-6, 4-5, 3-1, 3-6 etc

PHASE 4 - the transporter doesn't work. Further the party members transported cannot return except by their own spells.

PHASE 4 - (cont.) the mist of the other rooms colour still exists. The vision still exists both ways. Party members leaving the pentagram this round will still be safe. The DM must roll a D6 if this room opened upon an extra dimensional space ie:
1-1-1, 2-2-2, 3-3-3, 4-4-4, 5-5-5, 6-6-6
The number on the D6 is the number of rounds after this one in which the extra dimensional space is opened for entering / leaving. This space is opened and allows transferring for rounds 2, 3, 4 plus a D6.

PHASE 5 - No vision occurs into another room. No transference through the dungeons teleport system is possible. The coloured mist is fading but still visible. Normal events such as combat still occur.

Normal phase then reoccurs for roughly another ten minute interval.

STANDARD ELEMENTALS

Ice Para-elemental

AC (3) , Move 6" , HD 16, HTK 110

1 attack 3-36 D4 cold within 10'

double damage from fire ; regen 4/r while touching ice

Magma Para-elemental

AC (3) , Move 6" , HD 16 , HTK 110

1 attack 4-24 D4 heat within 20' (also heat me)

Air Elemental

AC (2) , Move 36" , HD 16, HTK 110

1 attack 2-20 whirlwind 2D8 within 20'

The party will likely enter the complex through the mountain, either through fire or ice (meeting appropriate elementals). As long as they stay in the air they're attacked by air elemental. 1 Elemental arrives every round they're in the element. (It should take ~ 10 rds to pass through an element.)

Ethereal Plane

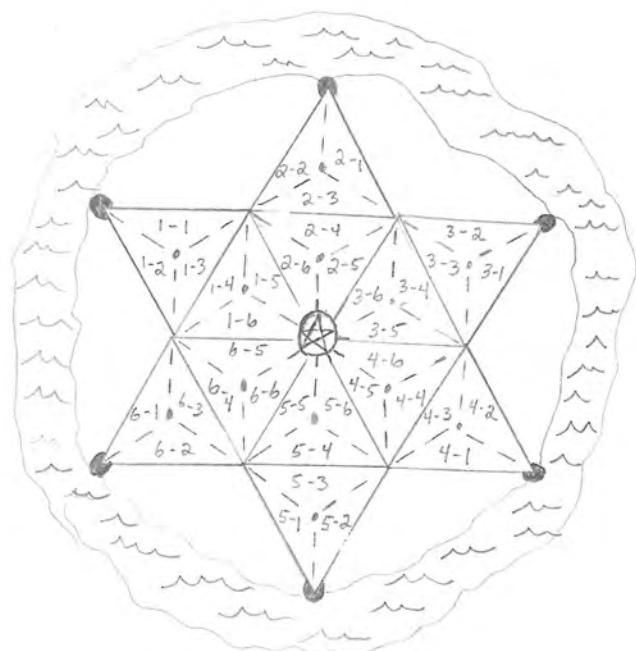
The ethereal plane is chock full of Thought Eaters attracted by the massive battle going on. Each round on the ethereal plane attracts a like number of Thought Eaters (one on the first round, two on the second, etc). It takes 3 times as long to move on the ethereal plane.

Thought Eaters

AC (9) , Move 6" , HD 3 , HTK 25

1 attack versus spells, Int

HOUSE OF THE
RISING SUN



1 X 4 X 9
ADAMANTINE
SLAB

Demon Names

Any person who is foolish enough to mention the big "D's" name once they reach the Astral Plane is instantly attacked by a Name demon (always has surprise) (1 for each mention)

AC (-6), Move 24", HTK 120, 2 Attacks 4-24 THAC_(d) 2

75% Mag Res, immune to normal weapons, ignores illusions invisibility or whatever to find target, anyone adjacent takes bpts/round from heat damage

Mentioning any other demon gives you the slightly weaker version

General Notes

- 1) at approx 5:00 the party should encounter the ghost of Frito Dumbfingers
- 2) the first time the party is transported from 1-1, 2-2, 3-3, 4-4, 5-5, they go to the appropriate treasure room
- 3) all monsters will hit any target on a natural 20.
- 4) after 9:00 any transfer from 6-6 will go to Demogorgons quarters
- 5) you can only enter or leave the complex from one of the outer rooms
- 6) Each of the rooms have the following in common
 - all are about 500' across, + have hexagons

Ballroom - large central open space

Library - sunken 200' + piles of books

Study - tables + candles all over

Kitchen - kitchen stuff

Hall - much longer than width

Conservatory - lots of plants

Frito's Song

In one chamber in addition to its normal inhabitants
is the shade of Frito Numbfingers cavorting about +
repeatedly singing a simple song

Demogorgon lives in a house of colours six,
Red, blue, green, yellow, orange, + purple you pick.
In each house are rooms that number six
A ballroom, a library, a study for three,
+ a kitchen, a hall, + the conservatory you see.
For once you have his number you have him
Just don't give him the unborn limb

Attacking the shade just makes it fainter + quieter.

THE DUNGEON (PROPER)

Room 1-1 RED - BALLROOM . This ballroom is red in colour. Pictures of 12 death knights with their personal names are hung on the walls around this room. The room is empty of monsters. A huge pentagram lies on the floor of the room. There is a considerable amount of dust on the floors. There is no light in the room.

Room 1-2 RED - LIBRARY . This room is sunken 200 feet from the doorways. A rope ladder goes down the side of the doorway entrance walls to the floor below. The room is red in colour. Row upon row of shelves with tomes on clerical magic lie in the room. The room is dark. In the middle of the room is a huge pentagram on the floor. Mixed into the rows of shelves are four Nabassu - major demons - monster manual II.
HTK: 60 AC: -5 3 ATTACKS PER ROUND MAGIC
RESISTANCE 50% DAMAGE: 2-8, 2-8, 3-12 MOVE 15'/15'
18" STRENGTH. SPELL LIKE ABILITIES: DEATH STEALING,
DARKNESS, PARALYZATION 10' RADIUS, ETHEREALNESS,
ENERGY DRAIN, TELEPORTATION, "VAMPIRIC ATTACK".
REGENERATE 20 HIT POINTS, SUMMON 2-5 GHASTS. IN
ADDITION, ANYONE CLIMBING DOWN INTO THE ROOM
WILL BE SUBJECTED TO A BOMBARDMENT OF THROWN
SHELVES, BOOKS ETC TO BATTER OR KNOCK THE TARGETS
OFF THE WALLS.

Room: 1-3 RED - STUDY. THIS STUDY IS A RED Room. SEVERAL DESKS ARE IN THE Room ALONG WITH A HUGE BED. A PENTAGRAM LIES IN THE MIDDLE OF THE FLOOR. THE BED HAS AN OVER HANGING CANOPY. THIS Room IS OCCUPIED BY WAX (4) STATUES OF TYPE I DEMONESS'. 3 INTELLECT DEVOURERS ARE IN THE Room. AC: 4, HD: 7 HTK: 54 4 ATTACKS DOING 1-4 EACH. MOVE IS " " THE DEVOURERS ARE HIDDEN IN THE Room IN THE CANOPY & DESKS. MONSTER MANUAL I

Room: 1-4 RED - KITCHEN. THIS KITCHEN IS RED. A COUPLE ISLANDS ARE ON THE FLOOR OF THIS Room. A HUGE PENTAGRAM IS IN THE MIDDLE OF THE FLOOR. SEVERAL WAX STATUES OF TYPE I DEMONS ARE SCATTERED ABOUT THE Room. THE Room IS OCCUPIED BY 20 TRANSPOERS - MONSTER MANUAL II. AC: 7 HD: 6 HTK: 48 2 ATTACKS FOR 1D6 EACH. THEY APPEAR AS DEMI-HUMANS ARMED WITH A VARIETY OF +2 KITCHEN UTENSILS - ROLLING PINS, BUTCHER KNIVES, HUMAN PEELERS ETC. MOVE: 15"

Room: 1-5 RED - HALL This huge red hall is filled with 4 ancient red dragons - monster manual I HTK: 88 3 ATTACKS 1-8, 1-8, 3-30 HD: 11 AC: -1 2 1ST, 2ND, 3RD, 4TH level spells. A huge pentagram is on the floor of the room. Paintings of Tiamat and Demogorgon stand side by side at one

end of the room. A huge chessboard occupies the floor. All the pieces are man size (life like) of type II demons as pawns and a variety of githyanki stone statues as the other pieces - white marble and black obsidian is used for the stone.

Room: 1-6

RED - CONSERVATORY. This room is red in colour. It is filled with trees and plants of a jungle variety. A huge pentagram is on the floor somewhere in the jungle. A Thessel Hydra (MONSTER MANUAL II) is in the jungle. AC: 0 HD: 12 - body HTK: 96. 10 attacks per round. Acid spitting attacks. 12-72 points save for half. Has special acid and crushing blow attacks in the central maw. It does 16(*8), 1-12, 1-20 - all can be double unless save versus poison. Doubled damage would then take place - acidic.

Room: 2-1

BLUE - BALL ROOM. This room is blue. A huge pentagram occupies the middle of the room. The room is filled with 200 wax and stone statues. The statues represent a variety of type I, II, III demons and githyanki. There are 150 stone statues of demons with personal names on all of them. The wax like statues are all githyanki. There are continual light stones illuminating this room everywhere. The room is occupied by 50 doppelgangers - monster manual I. HD: 8 HTK: 64 AC: 4 These doppelgangers have disguised themselves as demons and githyanki. They will change to party form

after surrounding them. Then they will attack from all sides. move: 9"

Room 2-2 BLUE - LIBRARY. This room is sunken 200' feet from the doorways. A rope ladder goes down the side of the doorway entrance walls to the floor below. The room is blue in colour. Row upon row of shelves with tomes on illusionist magic lie in the room. The room is dark. In the middle of the room is a huge pentagram on the floor. At a table beside the pentagram is an illusion of a book reading.

Room 2-3 BLUE - STUDY. This room has blue walls. It appears to be a torture chamber. Nine figures "appear" to be shackled to the wall. Eight of them are Succubi - monster manual I. AC: 0 move: 12" / 18" HD: 6 HTK: 48 MAGIC RESISTANCE: 70% DAMAGE IS 1-3 / 1-3 ENERGY DRAIN, etc etc. A huge pentagram occupies the floor of this room. The ninth figure is the rotting carcass of Frito Thumbfingers.

Room 2-4 BLUE - KITCHEN. This blue kitchen is occupied by dozens of statues of githyanki - wax life like. There are also 10 githyanki antipaladins armed with +4 swords of wounding. The githyanki are AC: -4 HD: 8 HTK: 112 ATTACKS: 3/2 +4 SPLINTMAIL & Dexterity of 18.

OF course a huge pentagram occupies the floor of the room. A magic helm lies on the table. The wearer will in all respects be normal except in the eyes of githyanki he will look like a mind flayer. Further the helm acts as a helm of telepathy.

Room 2-5 BLUE - HALL . This huge blue hall is occupied by twelve pillars. The pillars are carved into the likeness of demons type I-VI standing on top of each other. 6 of the type VI demons (balrogs) - monster manual I. are real. HD: 9 HTK: 72 AC: -2 ATTACKS: 1 DAMAGE: 15 for 4-24 plus 2-13. move 6"/15" MAGIC RESISTANCE: 75% THE Room has a huge illusion of demogorgon sitting on a throne at one end. A large pentagram occupies the floor of the room.

Room 2-6 BLUE CONSERVATORY - This blue conservatory has hundreds of paintings of demons. Personal names are written beside each one. Plants fill the room in large urn pots. The room has a large pentagram on the floor. Beside each entrance is a crypt thing who will teleport on sight. The DM has the option of how many to teleport and in which room they will go. Crypt thing - Fiend folio - AC:3 HD:6 DAMAGE: 1-8 HTK: 48

Room 3-1 GREEN BALL Room. This huge green room has mirrors from floor to ceiling everywhere. The room is another wax museum. A large pentagram occupies the floor of this well lit room. The life like wax statues are type I, II, III demons. There are, of course, some real type I, II, III statues everywhere. All statues have personal names written on them. MONSTER MANUAL I - in about

10 type Is - HD: 8 HTK: 64 AC: 0, move: 12"/18" MAGIC RES: 5
10 type IIs - HD: 9 HTK: 72 AC: -2, move: 6"/12" MAGIC RES: 55
10 type IIIs - HD: 10 HTK: 80 AC: -4 move: 9" MAGIC RES: 60
plus 70 more statues.

3-2 GREEN HALL. This green hall has the

Room 3-2 GREEN LIBRARY. This room is sunken 20 feet from the doorways. A rope ladder goes down the side of the doorway entrance walls to the floor below. The room is green in colour. Row upon row of shelves filled with tomes on druidic spells fills the room. The room is dark. In the middle of the room is a huge pentagram on the floor.

The room is occupied by 6 shadow demons - Fled Folio AC: 9/5/1 HD: 7+3 HTK: 59 move: 12"
3 ATTACKS.

Room 3-3 GREEN STUDY. This room has several beds and desks. The walls are green. A dead githyanki princess lies on a bed. A huge pentagram is on the floor. The room is empty of monsters.

A variety of +1 weapons are on the desks. Notes lie beside them on how to improve their sharpness.

Room 3-4 GREEN KITCHEN. This green kitchen is filled with 20 type III demons. They are filling up jars upon entry. MONSTER MANUAL I.
HD:10 HTK: 80 AC:-4 5 ATTACKS, MAGIC RESISTANCE:60%
They will polymorph into character appearances.
A variety of +2 throwing weapons lie strewn about the room. The jars and walls are made of skin jelly
HD:4 AC: 8 1 ATTACK: 2-8 & PARALYZATION - FIEND FOLIO.
A huge pentagram, of course, occupies the floor of this room.

Room 3-5 GREEN HALL. This green hall has the proverbial pentagram in the floor middle. The huge hall is covered in a uniform coat of green slime - monster manual I- HD: 2 HTK: (?)16
The floor underneath is occupied by two earth elementals HD: 16 HTK: 128 AC: 2 MOVE: 6"
DAMAGE IS 4-32

Room 3-6 GREEN CONSERVATORY. This room has its proverbial pentagram. The green room is filled with dung and offal. The "anti-magic" chamber pentagram does not work. The room is filled with disenchancers - Fiend Folio HD:5 HTK: 40
There are 20 steeds, move 12" grazing on plants so their noses aren't really visible on entry. AC:5
They go for the strongest magic first. Most magic won't

function in this room but will still radiate.

Room 4-1 **YELLOW BALL Room**. This room is filled with statues of wax and stone. The statues are all animated skeletons - 200 HD: 6 HTK: 48 AC: 4 move: 9". A huge pentagram occupies the floor middle.

Room 4-2 **YELLOW LIBRARY**. This yellow room is sunken 200 feet from the doorways. A rope ladder goes down the side of the doorway entrance walls to the floor below. Row upon row of shelves with tomes on magic users spells lie in the room. A copy of the book of demons, personal names lies open in the room on a table. The room is dark. A huge pentagram lies on the floor. The room is occupied by 4 nycadaemons HD: 12+36 HTK: 132 AC: -4 DAMAGE 9-16/9-16 MAGIC RESISTANCE: SPECIAL They have +8 damage and will bombard people with a variety of shelves / books move: 12"/36" - Fiend Folio - special attacks include reverse gravity, dimension door etc.

Room 4-3 **YELLOW STUDY**. This yellow room has 50 laboratory tables with supposed dead men lying on them. Most have their innards exposed for study. They are flesh golems - monster manual I HTK: 40 move: 8" AC: 9 DAMAGE: 2-16, 2-16 A huge pentagram is on the floor of the room. 100 wax statues of githyanki occupy the room - +2 and +1 weapons are mounted on the wall everywhere.

Room 4-4 YELLOW KITCHEN - This yellow kitchen has a variety of preserving and embalming fluids stored in jars along with body organs from demi-humans. A huge pentagram occupies the floor of this room. The room has statues of type VI demons in the middle. There personal names are written on the base of the statues. The room has no monsters.

Room 4-5 YELLOW HALL. 60 suits of armor align either side of the yellow hall. The suits are all animated - HD: 6 HTK: 48 AC: 2 MOVE: 6" DAMAGE: 1-12 The ceiling is occupied by several lurker-aboves (6) AC: 6 HD: 10 HTK: 80 DAMAGE: 1-6 MONSTER MANUAL I. And the floor is occupied by trappers (6) HD: 12 HTK: 96 AC: 3 - MONSTER MANUAL I., also a pentagram.

Room 4-6 YELLOW CONSERVATORY. This yellow room has a huge pentagram on the floor. Also the room is filled with yellow plants and yellow mold. There are 25 stone golens in the room - monster manual I. HTK: 60 AC: 5 MOVE: 6" DAMAGE 3-24 The yellow plants are yellow mush creepers HD: 3 HTK: 24 2-12 attacks - Fiend Folio The mold on the walls is yellow mold - monster manual I. spore attacks.

Room 5-1 ORANGE BALLROOM. This orange ballroom is poorly illuminated. Paintings of evil clerics and magic users are mounted around the room. The paintings (10 of them) all contain ghosts - monster manual I HD: 10 HTK: 80 AC: 0/8 move: 9" aging attacks, magic jar. The room is occupied by 6 mezzodaemons HD: 10+40 HTK: 120 AC: -3 damage is 7-12/7-12 - Fiend Folio. A variety of statues of type 3 & 4 demons fill the room. The 40 statues all have personal names written on them.

IF FIGHTED, HE WILL STICK STICKY
FOR A WHILE BUT HAS NO DESIRE TO FIGHT DEMONICALLY.
Room 5-2 ORANGE LIBRARY. This orange room is sunken 200 feet from the doorways. A rope ladder goes down the side of the doorway entrance walls to the floor below. Row upon row of shelves with tomes on fighting skills and use of weapons lie on the floor of this room. The room is dark. A single githyanki fighter/magic user, 12th level in each, occupies this room with a fully charged staff of wizardry and a scarab of enraged enemies (1 charge). The githyanki wields a +4 sword of sharpness AC-4 HD: 12 HTK: 96 move: 9"/48" astrally. Several (4) treasure chests occupy the floor of the room. Each one contains books of demons personal names and a guardian daemon. - Fiend Folio HD: 8 HTK: 64 move: 9" 3 ATTACKS

Room 5-3 ORANGE STUDY - This wax museum occupies a large amount of space. The entire room is one large diorama. Over 100 statues of type I, II and III demons are charging up a raised hill to attack a single barbarian. The barbarian is actually imprisoned, statue like, by walls of force molded to his body. He is Bram Mac Bram.
Level : 20 Hits : 304 AC: -19 RING OF PROTECTION: +6
CLOAK OF PROTECTION: +5 BRACERS: AC 2 BOOTS OF SPEED
(2HANDED)
+5 DEMON SLAYER WITH HEAL, VAMPIRIC REGEN, PROT. FROM EVIL
ANTI MAGIC SHELL, ALIGNED: BARBARIANS, TELEPORT &
PURPOSE: SLAY DEMONS. IF FREED HE MAY STICK AROUND
FOR A WHILE BUT HAS NO DESIRE TO FACE DEMOGORON.

is the WAND OF ORCUS

Room 5-4 ORANGE KITCHEN. - This orange kitchen is occupied by 10 permanently hasted iron golems
HTK: 80 AC: 3 move: 12" DAMAGE/ATTACK 4-40
MONSTER MANUAL I. A Huge pentagram occupies the floor.

Room 5-5 ORANGE HALL. This room is ordained (blessed indeed) by statues of Demogorgon in different poses. No monsters occupy the room but a large pentagram does.

Room 5-6 ORANGE CONSERVATORY. This room is a huge pool. The edge around it is occupied by 6 type 5 demoness's HD: 7+7 HTK: 63 AC: -7/-5 MONSTER MANUAL I. The pool is a water elemental HD: 16 HTK: 128 AC: 2 move: 6/18" DAMAGE: 5-30

Room 6-1 PURPLE BALL ROOM - This ball room is filled with mirrors of opposition. The room is occupied by 16 vampires (male & female) dancing about - monster manual I AC: 1 move: 12"/18" HD: 8+3 HTK: 67 Energy drain / magic etc. They cast no reflection so they cannot fight themselves. A huge pentagram occupies the floor of this room.

Room 6-2 PURPLE LIBRARY - This room is sunken 200 feet down. No rope ladder etc goes down to the bottom. The shelves in this library are filled with tomes on thievery. Lying on a pedestal in the middle of this room - encased in glass is the WAND OF ORCUS. (encase of fire break glass)

Room 6-3 PURPLE STUDY - This darkness (continual) room is occupied by 8 medusas AC: 5 HTK: 48 HD: 6 - stone gaze etc - They will cry out for help and make it sound like they are being beaten up. They can negate the continual darkness. A huge pentagram occupies the floor of this room. - monster manual I

Room 6-4 This kitchen is occupied by 12 type II demons attempting to lift a tray with an ancient red dragon. The dragon has a beholder in its mouth. The dragon is quite alive. Demons are AC:-2 HD: 9 HTK: 72 MAGIC RESISTANCE: 55%

The dragon is ancient red HTK: 98 AC: -1 spells
2 of 1st, 2nd, 3rd, 4th. - monster manual I.

Room 6-5 PURPLE HALL

A scene of carnage greets you when you enter this large clear chamber. Dead Githyanki lie everywhere, large blast marks cover the floors & walls. Once the party enters the room the Githyanki spring to life, draw bows & blast. Roll for surprise for monks, barbarians, etc.

There are 15 7th level fighters, +5 5th level fighter/mages
AC: 0, HD: 7(5), HTK: 70(40) (all have 2 spec in bow)

+1 sword, +3 bow, 24 +3 arrows

-3 swings/round 6 shots/round (double on surprise)
THAC0 9 4

Damage D10+1 D6+8 (*2 at point blank)

On first round mages cast haste & fighters use bows, mages then switch to MM (4 each, 3D4+3)

Room 6-6 Purple Conservatory

Unhealthy looking plants cover the floor & walls. A sickly smell wafts about but in the center of the room beside a large pentagram is a suspiciously healthy looking plant. Swollen, bulbous (a la "Little Shop of Horrors") slightly swaying, it dominates the room. There is no encounter in this room.

Demogorgons Retreat

From room 6-6 the mist clears to show a large stone chamber lined with obscene works of art. Hideous + expensive. Gems + coins lie scattered about, some in molten globes that just might be artforms. A number of passages lead off including a larger central one. Each door is protected by a pair of Caryatid Columns.

AC (-5), HD 6, HTK 48

1 Attack 6-36

Special Defense: ignore weapon +'s, maybe break weapons
all saves at +4

The minor passages lead to more treasure rooms but the major passage leads to Demigorgons guard chamber. A huge chamber is occupied by a dozen Death Knights + an equal number of Retrievers. There's also about 200 zombies + skeletons. The walls have prismatic spheres about every 50'

Death Knight AC (0), HD: 90, HTK: 90, 1 attack

+3 sword of sharpness Damage 1D10 + 8 THAC0 (5)

piles of magical abilities (see Fiend Folio)

Retriever AC (-2), HD: 10, HTK: 100 4 attacks

(Fiend Folio) Damage 3D6@ THAC0 (8)

4 eyes act as rays 2 Ad (each eye / 6 rds)

Each round every party member is harassed by minor undead (-2 to all rolls)

Throughout the combat Demogorgon will appear every 2nd round from one of his prismatic spheres, make an action + disappear again. Anyone can enter a prismatic sphere + follow to his private lab.

The lab is another large room lined with prismatic spheres corresponding to the other room. All sorts of esoteric equipment lies about. 10 spectral aids are here.

Demogorgon AC (-15), HD 30, HTK 240 3 attacks
(Monster Manual) 1) gaze - beguile, insanity
regenerates 10/r 2) tail - drain 1-4 levels
95% MR 3) tentacles - D6+10t limb (in 6 rds)
piles of silly magic abilities including a
MM ward - 6D6/round

(Note: if Demogorgon is killed his essence travels back to the abyss)

Spectres

(Monster Manual) AC (2), HD 7+3, HTK 60 THAC ϕ 12
1 attack for D8 (drains 2 levels)

The safe room is entered by entering the prismatic sphere that corresponds to the doorway to the main room. In the safe room are 26 cubby holes, each protected by wards of annihilation (disintegrate no save, if you save your bounced back) activated by anything except a PC can cross the acorn (lifeforce) ward.

The cubbies hold; acorn, bathtub, candle, diamond, eel, fish, glass vle, helm, ivory, jar, knife, lamp, morsacle, needle, onion, prod, quarrel, ruby, soap, thread, umbrella, veil, wand, xylophone, yoke, zircon.

The holder of the life^{force} can control Demogorgon.

hosted by John C.

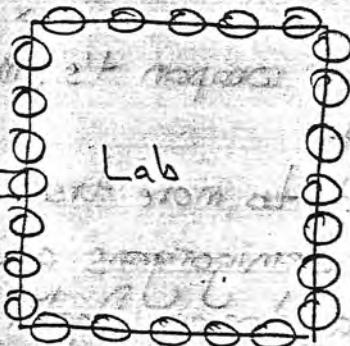


O prismatic sphere
(each has to be entered
+ then left crossing all
layers twice)

SA XTH, 2 TH, (2) SA

333 State St.

450 3000 15



Lab

(2) 500 ft. SSW. P.M. (2) 21 Then all
the birds were seen.

(also *Bamboo*) suitable for use in the kitchen.

2001-2002, 01.11. (a) 9A 750000

(3) ~~SOANT~~ ~~Q-22 search (elot bmt)~~

(2612) 28 May 1968 AHS 2000 to 5000 ft A

1000 ft elevation at Red Rock Hwy just west of

(201 be at 5-) 60362

1996 New proposed tools at fundamental level

Victory Conditions

Good

- Party -
- 1) 1 pt. for each evil PC killed
 - 2) 3 pts for having life force
 - 3) 1 pt for slaying Demogorgon
 - 4) $\frac{1}{2}$ pt for each party member still alive
- Personal
- 1) 3 pts for each evil PC killed
 - 2) 3 pts for saving a good PC's life
 - 3) 1 pt " " a neutral PC's "
 - 4) -8 pts for killing fellow party member
-

Neutral

- Party
- 1) 3 pts for each (good+evil) PC killed
 - 2) 3 pts for having life force
 - 3) 1 pt if no one gets lifeforce
 - 4)
- Personal
- 1) 1 pt for each good or evil PC killed
 - 2) +3 for matched pair
 - 3)
 - 4)
-

Evil

- Party
- 1) 1 pt for each good or neutral PC killed
 - 2) 3 pts for having life force
 - 3) 1 pt
 - 4)
- Personal
- 1) 3 pts for each PC killed
 - 2) 3 pts for holding life force
 - 3)
 - 4)
-

Everyone who is alive gets 5 pts