

CTHULHU DAWN

by M. Hopper
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"Ph'ngluimglw'nafh Cthulhu R'lyeh wagh'nagl fhtagn."

("In his house in R'lyeh dead Cthulhu waits dreaming.")

The response had been poor. As you look around the council chamber, you realize that only the very best or the very mad had responded to the summons. The chances of success in your undertaking looked very grim.

Several days had passed since the initial sightings. Word has reached you from a variety of sources that sightings of the foulest nature had occurred. All the persons who reported the sightings had gone permanently insane. The sightings had been coming in from all over the continent. In fact, rumour had it that the same observations had been made over the entire world.

Sightings of a solid, six hundred foot high lizard man had occurred. This creature had hundreds of tentacles spewing forth from its entire body. This figure was seen temporarily floating on air before vanishing. The very sky then went dark at the midday sun. The sun had been blotted out by the thousands of large bats which appeared out of nowhere. These bats were then seen to fly straight up until out of sight.

Further sightings included an entire continent rising out of the western ocean. Hundreds of thousands of amphibious creatures stood upon the island continent, weapon in hand. These creatures apparently were waiting for some sort of sign. The island remained surfaced for a matter of minutes, before sinking beneath the waves.

All the volcanoes on the continent had erupted simultaneously. Many of these volcanoes had been dormant or inactive for eons. The volcanoes spewed forth geysers of liquid flame. Fire elementals, thirty feet in size were seen to appear, doing obscene dances, hovering over top of the volcanic openings. After a matter of minutes, the volcanoes went dormant again. The efreets like flame creatures blinked out of existence, without any smoke trail.

During the night, the moon changed form in the sky for a matter of minutes. The night sky had a reddish tinge to it. The moon's surface appeared to ripple. It took on a red colour which pulsated. Several victims of the sighting claimed that the moon grew wings and changed its position in the night sky.

On another night the stars all blinked out in the sky. Large sections of the continent were engulfed in total obsidian darkness for more than ten minutes.

The desert region of the continent has reported the evil preachings of a tall dark man named Thotep. Hundreds of cults have popped up literally over night. Thotep has reportedly been sighted in at least a dozen spots simultaneously. The ranks of the vile followers have swelled to the tens of thousands. The only thing known about the religion, is that the followers preparations and sacrifices will save them and quicken the return of a group of Gods, referred to as the Old Ones.

Many other cults had sprung up. Some of these worshipped a large black goat. Others worship a being supposedly so horrible to even describe, that they idolize their God as a large Y shaped symbol.

Other sightings of strange beasts had been reported in the civilized areas of the continent. All the sightings are nothing but unproveable hysteria without trace or evidence.

One clue was proveable though. Many sections of the southern part of the continent are supposed to lie in waste. All life had been removed in some manner. Large earth trails like migrations of Giant Slugs had been spotted. Every tree, shrub, blade of grass cricket etc. seemed to have vanished within a hundred mile radius. If the party asks what lies at the middle of the known area, inform them that the great mountain range known as Ishlandhwana is in the middle. The mountain range consists of three very large mountains. These mountains are known as Ithaquana, Afishnamedwanda and Primordalwannah.

Anarchy and Chaos reigned everywhere. Even the lords of Chaos were being destroyed in the mass panic and hysteria that was overtaking everyone. Normally the Lords of Chaos would thrive upon the situation. Now, the alliances (Good, Neutrallity, and Evil) had gathered in their respective meeting strongholds to determine a possible solution before everyone is annihilated.

1. The forces of LAR-TUEN feel that they can contain the spread of the cults. Possibly they can control the cults existence. If the followers of LAR-TUEN can find the source of the cosmic unbalance, then they can stem its tide by binding.
2. The forces of DO-OG feel that if they can determine the cause of this chaos, they can destroy it utterly for the betterment of all.
3. The forces of LI-VE' feel that they can control the Chaos and use it to destroy all that oppose them.

The parties realize that with the rapid increase of sightings, that the earth was about to be invaded.

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* DUNGEON MASTERS NOTE: At this point in time, the
* parties must decide where the problems' originating
* source is. Whatever spells used will receive favourable
* answers. The parties will know that the continent that
* they are presently on contains the source of evil.
* The party will also know or learn that the southern
* section of the continent is uninhabited wilderness.
* The parties must determine how they are to go to the
* southern section of the continent. There are no
* transport demons or other 'gates' available to the
* parties. If the party asks what the continent looks
* like, then describe it much as Africa would look.
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ARRIVING AT THE SLOPES OF ISHLANDHWANA

ORC'S DRIFT

One way or another, the party(s) will arrive in the vicinity of the slopes of the mountain known as Ishlandhwana. Several things can be observed about the area. There is a small fort about ten miles to the south of the mountains. This fort was not known about when the campaign started. The fort is named Orcs Drift. The parties may wish to go investigate this. The parties will find a small fort occupied by humans. The human settlers will welcome the parties. The settlers will be very silent. The only unusual thing noticeable about the settlers is the bulging eyes and the batrachial forehead. The fort is a simple hovel of walls and shacks on the inside. If checked out, the party will find idols of the Old Ones in the hovels occupied by the forts people. If questioned, the inhabitants will say the idols represent He whose name is not mentioned. Speaking the name will cause an encounter to show up, attack the speaker and leave, if successful. The name is HASTUR THE UNSPEAKABLE. There is nothing else of interest at the fort.

29 human (crossbred with Deep Ones) occupants are hd:2 ac:7 htk:10 THACO:19, # of attacks:1, Damage:1-4 points. move:9" CHAOTIC-EVIL

If HASTURS name is mentioned then 4 Byakhee will show up to attack the speaker. hd:10 htk:80 ac:9 move:6"/24" THACO:10 # of attacks:2 for 1-10,1-10 alignment:CHAOTIC-EVIL size:large (20' tall). They can teleport at will. magic resistance is:20%

NOTE: The parties will arrive in the middle of the night.
This will stop initial visibility of the other parties.

THE PARTY LOOKS UP INTO THE STRATOSPHERE

If a party member(s) looks up, by one means or another, into the stratosphere, they will see one thousand MI-GO. These red, bat-winged creatures resemble lobsters in some ways. The creatures are lobster like but actually fungi. They are immune to interstellar space, cold etc. hd:5 htk:40 ac:4 THACO:14 # of attacks:2 for 1-8, 1-8 move:15"/30" CHAOTIC-EVIL size:large (6' long, 8' tall). These MI-GO are hovering around looking or waiting for some sign.

THE CAVE ENTRANCES IN THE SIDE OF THE MOUNTAINS

Each mountain has one entrance tunnel to it. The party will be notified about the one tunnel that they do see. The party will have to move around the landscape in order to see if there are any other tunnel entrances. The tunnel entrances all look the same as far as any character can determine. Several tentacles stick out and lash about. The tentacles are about six feet thick. The tentacles come out about ten feet. They are constantly flailing about trying to grab at empty air. These tentacles are fake. They actually are rubbery cloth done up to look like the real thing. The tentacles are on a long pole which is pumped up and down. There are human clerics of HASTUR pumping the pole so as to make the tentacles look life like. There are 10 clerics in each entrance. They are all hd:3 htk:20 ac:5 THACO:19 spells are optional as they won't last long against any characters.

WHILE LOOKING AROUND THE MOUNTAIN FOR CLUES

The party will be attacked by a group of 20 Byakhee. hd:10 htk:80 ac:9 # of attacks:2 for 1-10, 1-10 move:6"/24" CHAOTIC-EVIL size:large (20' tall) THACO:10. The Byakhee will fly down out of the clouds and try to rend the party to pieces. The Byakhee can teleport at will. magic resistance:20%

IF THE PARTY FLIES UP TO LOOK DOWN UPON THE MOUNTAINS

The three mountain peaks are very close together in a closed triangle. The triangle meets with a small closed in valley. The party will be looking down upon a valley bowl. This valley bowl is steep. The bottom of the bowl is a level valley. In the middle of the bowl is an altar of black obsidian. This altar is on a raised dias. The stone is of a non-Euclidian geometry. Looking at the stone for even a small while will require a save versus intelligence to not be mesmerized, hypnotized etc. The sides of the slopes are covered in loose boulders. The rock on the slopes is of normal texture.

The party can look around the valley. They will not be attacked. If the party looks under the boulders, they will find solid earth. If the party digs down though, they will find that the earth only goes down a few feet. The boulders on the slopes number in the thousands. The boulders all mark spots where tunnels may pop up. In fact there are thousands of spots on the slopes where tunnels could pop up because the earth density is very thin. All the tunnels lead down into the subterranean regions that are under all three mountains. The party will find massed hordes of Deep Ones and Shoggoths in the nether regions. The tunnel maze leads all over the entire earth. There is no specific tunnel that leads them anywhere of magical significance.

THE PARTY ENTERS A TUNNEL FROM THE OUTSIDE OF THE MOUNTAIN

If a party enters the tunnel from the outside of the mountain(s) the party will find the tunnel entrances all the same. The only exception to this is the fact that another party could be hovering around or have already entered one of the tunnels. To aid in this, the parties will all arrive in the middle of the night. The night sky will provide some cover against being seen.

DIVINATION OF THE TUNNEL ENTRANCES

If any sort of divination or augury is done then the parties will determine that there are more than three entrances. The parties will not be able to find any other external entrances to the mountains.

The divination reveals a favourable mountain entrance for each party.

LAR-TUEN	- (neutral)	- ITHAQUANA
DO-DG	- (good)	- PRIMORDALWANNA
LI-VE'	- (evil)	- AFISHNAMEDWANDA

ENTERING THE TUNNEL ENTRANCE FROM THE OUTSIDE OF THE MOUNTAIN

Once past the initial entrance, the party will move down corridors that are a hundred feet high and several hundred feet wide. The characters will not encounter anything at first, but will hear a constant drumming noise. This chanting is coming up to the party from the depths below.

THE FIRST ENCOUNTER UNDERGROUND

The party has been travelling for some time when they come across an underground lake. The water by the edge is only two feet deep. The party cannot tell how deep it is in the middle of the watery underground lake. The water fills the entire passageway. The party is standing, looking at the waterway when it begins to bubble. Two Shoggoths rise out of the depths and attack the party. While the Shoggoths are trying to eat everyone, some party members may notice a large number of beings coming out of the water. More creatures are splashing their way down the corridor towards the party.

2 Shoggoths	hd:20 htk:160 ac:1 move:9" # of attacks:2 for 3-30,3-30 size:large (15' tall) CHAOTIC-EVIL, magic resistance 30% THACO:3
50 Deep Ones	hd:4 htk:32 ac:3 move:12"/24" # of attacks:1 +3 weapon for 1-10+3, CHAOTIC-EVIL, THACO:12
10 Big Deep Ones	hd:9 htk:72 ac:2 move:12"/24" # of attacks:2 claws for 1-10,1-10, CHAOTIC-EVIL, THACO:11 size:large (10' tall)
1 Sahaguin cleric	hd:10 htk:80 ac:5 move:12"/24" # of attacks:1 trident for 1-6+5 CHAOTIC-EVIL, THACO:5, spells: 1st:4 spells, 2nd:4 spells 3rd:3 spells, 4th:3 spells 5th:2 spells
1 Human cleric	hd:9 htk:90 ac:-6 move:6" +5 plate, dex:18, # of attacks:1 magic mace of Cthulhu, damage: for 1-6+5, purpose:disintegrate all clerics not of Cthulhu Mythos THACO:11, CHAOTIC-EVIL, con:16 1st:6 spells, 2nd:6 spells 3rd:4 spells, 4th:3 spells 5th:1 spell, THACO:10
1 Lizardman cleric	hd:8 htk:64 ac:2 bracers:ac2 move:12"/24" # of attacks:1 for 1d6 +5 damage, dispel magic 50% done at 8th level THACO:6, +5 trident, LAWFUL-EVIL 1st:3 spells, 2nd:3 spells 3rd:3 spells, 4th:2 spells

The party travels for some time through the winding corridors. The DUNGEON MASTER may have them looping back and forth, if no method is used to map or augury their way through the maze of tunnels. Eventually, either by design or by the whim of the DUNGEON MASTER, the party will come across an abnormal pentagram chamber. The floor of the chamber is covered with an abnormal pentagram. The walls are of the non-Euclidian geometry that could mesmerize the party. The walls of the passage that leads to this room are also of the same mind-bending geometry. The pentagram does not look normal to the eye. If anyone declares that they are not looking at the pentagram, they will not be affected. The first four characters going into the room are automatically affected. All others will look unless they specifically tell the Dungeon Master that they are not. They must look if the front members of the party do not warn them of the strange design.

All members not affected may pass through the room. The party members must not look at the design while passing through the room. If the party members are affected and they return to the room they will not be affected again. Characters that are affected are teleported/plane shifted/dimension shifted/time shifted/spatially shifted ALL simultaneously. This is caused by looking at the 'gate', not by traversing it. This will take effect before any member has the chance to touch the perimeter of the pentagram.

Characters that were affected will notice the following: All first level spells will not be in their memory. Every second round after the first one another level of spells will fade from memory. This is because of the non-magical environment that the characters are in. ie: in the third round 2nd level spells fade, in the fifth round 3rd level spells fade etc... The first round is spent looking at the surroundings. There are no exceptions to this. The second round is when characters can do something. Spell loss is temporary (as long as they are in Chicago).

"The characters are all standing in a tavern of sorts. Strange alien metals and ornate wood designs surround the characters. The decor is fancy, but the room is filled with dim smoke. Many strange smells assault the characters senses. The characters notice that their garb has changed. The dimly illuminated room shows that all the characters are wearing fancy rimmed hats of a strange feeling cloth. The armour and coverings have been replaced by pants and long cloaks buttoned in front. The characters all have cloth nooses tied around their necks. These nooses hang down in the front of the bodies. All characters are carrying strange wands with large circular midsections in place of their regular wands and weapons. Characters that had their weapons sheathed find they are carrying bulky leather cases that are heavy.

The characters are actually carrying thompson machine guns. They have gated through time/space etc to the roaring twenties Chicago. To all normal inhabitants of Chicago, they look like gangsters. A speak easy was arranged to set a gang up. There are eleven members of the gang. The characters will be substituted for gang members. There will always be at least one original gang member left in the bar. He will see the characters as if they were really the original gang members. Using Chicago lingo, 'da crud bums is sposed to get here already' 'fo da speakeasy, ya know' etc. etc. While talking to the gang member, (the party noticed him), the door is flung open wide in round 2 and several gangsters burst into the room with bigger thompsons carrying bigger drums. (50 rounds).

The 'hit' will have initiative etc. The gangsters are 55% magic resistant at eleventh level. The spells will work on them as if they saved as 8th level fighters. Thompsons do 10d10 per round. Each round the thompson will fire off 20 rounds. The characters all have an extra 20 round drum in their cases. The party will be attacked by 3 gangsters in the first round and six more will fire from outside during future rounds. The 'hit' squad all have as many refills as necessary. Magic weaponry no longer has built in skills, but spells are around for a while. Natural skills will stay with the party. Extra npc's on the party side are all killed in the first round of FIRING. The party is on its own. The party will be very concerned about getting back to their own space/time continuum. This is done in one of two ways. The characters can beam back by using any high level plane shift spells etc. to do so. The characters can also walk through the gate if they can figure out where it is. There is a window, dimly illuminated in the back of the room which is the gate. Because of the moonlight, and shadows, an unnatural geometric formation is cast upon the window. If any party member looks at the window for a whole round they will gate back to the regular dungeon whether they live to the end of the round or not. Characters may try and destroy the window. The window can take two hundred points of damage because of its magical gate nature. The pentagram in the regular dungeon cannot be destroyed as easily.

Remember characters in Chicago get no magical armour bonuses or metal bonuses for that matter. Just dexterity from ac:10

9 gangsters

hd:8 htk:60 ac:8 move:12"
LAWFUL-EVIL, THACO:12,
of attacks:1 for 10d10 or
5d10(1/2 clip) or 1 fist for 1-6
magic resistance 55% over all

THE FLAME PITS UNDER THE MOUNTAINS

The party continues on from their last encounter. The corridors branch at many spots and wind back and forth. The maze of twisty passages weave all over the place. There are thousands of them running up and down. Regardless of which way they head, the characters will eventually reach the flame pits. When the characters come into the caverns with the flame pits they will be attacked.

10 Cthuga flame creatures	hd:16 htk:128 ac:-2 move:24"
	magic resistance:10%, size:large
	CHAOTIC-EVIL, THACO:7, (30' radius)
	# of attacks:1 for 2-20 heat ray
	also radiate heat damage

THE TENTACLES OF YOG-SOTHOTH

When the party reaches this point, they will encounter a tunnel blocked by twelve large tentacles. Unlike the fake tentacles at the entrance to the mountain, these ones are real. The tentacles are fifty feet in length. They belong to YOG-SOTHOTH. The God is not entirely in the prime material plane. Only part of him is here. The God cannot be destroyed. A lot of damage can be inflicted on him. If the tentacle takes 300 points of damage, then YOG-SOTHOTH will withdraw from the prime material plane at the point destroyed/damaged. YOG-SOTHOTH will still be at the other points inside the other two mountains. YOG-SOTHOTH will be at full strength for all three party encounters.

YOG-SOTHOTH	HD:- HTK:400 (300 before gating)
	ac:-2 move:18" size:large(50')
	CHAOTIC-EVIL, THAC-10:1
	# of attacks:12 for 1-8 +14 each
	can summon creatures:1 per rd.
	15th level magic user. magic
	resistance:50%
	1st level:5 spells
	2nd level:5 spells
	3rd level:5 spells
	4th level:5 spells
	5th level:5 spells
	6th level:2 spells
	7th level:1 spell

THE TELEPORTER TO THE FUNGI'S PLANET YUGGOTH

The party is travelling down the corridor when they activate a teleporter. This massive floor teleporter sends them all to the planet Yuggoth where the fungi creatures (MI-GO) live. The teleporter is not visible to the naked eye. The whole floor of a section of tunnel is set up that, whoever passes through or over will automatically teleport to the planet. Party members will feel a temporary coldness as they cross the void. When the party arrives at the planet, they will find themselves in a near vacuum. The lack of air, the coldness will do d10 automatically to everyone every round. Some characters may have things like necklaces of adaptation. These will reduce or stop the climate damage. This is determined at the dungeon masters discretion. When the party arrives, they will be attacked by 20 MI-GO. 20 more MI-GO will show up every round for another 9 rounds. This will give a total of two hundred MI-GO. The teleporters that the different parties arrive on will be on different areas of the planet. If parties want, they can use spells to bounce around the planet Yuggoth looking for the other parties. Party members can return to the regular dungeon prime material plane by stepping off the teleporter and stepping back on. This two way teleporter operates for the MI-GO also. The MI-GO will follow to the prime material plane to attack the party. These red bat-winged creatures look like lobsters with wings.

200 MI-GO

hd:5 htk:40 ac:4 move:15"/30"
 # of attacks:2 for 1-8/1-8
 CHAOTIC-EVIL, size:large
 (6' long, 8' tall), THACO:14

THE GATE TO THE SURFACE VALLEY

When the party travels for some time they will come across a great chasm. The chasm is occupied by 25 Primordial Ones. The back side of the chasm has a great window display of the outside world. The window display is actually a mural of the valley landscape that fits between the three mountain peaks at Ishlandhwana. Any character that tries to jump into or through the mural will do so safely. This teleport will gate the character(s) into the valley where a summoning is going on. The original mural has some human clerics standing around an altar at the bottom of the valley bowl. They are attempting some sort of arcane ritual. In order to reach this mural the party members must go through the Primordial Ones. The Primordial Ones will not follow through the mural. They are trying to prevent anyone from interfering with the gates being opened for the Old Ones. They know that the Old Ones will destroy the earth and all who inhabit it. Their never-ending search to destroy all other life will be achieved by this.

25 Primordial Ones

hd:8 htk:64 ac:6 move:18"/12"
LAWFUL-EVIL, THACO:11 # of attacks
is 3 for 1-6 each. size:large
9' tall, immune to heat and cold

These creatures are barrel shaped cylinders with membranous wings. The top of the head is covered by 3 inch cilia. The top of their heads contain 5 mouthed tentacles and the bottom of their bodies contain 5 long tentacles used for locomotion.

THE FINAL BATTLE IN THE VALLEY OF ISHLANDHWANA'S PEAKS

When the first party reaches the valley the morning sun is just coming up. The gate opening activities are all to begin in the dawns early light. The ceremony will begin the round that the first party arrives in the valley bowl. The party will arrive a couple hundred feet from the valley bottom on the slopes of their respective mountain.

The sequence of events takes place as follows:

- round 1. The clerics start their series of gestures and spells to open the gates around the world for all of the Old Ones.
- round 2. The rims of the three peaks are covered in the fresh arrival of hundreds and hundreds of Deep Ones. The Deep Ones are in both sizes listed below. They are accompanied by Shoggoths. Great cries of Cthulhu will occur in conjunction with brandishing of weapons.
- round 3. The skies will be filled with the fresh arrival of MI-GO and Byakhee. The Deep Ones and their allies will rush down the slopes at a faster than normal rate. Continuing religious war cries of Cthulhu will be heard croaking from the lips of the attackers.
- round 4. Both the Byakhee and the MI-GO will swoop down on any party members they can. They will concentrate on any party members in the air first. The Deep Ones will be in archery range. They will continue to advance.
- round 5. The Deep Ones and the Shoggoths will be in melee.
- round 10. Ithaqua will show up, gate in, etc.
- round 15. The slopes will open all their tunnels and thousands of fresh Deep Ones of both types will pour forth and down into the valley. (whatever number the Dm wants)
- round 20. Hastur the Unspeakable will come through the gate.

NOTE: IF MORE THAN 18 OF THE GATE MEDALLIONS ARE CAPTURED THEN THE CEREMONY IS INTERRUPTED. ITHAQUA AND HASTUR WILL NOT BE ABLE TO COME THROUGH THE GATE IF THEY HAVE NOT DONE SO ALREADY. HASTUR'S CLERICS WILL NOT LEAVE THE VALLEY UNTIL THE CEREMONY IS COMPLETED.

1 16th level human cleric	9*1,9*2,8*3,7*4,5*5,3*6,1*7
THACO:5 htk:86	
2 15th level human clerics	9*1,9*2,8*3,6*4,4*5,2*6
THACO:6 htk:84	
3 14th level human clerics	8*1,8*2,7*3,6*4,3*5,2*6
THACO:6 htk:82	
4 13th level human clerics	8*1,8*2,7*3,5*4,2*5,2*6
THACO:7 htk:80	
5 12th level human clerics	8*1,7*2,6*3,4*4,2*5,2*6
THACO:8 htk:78	
6 11th level human clerics	7*1,6*2,5*3,4*4,2*5,1*6
THACO:8 htk:76	

All clerics have a wisdom of 18. They are all ac:-6 from dexterity of 18 and +5 plate. They are all armed with +5 maces. I have included spell bonuses for wisdom above. They all do d6+5 damage. They all get 1 attack per round or a spell. They are all CHAOTIC-EVIL. move:6"

The clerics, when seen, are standing around the altar. A droning chant is taking place. The chant is all around the altar. It is not coming from the clerics. The evil priests are all wearing medallions around their necks. These medallions are all pulsating and radiating a couple inches of dark light. The parties realize when looking at the medallions that they are gate keys. The clerics are using these medallions to open large gates so the Old Ones can come through. If a character wants to destroy the gate keys, the keys are ac:0, 10 hits. There are 21 medallions in all. One is on each cleric.

1200 Deep Ones	hd:4 htk:32 ac:3 move:12"/24" # of attacks:1 +2 weapon for 1-10+2, CHAOTIC-EVIL, THACO:13 or +2 crossbow for d6+2
120 Big Deep Ones	hd:9 htk:72 ac:2 move:12"/24" # of attacks:2 claws for 1-10, 1-10, CHAOTIC-EVIL, THACO:11 size:large (10' tall)
30 Shoggoths	hd:20 htk:160 ac:1 move:9" # of attacks:2 for 3-30, 3-30 size:large (15' tall) CHAOTIC-EVIL, 30% magic resistance. THACO:13

1000 MI-GO	hd:5 htk:40 ac:4 move:15"/30" # of attacks:2 for 1-8,1-8 CHAOTIC-EVIL,size:large (6' long,8' tall), THACO:14
150 Byakhee	hd:10 htk:80 ac:9 move:6"/24" # of attacks:2 for 1-10,1-10 CHAOTIC-EVIL,THACO:10, 20% magic resistance. size:large (20' tall), can teleport at will.

Ithaqua and Hastur the Unspeakable will have an immediate grasp on the situation upon arrival. They will both attempt to finish off the characters in whatever method the dungeon master sees fit. Psionics will not be used. For reference to the two deities, see page 45 of the TSR manual Deities and Demigods.

ITHAQUA	htk:250 ac:2 move:24" CHAOTIC-EVIL,size:large (20' tall),THACO:7 # of attacks:2 for 4-40,4-40 13th level cleric,spells: 6*1,6*2,6*3,4*4,2*5,2*6 12th level illusionist,spells: 5*1,5*2,4*3,3*4,2*5,1*6
HASTUR THE UNSPEAKABLE	htk:400 ac:-2 move:36"/36" CHAOTIC-EVIL,SIZE;LARGE (600' tall),THAC-10:1 # of attacks:2 for 2-200,2-200 23rd level magic-user,spells: 5*1,5*2,5*3,5*4,5*5,5*6,5*7,5*8 3*9 23rd level illusionist,spells: 5*1,5*2,5*3,5*4,5*5,5*6,5*7

DUNGEON MASTERS NOTES ON THE MODULE

1. 20 is always a hit for dice rolling in combat.
2. 1 is always a miss for dice rolling in combat.
3. 1 always blows a save for saving throws.
4. Characters do not get dexterity bonuses and in most cases, shield bonuses when in aerial combat.
5. Good characters know their mission is to destroy the gate, anything coming through the gate, and the means of opening.
6. Evil characters know their mission is to capture the means used to open the gate and prevent destruction of the gate.
7. Neutral characters know that the gate can be destroyed along with the means to do so, but it would be nicer to capture.

VICTORY CONDITIONS

GOOD party - 1. 1 point for each evil PC killed
2. 3 point maximum for destroying altar
3. 2 point for each gate medallion destroyed
4. 2 point for slaying Ithaqua on this plane
5. 3 point for slaying Hastur on this plane
6. 1 point for each party member still alive

TOTAL - 70 points (based on 10 characters in each party)

personal - 1. 2 point maximum for evil PC killed
2. 2 point maximum for saving a good PC life
3. 1 point for saving a neutral PC life
4. -6 point for killing a fellow party member
5. 1 point for each medallion destroyed

TOTAL - 69 points (based on 10 characters in each party)

NEUTRAL party - 1. 3 point for each (good+evil) killed
2. 1 point for each PC killed not in #1.
3. 2 point for each medallion captured
4. 1 point for each medallion destroyed
5. 3 point maximum for nobody destroying altar
6. 2 point maximum for destroying the altar

TOTAL - 75 points (based on 10 characters in each party)

personal - 1. 1 point for each good or evil PC killed
2. 3 point addition for each pair killed - #1.
3. 1 point for each medallion captured
4. 1 point for each medallion destroyed

TOTAL - 101 points (based on 10 characters in each party)

EVIL party - 1. 1 point for each good or neutral PC killed
2. 2 point for each medallion captured
3. 3 point for the altar not being destroyed
4. 3 point for Hastur not being destroyed
5. 2 point for Ithaqua not being destroyed

TOTAL - 70 points (based on 10 characters in each party)

personal - 1. 1 point for any PC killed
2. 2 point for each medallion captured

TOTAL - 71 points (based on 10 characters in each party)

EVERY CHARACTER WHO LIVES THROUGH THE MODULE GETS 5 POINTS.

MORE NOTES ON HOW THE DUNGEON MASTER CAN RUN THIS MODULE

I feel as the designer, that most players are not interested in the dungeon as much as they are interested in killing each other. This comes from the experience of designing and running several other Monty Haul dungeons. A couple of these have been used in tournaments. A lot of fancy design is brushed aside. The party members were more concerned about jumping the other parties before the other parties jumped them. This effort is on a much smaller design scale. To avoid repetitive rules arguments, and to give the dungeon master a chance to get involved, the following guidelines should be considered.

1. Restrict each player to 300,000 gold pieces worth of magic items.
2. The characters are limited to 10 magic items apiece.
3. The characters are further restricted by any class restraints. This rule applies to item limits(eg. monk), class combinations such as paladin/assassin (sic).
4. The characters can put any statistics in any character attribute up to the 18/19 limit. I don't want to see characters with a charisma of 27 etc.
5. All magical items chosen (including built in abilities) should be from one of the legitimate books in print and available to all players. (TSR in this particular tournament). If some combination is not in print, it can be reviewed with the Dungeon Masters for reasonableness. (a cost would be assigned).
6. No wishes, limited wishes, alternate reality spells should be used. I find these spells are open to a lot of arguments as to what limitations should be imposed. All players should be allowed a chance. These particular spells are loosely worded and have no range.
7. In this specific tournament module, ***** NO ELDER SIGNS *****
8. Characters are restricted to 20 levels of ability. Whatever the highest level is will be considered the primary class, regardless of which class the character supposedly started in first. eg. A 14th level fighter/8th level druid/4th level thief is legitimate. All secondary classes will have their levels halved. (14 + 4 + 2) where 4 is 8/2 and where 2 is the 4th level thief/2. 14th level cleric/12th level magic user is also legitimate. A 16th level anti-paladin/10th level cleric is NOT okay (16 + 10/2 = 21).

The dungeon master(s) can add some decorations to the landscape. Small, insignificant altars could be spread around the country around the outside of the mountain. Leaving sacrifices such as dead clerics (1st and 2nd level) could have the party members wondering what these represent. If spells like speak with dead are used, the dead clerics could indicate that they were preparing for the opening of gates for the Old Ones. No knowledge of when or where would be available.

Several encounters look duplicated for each party. (I'm lazy). If more than one party goes to the Chicago encounter, there may be questions about the first party killing the gangsters and another party having to do it also. Well, each party was teleported to a different time stream/spatial coordinate etc. Similarly, the trip to the planet Yuggoth and encounters with the likes of YOG-SOTHOTH can all be justified.

It is important to keep the characters apart as much as possible while throwing fair encounters at them. This means the same encounter some times. There will be plenty of time for the party members to find and kill each other. (8 hours).

To add some flavour to this year's tournament module, the exact victory point allocation will be kept secret from the players. This prevents a squeeze in the rules to win. Instead, what I hope to achieve, is an attempt for party members to roleplay (in Monty) to victory with limited objectives specified.

The other section of dungeon master notes specified earlier in this module dictate the overall objectives to the three parties. There is no reason to read the section entitled Victory points to anybody.

All characters, if possible, should be reviewed by one or more dungeon masters before the tournament. I find, this clears the air on what is or is not allowed. Sometimes, people don't know or have the opportunity to find out restrictions imposed on characters. This also provides the referees with a chance to see what is coming at them. On more than 1 occasion, I remember another referee telling a person that their character is too weak. This gave the person a chance to beef 'it' up.

The last point: Emphasize to all parties that the mission that they are going on is not one they want to run from, if things do not look great. If the mission is a failure, then the Old Ones WILL cream the earth.

Michael Hopper. 1988

ENJOY!

