



After an hour or so of time spent within the weird labyrinth of Acererak's final "resting place," the players whose characters were survivors typically remembered suddenly that they had pressing engagements elsewhere. Or are they really just glorified looters, unfit specimens for Acererak's final purposes? The floor of the chamber contains a fallen that has spilled bulging cloth bags steel ground. The fire in the hearth is (unless they possess some way to detect a suc spi in ambient negative energy-note th .: evil in and of itself). S 12,D 19, C 12,15, W 7, Ch 9. '. There were seve to chuckling evilly as I very expert players in my campaign, and this to their skill-and the -invincible characters. Even a GM veteran of tkae old, daring environment adventure of & reatscope. It offers m r e to venture into the new, would have no agsurane of by far than did the old Tomb o j H m s, and it is more survival if relying on former knowledge. If the PCs contrive to melt the ice upon the glass and look in before they open the door, the curse unravels and the golden light fades; the cabinet appears to be empty. Lemt, hf T9:AC 3 (studded leather, Dexterity of venom +2,10 with darts of homing +3); #AT 2; D m g ld6+2 (short sword +2) or ld3+3 (darts +3); SA backstab (4attack bonus, x4 damage); SD thief abilities; SZ M (5' 5" tall); ML average - (9); AL CN; X P 1,400. Only the two Statues of Greeting survived, although one has f d e n and its message written in marble has shattered. \ U I I RETURN TO . WM~wighk AC 0; MV 9; E D 16; hp 64; W C O 5;#AT 2; h g 5d4/5d4 (claw/claw); SA ; SD regenerates 3 hit points each round, immune to cham,Md,s Z q , cold, poison, and death magic; SW may be turned; M R W/O;SZ M;ML fearless (20); Int average (9); AL CE; XP 14,000. No matter how much the PCs look, they do not discover entrances to levels above or below these 64 The City That Waits 3 is a massive c mirrors. In one tournament use of the managed to re was never ent. Each would be at least 10 feet tall when standing, although one of them has tumbled to the ground. The inhabitants of Skull City are obsessed with the power that the dark arts can bring them. PCs retuning from the fag to the tavern are inundated with glw&ions. As is true for many other chambers in The City That Waits, most of the items once found here did not make the translation from the Prime Material. The central strut appears to be the central tower support; it rises as a broad wall into the unrelieved darkness above. Only investigation and research.should finally lead the Pcs back to the tomb, it5 information vital lor the succes of the adventure (Ilceatysso's Journal)c!an only be gatheaed thmugh pdmmary adventwing. cOatpOrcent satchel and almostlost his life in a clo 3.9 Entry I window opening in the west d an)en archway to the southwest spill uncertain illumination into this exceptionally large chamber. This was not a city of pure-hearted seekers of knowledge nor a collection of mere tomb robbers. 66 Display Illustration w28. It is quasecfed that all of these afflications have their source in the Vast Swamp. So I learned a lesson as a Dungeon Master. Unless the PC can provide his or her own air (and air pressure) and warmth, he or she will have a very rough time of it: the absence of air pressure forces the PC to breathe out in one continuous exhalation (lasting one round) until no breath remains. If the Pcs thoroughly search the debris in the chamberi they are the pc can provide his or her own air (and air pressure) and warmth, he or she will have a very rough time of it: the absence of air pressure forces the PC to breathe out in one continuous exhalation (lasting one round) until no breath remains. 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Inr fact, the spontaneorrs generation of d e a d creatures fmm the bodies of the recently Jlain h a s h o b s e n d throughout the region. 3.10 Garment Room 3-12 Who Put Out|The Liathtez Tattered stands, broken cabinets, and toppled display shelves lie in sad piles on the floor of this pie-shaped room, as if a giant had taken up the place entire and shaken it to gauge its contents before tossing it carelessly aside. Further questioning reveals that this "Mater" is not a person but a tavern that does a good business serving ale to off-duty doclcwmlcers and riverboat crewmen. The finalgarment is of brushed white leather, appearing none the worse for wear, and in fact there is no frostcovering it. Should you be perusing it being released in the Year of the Tiger. The handprint panel still functions, and if pressed, opens a physical gateway connecting the archway with the quasielemental plane of vacuum! A tremendous howling ensues as the punctured demiplane of Moil seeks to spew its atmosphere into the vacuum of the quasielemental plane; all loose items and individuals within 100 feet are swept toward the archway at a movement rate of 21 (those beyond this radius a~ able to hold themselves back from the atmospheric rush). The platform contains a freestanding arch of a silvery metal. If the old model was a lurking leopard, this If you are reading this after having purchased the one is a cunning feline that has aspeds of even more work, feel good. Upon the table is a device consisting of a rge disc. It is fitting that the adventure is times Game Mastering it. (The title of this product mt withstahding!) Even if one or two of the advmhu-em are old, @z&& campaigners Wfrowtuallyventured into the tomb twenty years ago, they remember the place as a passive crypt, tmlikelyto be responsiQle for active deedsd evil, even though they may remember that the tomb is nearby. 7 h e leg has been torn out, and the corpse"s head looks to be half bitten off. in contemplation of its acquisition, hesitate no longer. Special Equipment: 50-foot rope with grapple, thieves' tools, pouch (43 Moilian platinum pieces), vial with 10 doses of poison, boots ofspider climbing, short sword of venom +2 (6 poison doses), 10 darts of homing +3. But I am very kind at heart. Ernie likewise left laden with loot. The Skulkerscall the effect the Dark I r t t m s i a A n \ o n g ~ the ~ ,Dark btrusion 6 Calstrand (s he DM to d n rrarric passmg up and Pontylver to the sou routes intersect Kals :om the seaport of ---erland caravan aking the sihr an mundane item they s shops. From his ba vors, and I admit that was to become the . (Most unci& incursiorrsin neareas the result of local cemetery's inhabitants suddenly g&hg resfless.) The full impkatia\s of the Dark Intrusion m a i n u n m d by the Sw, but they take it as a d that gmat things awsoon to be sign from A surpassing power, holding secrets over DeathiW. They dead at the bottom of the river for a week a d have only now gained the impetus to rise again. The winterwight in this chamber only respds t~ the X s' presence if they attack it or try to move past it toward the door leading to room 3.7. In thesetwo cases it raises its hy visage and croaks, "Come to feel my cold embrace, my darhgs?" It then attacks. Unfortunately for the characters, a minion of Awrerak dropped the cloak here as a subtle trap; the cloalr acts as a robe of powerlessness on any who don it. T H E XJROPEAN M 32-14-44-30-44 ibsite at: www.tsr.com rorev U by E. Instead, those who gathered in this new city of grim aspect sought to understand the forbidden arts of W e . You are going to have some great ferocious nature. The ingenuity of the nuchixm was marvelous, and those Moilians who were able spent considerable amatLntsof time and money frequenting both this and other chambers of this tower. The layer of ice covering the glass makes it difficult to determine the source of the golden light emanating from within. Yes, that's right, his whole crew! I heard it firsthand from the pierwatch. It was the first of the modular adventures published hyX3R,m&+mthis day it remains a faw&for many long-time playing through this adv engender fond nostalgia. The scenes and investigations are arranged in a series of encounters that eventually pmvide the party with the information they should have befare embarling on a journey into the tomb. 3.7 Stairwell I - This stairway is untrapped, and descends 20 feet into mom 3.8. 3.8 Stairwell 1 spiral staircase of stone, mea in green and blue, ?adsupward. Those who attempt to investigate the contents of the cursed cabinet would, he feels, most likely belong to the latter category. g Rob Kuntz's PC, Robilar, and Ernie Gygax's PC, Tenser. Nothing else of inkrest can be discovered hem. They were, in fact, almost all practitioners of the hd dark arts: n e c r o m. Tower of Portals 1 i 1 This tower contains only a single level, something like a catwalk in that there are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here. If the PCs r e v d that one of the slots rests a small black ,here. If the PCs r e v d that one of the slots rests a small black ,here. If the PCs r e v d that one of the slots rests a small black ,here. If the PCs r e v d that one of the slots rests a small black ,here. If the PCs r e v d that one of the slots rests a small black ,here. If the PCs r e v d that one of the slots rests a small black ,here. If the PCs r e v d that one of the slots rests a small black ,here. If the PCs r e v d that one of the slots rests a small black ,here. If the PCs r e v d that one of the slots rests a small black , here are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here are no walk or ceilings providing safety against a fall into the tower's interior. In one of the slots rests a small black ,here are no walk or ceilings providing safety against a fall into th approaching this I admit to having Lastly, if you are a player "sneaking a peek," this is some trepidation. Following this philosophy, their reverence for Acemak and his achievements has developed into an almost theological worship of the powerful lich in his aspect as "The Devourer" They have built a massive academy surrounding the entrance to Acererak's tomb and engage in weekly ceremonies to garner the attention and favor of the demilich below. anin~in~soliGuy~"p+ Each pile of brdcen bits and pieces what was once a complete and worlung machine, These machines were designed to play games of chance, as the Moilians o m delighted in such pursuits. Instead, they were drawn by the legend of Acererak himself, who by all accounts was a being of enhances nenomantic spells and spells dealing with the Plane of:Negative EReFgy in its vicinity. The remaining PCs may not at first be aware that the return of illumination reveals that one of their number may be missing ("Hey wait a minute, where's Seamus?"). The PC level and abilities must match the challenges posed, and material resources in spells 0 c items or both sufficient to deal with the demands of the adventure have to be available. Unforhnatel~in the intense cold, the glue that held the labels on the vials has freezeatied so all of 67 Therpare s e m d Q s ~ ~ v m k - Iteaas: b e a-', u , t w a o ~ ~ ~ and a sed bearing A c a m Drake's~maaOgram. The man waves a brief goodbye to the barkeep, then steps out into the foggy night. 3.13 Strongbox This loom is lined with 1-foot-W plates of steel, treated magically to disallow magical teleprtation, tunneling, or scrying. In one of hisstrange fitsmf w m , Acererak restored-thisparti& game of & am?* parkidarlypotent .Tiw? natu;nesf* enchantRzept is partially desmibed hi the heriptiom upon the plaque, which reads in the Pes' amqmn tongue, % ' I games odchance them arezisk bhe , taken/The winner is rewaded but the b, ford-" See-Accretak's haphazard wheel imAppdix 2 if any of the PCs kry their hands at Msvery risky* game. If the robe is removed, and then donned again, it will be necessary to cast another remove curse or the do& once again affects the wearer as a robe of powerlessness. Again L n ornate chair, upon which sits a humanoid igure who looks almost as if he had just dozed j f f, were it not for the patina of frost encrusting tim as it does every other visible surface. If the first party member targeted resists (i.e., makes a successful saving throw), the effect instantaneously moves to another target, who must save vs. The uncertain ight reveals several columns of clear ice rising 'rom floor to ceiling. crew deserted him a week past, now. Each time the cabinet door is opened in this snmner, the curse is once more evoked. If the PCs elect to smash the cabinet, the curse is gone for good; lost companions, however, are n d returned. The C u r r e n t Situation The world at large has been blissfuly ignorant of the existence of Skull City until the pment time. This leaves that unfortunate dangling in midair outside the tower; in the absence of magical assistance (such as a ring #frying), the victim plunges into the mists far below, and thence into the deadly plane of Negative Energy. These v\iighfs were spontaneously ania2tted ringer of the Dark Intrusion. When a saving throw fails, the PC dies. apening at 4.6 is at the lowest bridge level, 20 feet. revealed to them.~useofthis,tfEey~~steIaped up their sacdkes, foul rikds, and evil rites, regturing them to initiate frequent raids for fie141 victims from the c o m d e s both near and far. Notl- it. Note & this p B r c m t e r is p&nariLy designed to set t h e n 4 and ta invoke the Pcs directly mto the plot, but it certainly has an b e n t of real danger vvny, mar s rayvm s Darge. The first tablet said nothing special, but paranoid characters may certainly be worried by the apparent mystery. gh the clammy fog; everything else is shroudeu rkness. In addition to possible inebriating effects, any PC drinking the absinthe must make a saving throw vs. Tara volunteers the following to anyone who aqffgsses Pcs who question people at the pier concerning unusual happenings of late get mostly strange looks for their trouble. The standing sculpture holds a stone tablet before it so that all entering the opening to the t exterior may read it. Also, sages, w)ace of half an hour. ... I Lane eld he Sw, n E--Cit, . 'Eheir clothes- unremarWk, but a successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rotting mns that Rads "Papin's Pml." A successful MFisrcEam check d h v s the hvmtigjatingPC to find a tattm on one of the rot u d h d h g pmfiskillpoll meats that the= aie multiple damp trails leading from the water's edge to the tavem doonmy, and thence to the h t i o n of the FCs' met conflict. Only one item has apparently survived this rough treatment; a glass-fronted curio cabinet stands undamaged in the southwestern corner of the chamber. Those within the 100-foot radius can attempt a Dexterity check to grab a nearby projection to hold themselves back. Above the door is a symbol of death (kills one or more creatures of up to 80 hit points)set to kill any unauthorized person who attempts entry. he got back to his boat, ' ou believe it? spell. What's more, a sytholo of death (kills one or more creatures of up to 80 hit points)set to kill any unauthorized person who attempts entry. anyone with fewer than 120 hit points who fiddles with the lock to suffer the effect of a confusion spell until healed, restored, or wished back to mental clarity. Thus was Skull City born. Thi ?ntL I Bef muatle , ---- haractt i and Envirol ilk Ahrei lidebar 1 Tr ... Within the bware variotts spell components of a dubious netme bones, scraps of leathery &s.h., pickled eyes, the perspiration of fear, and other un%avofy items. dagger point is a short sentence in the PCs' common tongue. The mirror for losing a card game to a cardshark named Dwart hundreds of years earlier. Frozen into one of the :olumns is what appears to be a standing human ikeleton. The central column 04 ice amtaking the skeleton is actually a magical cam struct created bykererak called a winter-wight. If a remm curse is cast upon the garment before it is donned, it acts as a ring ofmrmth. (A lesson to me not to assume Lake Geneva, Wisconsin too much.) Take what is written above to heart, 1998 iI I t 4, lb. The device upon the table is of C Q zk ~ * machine. This room has also been trapped by Acererak; are the would-be heroes firmenough in their purpose to pass this chamber by? If the Pcs manage to get the door open, they can easily see into the chamber: 70 I 4. However, k m t is nothing if not adaptable (andsly, sneaky, and usually untrustworthy), and if the PCs can manage to communicate with her and explain the situation, Lerxst asks to accompany the party after coming to terms with her new reality. Lerxst speaks Moilian and an archaic dialect of the orc tongue. 3. Better pay is a good incentive to jump ship; it's happened before." Inquiries after Captain Payvin of the Pearl have a 25% chance per person approached (nancumzlwve) of uncovering a vague report that Payvin has been spending his days with the "Master" can be found in a tower at the extreme western end of the pier district. In 69 I opened the golden light goes out at the same time as every other source of illumination in the room is magically extinguished. At the same time, a random party member must attempt a saving throw vs. .116 .AI" idix 1: New Wizard Spells -= dix 2: New Magical Items .,-i .', dWJ It was a long time ago when the Tomb of Horrors first made its appearance. A circular catwalk 20 feet wide encircles a massive strut of steel-reinforced stone. To make a pair of long tales truncated, servants, managed to encounter, and as the sku assail the one daring vi Robilar swept all imm his bag of holding and escaped. Both the device upon the table and a brass laque upon the wall are curiously free of frost .. "he obvious buckle is trapped with a paiscN1 needle (ClassE poison; injected, immediate death or 20 points of damage with a successful save). cademy . Nothing now mains of such light +e arecent string o evil ommenas. This chamber contains a shattered wooden table On the wreckage of the table is sprawled an unclad frost-covered body. The remaining tablet says in the language of Moil, ". If you must seek to relive the glories of players, then, whose characters have succeeded in eld, then even your hands will discover that the new mastering the original, with only their more limited funerary site has different and m o hair-raising ~ recollection, will need to perform as heroically as was challenges, sufficiently so as to make it worth more done in the past to enable their PCs to emerge into than the price of admission. Around this nassive shaft is a circular catwalk, apparently glowing with its own dim luminescence. spell with a -3 penalty or suffer the same consequences. Ice lies thick on the floor, save for the scattered bare patches outlining sprawled humanoid shapes. If precided by the PCs, he reveals the following boxed text. Characters who look up automatically see their reflections and must attempt saving throws vs. The PCs don't have more note this as multiple dark sha out of the mist, surrounding stration #1. It doesn't take more eat to see that the attacking fig- 1 I humans. In the surrounding lands it is rumored that all these events have a common perpetrator, although thisis not proven. This suspicion is partially correct; the inhabitants of Skull City (whosometimes irreverently name themselves Skulkers) have increased their fod activities dramatically of late. Tower Of Chance Refer to entry 2, the Tower of Morning, for details on unmapped levels and unkeyed rooms. d The runes above the door are in Moilian and simply read "Tower of Portals." When the PCs look inside they see the following: fiis tower is hollow. The minror currently holds two Moilian zombies (they are intelligent enough to be trapped), who attack any living creatures if released. Of course, that was on the surface of a distant world, and the archway has become unkeyed since then, but the teleportation magic still functions, albeit in a corrupted manner. These events indude undead mcumions into avilized regions, kreased hauntings, kihppings, and outright disappearances. Nothing else is revealed in the sea&, even ifthepCs canmanage to search the rivMow the waterline. in, he likes his crew aboard the night 'afore ca payvin hi'elf was of last-minute cargo in the bazaar. Maybe that will e m your PC some divine such adventures (the Nerropolis campaign adventure intervention later on. Tire NPCS are f r i g h t e B b e d when co-ted with the knowledge that undead are seemingly rising from the riveE None wish to leave the cmfines of the inn, eventhose who have homes nearby. k 68 The City T h a t Waits r Display Illustration #29. l%iefAbilities*: PP 85, OL 62, F/RT 60, MS 70, HS 45, HN 30, CW 98, RL 45. Absinthe is uncommon, as it is not only intoxicating but toxic. The body is further covered in the shards of what must have been a ceiling mirror before it was broken at, aside from being M to have fared as r the cold. The single door appears as a round valve of steel. Having written the original work, far enough. The spread of the darkness ibove is matched by the mystery of the black lepths below. The catwalk is free of ice; it appears to be composed of expertly-carved marble and holds a dim glow that creates an island of light the chill darknes: i 4. The stakes in these games were the highest: the players themselves. Must of these linkswete severed when the city to its present location; now, only a was trmfew portals still exist within the Tower of Portab' interior. This was once a grand entrance way into the Tower of Chance, greeting rich and powerful guests with appropriate style and show. new cat. Those given, there is no such thing as "impossible." Subsequently, the initial version of the scenario proved that true. Accrerak's tRte guise, the location of his final stronghold, and his ultimate sinister goal remains utterly d o w n, a black mystery to all. All along the edge of the disc are small, incave slots. 'Twas said : IOU bureeZ I and may cost unwary characters a few levels. The only objects in this room are two bizarre sculptures of rusting iron wire in the center, seeming to mimic the humanoid form. Four garments can still be found in thischamber. The first two appear to be simple woolen cloaks. spell with a -4 penalty or be silently teleported 50 feet to the east. Those who fail the initial Dexterity check have one last chance: as they are sucked through, they may attempt to grab an edge of the archway (Dexterity check at a -4 penalty), Those within the 100-foot range who successfully grab something to hold If anyone merely walks through the gate, the traveler will be spewed forth into a random location within the quasielemental plane of vacuum where there is nothing-no breath, no light, no sound, no warmth. I The Tomb of Horrors by Gary Gygax is an AD&D classic. poison to avoid losing one hit point per minute for the next 20 minutes. Huwever, for all their evil rituals and dark knowledge, and in spite of their professions of COIIIIIIIfnion with the spirit of the demilich, not a single resident of Skull City p~ssesses glimmer of the truth. Before the curse, this room was used for very high-stakes games, usually attended by only the very skillful and very powerful. The tower once possessed many telepmtation gateways to locations within the city, port2tls to far off lands, and a few portals to far more exotic locales; at its height, Moil was a powerful, sorcery-dependent city. Why then the scenario m the first place! Thank Alan Lucien for conceiving of such a horrid little eloped the material adventure. Those who were drawn to the area were less and less inkmsted in exploring the depths of the tomb. Buy it and give it to your DM as a then designing what I thought of as the ultimate in present. ." His last piercing scream seems cut off as if by a knife's edge, plunging the tavern aAd the night beyond into utter silence. Although most who dared the hazard failed, at least on the first go-round, there were those exceptionalfew who managed to play through and succeed to some degree. 3.6 A Room WE&A Vim I he flickering light of the exterior roiling skyscap qashes and glitters from three large openings ilong the curved southern wall. A hidden catch actually opens the s%rfchel. A few minutes beyon 11, an NPC dressed in common rb (a dockworker You happen to glance up as a large fellow in doc worker's garb opens the door to exit Khale's. The message reads, "Desatysso was here." The discovery of this message may give the PCs some hope that they are on the right path, and it is true: they will learn of Desatysso's fate later in the adventure, should they live that long. Those who had already lost their vaunted PCs had previously departed, muttering darkly about "impossible death traps." Had I been mean and cruel, I would have required participants to hand over their character sheets upon the demise of a PC, torn them up, and then smiled wickedly as I asked for the name and address of their DMS so as to pass on the news of the sad loss. The locked wheel on the face of the valve apparently allows one to disengage the six steel rods that currently hold the door tightly closed. The proper command word to free prisoners has long since been lost, and any attempt to remove the mirror from the ceiling causes it to shatter. Otherwise, as the door is 3.11 Haohazard Chamber This large, irregularly-shaped chamber appears to abut the tower's central support column, may. The opening in the wall at 4.1 is on the highest bridge, 20 feet away and down from the central catwalk, while the 0 This 10-foot-diameter platform projects 20 feet away and down from the central catwalk via a se of marble stairs. When treated as a whole, the clean sunlight once again. *Feel freeto marrange pencentages to suit your intentions. Display Illustration #26. scenario for the Dangerous Journys, Mythus game), it seemed likely to me I wouldn't be able to say much Gary Gygax in the way of a rave. If they m q d about the missing crew, they are told that, "Crewsgot to look out for thenwelves. this module is as demanding and thrillng as can be In short, Return to the Tomb of Hmms is a whole asked. If the b w w, Tata, is about he doorway lies a dense fog like a physical barrier, and by which token are you accounted guests in the Tower of Chance." The smashed tablet once held the first half of the message, but it is now unrecoverable. %e chamber revealed beyond the thick, round ralve is lined with steel plates bolted to the nerior. The reputation of players and characters ecstatic. death magic each round, with each subsequent check suffering a -2 cumulative penalty. A layer of frost covers almost everyth save for over a dozen daces amidst the tumbl tables where the unmikakab humanoid bodies persist. Of course, that was long ago when Moil existed on the surface of a world. This process continues until a target succumbs or until four successful saves are made. Suddenly, the man's figure is jerked ward, drawn almost instantly out of sight ink swirling whiteness by an unseen force! What can mly be the man's voice screams out, "What the . The winner could then deal with the loser as he or she saw fit, usually k in g the loser aftersecuring an oath of service for a short period of time. Destroying the mirror releases trapped PCs, but it also peleases others trapped within it. Many of the bags lave burst with this rough treatment, and undreds, perhaps thousands of g r e poured across the floor. Before I put it into manuscript arried the scenario around in by briefcase, so as to be ready for those boasted of having mighty PCs able to best any challenge offered by the AD&D game. The third is more of a light poncho, dved red. Notes: A melee hit causes the o p p e n t to erupt in bkcig(ire (see page 44 or the winter-wight d d p t i m in the Maps & Monsters book). The bridge arches out from your position at the tower's periphery toward the wide :entral support shaft for the tower. Here is a very different, multidiscommode. However, anyone mounting a general search, or anyone mounting a general search. mirror. Its skull is free of the ice, looking down, md its arms are at its side. e kpresSea up next to a cunred we helooks tob~deep intohiscups. After the party has guefled this undead upri&g, they may elect to s e d the bodies and ing area for clues ius to this strange arid wa-* evglt. Odds are it will be needed. Note that if the PCs do not gather this information from Khale, q e s tioning of random NITS along the piers concerning the btbo reveals the same basicinfor- 8 8 Kalstrand a n o Lnvirons night this room is filled with carousing rivermen engaged in heavy drinking m & s m o ~ . Resting on the lowest step is a mall satchel, covered in frost like most everythins lse you've seen within this city. The counter to the west immune to all ill effects. The bodies Of thed WighQ logged and rotted and give every indication of hairing beenimmersed in wbkrfor samefime. Sound is muted, and the cold mist itely gets under the collar rtable (but not danger ision. Former deadly, too. The chamber was once airtight, but the shift to this demiplane has caused a few hairline cracks in the seal. Absinthe is a green liqueur having a bitter anise or licorice flavor and a high alcohol content, prepared from absinthe and other herbs. ~bValk. The cold is extreme, but because vacuum is a great insulator, the PC's body heat only radiates away at a rate of 1 hit point per round. Anyone who fails is bodily entrapped in one of the mirror's magical holding cells. After this, the PC must make a saving throw vs. If released, she is at first very disoriented and horrified at what she sees around her. As time wore on, a community of the like-minded grew up around the mound of the tomb located in the Vast Swamp. In the centuries she spent in the mirror she has forgotten what few landmarks she once may have known, zombie's life drain and frost abilities. There am severid winterwights scattered throughout The City That Waits, created and placed here by Acererak as part of his tests of mettle. . le center of the east wall is a single ornate table f wood. Tomb of Hot City That Wz Arrival Point Tower of Mor roM row 4gLLryt rower 1. Approximately 160 degrees to your left, another bridge springs up %omanother, lower entrance in the tower's wall, ind similarly connects to the central catwalk. They sweun the party with nindlessfg. It takes a hardy soul to enjoy a drink of absinthe. As you will soon leaven with some of the essence seed with incredibly insidious tr encounters, and blend with the ve nothing more than a I-oreword familiar but subtly altered to deceive and Perspicacious Reader. A haze seems to fill the archway, making it difficult to make out objects on the far side. G e t t i n g t h e Characters Involved The adventurers first learn that things are amiss when they stumble upon the effects of the Dark Intrusion on their own. If the charactas (not the players) have themselves never ventured within the Tomb of Homrs, there is nothing that immediately suggests that the source of the affects might be Aazerak's tonrib. However, there is nothing that immediately suggests that the source of the players) have themselves never ventured within the Tomb of Homrs, there is nothing that immediately suggests that the source of the affects might be Aazerak's tonrib. Drake or searched his chamber or belongigp at the w Academy. This stairway ascends for 20 feet into room 3.7. The small satchel on the bottom stair is stiff with mid, but it looks to be easily openable. The func Display Illustration#27. This old garment room once served the clientele of the Tower of Chance. +om your current vantage, it appears that at least .hree platforms project outward 20 feet or more +om the catwalk by free-hanging stairwells; two If the platforms are 20 feet above the mair :atwalk, while the other is 20 feet below it 1' ' 67 f Display Illustration #31.At thispoint, nothing else can be discovered that is not already plainly visible. Each of the tower's two entrances (4.1 and 4.6) is visible from the other (4.6 is 20 feet below the entrance at 4.1). The key to the lock is long gone, and the lock itself is a marvel of locksmithing; all attempts to pick it are at a -30% penalty. 5;MV 12;,HD4+3;hp 27 each; Dmg ld4 + s 'al (bite or touch); SA energy drain' (touch or bite * ains one level); SD harmed pnly by silver or +1 or better magical weapons, undqad igununities (unaffeded by sleep, c h, hold, cold, poison, and death magic); SW holy water (34pinis of & m a p per splash), can be M; ML elite (14); Int average (9); AL LE; r The fight ccmcludeg before the Kalstrand guard kan respond. Only two levels of the Tower of Chance are detailed on the map, designated Tower of Chance Level 1 (the highest bridge level, connected by a yellow bridge on the City map) and Tower of Chance Level 2 (the middle bridge level, connected by a blue bridge level, still illuminated by the lig the tavern. The true M ~ U E of tho Dark Intrusion is explained later in the text. .. People entering the mom are not automatidy aware of the mirror on the ceiling. The ice on the cabinet doors have to be opened (even scrying and x-ray vision items or spells fail to function on the cabinet, though psionics can penetrate it). Inscribed into the top of arch are strange symbols, and carved into the 1 hand arch-support is a circular depression is a humanoid palm print cunningly inlaid in blue til This archway once magically teleported pedestrians to the distant city of Kainrath (the symbol at the top of the archway reads "Kainrath" in Moilian). Losers in this chamber were consigned to the ceiling-mounted mirror oflife trapping by a game master who sat in the stone seat. The sridge connects to this central walkway some 20 'eet below your current position. 3y the Lords of Light! No, let go of me! Oh no, no, \]OOOOOOOO . u see that?" "Some is reflected in his choice include riverboat replica f the NPCs can bar itself resembles the prow of a riv Dead M One evening while some or a ase in the tavern, an .-blanket the river and it; banks ior many miles. Clutching their precious character sheets, they fled the table. Even truly demanding scenarios with PC destruction lurking at every turn of the maze can be overcome by expert players. F m whence came these bodies is explained under the next encounter. 3' I he Lity The handprint was originally designed to provide a temporary gate to the teleportation goal, allowing goods and individuals to pass between Moil and Kainrath. If light is brought to bear (relighthg a torch or magical light), the cabinet instantly swings shut (even if held open) and the golden light once more leaks through its frosty panes.

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