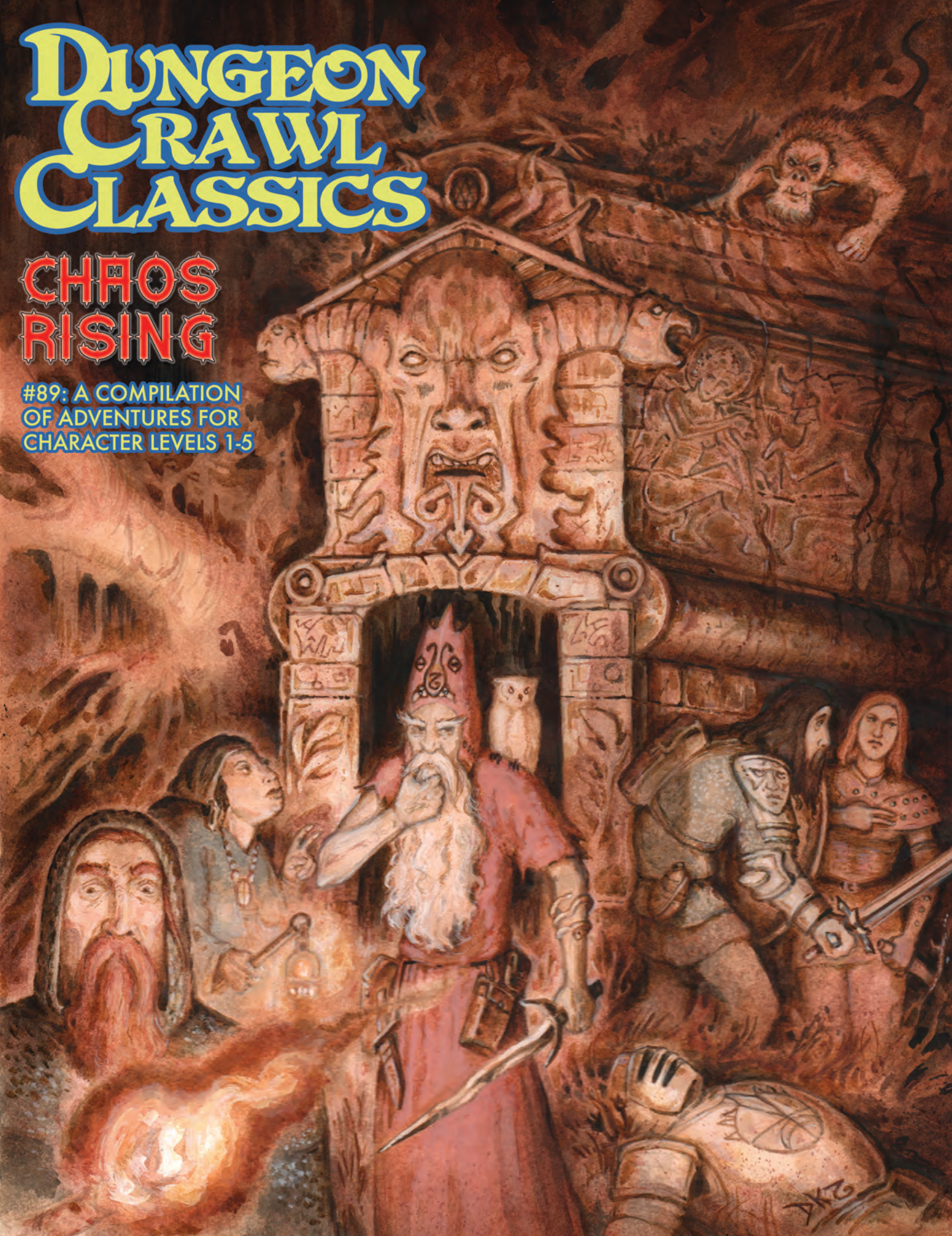


DUNGEON CRAWL CLASSICS

CHAOS RISING

#89: A COMPILATION
OF ADVENTURES FOR
CHARACTER LEVELS 1-5



ELZEMON AND THE BLOOD-DRINKING BOX

A LEVEL 1 ADVENTURE

By Terry Olson • Edited by Rev. Dak J. Ultimak • Interior art: Doug Kovacs and Stefan Poag • Cartography: Doug Kovacs
Art direction and layout: Joseph Goodman • Playtesters: Steve Bean, Tom Brooks, Nigel Duffy, Tom Gingras, Thom Hall, Keith Johnson,
Mark Malone, Derek Whitney

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INTRODUCTION



Seeking the favor of a powerful wizard, the party agrees to steal an artifact from a rival's sanctum. The wizard requires, however, that PCs "feed" the artifact lawful blood to imprison its contents. Both wizard and party are being manipulated by a bored, mischievous quasit who desperately wants a change in scenery. The characters unknowingly entertain the demon by surviving vomiting felines, sleepless nights, and horrific constructs as they volunteer blood for the quest, eventually facing a moral dilemma with life-threatening consequences.

This adventure is designed for 7-9 first level characters. Having at least one cleric and at least one lawfully aligned PC is recommended. A mix of alignments makes things more interesting, but isn't essential. The quest promises valuable rewards, while the PCs make a powerful enemy.

BACKGROUND



Elzemon the Quasit is a minor demon who enjoys mischief, the screams of the tortured, and causing physical, spiritual, and mental anguish to mortals. Currently, Elzemon serves the wizard Nekros the Grotesque, who bound him to guard and "feed" his prized artifact, Yarafad's Box. Nekros was not careful enough in the wording of Elzemon's binding, however, and the bored quasit has been able to convince Nekros' rival, Rhalabhast of Many Eyes, to send some hapless adventures to obtain the Box. If they fail, Elzemon gets entertainment and possibly more lawful blood. If they succeed, Nekros' poorly worded binding of Elzemon is broken. Either way, the quasit wins. His role in this adventure is to invisibly torment the PCs with his Infernal Band of Deception, hampering them enough to fulfill his binding, but not too much to destroy them.

Elzemon the Quasit: Init +4; Atk claw +3 melee (1d6+2); AC 17; HD 5d8; hp 23; MV 35' (fly); Act 2d20; SP Invisible at will, Infernal Band of Deception (see below); SV Fort +2, Ref +6, Will +5 (immune to Will effects unless true name is known); AL C.

Infernal Band of Deception: This magical ring has had many bearers, most notably Zengith the Claw. Elzemon won the ring in a bet that he could fool a cleric of Justicia to arrange some murders of Justicia's monks. The Infernal Band grants a *cantrip* corresponding to a spell check of 20, three times a day for chaotic PCs, once a day for neutral PCs, with spell failure and automatic minor corruption for lawful PCs. It also grants *phantasm* corresponding to a spell check of 20, once per day for demon or demon-bound PCs. One must know the Demonic language to mentally activate this last power.

Yarafad's Box is a cylindrical container, 3' in both height and diameter, designed to hold a human-sized creature (see area 4a). Made of some unidentifiable, lightweight material both metallic and slightly elastic, its outside is caged with a fine network of pipes radiating like spokes from a

central reservoir. When this reservoir is filled with blood from a living lawful being, the pipes create a "holy prison" that confines chaotic creatures, especially those that teleport or are incorporeal. The Box must be fed daily with 5 hp of lawful blood, otherwise its ability to block teleportation or incorporeal beings fails. Gurgling, sputtering noises occur when feeding is necessary. Currently the Box contains a shadow (see DCC RPG rulebook, page 425). The PCs have to transport it for 5 days, providing 25 hp of living lawful blood, or else the shadow escapes. In this adventure, the shadow is meant to stay imprisoned. Unless the PCs are both extremely well-equipped and lucky, the shadow would annihilate them.

ENCOUNTER TABLE

Area	Type	Encounter
1	P	Puzzle: "When the dead look to the sky"
2	C/T	5 Tirgefrabs Weakened stairs
3	P/C	Mystic Bridge 3 Colossal Leeches
4a	P	Yarafad's Box
4b	P	Trapped secret door
5 (3)	P/C	Mystic bridge Fangsight swarm Colossal leeches
6 (2)	C	Tirgefrabs
7 (1)	C	8 minor servitors
Any	P/C	Elzemon

PLAYER INTRODUCTION

The adventure begins with the PCs meeting the wizard Rhalabhast of Many Eyes. The judge may determine how the meeting occurs, but possible hooks are wizards and elves seeking new spells, or the party needing sagely advice or information from his network of magical spies. Rhalabhast is happy to help the PCs, but he requires service from them first.

The wizard stares at you, his fingers creating a temple over his nose as his thumbs cradle his bearded chin. After an uncomfortably long moment of silence, he says, "A rival of mine, Nekros the Grotesque, has something that I desire, and I want you to get it. Succeed, and I will bestow what you seek. You must go to the waterfall at Boulder Cliff. When the dead look to the sky, a way into the cliff will appear. Enter, and inside Nekros' sanctum you'll find a cylindrical box. Bring me this box unopened, and I'll hold up my part of the bargain. There is ... a complication. You'll need to provide the box a significant amount of living lawful blood to keep its contents inside. Under no circumstance should you let the box's prisoner escape. That would be a fatal error."

DUNGEON CRAWL CLASSICS

giffherio's gambit

A LEVEL 2 ADVENTURE
BY JOBE BITTMAN



GLIPKERIO'S GAMBIT

A Level 2 Adventure

by Jobe Bittman • Editor: Reverend Dak • Art/ Cartography: Doug Kovacs • Layout/ Art Direction: Joseph Goodman
Playtesters: Twyla Campbell, Sara Girard, John Harper, Ryan Macklin; Adam Koebel, Emily "Sven" DeLisle, Bronwen "Tiffany" Marsden, Andrew "Gallus" Gidora, Johann "Amakai" Grenier, Tristan "Corluu" Holmes, Rob "Desunth" Holmes, Chris "Gorm" Eng, Hilary "Parsdale" McNaughton.



lipkerio's Gambit is an adventure based on the idea of a patron calling in favors. All wizards know they will be called on at some point to perform tasks in exchange for the great powers their patron's grant. The only question is when. Refusal means loss of power, expulsion or even bloody reprisals from a vengeful patron. The patron in this adventure can be reskinned with one that makes more sense for your group with a modicum of effort. In this adventure, the adventurers must scale Mount Tyche and ascend the Staircase of Fate to free the Temple of Destiny from occupation by an enemy power. The adventure is designed for a party of 2nd-level characters and can be completed in 1-2 sessions. Due to the hazardous terrain, the characters would be well-served by climbing gear and a retainer or two.

ADVENTURE BACKGROUND

Gaining arcane power is like toying with a venomous serpent: a deadly game played only by the reckless and the insane. Great power is never granted; it must be seized with both hands until either the writhing viper is subdued, or the wielder is left convulsing and black-tongued on the ground. One such mad pursuer of power is the wizard, Glipkerio. Emboldened by his dark patron, Obitu-Que, Glipkerio has brazenly seized a temple of the Three Fates. The wizard has tapped the Fates' wellspring of power to fuel his own magical research. The unique energies of the temple have allowed Glipkerio to imbue an amulet with the power to control time itself. The wizard has stepped back in time to recruit a small army of his younger selves to his cause. Before long, he will be unstoppable.

ENCOUNTER TABLE

Area	Type	Encounter
1-1	C	Magic-corrupted giant
1-3	C	8 devilkin
1-4	C	2 Glipkerio duplicates
	T	Icy bridge
1-5	C	5 snow apes
2-2	T	Corpse Gate
2-3	C	3 two-headed dogs
2-4	C	Many Glipkerio duplicates

JUDGE'S NOTES

Glipkerio's Gambit employs an inverted plot. The final battle is actually fought in the first encounter (area 1-1A), when the adventurers kill the story's main villain, Glipkerio, in the form of a magic-corrupted giant, but that shouldn't become apparent until the adventurers subsequently defeat Glipkerio in the Temple of Destiny. The adventurers encounter Glipkerio's duplicates multiple times on the road to the temple.

The adventure begins in the small hamlet of Cragmere, which is located near the formidable Mount Tyche, atop which sits the temple of the Three Fates. The easiest way to get from Cragmere to the Temple of Destiny is to follow the road that winds around Mount Tyche, but not everyone likes to do things the easy way. Don't discourage players from climbing or using spells to travel to the temple.

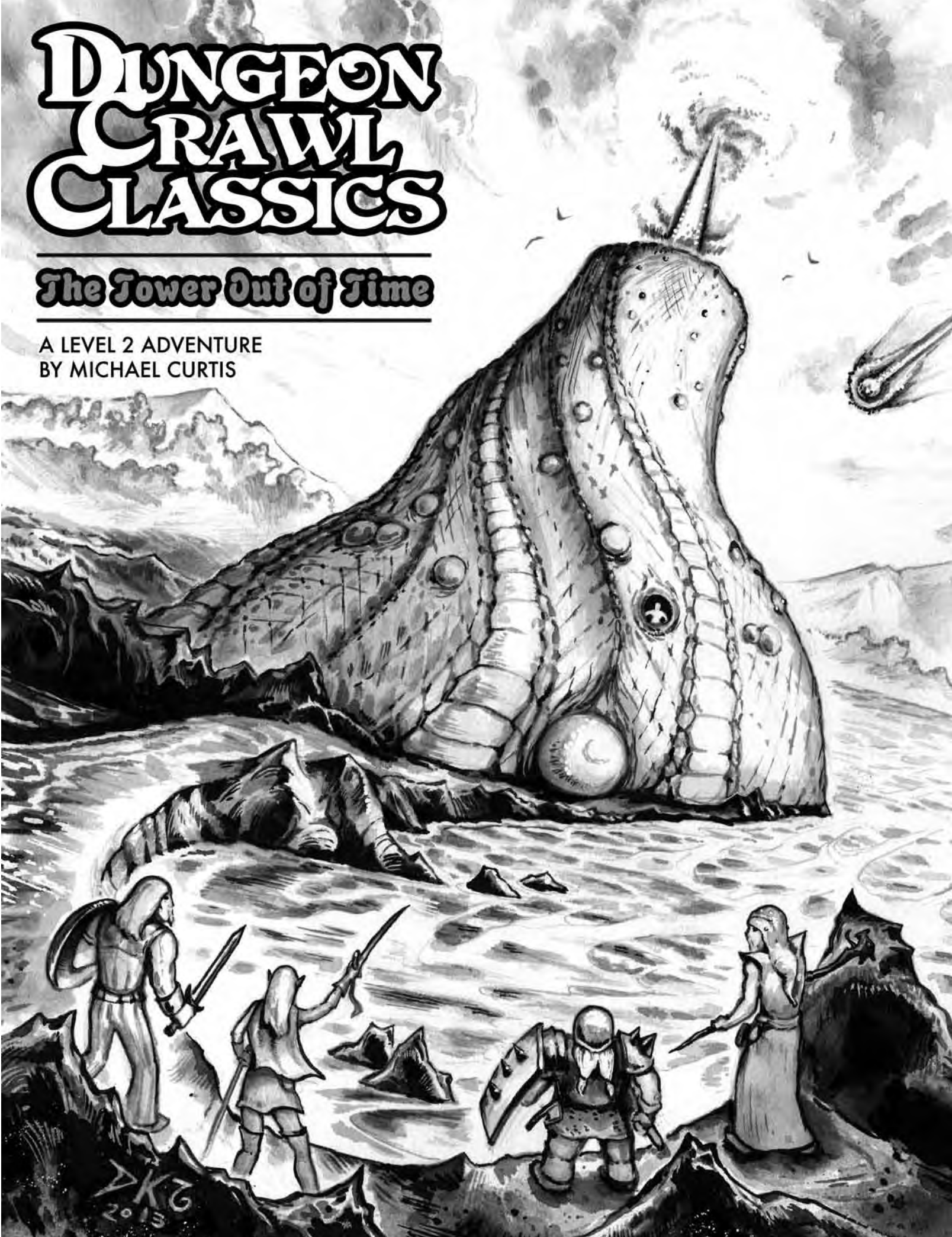
The map of Mount Tyche is divided into elevations to accommodate characters who blaze their own trails. At each elevation, you should roll once on the Random Event table below and use the encounter area listed next to the elevation. Adventurers that stick to the road proceed along a linear path through the encounter areas, interspersed with random events. For adventurers that scale the mountainside, use your best judgment as to which encounters might be bypassed. The devilkin in area 1-3 can fly so they could steal items from the party and steer them into other encounter areas. The possessed snow apes in area 1-5 might throw ice down on the adventurers' heads. If the group falls, rather than take damage, they could fall into a snow bank in a bypassed encounter area. Don't make the players feel like they are being steered down a single path.



DUNGEON CRAWL CLASSICS

The Tower Out of Time

A LEVEL 2 ADVENTURE
BY MICHAEL CURTIS



THE TOWER OUT OF TIME

A Level 2 Adventure

by Michael Curtis • Editor: Reverend Dak • Art / Cartography: Doug Kovacs • Layout / Art Direction: Joseph Goodman
Playtesters: (Brothers Grim) Peter Bell, Michael Filan, Mark Kellenberger, Kal-El Key, Jack Simonson; Derekliese Cutsingus, "Gromgar", Bill Meyer, Nils Nordstrand, Steven Thivierge, Marlon West.



his adventure is intended for six 2nd level PCs. *The Tower Out of Time* can be run as part of Free RPG Day to introduce new players to the exciting possibilities of *Dungeon Crawl Classics* RPG or inserted into an ongoing campaign as a short interlude between greater adventures. If used as part of Free RPG Day, the judge should use the pre-generated 2nd level characters provided with this adventure packet.

ADVENTURE BACKGROUND



ons ago, when the world was a primal, savage place, the empire of E'shernulus arose in the tropical swamps. This realm was the dominion of the serpent-men, who lorded over the primitive denizens of that ancient epoch. At the height of E'shernulus' grandeur, there arose the wizard, S'lissakk, a sorcerer of great renown. S'lissakk was captivated by the mysteries of the night sky and would spend his evenings atop his observatory gazing into the cosmic gulf with a mixture of wonder and frustration. Thoughts of what lay beyond the glittering stars filled his serpentine mind, and having accrued great victories on earth, he set about to plumb those depths to discover its wonders.

After years of experimentation, with both magic and engineering, S'lissakk succeeded in building a void-craft capable of transcending the chains of gravity to explore the outer dark. The serpent-sorcerer could not predict the duration of his cosmic journey, nor the conditions that he might discover upon his return. To safeguard his eventual homecoming, S'lissakk constructed a tower to guide him back from the stars once his explorations were complete.

S'lissakk equipped the beacon tower with a mystical engine enabling the structure to leap-frog through time, pausing occasionally at future epochs to anticipate his arrival. His apprentice, H'lisk, was tasked with the care-taking and operation of the tower, known as the Pharos of Scales. It would be the duty of H'lisk to pilot the beacon through the ages until the time of his master's re-entry.

With the necessary arrangements for his journey complete, S'lissakk departed the world and embarked on his expedition into the cosmic void. H'lisk, devoted to the end, bid farewell to his own time period and engaged the power sources of the Pharos of Scales, throwing the tower into the future to await the return of his master. The Pharos has traveled the time stream ever since, pausing from time to time in its journey to provide a sign post for S'lissakk's homecoming. Each of these interruptions saw no reply from S'lissakk's void-craft, but now, after nearly a million years of travel (but only weeks by H'lisk's reckoning), the Pharos has arrived at the time and place of S'lissakk's imminent arrival home. H'lisk awaits in the Pharos, anxious to greet his master and whatever cargo the serpent-mage acquired on his long trip into the outer dark.

BEGINNING THE ADVENTURE



he judge can introduce this adventure at any time and place of his choosing in the campaign, although placing the Pharos of Scales in a forest close to the PCs' current base of operations is suggested. The first hint of the events that follow comes in the form of a newly-discovered comet sighted in the night sky. PCs who are wizards, elves, clerics of sky deities, or have the astrologer occupation notice this vagabond star automatically. Other PCs likely learn of its arrival through market gossip, tavern tales, or happenstance. This new "bearded star," as it is referred to by astrologers and mystics, has been dubbed "Serbok" by its observers. The comet is white-green in coloration and bears a long, sinuous tale. A DC 10 Intelligence check recalls that "Serbok" is an old word meaning "serpent," and the name is apt considering its serpentine tail and coloration. Unknown to the masses at this point, the comet is no astronomical body, but S'lissakk's void-craft returning from the stars.

Serbok's appearance inspires numerous rumors of ill fortune ahead, as comets are wont to do. The judge can play up these rumors, creating encounters with half-crazed prophets in the town market or terrified villagers predicting plague, famine, or the births of monstrosities. However, it's the next consequence of S'lissakk's return that truly begins the adventure.

A few days after Serbok's appearance in the sky, another event has the populace uneasy. Woodcutters plying their trade in a nearby forest report a strange sight encountered near the verge of the wood. They report witnessing the sudden appearance of a great, dark lake within the woods, one which has never existed there before. Compounding this mystery is an odd tower that squats along the lake's shore. Although the woodcutters did not tarry long in the vicinity, they say that the tower had a decidedly leathery appearance, as if constructed from the hide of some monstrous reptile instead of stone and mortar. As the woodcutters fled the location, a burning ray of light erupted from the tower's apex to streak into the sky above. This incandescent ray remained observable even after the woodcutters exited the forest, steadily blazing away above the tree tops.

Depending on the distance between the woods and the PCs' base of operations, confirming the truth to the woodcutter's tale may be as easy as looking towards the forest. Even in daylight, the tower's beacon is bright enough to be seen from a distance of several miles and, after nightfall, the crimson ray is detectable from a distance of almost 75 miles, weather permitting.

The PCs may decide to investigate the lake and tower of their own accord or be approached by local officials to do the same. In the latter case, the local constabulary offers payment of 50 gp total and the pick of one item each from the inventory of confiscated items currently held by local law-enforcement officials (as determined by the judge). Payment is promised once the PCs investigate the lake and tower, and determine the purpose of their abrupt appearance.

THE JEWELER THAT DEALT IN STARDUST

A Level 3 Adventure

Writer: Harley Stroh • **Playtesters:** Dave Brown, Rae Brown, Patrick Carmichael, Michael Crane, Doug Keester, Kate Zaynard, Mark Zaynard; (Gary Con 2012) Tavis Allison, Chad Cartwright, Rick Hull, Jeffery Klingbeil, Ryan Peel, Christy Powell, Robin Powers

*"Tis no crime to steal from a thief."
-Unknown Punjaran Bravo*



At its heart, this is a heist adventure. As such, it can be played by a party composed entirely of thieves. However, if things go awry—as they should, in any good heist—the respective skills of the wizard, warrior, and cleric will be in high demand. The adventure rewards intelligent, cautious, clever play—but the inverse is often just as much fun.

Students of Appendix N will surely notice references to key works. Judges are encouraged to read *Tower of the Elephant*, by Robert E. Howard, and Fritz Leiber's *Lean Times in Lankhmar* prior to running the adventure.

BACKGROUND



The fences of Punjar are infamous for their cunning and greed, and Boss Ogo is no exception. Operating under the guise of a jeweler, Ogo does a brisk trade in stolen goods, enjoying the protection of a gang of bravos and thugs.

But even the wary eye of a gang boss is no promise of surety in Punjar's deadly environs. For the last month, no one has seen or heard from Ogo. The jeweler's door is barred, his shutters locked, and no smoke escapes the shop's chimney. Like ravens circling a stinking carcass, the bravos and pinch thieves of the Souk smell a fortune for the taking.

All that is required is a band of rogues audacious enough to cross Boss Ogo, skilled enough to survive his house of traps, and lucky enough to make it out alive.

BOSS OGO



Unbeknownst to his band, Boss Ogo yet lives—after a fashion. Nearly two months ago he fenced a gem stolen from a travelling sorcerer. Though appearing as a simple, rough amethyst, the crystal can serve as a portal and beacon to the beings of the outer dark.

In his amateur study of the crystal, Ogo has undergone a conversion, believing that his role in this life is to usher Ygiiz, the Spider-Mother, into this realm. For the last month, he has spent every waking hour studying the crystal, seeking to activate its powers.

And at last, Boss Ogo has succeeded. The fence and jeweler has opened a portal to the space between the stars, luring agents of Ygiiz with his own soul and the souls of his gang members.

In the Boss' inexplicable absence, his second in command—one Sarzuk the Devil—has taken over leadership of the gang. Sarzuk has posted guards to watch over the shop, and is ready to mobilize the surviving gang members at the first sign of rogues in the house.

ENCOUNTER TABLE

Area	Type	Encounter
Start	C	2 rogues
1-1	C	3 Spiders of Ygiiz
1-2	T	Poison needle trap Pit trap
1-3	T	Canary floor
2-2	C/P	1 or more shadows
2-3	C/P	Boss Ogo 4 or more Spiders of Ygiiz
3-2	P	False trap
	T	Triple blade trap
3-3	T	Spear trap
	T	Falling block trap
	T	Sleeping gas trap

A SURPLUS OF SPIDERS



In the course of the adventure, the PCs are likely to encounter both natural spiders and the Spiders of Ygiiz. The first are perfectly benign and pose no threat to the PCs. The Spiders of Ygiiz, however, are extraplanar creatures that hunger for the flesh of the living. To avoid confusion, instances of the Spiders of Ygiiz are always capitalized.

JUDGE'S NOTES



The adventure is nominally set in the decadent city of Punjar, where Cheap Street intersects Dowager Alley. For those not playing in the Known Realms, judges are encouraged to set the adventure in any major city of their choice.

Key to the adventure is impressing upon the players the furtive nature of their mission. A stray ray of candlelight, an unhooded lantern, an accidental crash, or the clash of blades can all easily draw unwanted attention.



THE UNDULATING CORRUPTION

A Level 5 Adventure

By Michael Curtis • Playtesters: David Key, Kurt Knoll, Mark Kellenberger, Jack Simonson • Art: Brad McDevitt



The Undulating Corruption is a short adventure designed for four 5th-level characters. At least one party member should be a wizard suffering from corruption. The adventure is intended to be played in a single session. The adventure can be located in any hilly area off the beaten path but should be close to a major town or city.

BACKGROUND



Long ago, an eclectic cult called into the outer dark and drew a creature of Chaos down to earth. Although their intent in summoning this agent of misfortune was nefarious, the cultists discovered that the great beast, which they named the Night Worm, served another purpose: the cleansing of debilitating corruption that plagued many of their numbers. The creature they bound to their cause feasted on corruption, removing the malignant taint from the physical form.

The cult flourished for many years, free to delve into the blackest arts without fear of being consumed completely. Their success was ultimately their undoing. Alerted by the cult's threat, the forces of Law waged war upon the cult and ultimately tracked them to their secret shrine, the Crucible of the Worm, and eradicated the sect in bloody battle. When the fight ended, the forces of order found the Night Worm bound in sorcerous chains, an easy foe to conquer. But before they could slay the beast, wizards amongst them stayed the killing blow. This beast could be made to serve Law, they argued, by removing the same corruption that endangered even wizards of goodly intent. The argument raged for days, but the wizards of Law ultimately prevailed, and the shrine was left intact and under their control.

Although their intent was pure, the wizards, as they are wont to, decided to use the Night Worm to their own benefit, making its unique gift available only to those sorcerers willing to pay for that honor. The shrine's cabal grew greedy and fractious and ultimately corrupted by a moral force that even the Worm could not counter. Eventually, the Worm's wizardly guardians turned upon one another. As each sought to become sole master of the shrine, they destroyed all who knew its secrets and then battled one another. In the end, there were no survivors, and the shrine of the Worm was forgotten. With no one to feed it and still restrained by occult binding, the Night Worm grew hungry in the dark, waiting for the time it could sup once more on corruption and misery.

Despite the attempts to occlude the Crucible's existence, rumors persisted amongst the practitioners of magic and those who seek unguarded fortunes in forgotten delves. Recently, these tales, along with clues to the Crucible's whereabouts, reached two groups: a band of brash tomb raiders and the PCs. Both seek to find the shrine and the wonders purported to lie within.

GETTING STARTED



Through whatever channels the judge desires, the PCs discover the existence of the Crucible of the Worm. They might uncover a moldering scroll that promises that the site can remove even the foulest corruption from a wizard or hear an old song describing the same from the lips of a madman. Regardless of the manner in which the judge introduces the Crucible, it is important that the party knows the shrine can cure sorcerous corruption—especially to the group's wizard, who at this level of experience is likely to be suffering from at least one debilitating taint. How the Crucible achieves such a cleansing should remain a mystery, however. The PCs will discover that soon enough.

The exact location of the Crucible is up to the judge, but for reasons that will soon be apparent, it should be located within a day's travel from a major settlement that is not the party's current base of operation. A sample map of the territory around the Crucible is included with this adventure for the judge's convenience but can be customized to fit his campaign world. It is assumed the PCs embark on horseback, and distances provided on the map reflect mounted travel-times. If the PCs venture to the Crucible on foot, the judge should rescale the distances to accommodate the travel times mentioned in the adventure's text. The party should journey to the shrine from a direction other than that which the Night Worm travels once free. This will place them in a better position to pursue the creature when they reach the Crucible.

ENCOUNTER TABLE

Event	Type	Encounter
1-1	C	4 corruption sludges
1-2	C	2 corrupted giant catfish
1-4	C	The Night Worm & blood-spawn
1-5	C	Unlimited number of degenaphages





THE INFERNAL CRUCIBLE OF SEZREKAN THE MAD

A level 5 DCC RPG adventure

By Harley Stroh • Art by Friedrich Haas • Map by Doug Kovacs

INTRODUCTION



his adventure is designed for 4 to 8 5th-level characters. If this is your first exposure to DCC RPG, you can roll up 5th-level characters and use this scenario as a contrast to a preceding one to get a sense of low-level versus high-level play.

BACKGROUND



nfamous in the darker cycles of lore and legendry, Sezrekan the Mad was a notorious sage, diabolist, and warlock bent on a quest for immortality. His perilous quest played out over several hundred years, and none can say whether the Old One achieved deification or lost his soul vying with infernal powers.

Sezrekan's pursuit of lost secrets and forbidden lore spanned the face of Aereth. In these far-flung cities and crumbling ruins, the wizard-sage created simple workshops and foundries to aid in his research. Here, amid frothing retorts and forbidden scrolls, the aging warlock plumbed the mysteries of life, death, and time. Every new discovery opened another line of inquiry, leading Sezrekan to abandon the workshop for another city or ruin, never to return.

An untold number of his abandoned workshops remain undiscovered to this day. One such laboratory is hidden in the ancient city of Punjar.

JUDGING NOTES



he *Infernal Crucible of Sezrekan the Mad* presents the adventurers with both a crafty villain and a deadly battle, but the most dangerous challenge is also the most subtle: Escaping Elzemon's trap requires that at least one foe is left alive. Adventurers given to scorched-earth style expeditions will be the instruments of their own demise. If the PCs slay both Elzemon and Sezrekan's Ape, they are left with a gruesome dilemma: Which of their own to leave behind? How the PCs go about making this decision may reveal more about true character than the players care to admit.

The adventure is located in sprawling, decadent Punjar. Specifically, the workshop is hidden in the sub-basement of a decaying manor in Smoke – the worst of Old Punjar's wards – where Dim Lane intersects the Shiv. Here, hidden among the crumbling tenements and foul night smokes, Sezrekan was free to pursue his mad experiments without fear of interruption.

Though nominally set in Punjar, the adventure can be easily placed in nearly any location. The PCs can discover the hidden portal in the floor of a musty tomb, in the cellar of their favorite pub or chapel, or even in a forgotten gallery of their own keep.

Elzemon the Forgotten: Unfortunately for those seeking to plunder the wizard's secrets, Sezrekan was notorious amid the infernal hierarchies for summoning demons and devils, and then simply refusing (or forgetting) to release them. One such being, a minor demon named Elzemon, remains imprisoned in this workshop to this day. And in a desperate bid for its own freedom, the demon has transformed the workshop into an elaborate trap.

Elzemon has free reign within the various areas of the laboratory, but cannot escape the complex until the sand in the hourglass (area 1-1) runs out. He begins the adventure in area 1-2 and is quickly drawn to any disturbance.

The demon's downfall is its delight in tormenting mortals. The pot-bellied demon follows the PCs through the chambers, invisible, doing its very best to egg the PCs into wasting precious minutes.

Elzemon the Quasit: Init +4; Atk claw +3 melee (dmg 1d6+2); AC 17; HP 23; MV 35' (fly); Act 2d20; SP Invisible at will; SV Fort +2, Ref +6, Will +5; Immune to Will-effects unless true name is known; AL C.

ENCOUNTER TABLE

Area	Type	Encounter
1-1	P	Puzzle
1-2	C	10 Glyph Worms
1-3	P/C	Sezrekan's Ape
Any	P/C	Elzemon

PLAYER INTRODUCTION



he adventure begins with the discovery – either by assiduous research or by accident – of the entrance to the workshop: a portal set into the floor. Read or paraphrase the following:

Eagerly you scrape away the mud to reveal a circular portal of dull gray metal set into the floor. Set into the center of the portal is a silver bas-relief depicting a two-legged serpent biting its own tail. Above the serpent, cast in gold, is a crown.

The portal is roughly 3 feet in diameter, though attempts at precise measurement hint its diameter to be the value of pi. The portal is cast of lead to foil scrying and inter-dimensional travel. Wizards and thieves examining the portal are overcome by a powerful sense that something terrible lurks behind the lead portal.

The portal is three inches deep and can easily be pried free of the floor, revealing a narrow spiral staircase descending into darkness. The value of the raw silver is 15 gp; the value of the gold is 25 gp.