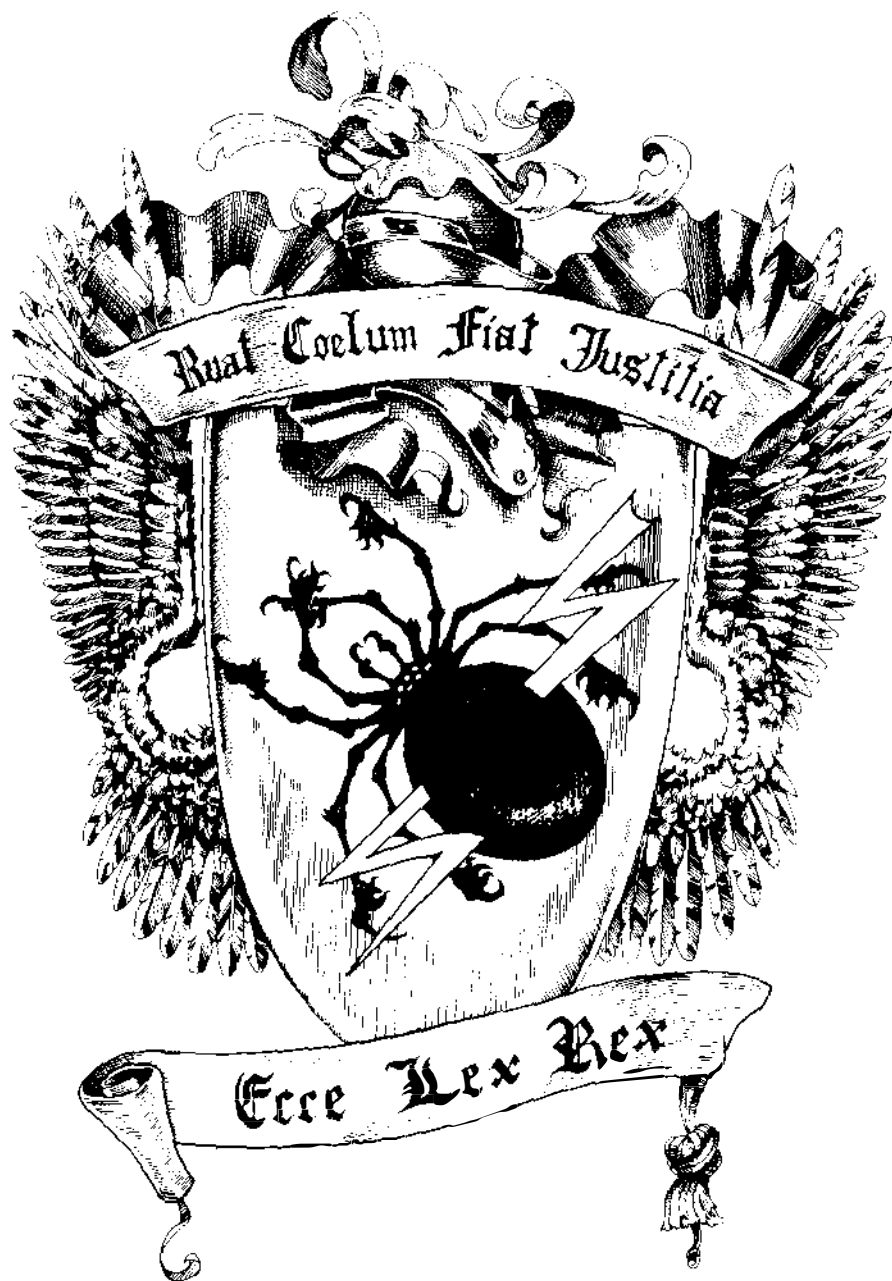


Uninvited Guests

D. MARTIN



“Though Chaos Reign, Let Justice Be Done,
Behold! Law is King.”

Spelunking



D. MARTIN
4/86

Major Powers

- Two segments bestow flight as the 3rd level wizard spell *fly* at will.
- Three segments add 20% to the wielder's magic resistance. The unit can be used as a blunt weapon and functions as a *horseman's mace* +1. *These powers are continuous and don't require command words.*
- Four segments allow the user to *control winds* twice a day. The unit functions as a *horseman's mace* +2.
- Five segments grant the power to *shape change* as the 9th level wizard spell once a day. The unit functions as a *quarterstaff* +3.
- Six segments allow the user to *wind walk* once a day. The unit functions as a *quarterstaff* +4.
- Seven segments can create a *restoration* effect, as the 7th priest spell, once a day. The unit functions as a *quarterstaff* +5. The unit can also be employed as a piercing weapon with the same characteristics (weapon speed, damage, etc.) as a *quarterstaff*.

Resonant Powers

- Segments 1 and 2: Instead of flight as the wizard spell *fly*, user can, at will, fly at a speed of 24, with class A maneuverability.
- Segments 1, 2 and 3: The wielder gains the ability to influence creatures from the Elemental Plane of Air. No creature native to the plane can approach within 5 feet of the user unless the user attacks first. Even then, the user gains a +2 bonus to armor class and to all saving throws. Any damage the user suffers is reduced by -2 hit points per die (minimum 1 point per die). This power does not require command words.
- Segments 1, 2, 3 and 4: The wielder gains the ability to charm creatures from the Elemental Plane of Air. A charm attempt counts as an attack on the creature. The wielder cannot attempt to charm the same creature more than once a day.
- Segments 1, 2, 3, 4 and 5. The rod bearer can cast *weather summoning* once a day.

- Segments 1, 2, 3, 4, 5, and 6. The wielder can create a whirlwind once a day and maintain it for up to seven hours; it takes seven rounds to form. The wielder and up to six man-sized companions can ride the whirlwind, or the wielder can direct it at any distance as long as he keeps it in sight.

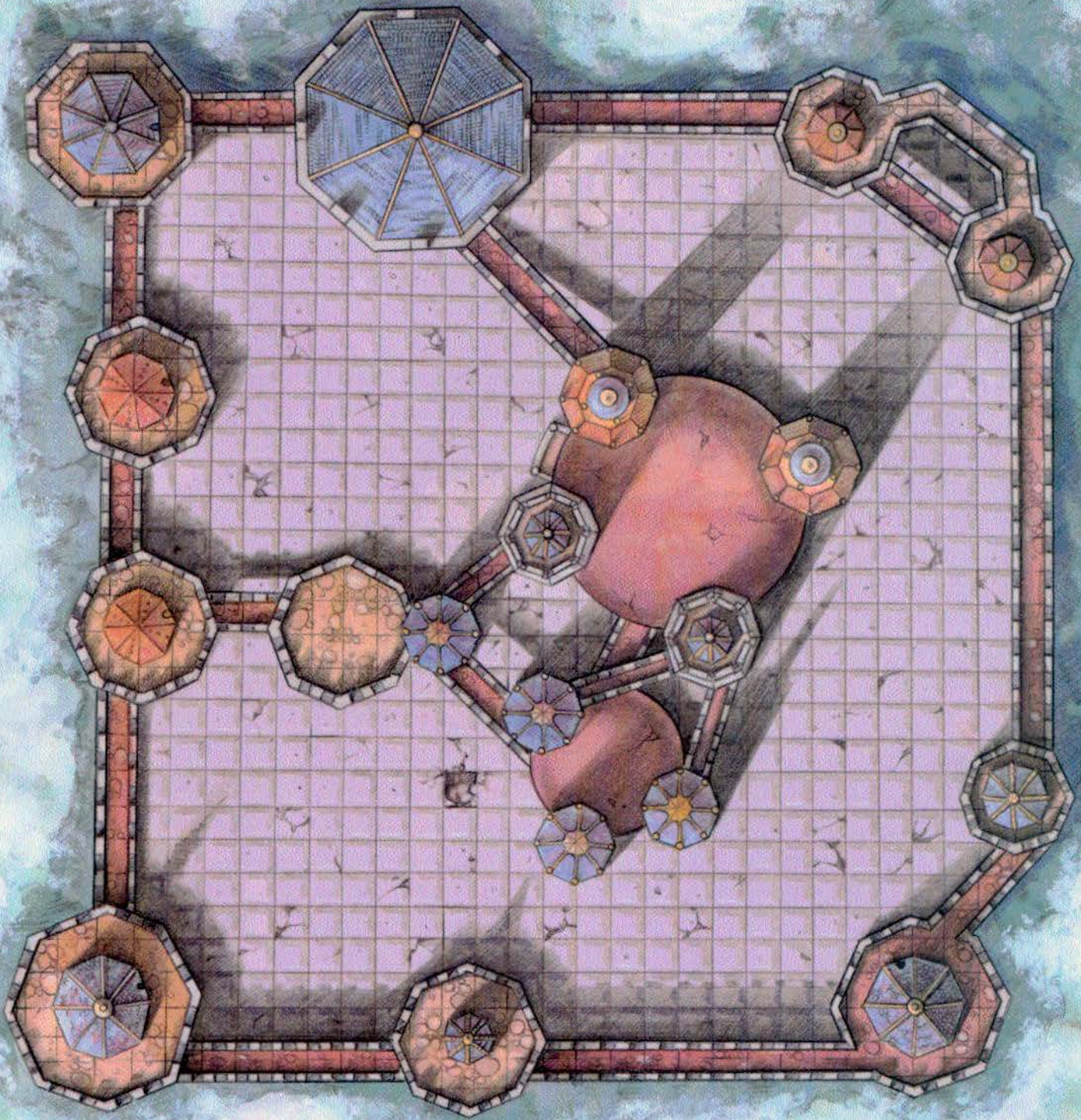
The whirlwind (and any passengers) moves at a minimum speed of 9, but its top speed is 18; the wielder chooses the exact rate. It is 10 feet wide at the base and 40 feet wide at the top. The height can be from 30 to 70 feet as the wielder chooses. The base must always touch land or water.

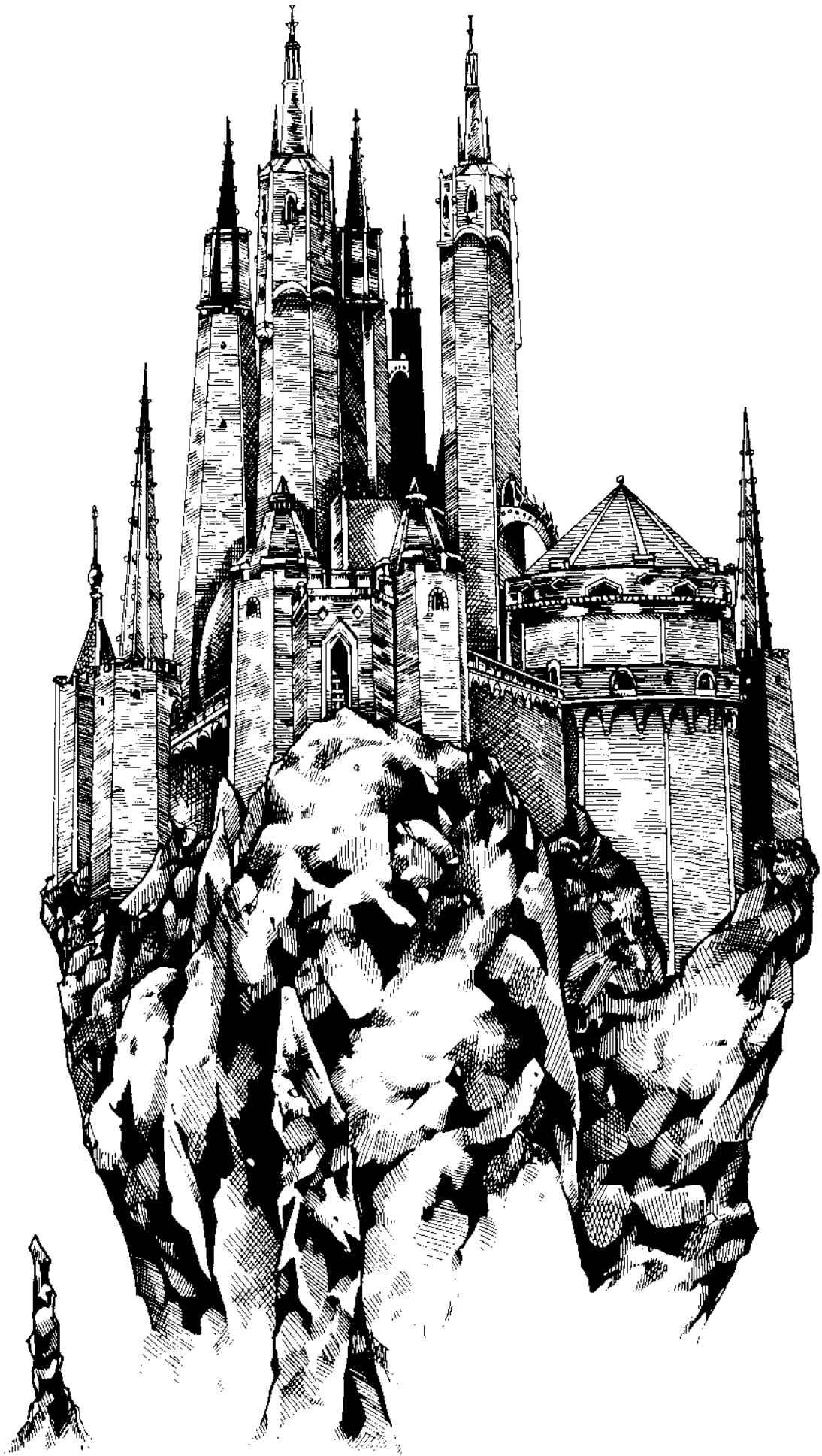
The whirlwind buffets anyone caught within it for 2d6 points of damage each round, but a successful saving throw vs. breath weapon negates the damage. Non-aerial creatures with two hit dice or less are killed if the saving throw fails. The wielder and passengers are not affected.

Controlling the whirlwind requires minimal concentration. Damage to the wielder does not end the whirlwind, but the wielder can take no action other than movement while controlling it. If the wielder loses consciousness or is killed the whirlwind dissipates.

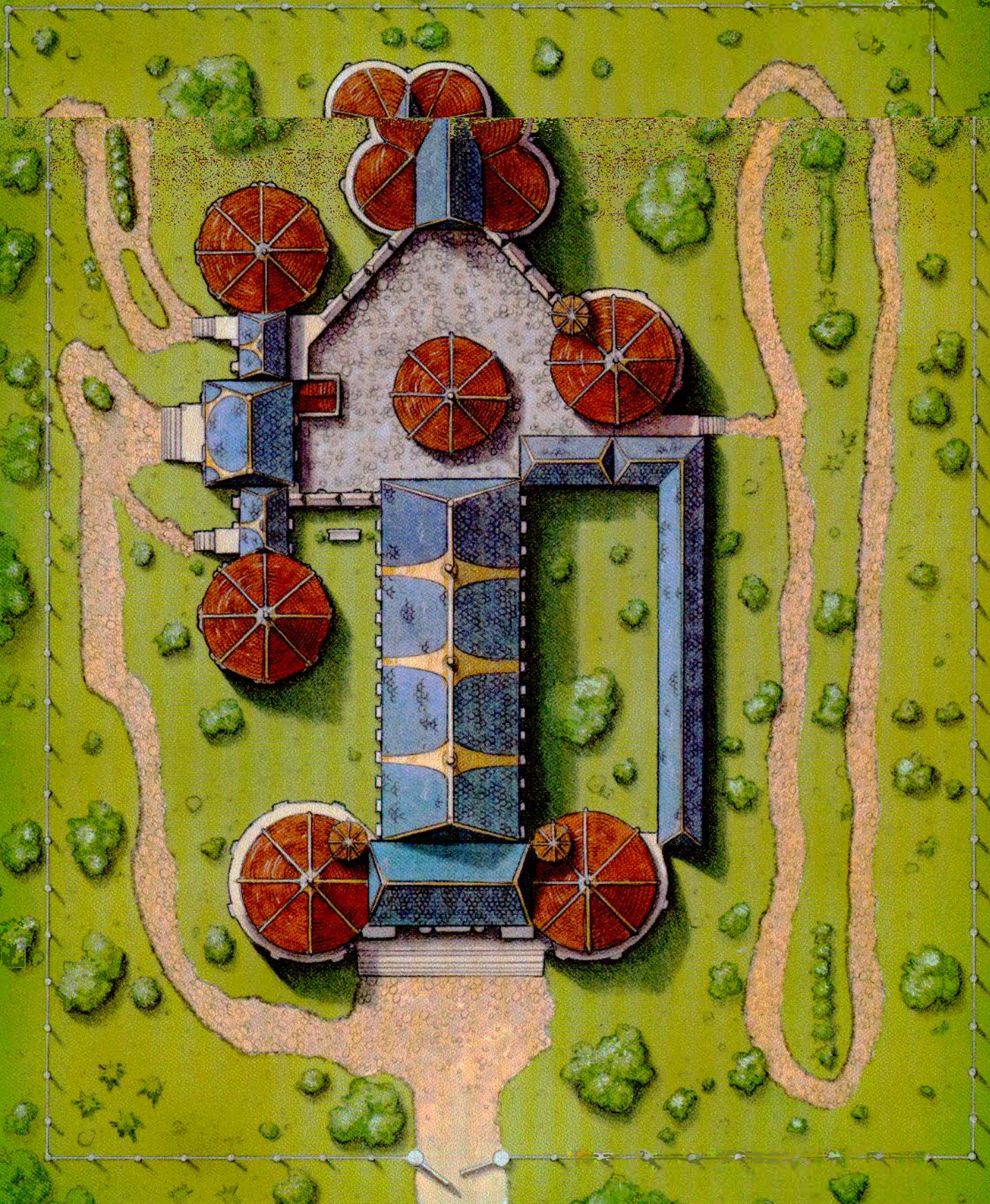
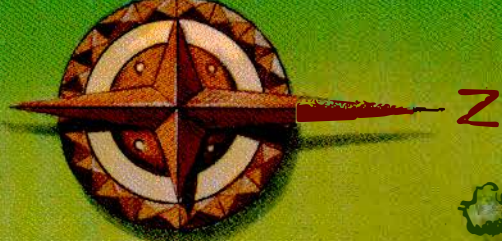
- Segments 1, 2, 3, 4, 5, 6, and 7. The wielder can cast *resurrection* as the 7th level priest spell, except that no resurrection survival check is required. Using this power always causes the *Rod* to scatter. See the **Breakage** section for details.

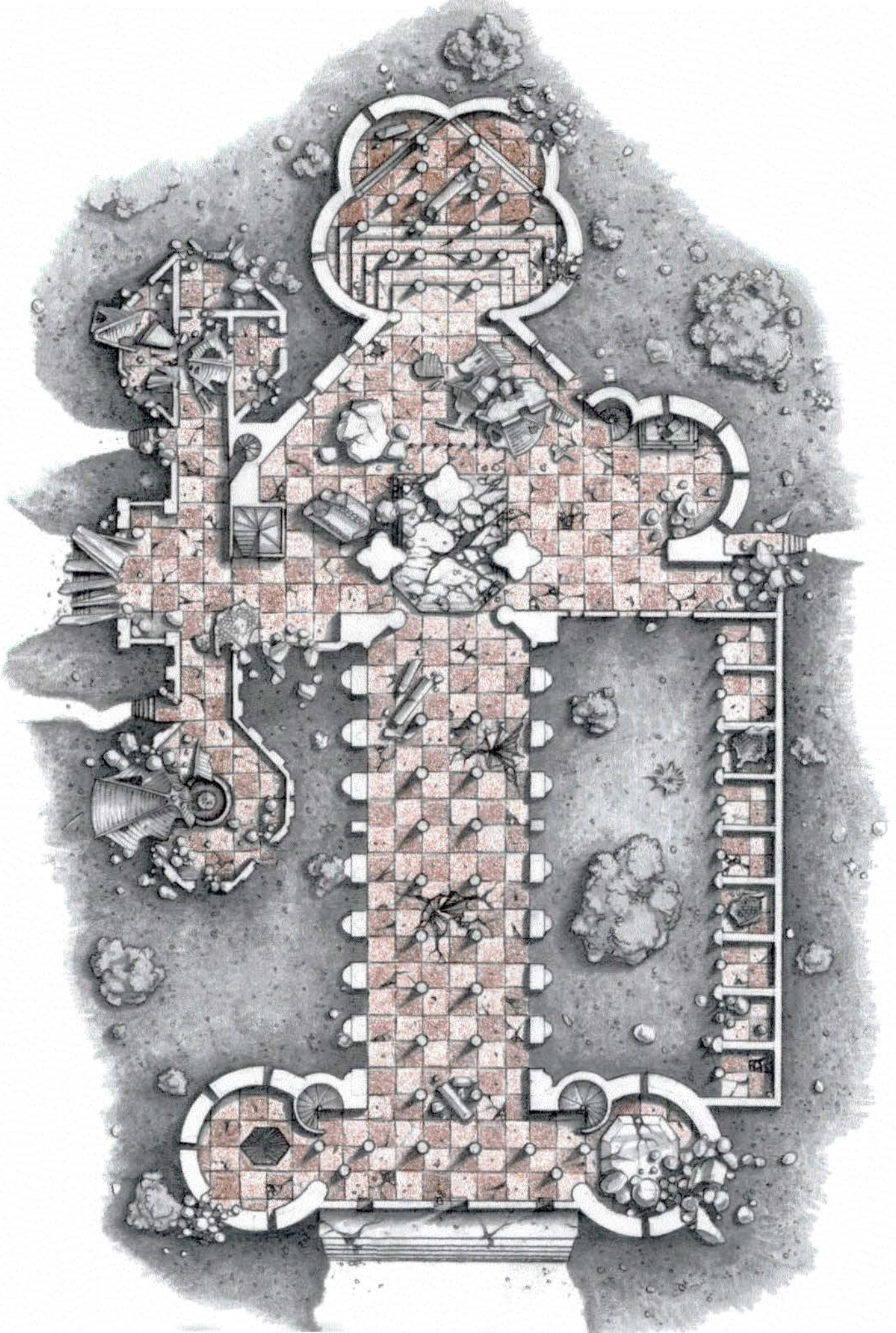
The Citadel of Chaos





The Forgotten Temple





Spelunking



D. MARTIN

Rod Powers

Powers of Individual Segments

Each segment of the *Rod* has its own minor spell-like power, which requires the user to concentrate upon a command word. Invoking a minor power has an initiative modifier of 2; it counts as an action for the character, but does not require speech and cannot be disrupted as a spell can. Minor powers function at 20th level and are useable by any character.



1. The 4-inch tip can *cure light wounds* five times a day. The tip's name and the command word for the *cure light wounds* power is *Ruat*.

2. The 5-inch segment can create a *slow* effect once a day with a duration of 23 rounds. The name and command word is *Coelum*.

3. The 6-inch segment can produce *haste* once a day with a duration of 23 rounds. The character wielding the segment doesn't age, but everyone else who is affected does. The name and command word is *Fiat*.

4. The 8-inch segment can create a *gust of wind* five times a day. The gust is 10 feet wide and 200 yards long. The name and command word is *Justitia*.

5. The 10-inch segment provides *true seeing* once a day for 20 rounds. The name and command word is *Ecce*.

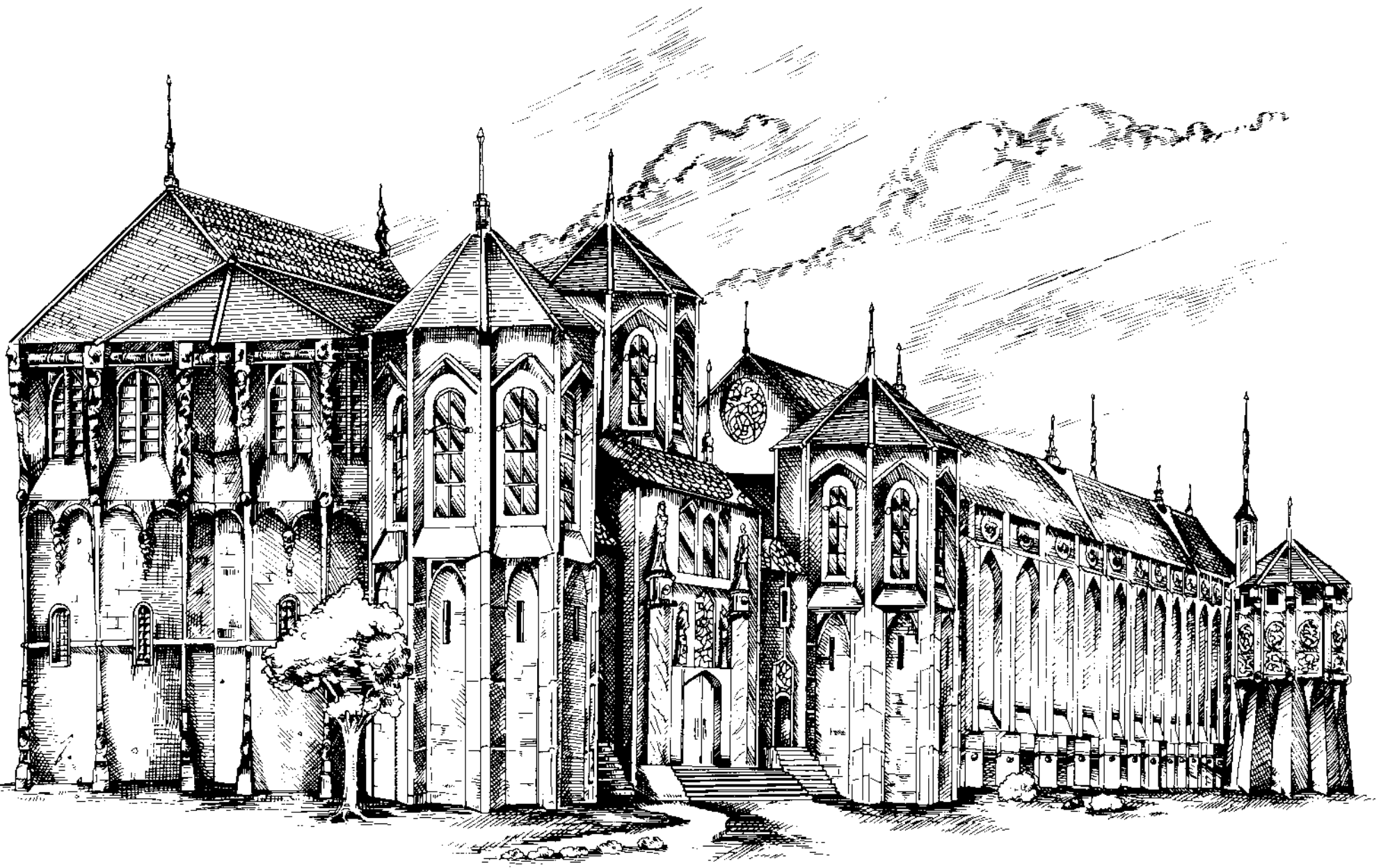
6. The 12-inch segment produces *hold monster* once a day (the effect lasts 20 rounds). The name and command word is *Lex*.

7. The 15-inch segment can *heal* once a day. The name and command word is *Rex*.

Uninvited Guests



D. MARTIN



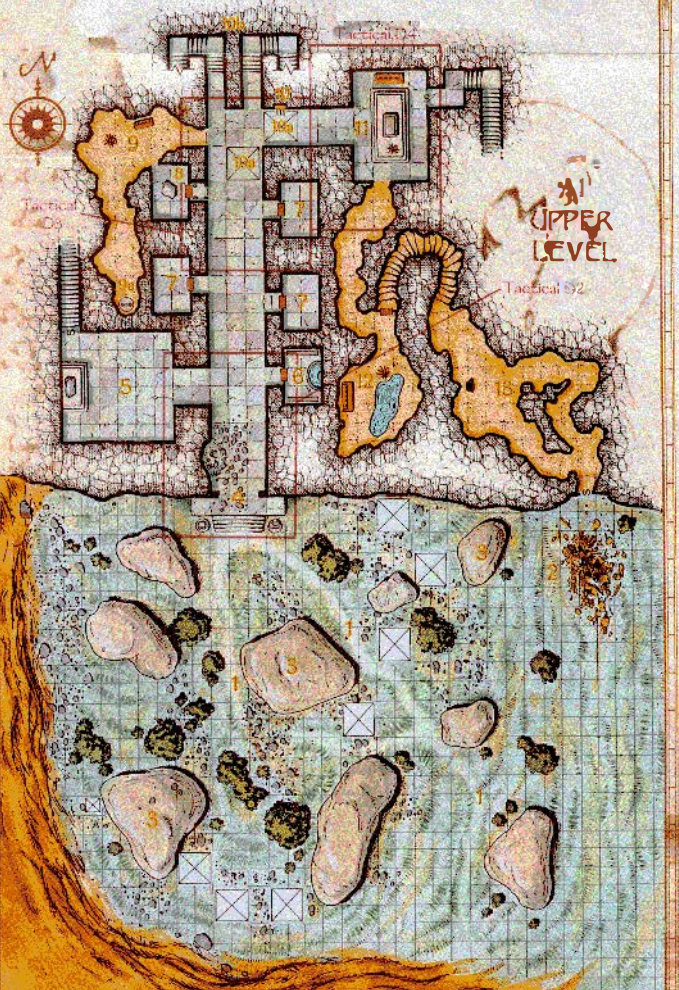


Tactical 03

Tactical 14

UPPER LEVEL

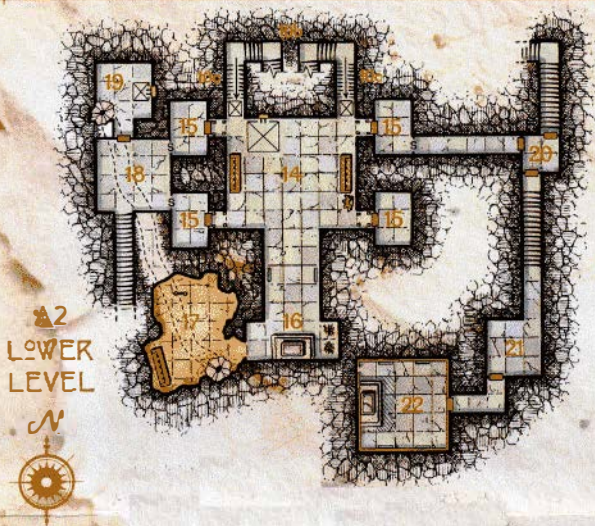
Tactical 52



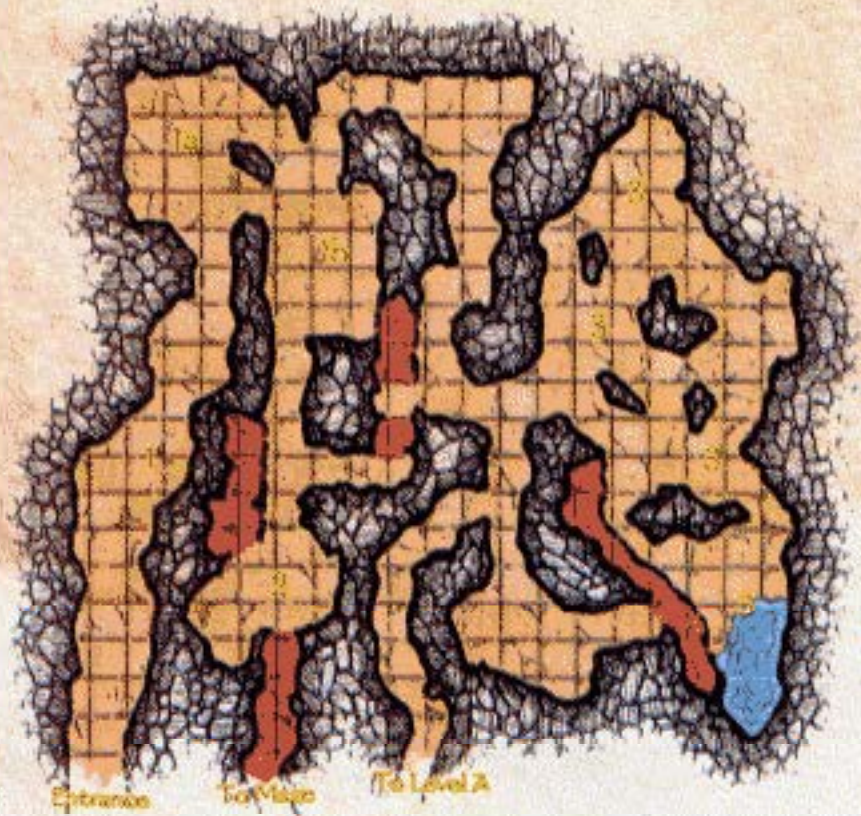
NIGHT RAIDERS

1 square = 5 feet

	Door		Statue, Practice Dummy
	Secret Door		Fountain
	Stairs		Rubble
	Below Level Passage		Midden
	Wooden Piling		Glass Panel
	Campfire		Covered Pit
	Lever		Slide Trap
	Dais		Metal Cladding
	Ladder		Sinkhole
	Ladder Down		Water
	Weapon Pack		Pressure Plate
	Altar		Hillside
	Sarcophagus		Cliff Face



LEVEL 1



LEVEL 4

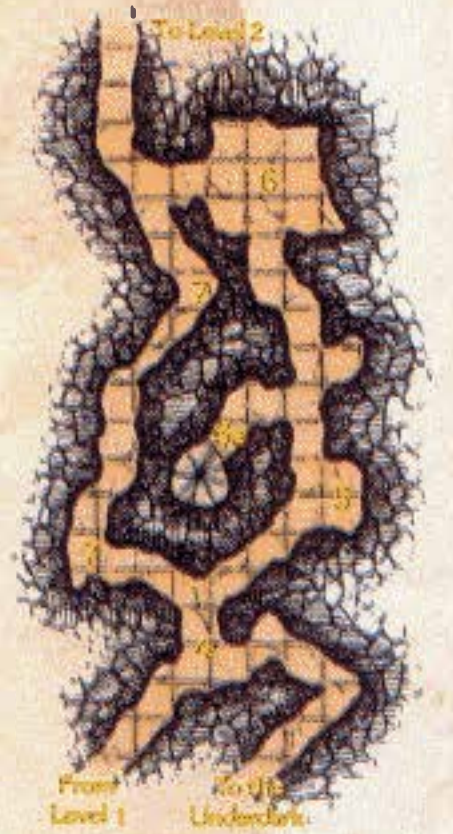


SPELUNKING

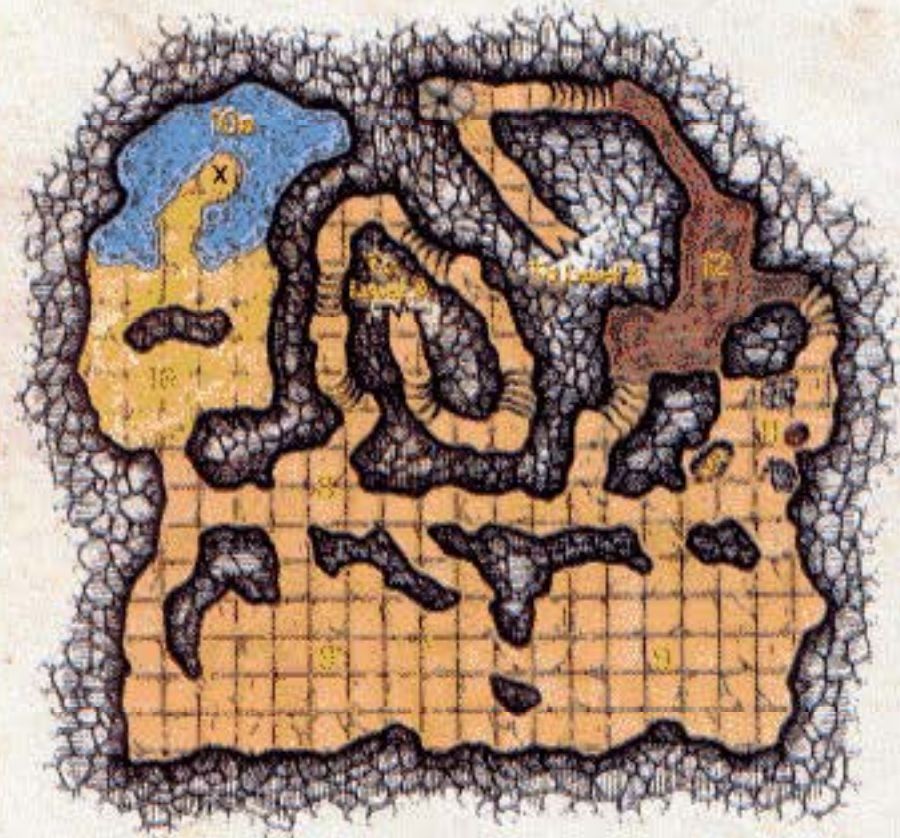
1 square = 5 feet

- Secret Door
- Staircase
- Bars/Portcullis
- Illusory Wall
- Sinkhole
- Under Hulk tunnel
- Below Level Passage
- Ledge
- Underwater Area
- Water
- Mud
- Creature Start Location
- Illusory Creatures

LEVEL A



LEVEL 2



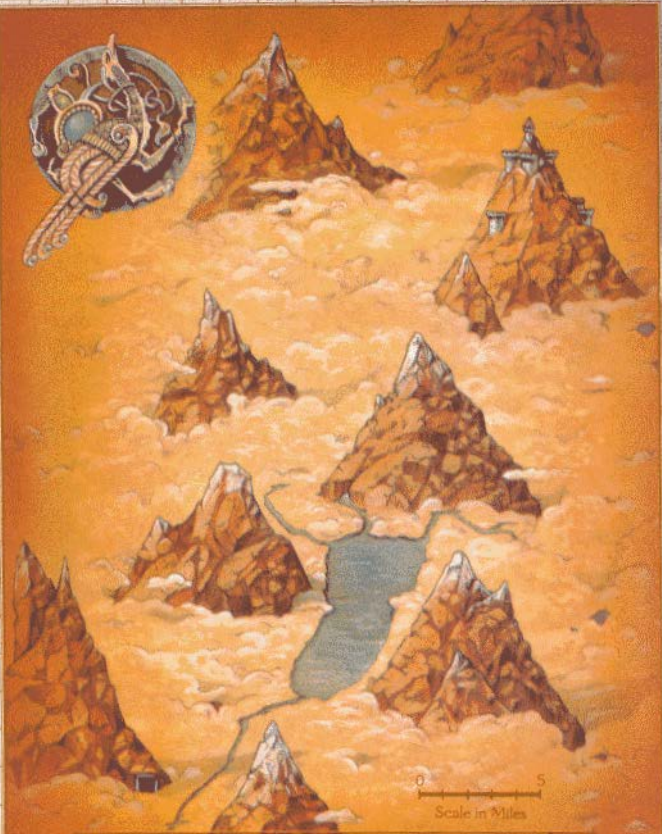
LEVEL 3



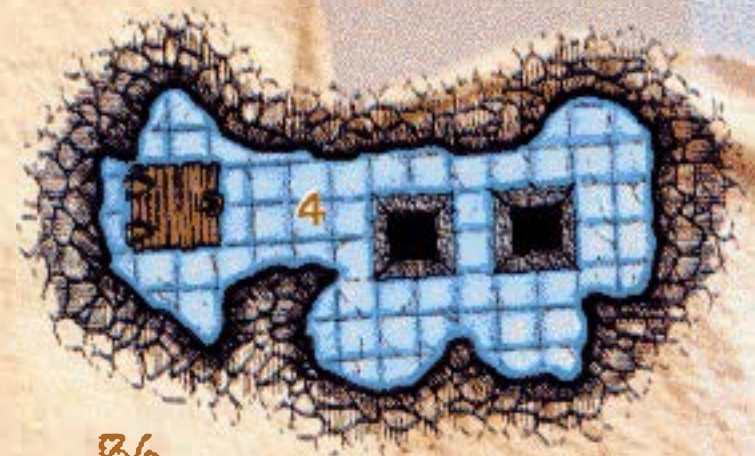
LEVEL B

LEVEL C



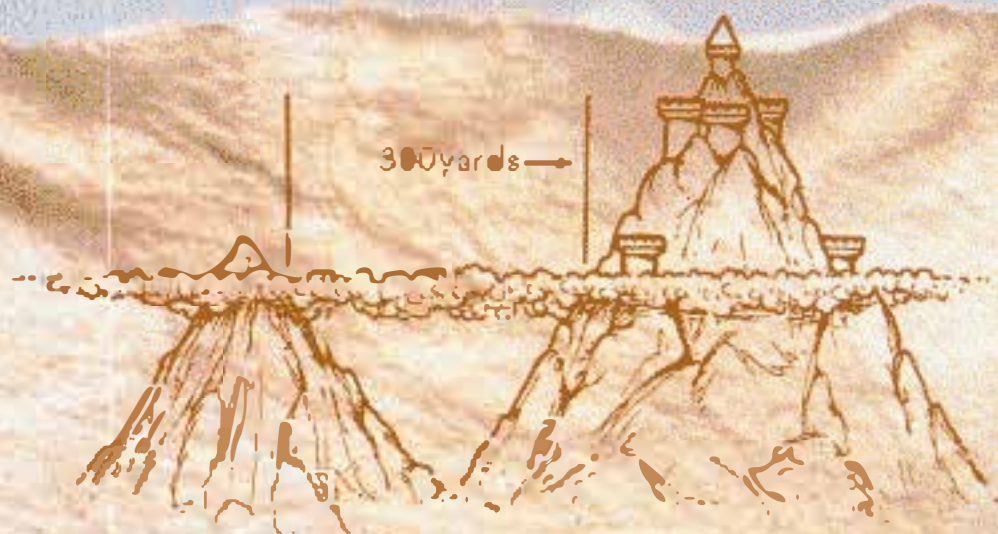


B2 UNINVITED GUESTS



B6
MURDER HOLES

Down 50' to 16



300 yards →



B3
TURRET



B5
UPPER LEVEL

Down 50' to 17



Tactical F1



B4
BATTELEMENT

Down 80' to 18



B7
MAIN LEVEL



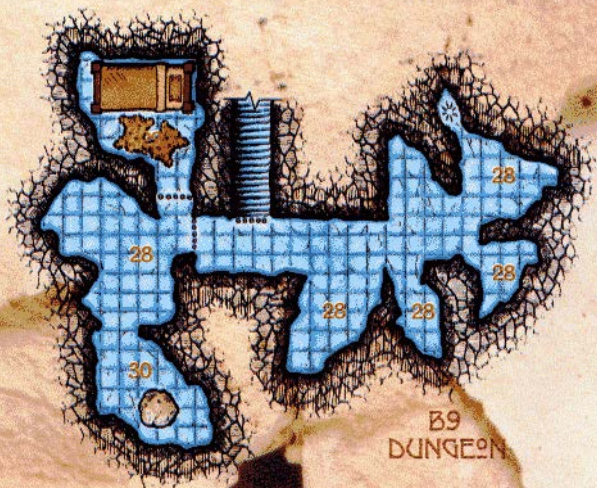
Down 50' to Z7



GIANTS' CASTLE

1 square = 5 feet

	Door		Wardrobe		Ballista
	Double Door		Dresser		Large Chimney
	Secret Door		Table		Small Chimney
	Window		Chair		Natural Chimney
	Arrow Slit		Stool		Fireplace
	Staircase		Bed		Pile of Straw
	Hatch in Cloud		Brazier		Pile of Boulders
	Trap Door (Floor)		Chest		Griffon Nest
	Curtain/Tapestry		Crates		Murder Hole
	Bars/Portcullis		Barrel		Murder Hole (ceiling)
	Ladder		Loom		Sinkhole
	Alarm Bell		Privy		Water
	Cushioned Bench		Weapon Rack		Solid Cloud



C1 THE GROUND FLOOR



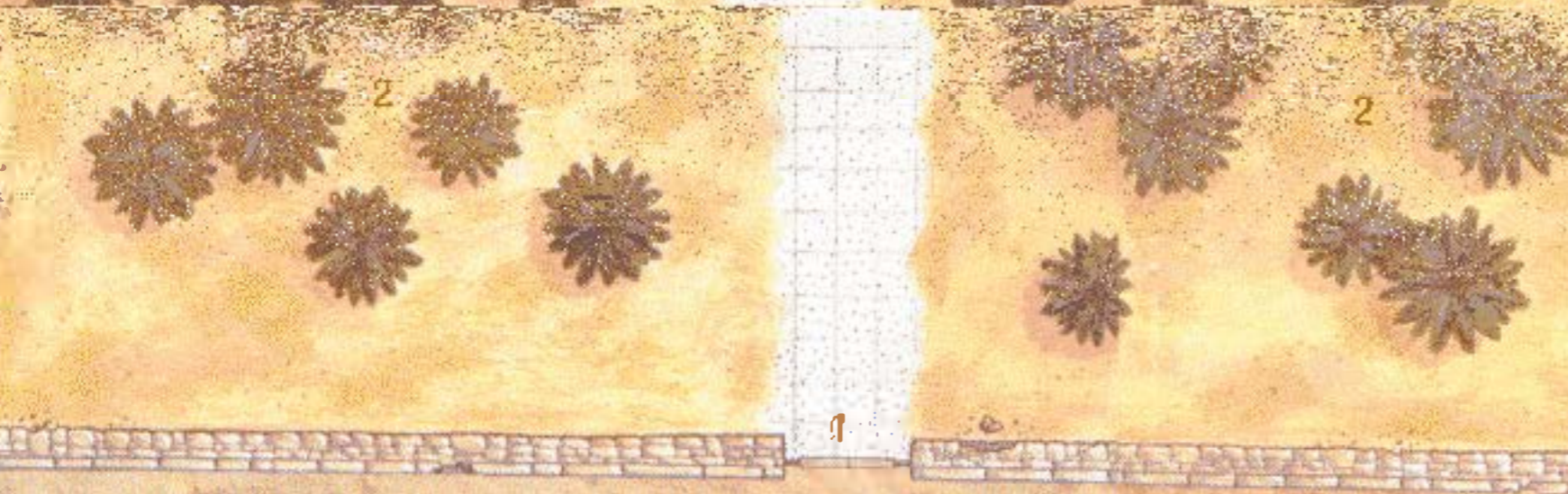
C2 THE HOUSE, UPPER FLOOR

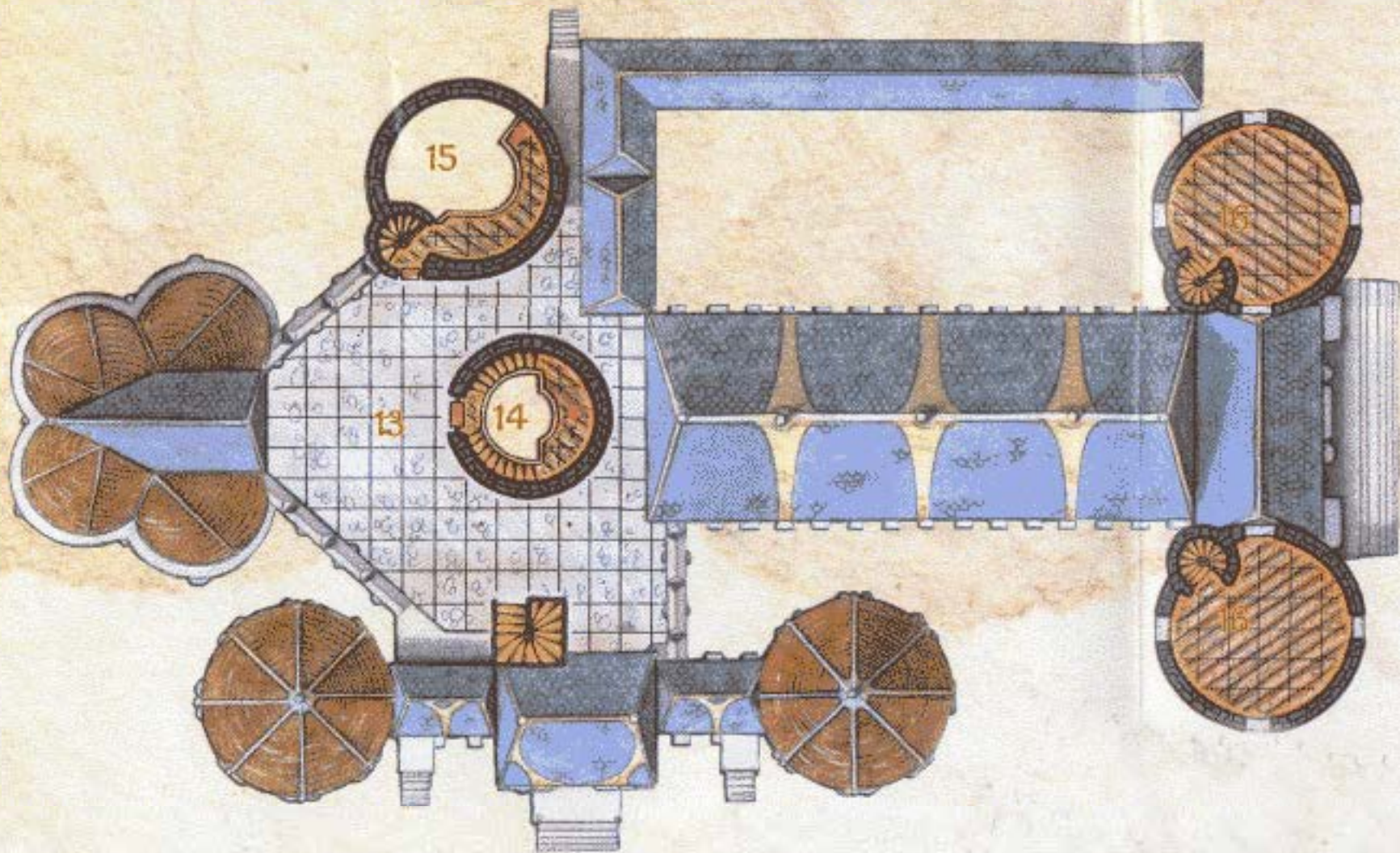


CARAVAN SERAI

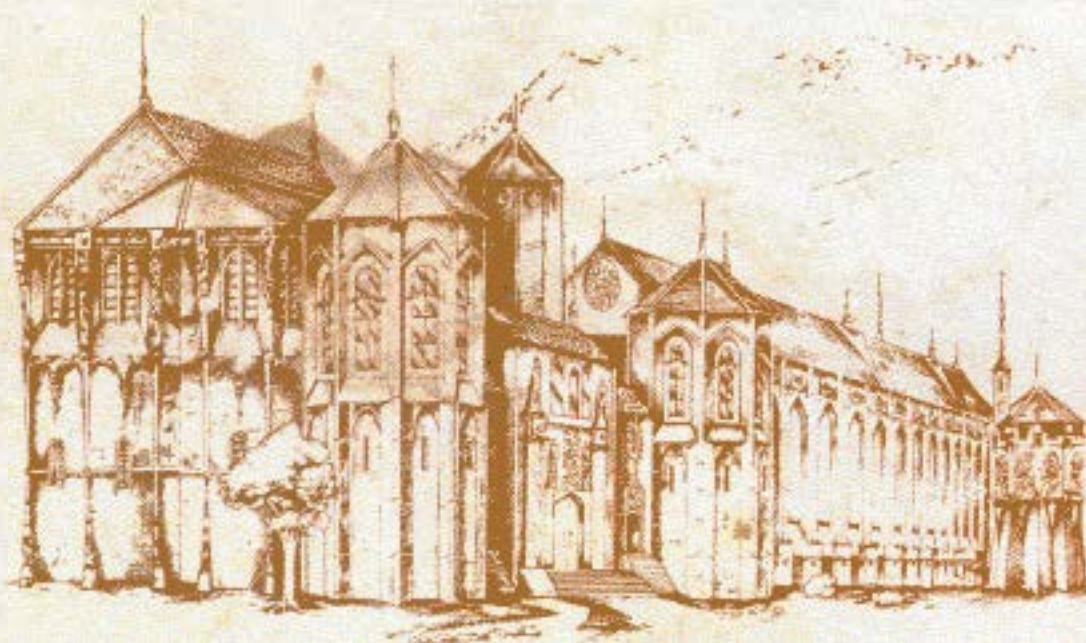
1 square = 5 feet

- Door
- Secret Door
- Gate
- Window
- Pillar
- Left Overhead
- Chimney
- Fireplace
- Bed
- Stool
- Chair
- Table
- Bench
- Crates
- Weapon Rack
- Barrel
- Curtain
- Statue
- Screen
- Bucket
- Well
- Tub
- Rubble
- Anvil
- Ladder
- Trap Door Floor
- Trap Door Ceiling
- Copper
- Wood Plank
- Water

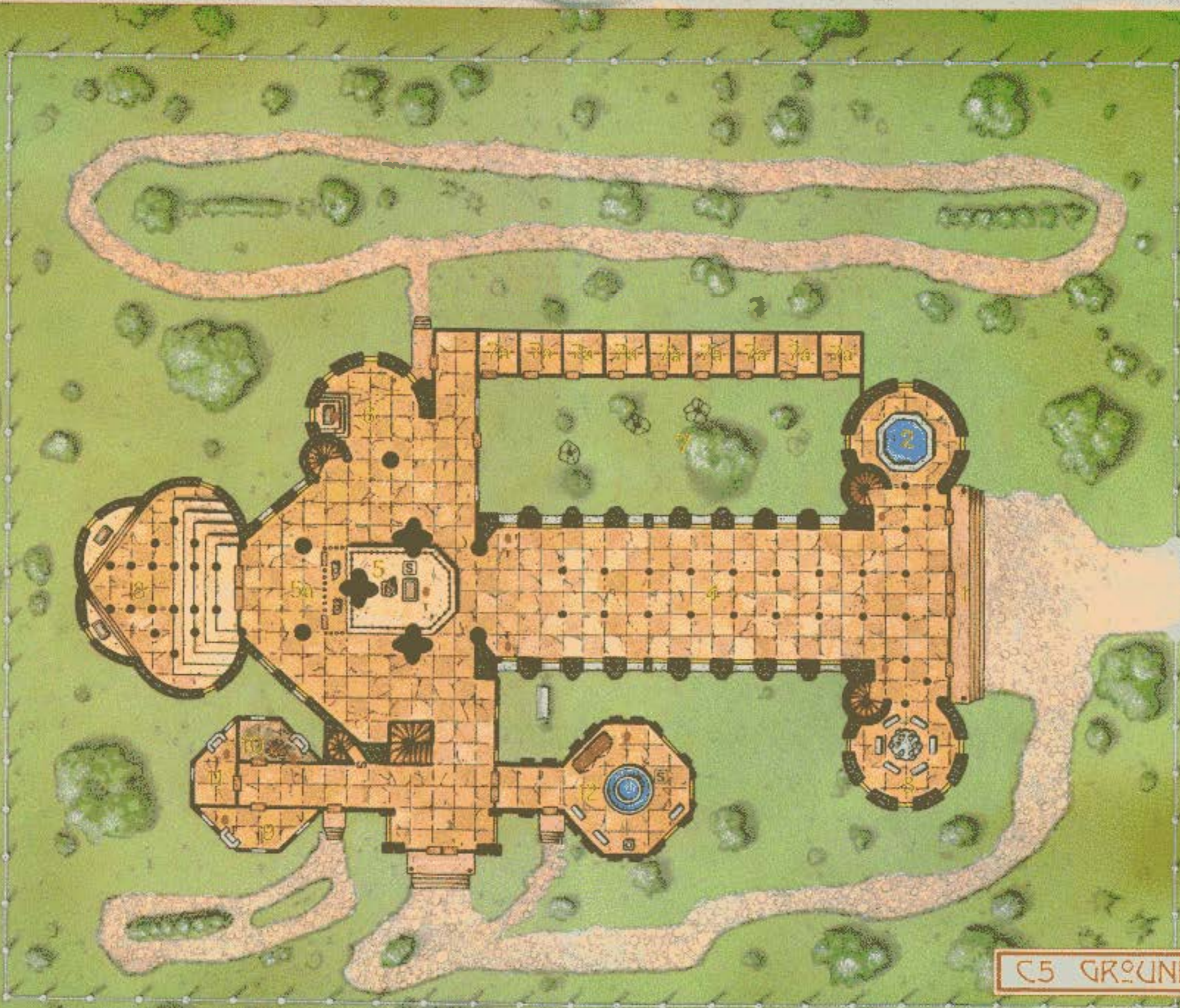




C4 THE ROOFS AND TURRETS



TEMPLE PROFILE

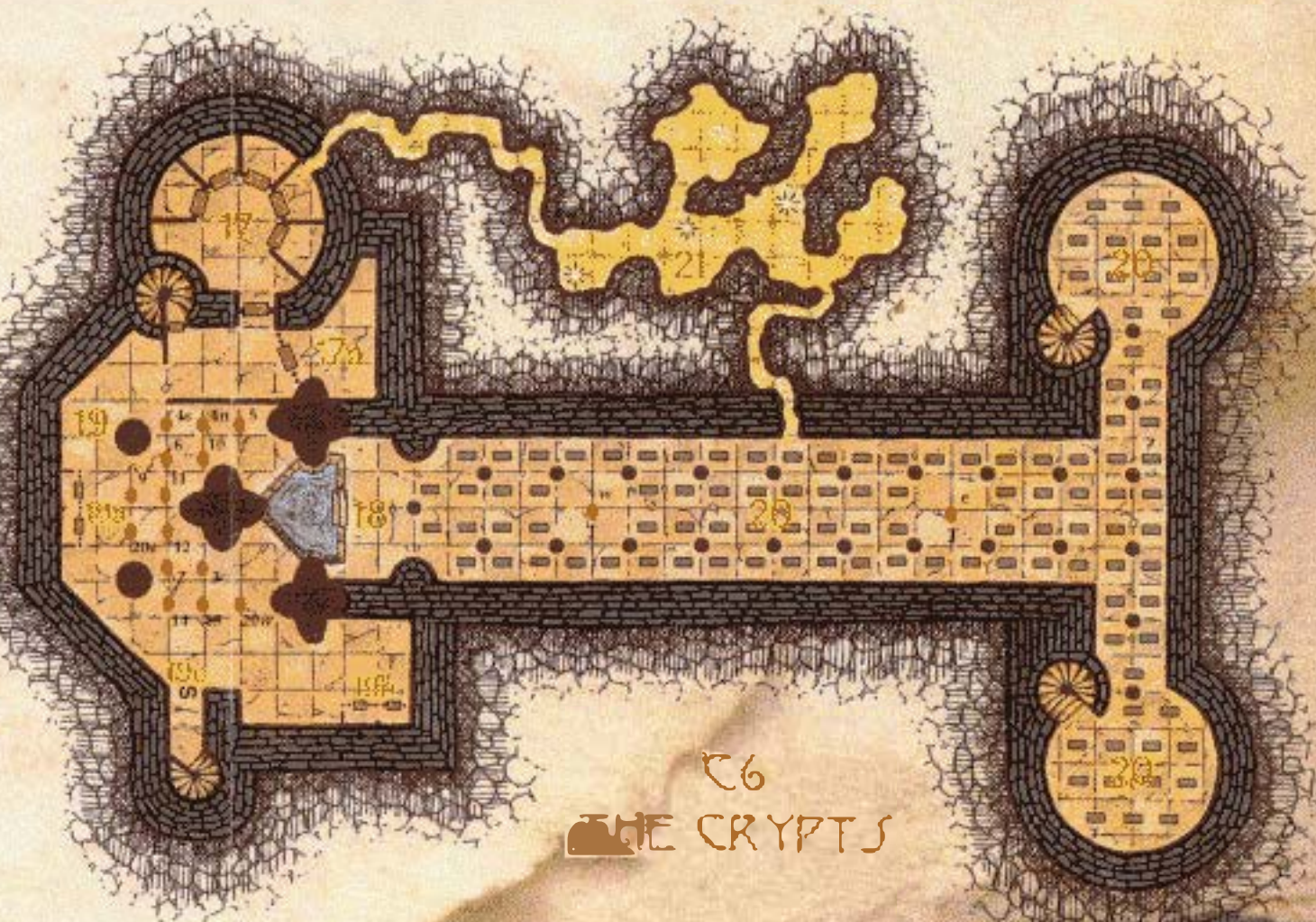


C5 GROUND FLOOR

THE TEMPLE

1 square = 5 feet

	Door		Bench
	Double Door		Wardrobe
	Secret Door		Statue
	Trap Door, Secret		Fireplace
	Window, open		Railing
	Window, glass		Marble Slab
	Window, stained glass		Teleporter
	Staircase		Hot Coals
	Dais		Sinkhole
	Pillar		Natural Chimney
	Altar		Water
	Iron Bars		Wood Floor



26
THE CRYPTS

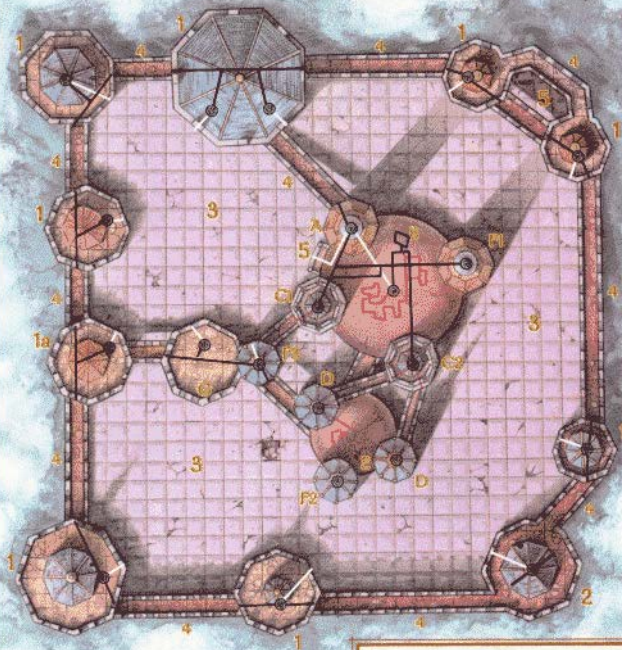
Player's Map Of Night Raiders

1 square = 5 feet



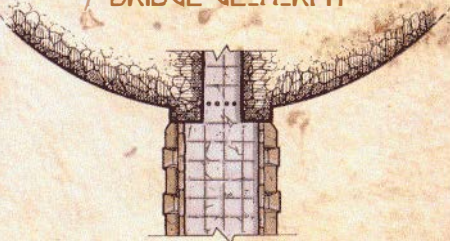
ET THE CITADEL OF CHAOS

Scale 1 square = 100 feet

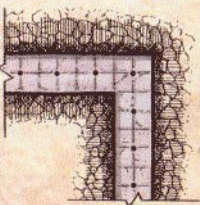
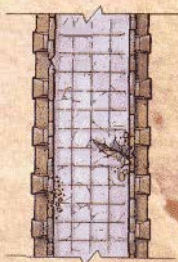


Passage, Courtyard Level
Passage, Bridge Level
Passage, Battlement Level

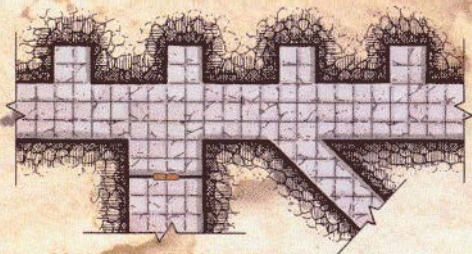
BRIDGE GEOMORPH



BRIDGE SPAN GEOMORPH



HALL GEOMORPH 1



HALL GEOMORPH 2

E2 MISKA'S APARTMENTS AND GEOMORPHS

1 square = 5 feet



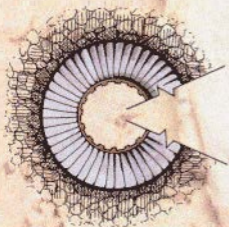
Door
Double Door
Secret Door



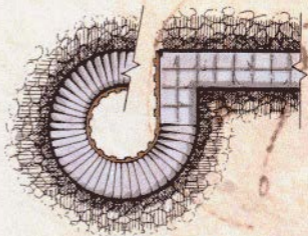
Stairs
Pillar
Peristyle



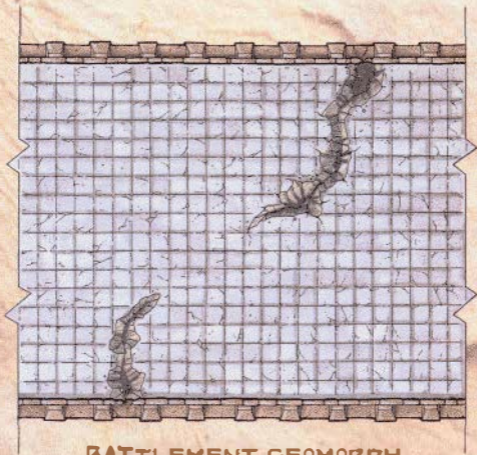
Below Level Passage
Slab
Railing



STAIRCASE
GEOMORPH



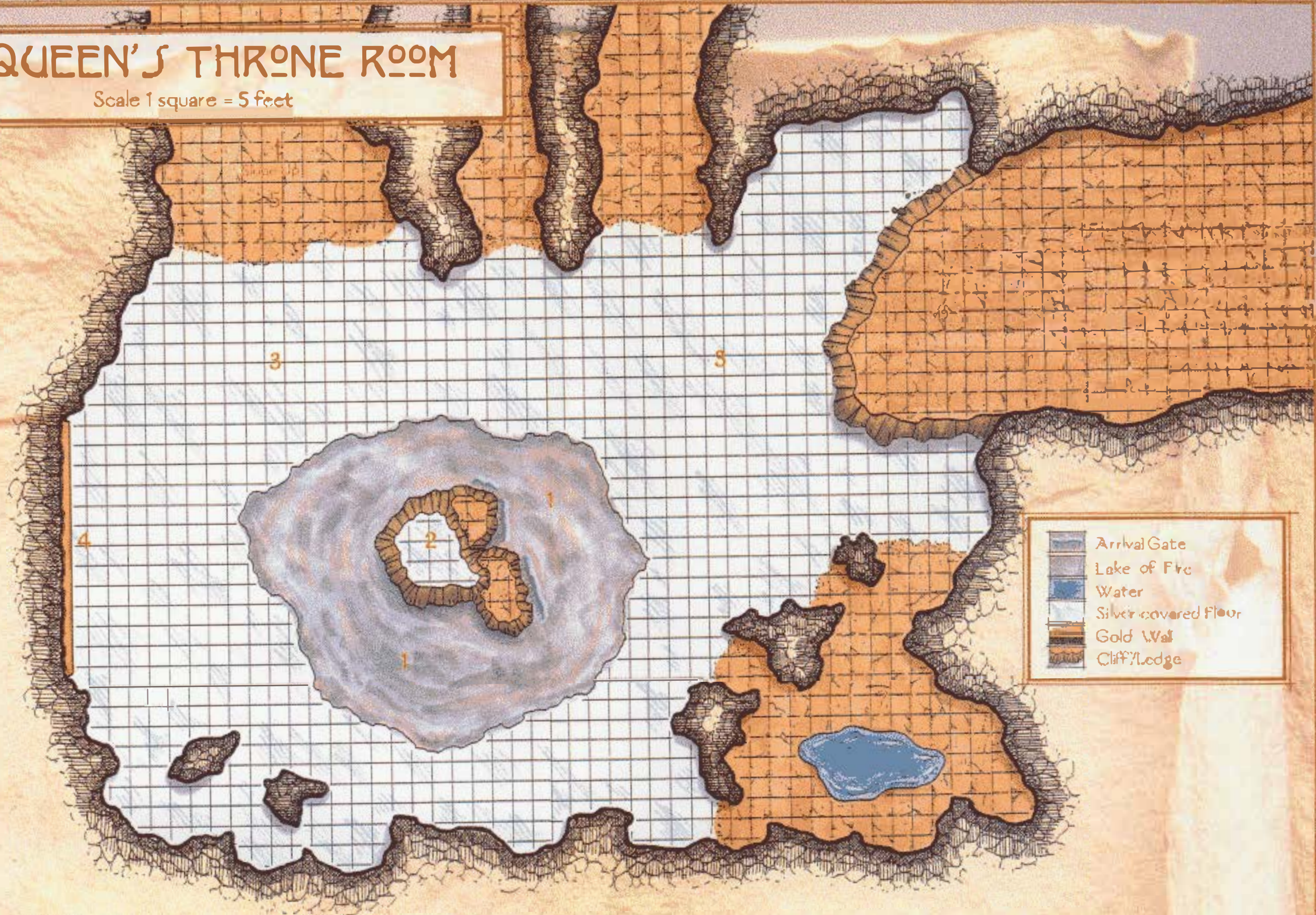
STAIR HEAD
GEOMORPH



BATTLEMENT GEOMORPH

E3 QUEEN'S THRONE ROOM

Scale 1 square = 5 feet



E4 ACYDIKEEN'S ISLAND

Scale in Feet 0  200

- 
- The map depicts a large island with a central orange-brown area representing below-ground features. This area is bounded by a dashed contour line. Two circular sinkholes, each marked with a crosshair, are located on the island. A swampy region, shown in green, is situated on the western side. A compass rose in the bottom right corner indicates North. A scale bar at the top shows a distance of 200 feet.
-  Below Ground Areas
 -  Sinkhole
 -  Contour Line
 -  Swamp

E5 ACYDIKEEN'S LAIR

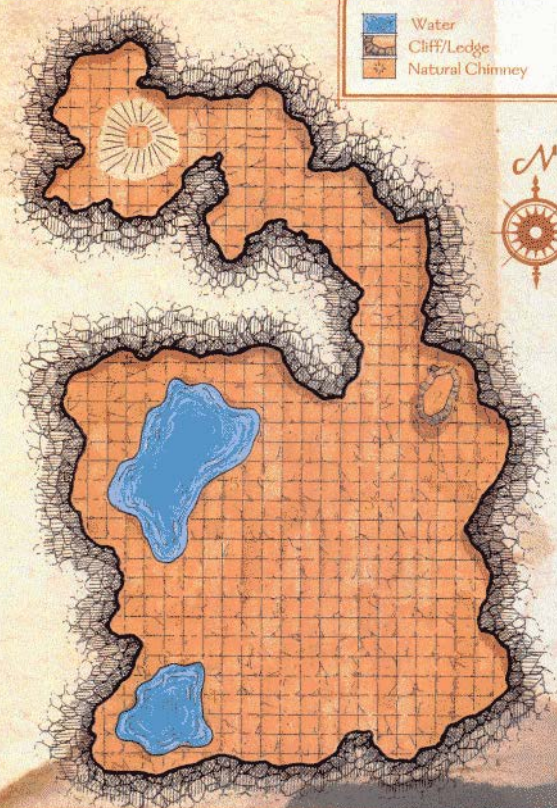
1 square = 10 feet



Water

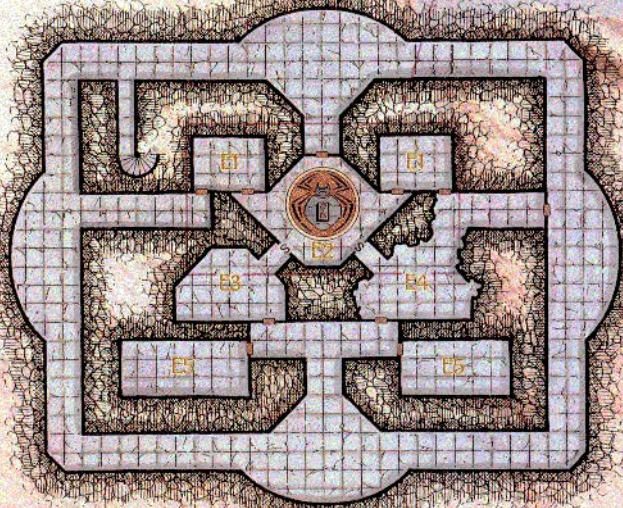
Cliff/Ledge

Natural Chimney

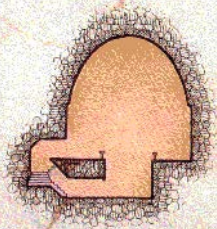


MISKA'S APARTMENTS

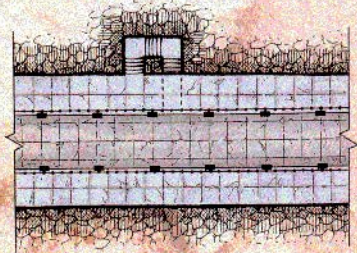
Tactical E5



HALL GEOMORPH
PLAN VIEW



HALL GEOMORPH 3



A3 AT THE SIGN OF
THE GOLDEN COCKATRICE

1 square = 5 feet

Spider Arrival Zone

