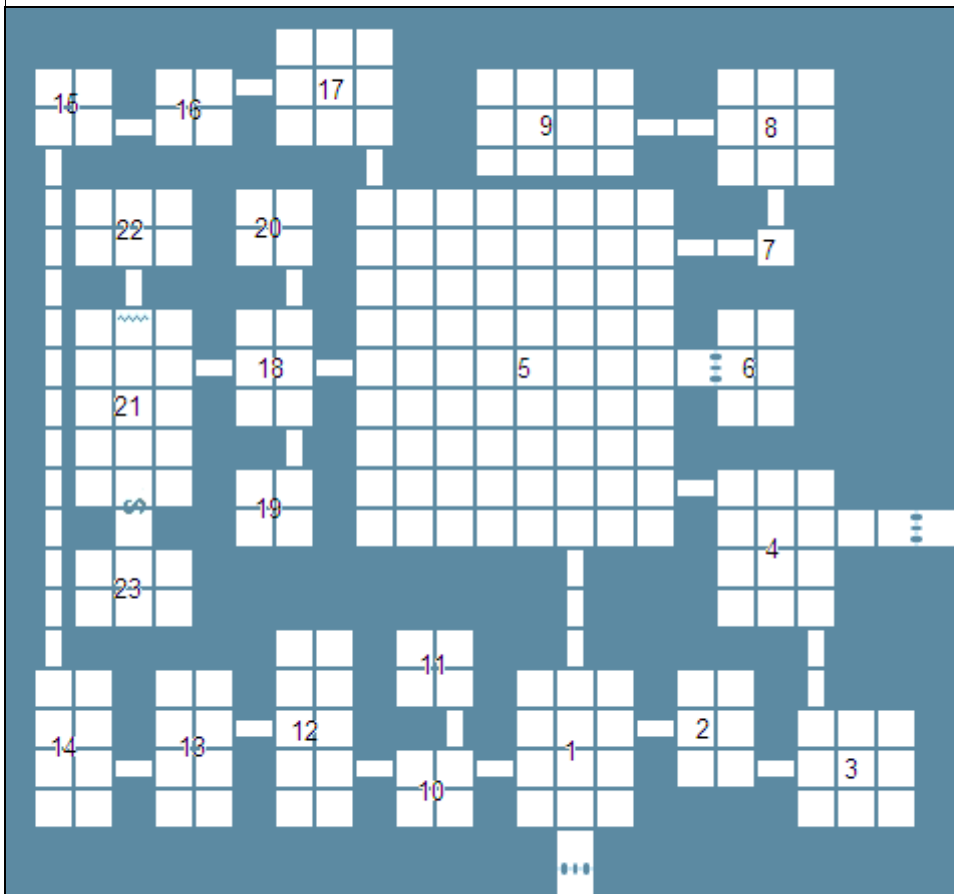


Citadel of the Dust Devils by John M. Stater



Here lies the citadel of Frish, the Dust Devil Lord. The citadel looks like a flat, squarish mound of packed earth. The floors within the mound are covered in a foot of loose sand and the air is so laced with dust it is difficult to breathe. The citadel's interior is divided into host of smaller chambers. The two entrances are blocked by an iron portcullis.

Wandering Monsters

1. Blast of dusty wind (blindness, may knock prone)
2. Dragon Newts (1-6)
3. Dust Devils (1-6)
4. Quicksand (6 to 10' deep pit opens up)
5. Vulchlings (1-8)
6. Personality (see below)

Personalities

1. Frish, the Dust Devil Lord
2. Guula, the Hag
3. Hut, Dust Devil Captain of the Guard
4. Marik, the Jann ambassador

Legend

S – Secret Door

Room Key

1. **Entry Chamber:** Dust devils (4) with a salamander-hide kettle drum for alarm.
2. **Beastmaster:** Yur, dust devil trainer. Pegs on wall hold whips, leather ropes and silver whistle on cord woven from elf hair.
3. **Sand Ticks:** Giant ticks (5) frolick in the sand. Skeletal remains beneath the sand have a golden ring (50 gp) on one finger.
4. **Entry Chamber:** Dust devils (3). A brass gong hangs from the skeletal ribs of a giant lizard.
5. **Great Hall:** 1 in 6 chance that Frish will be here with his slave girls [room 22] and Marik, Guula, Hut, 2-8 dust devils and 1-8 sandmen. Otherwise, the room will contain 2-8 dust devils and 1-8 sandmen.
6. **Prison:** Sealed by glass-steel gate, walls and ceilings covered in spiky stones. In middle of chamber there is a large, glass globe containing a water elemental. If released, it will take its anger out on anyone nearby and then escape.
7. **Sand Pit:** Dustdigger (1).
8. **Priest's Quarters:** Sandman cleric (1). Room is filled with cult objects of elemental earth worship.
9. **Shrine:** Shrine dedicated to the Prince of Evil Earth Elementals. Walls decorated with engravings representing the Prince in battle with his elemental rivals. Center piece is an idol: a large boulder resting on a pile of dust with crude "face" carved into it. Idol gives off an aura of supremacy and menace.
10. **Empty Chamber:** 2 in 6 chance of 2-8 dust devils playing darts.
11. **Empty Chamber:** Sometimes used for storage.
12. **Dormitory:** Dust devils (7).
13. **Dormitory:** Dust devils (9).
14. **Captain's Chamber:** Hut (triple strength dust devil) will be here if not at court. A map of the citadel and the surrounding wilderness is on a stone table. A hidden compartment in the top of the table holds a large ruby (500 gp).
- 15-17. **Guest Rooms:** 2 in 6 chance of petitioners of the Dust Devil Lord may be staying here. Petitioners will be: 1) 2-12 dragon newts, 2) 1-4 harrids 3) 1-3 sand giants, 4) 1-6 vulchlings, 5) 1-4 druids.
18. **Guard Room:** Elite dust devils (4) armed with military forks that slow victims (as the spell) unless a save is made.
19. **Marik's Chamber:** Marik the Jann will be here if not at court. Tastefully appointed and (relatively) tidy chamber. Contains stone divan covered with silk pillows, a chest of meteoric iron with an adamantine lock (holds expensive robes, 100 gp each). Stone pegs hold a large +1 scimitar and a small casque of pure water.
20. **Guula's Chamber:** Guula the hag will be here if not at court. Room littered with glyph-covered skulls, mummified animals, rusty astrolabe, several nonmagical crystal balls, various spell components. Clay pot sealed with wax holds 180 gp, several gems (2 x 50 gp, 100 gp, 500 gp, 2,500 gp). A halberd (titanium bearing a fire opal in the blade) is buried in one corner.
21. **Royal Chamber:** Spitting cobras (6). If not at court, Frish the Dust Devil Lord will be here with his harem [room 22]. Thicker layer of dust than in other rooms, with a large pile in the center for sleeping. Buried in the pile are several desiccated humanoid corpses.
22. **Harem:** Elite dust devils (2), oreads (3). When not entertaining Frish, the oreads are kept here under guard. They wear magic bracers that keep their powers from operating.
23. **Treasury:** Entrance barred by a large stone block. Holds 17,600 cp, 29,146 sp, 3,405 ep, 440 gp, 19 pp, eleven china place settings depicting Dale Earnhardt (90 gp each), a wooden gourd sealed with wax and filled with holy water (1 gp), a silver and gold candelabra, the holders being in the shape of angels in an art deco style (500 gp), an adamantine trident, a +1 javelin, a marble button (100 gp) and a periapt of foul rotting. Dust settling from the ceiling will age living creatures 1 year per round until washed off.