

THE EMBOWELED COFFIN OF THE TUTELAR FIEND

After the last of 99 blasphemous wizards were educated in the Tower of Fiends, its basalt walls were torn down and set stone by stone into a maddening maze around the belly of the dark academy. Deep in the cavernous foundation are the remains of the Tutelar Fiend, whose dripping bones must be destroyed to unpin the power of the rampaging wizards!

BY LEE BARBER

Exterior Maze Encounters: Roll randomly to determine which guardian occupies each corner of the maze.

- 1) Banshee Charioteer - she carries victim to random location, passing through any non-magical barrier.
- 2) Puckered Ghouls - these undead melt into acid pools when slain.
- 3) Demonic Linsangs - this feral pair have poisonous claws and resistance to magic.
- 4) Sorrel Jelly - an Ochre Jelly with a crust of protective brown clay.

KEY TO TOWER DUNGEON:

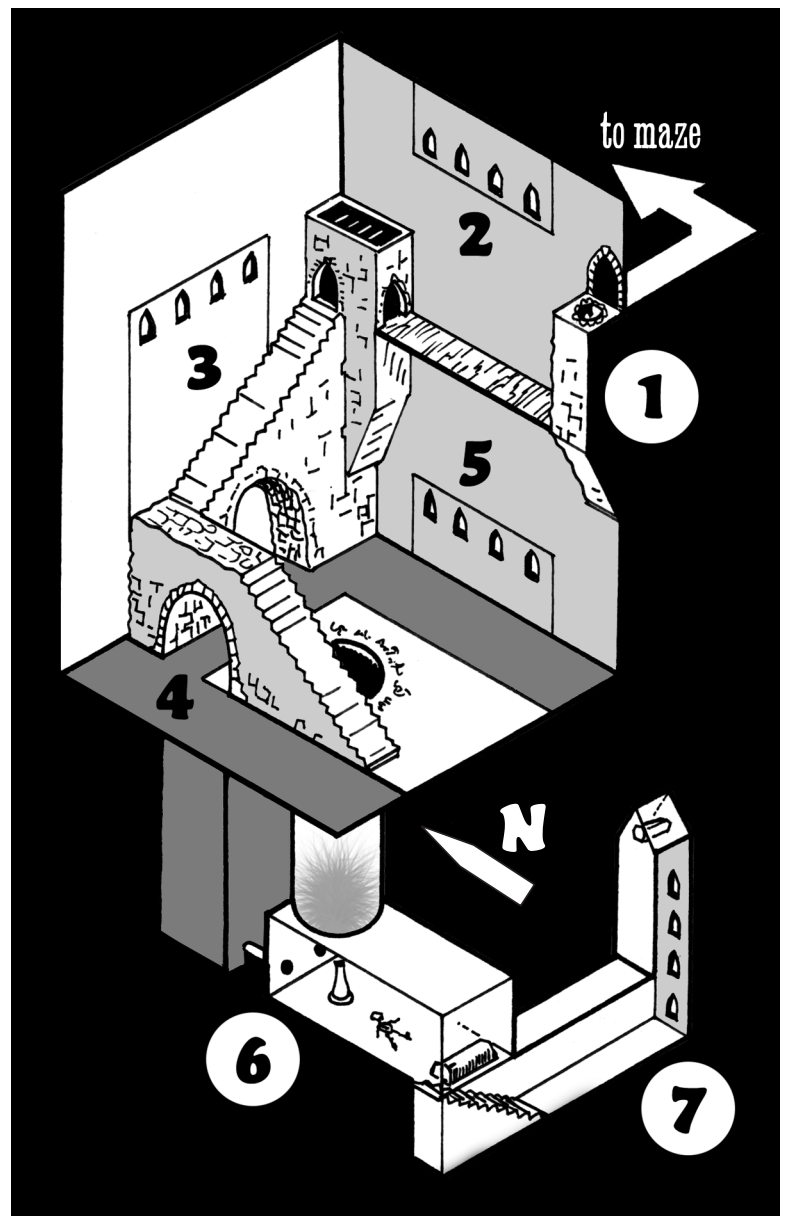
1) Corbelled Entry - This high ledge appears to have a winding stair leading down to a wooden catwalk. Any PC descending inside the turret interior will dispel its illusionary form, and fall into the cylindrical nest of a zombified Ant Lion. Examining the exit onto the bridge first will reveal the illusion safely.

2) Bridge of the Wary Gryphs - Hidden in darkness, four fiendish Gryphs perch in staggered alcoves. These birds will attack any living being flying about the cellar, or attempting to cross the 50 foot bridge. Every round of combat on the rotting beams incurs a 15% cumulative chance of total collapse. Each alcove holds an egg-shaped gem worth 8d10 + 100 gp.

3) Vestibule and Slimy Stair - Lattices of bronze can seal the doorways into this damp room. On the floor is a kettle of cooked beans, dozens of which have been used to spell "RED CLOUD BAD" in moldy letters. The next set of alcoves feature the carved faces of meazels, magically trapped to expectorate oily slime (also infectious) when passed beneath. From this height, the moat and central pit at the cellar floor can be discerned.

4) Hungry Hydra - Submerged in the brackish, three-sided canal is an underfed Hydra with five heads. It will not leave the water, allowing a party to reach safety closer to the pit. Spread across the moat bottom are 19 magic sling stones and a petrified Elf clutching a softly glowing crystal ball.

5) Quartet of Fire Maws - Encircling the pit are cogent runes of warning. If touched or read, the static display of dragon head sculptures along the far wall will belch cones of fire. The blast range extends to the lowest stair, but won't strike the south wall. Any player soaked in slime from Area 3 will continue to burn. The trap resets in 10 minutes, unless the runes are pulverized or dispelled.



6) Transmuting Cloud and False Coffin - The 60 ft. pit ends in a room lit by iridescent gas, billowing up the shaft from a very large urn. The magical gas transmutes any person exposed on a failed Save. Depending on the cloud's random tint, one of the following effects happen:

- a) RED GAS - victim turned to stone.
 - b) INDIGO GAS - victim is shrunk to half size, equipment unaffected.
 - c) GREEN GAS - victim turned into a gryph.
 - d) YELLOW GAS - victim's feet become lobster tails.
- The urn is impervious to physical damage, but it can be moved. However, doing so triggers a pressure plate that opens water pipes. A shrunken skeleton is here, loosely donning magic gloves. Locked inside the casket is a Styx Devil; the bottom side over the last stair is an illusion.

7) Cleft of the Levitating Remains - Hovering above four more alcoves are the foul bones of the Fiend. In each recess is a modeled snail shell, which sprout Black Tentacles when a living creature passes within 10 feet. Once the serpentine limbs are dispatched, the coffin can be lowered with extra weight, force applied by rope lines, or certain spells. After the required exorcism, the spellbooks of the 99 apprentices turn to ash, and all age 99 moons (just over 8 years, slaying the eldest two).

