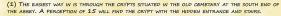
LAIR OF THE CAT MAGUS (AKA CRAZY CAT LADY)

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GOAL: This quest begins at Blueheart abbet, where their prized goats, used to make their renowined goat cheese, have been turning up missing. Find out why the goats from the abbet have pleappeared. Rescue as many goats as you can and take care of the crazy cat lady behind it all!

THIS DUNGEON/LUR IS STUATED UNDERNEATH BLUBHEART AGGEY, WHILE OVER 200 YEARS OLD, THIS AGGEY ON A HILL HAS BEEN BUILT OVER MUCH, MUCH OLDER RUINS. A MACUS (OR WIZARD) HAS TAKEN UP RESIDENCE IN THE OLD CAVERN THAT CONNECTS TO ANGENT CRYPTS (2) IN THE SOUTH AND THE ANGENT WATCH TOWER (24-4) TO THE NORTHEAST. EVERYTHING ON MAP IS UNDERGROUND - GRAY AREAS ARE STONEWORK, BROWN AGEAS ARE CAVERN.



(2) UNDEAD DEFENDERS AWAIT. 3-4 SKELETONS, GHOULS, OR GHOSTS, YOUR PICK.

(3) FUNGUS THAT IS EASILY BEATEN WITH FIRE WITH A DUNGEONEERING CHECK OF 15.

(4) Skelet<mark>on Champion a</mark>waits you. Has treasure: gold and magic +1 cold Sword.

(5) TRAPPED DOOR. DC 20 TO FIND/DISABLE DART TRAP.

(6) THE STONE WORK TURNS TO PACKED EARTH HERE AND YOU MUST MAKE A DC 12 FORTITUDE SAVE OR BE SICKENED FOR 104 ROUNDS BY THE SMELL OF CAT PEE.

(7) A SEARCH IN A BOX OF KITTY LITTER (DC 15), DISCOVERS A BAG OF HOLDING!

(8) FIRST ATTACK FROM POISONED CAT.
USE ANY MONSTER THAT SPITS, CLAWS, & BITES.

(4) PEN OF GOATS TO BE RESCUED! HOWEVER,
WHEN YOU TRY TO RESCUE THE GOATS, YOU ARE
ATTACKED BY SEVERAL MORE MUTANT, POISON SPITTIING
CATS THAT SPIT ACROSS CAVERN.

(10) UH-OH, TRAPPED BRIDGE! DC 20 TO DISCOVER AND FIX. IF MORE THAN ONE PERSON WALKS ON BRIDGE, IT WILL FALL INTO WATER 20 FEET BELOW.

(11) LUCKY CAT WISHING WELL: THIS SEAUTIFUL CAT STATUE, OF WHITE STONE, SITS ATOP A SMALL POOL FILLED WITH TREASURE, IF YOU ATTEMPT TO TAKE ANY TREASURE, ARM WILL ATTACK YOU. TAKE 206 BLUDGENING DAMAGE. DC 30 TO DISABLE OR MUST ATTACK IT. (AC 25, 40 HIT POINTS) TREASURE: GOLD, JEWELS. AND +1 AMULET OF NATURAL ARMOR IN THE SHAPE OF A CAT.

IF YOU FIGHT CATS ON SIDE OF BRIDGE WITH STATUE OR TRY
TO BREAK STATUE, MAGUS WILL HEAR NOISE AND COME OUT
TO PLAY. MAKE SURE SHE HAS THE SPELLS OF MAGIC MISSLE,
MIRROR IMAGE, SUMMON SWARM OF CATS, POISON GASS, ETC.

TATUE,
REASURE
CAY YOU.
RMIST
JEWELS
LA CAT
PART
SLE,
LETT.

(12) MACUS WORKSHOP, MAGICAL TOOLS, POTIONS, ETC, PLUS 1 COM TIED UP FOR SACRIFICE. IF YOU FIND HER HERE, SHE WILL TAKE SECRET PASSAGE OUT TO CAVERN TO FIGHT. IF SHE IS TAKEN BELOW 10 HIT POINTS, SHE WILL TRY TO FLEE OUT OF ONE OF THE PASSAGES. EXTRA BOOTY HERE IF YOU WISH.

(13) BARRED DOOR—POILY OPENS FROM CAVERY SIDE. YOUR ADVENTURERS MAY SNOOP AROUND THE BOTTOM OF THE OLD WATCH TOWER (14) BUT UNLESS THEY HAVE INGREDIELY HIGH PERCEPTION (25 OR MORE), THEY WILL NOT RIND THE HIPDEM DOOR. IF THEY DO RIND THE DOOR, THEY WILL BE SAD TO RIND UT IT IS BLOCKED FROM THE OTHER SIDE AND MYSSABLE.