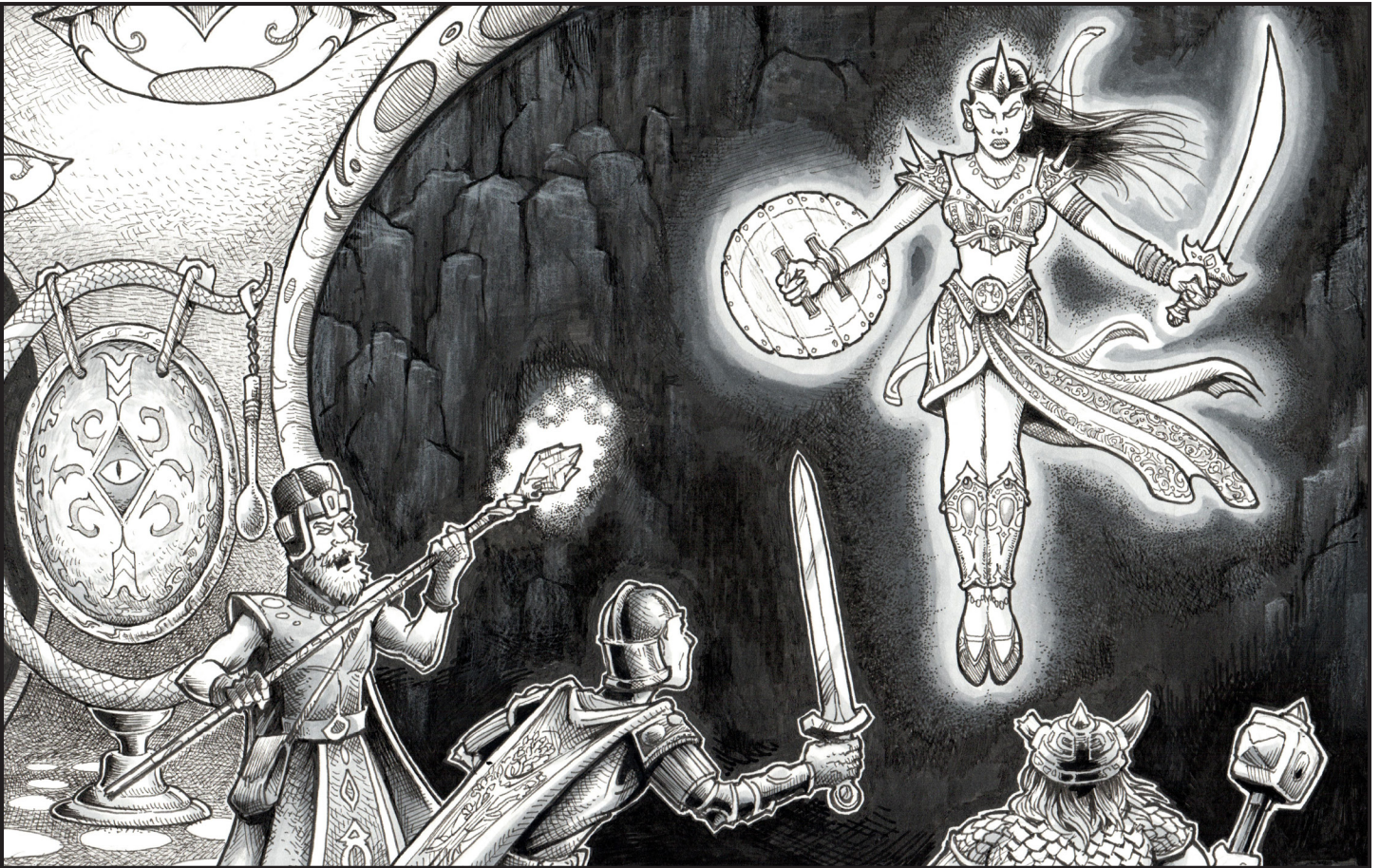


## DUNGEON DELVE SPECIAL #3

# THE MYSTIC CAVERNS OF ENZIRION

by R. Nelson Bailey

A FIRST EDITION ADVENTURE FOR 5-8 CHARACTERS LEVELS 1-3



Countless brave adventurers have delved into the strange caverns — a place feared by those who live near it. Few ever returned to speak of what they saw in those fathomless caves. Those who survived told tales of weird manifestations, strange magics, and hostile monsters. All speak of rumors of a great treasure hoard hidden somewhere deep in the shadowy caves. Can your party of adventurers survive the dangers of these hell-black caverns and claim their fabled treasures?

*This module is ideal for a party of low-level player characters. It contains many wilderness and dungeon locations for them to explore. Detailed notes, encounter descriptions, and player handouts are included for the Game Master, plus seven maps, five new monsters, and six new magic items.*

DUNGEON DELVE SPECIAL adventures by Dungeoneers Guild Games are classic-style modules designed to fit into any campaign for the Advanced 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games, including the Advanced 2nd edition game, the Original game, the B/X and BECMI ("Basic") games, and most old-school renaissance (OSR) role-playing systems.

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## DUNGEON DELVE SPECIAL #3

### THE MYSTIC CAVERNS OF ENZIRION

**The Mystic Caverns of Enzirion** is a **DUNGEON DELVE** adventure for 5 to 8 characters of levels 1 to 3. Between 7 and 9 levels represents an ideal starting strength for an adventuring party. To ensure the success of the adventurers, an even mix of character classes proves best. For parties composed mostly of 1st-level characters, two to three fighters, along with one or two each of clerics, magic-users, and thieves, is the optimum party configuration.

#### Introduction

Lake Tschenda lies at the edge of the great wilderness that borders the realms of humankind. The peasant folk who dwell near this forlorn locale live in fear and awe of this strange lake. Those schooled in the ways of magic claim that the lake, and its nearby caverns, are imbued with strong natural enchantments. Reports of bizarre phenomena in the area surrounding the lake are not uncommon, such as weird sounds, strange visions, and curiously behaving weather. Furthermore, this area is reportedly a gathering place for many monsters and beasts, be they Good, Evil, or in-between. All are drawn to this area by some unknown attraction. The focal point of these magics is said to be the **Caverns of Enzirion** which lie near the lake's northern shore. Rumor suggests that these lightless caves are home to many strange beings. Here, it is said, a cabal of powerful genies rule over numerous lesser beings. These monsters enslave anyone foolish enough to enter their stony domain. However, these baleful rumors do little to discourage eager adventurers from exploring the lake and the caverns. They come in search of the treasures that reputedly lie in the deepest caves of the complex. For the adventurers, getting there is the simple part; surviving the horrors of the caverns is much harder.

#### NOTES FOR THE GAME MASTER

This adventure consists of two major locations for the **player characters (PCs)** to explore. The first area consists of **Lake Tschenda**. The **Game Master (GM)** can find details and encounters for this large lake in the section, **AREA A. LAKE TSCHENDA & ENVIRONS**, pp. 7-9. This includes the **Unknown Isle**, an island located in the center of the lake that hides an ancient mausoleum (see A11. **THE UNKNOWN ISLE**, p. 9). The second area comprises the fabled **Caverns of Enzirion**, which lie under a craggy hill that borders the north side of the lake (see A12. **CAVE OF THE GREAT GENIE**, p. 10). This complex has four levels. The uppermost level is the **CONTESTED CAVES** (pp. 11-18). The **DUNGEONS OF THE GREAT RIFT** (pp. 18-30) lie below this level. A great subterranean rift splits this level into two sections. The bottom two levels, **THE FORGOTTEN CAVES** (pp. 30-33) and the **CAVERNS OF THE DAO** (pp. 33-38), are accessed from the bottom of this rift.

This adventure features a number of encounters involving illusions and illusion-using monsters. As such, special rules for managing these powers are provided for the GM. See "**APPENDIX: ADJUDICATING ILLUSIONS**", p. 41, for these rules.

#### Getting Started

The details of getting the player characters involved in this adventure is left to the designs, desires, and whims of the Game Master. No doubt, the party will have heard tales of the **Caverns of Enzirion** from drunken men-at-arms or adventurers in some smoky tavern where this lot tends to congregate. The GM may wish to start the party at Cenvier, a small hamlet located close to Lake Tschenda. See "**The Hamlet of Cenvier**" section, pp. 2-4, for details of this settlement. The adventurers can use

Cenvier as a base to reequip and recuperate if multiple forays are made into the caverns and its outlying areas.

#### ABBREVIATIONS

The following abbreviations appear throughout this module:

**AC** = Armor Class; **MV** = Move; **MC** = Maneuverability Class; **HD** = Hit Dice; **hp** = hit points; **#AT** = Number of Attacks; **Dmg** = Damage; **SA** = special attack; **SD** = special defense; **MR** = magic resistance; **INT** = monster's intelligence rating; **AL** = alignment; **L** = large size; **M** = medium size; **S** = small size; **xp** = experience point value; **THACO** = the number to hit AC 0; **C** = chaotic; **L** = lawful; **E** = evil; **G** = good; **N** = neutral; **F** = Fighter; **MU** = Magic-User; **C** = Cleric; **T** = Thief; **S** = Strength; **I** = Intelligence; **W** = Wisdom; **D** = Dexterity; **C** = Constitution; **CH** = Charisma; **d** = type of die; **rd/rds** = round/rounds; **cp** = copper piece; **sp** = silver piece; **ep** = electrum piece; **gp** = gold piece; **pp** = platinum piece



#### The Hamlet of Cenvier

The long, dusty road ends at the large hamlet of Cenvier. Few merchants from the more prosperous regions of the realm bring their trade wares to this outlying settlement. Most of the three hundred, mostly human, peasants who reside here work as farmers and sheep herders. A few have more specialized professions, such as weaver or carpenter. The hamlet has about 25 wooden peasant-style dwellings, plus five features of note: a whirlwind statue, an inn, a smithy, a church, and a magic-user's residence. These special areas are detailed below.

Player characters can purchase standard miscellaneous equipment and clothing from the villagers for their standard list price as found in the **PHB**, pp. 35-36. However, any item costing greater than 4 gp has only a 10% chance to be found for sale here. Additionally, each of the following has a 40% chance to be available for purchase: 1d2 riding horses, 1d4 mules, or 1 mule-drawn cart.

A trail leading north from the hamlet meanders through ten miles of rough, uninhabited scrub brush wilderness before arriving at Lake Tschenda (see **AREA A. LAKE TSCHENDA & ENVIRONS**, p. 7).

**1. The Stone Whirlwind:** A 16' tall statue of a whirlwind with a pair of eyes stands in the center of town. The pitted stone sculpture has existed here for a great many years. So long that no one knows how it came to be placed here. If the PCs ask the magic-user, Beldrava (see AREA 5), about the statue, she suspects that it is really a petrified air elemental. This proves true should anyone cast *stone to flesh* (q.v., 6th-level magic-user spell) on the statue. However, once released, the angry elemental (HD 16; hp 63) spends 1d6 turns razing the hamlet before disappearing into the countryside.

**2. Smithy:** A smith named Talgo (human male, 0-level; AC 10; MV 12"; hp 5; AL CG; S 16; I 12; W 10; D 8; C 9; CH 10) runs this establishment. He mostly crafts metal goods for the townsfolk. However, he also caters to adventurers looking to purchase weapons and armor. Talgo has the ability to make any metal weapon with a list price of 2 gp or less. For armor, he is limited to creating only shields and helmets. The smith will purchase weapons and armor at 50% of their list price. He then sells them for their full cost. Talgo keeps a sack of 112 gp hidden on his property for this purpose. His current inventory consists of the following weapons and armor:

Chain mail (human-sized) (1)	Mace, footman's (1)
Helm, great (1)	Spears (3)
Shield, small (2)	Voulge
Daggers (3)	Arrows (30)
Long sword (1)	Bolts (20)

**3. Inn of the Stony Whirlwind:** An innkeeper named, Ralan (human male, 0-level; AC 10; MV 12"; hp 3; AL N; S 10; I 13; W 9; D 7; C 12; CH 11) runs this modest establishment along with his wife and four children. At any given time, 1d12+1d4 locals are present in the inn's common room dining and drinking.

The Stony Whirlwind has three private rooms that each sleep six persons. Travelers can rent one for 10 sp per person per night. Of course, if they are short on funds, the player characters can always sleep in the common room for 5 cp per night per person. They can house horses or pack animals at the inn's stable for 1 sp per animal per night. The inn offers an assortment of food and drink of the rustic sort. Foods and prices are listed below:

Ale (1 pint)	10 cp	Cheese (small wheel)	3 cp
Beer (1 pint)	2 cp	Eel pie	6 cp
Wine (1 pint)	2 sp	Gruel (1 bowl)	2 cp
Blood sausage	1 sp	Mutton leg	1 sp
Bread (1 loaf)	1 cp	Mutton stew (bowl)	5 cp
Chicken (whole)	6 cp	Potatoes, baked	2 cp

The inn also serves as a stop for adventurers heading into the nearby hinterlands to seek their fortune. At any given time, there is a 60% chance that 1d6 adventurers (50%) or men-at-arms (50%) mill about the common room. Many of these are open to the prospect of joining the player characters' party, either as full members or for temporary employment.

In addition to adventurers and residents, the local bandits occasionally patronize the inn. At any given time, there is a 15% chance that 1d4+1 of these unsavory outlaws has stopped in for a warm meal and a drink of ale. Most of the time, bandits are actually here looking for intelligence about travelers or adventurers they might waylay outside of town.

The first time the party enters the inn, they encounter a trio of such bandits posing as men-at-arms for hire. They are named Rollo, Skivvy, and "Bear" — with the former serving as the group's spokesman. At some point, Rollo approaches the PCs to inquire

about employment. They offer their services for as little as 2 gold pieces each per week. If hired, these fellows prove quite useless. They try their best to stay out of any dangerous situations, including melee. If the PCs confront them about their inaction, they offer only excuses ("See, the sun was in my eyes. I couldn't see what I was doin'."). At night, once the party has accumulated a good amount of treasure, these three try absconding with it while the PCs are asleep. Otherwise, they bide their time for any good opportunity to pilfer the party's treasure. The trio has a loose affiliation with the bandits who lair in the **Caverns of Enzirion**. As such, they only know a few general bits of information concerning this group, which they reveal only under the threat of death.

**Rollo**, male human, 3rd-level thief: AC 7 (leather, DEX); MV 12"; hp 13; #AT 1 or 2; Dmg 1d8 long sword or 1d6/1d6 short bow; SA backstab; SD thieving abilities; AL N; Size M; xp 187; THACO 20; S 10; I 15; W 9; D 15; C 10; CH 13. Rollo is affable, well-spoken, and often sarcastic. He is weaponed with a non-magical (quality) *long sword +1*, a short bow, and a quiver with 12 arrows. He keeps 88 cp and 15 sp in a belt pouch.

**Scivvy**, male dwarf, 2nd-level thief/2nd-level fighter: AC 6 (studded leather, shield); MV 9"; hp 15; #AT 1; Dmg 1d6 short sword, 1d6 hand axe, or 1d4 dagger; SA backstab; SD thieving abilities; AL N; Size M; xp 195; THACO 20; S 14; I 6; W 10; D 13; C 16; CH 7. Scivvy is moody and cantankerous, though he also enjoys a good laugh at times. The dwarf uses a short sword, hand axe, or dagger in melee. He has 27 cp and 2 ep to his name.

**"Bear"**, male human, 2nd-level fighter: AC 5 (chain mail); MV 12" (9" in armor); hp 16; #AT 1; Dmg 1d10 great axe or 1d4 dagger; AL CN; Size M; xp 113; THACO 20; S 17; I 11; W 8; D 10; C 15; CH 6. Gruff, rowdy, and crude, "Bear" has a great shaggy beard, scraggly hair, and wears a dirty, tattered bear-skin cloak. He hefts a great axe (treat as halberd) or a dagger in combat. He owns no wealth.

**4. Chapel of the Golden Thrush:** This small church of modest design is dedicated to a local rustic god. A 5th-level cleric named Prefect Saffrada runs the chapel with the help of two acolytes named Andrus and Nyn. The old cleric and her acolytes live in simply furnished rooms in the back of the chapel.

Saffrada keeps a store of potions and scrolls on hand to sell to adventurers who pass through the hamlet. At the moment, she has the following items for sale: four vials of holy water (25 gp each), two **potions of healing** (400 gp each), **potion of plant control** (300 gp), **potion of sweet water** (250 gp), and **cleric scrolls of augury** (300 gp), **cure light wounds** (two available; 200 gp each), **light** (200 gp), and **slow poison** (300 gp). The number following each item is the amount in gold pieces that the PCs can purchase it for. The cleric stores the potions and scrolls in a locked cabinet located in a closet behind a secret door in her bedroom.

**Saffrada**, female human, 5th-level cleric: AC 10 (*cloak +1*, DEX); MV 12"; hp 14; #AT 1; Dmg 1d6 staff; AL NG; Size M; xp 384; THACO 18; S 8; I 15; W 15; D 6; C 8; CH 13. Saffrada is spirited in her faith and tenacious when sorting out problems. However, she is often stubborn and testy if pushed too much. She wears a **cloak of protection +1** and carries a **staff of swarming insects** (20 charges). The prefect has prayed for the following spells:

- Level 1: **bless, command, detect magic, protection from evil, sanctuary**
- Level 2: **augury, know alignment, messenger, speak with animals**
- Level 3: **magical vestment**

**Acolytes**, human, 1st-level clerics (2): AC 10 (none); MV 12"; hp 6, 4; #AT 1; Dmg 1d6 club; AL NG; Size M; xp 48, 44; THACO 20. Andrus (hp 6) has a 15 Wisdom and has prayed for the following spells: **detect evil**, **penetrate disguise**, and **sanctuary**. Nyn (hp 4) has a 10 Wisdom and has prayed for a **cure light wounds** spell.

**Treasure:** Saffrada keeps 199 gp stored in a coffer under her bed. She hides another 850 gp in a bucket kept at the bottom of the well that lies behind the chapel. A draw rope attached to the buckets allows her to extract the container from the well. Additionally, a portable shrine that holds an icon of the cleric's god is kept in a locked room in the chapel. This item, fashioned from rare wood with gold and ivory inlays, has a value of 1,000 gp.

**5. Thaumaturgist's House:** A large house constructed of stone (the only one in town) is the residence of a thaumaturgist named Beldrava. She lives here with her apprentice, a 1st-level magic-user named Profian, her crow familiar; Kawkawkal (AC 7; hp 3; INT 7); and two live-in servants, Linam (hp 5) and Hogoc (hp 3).

**Beldrava**, female human, 5th-level magic-user: AC 10 (none); MV 12"; hp 15 (18\*); #AT 1; Dmg 1d4 dagger; AL LN; Size M; xp 440; THACO 20; S 13; I 14; W 16; D 13; C 12; CH 9. While prudent and perceptive, Beldrava can be overly demanding of others. She wears a **ring of mammal control** and has the following spells memorized:

- Level 1: **charm person, friends, light, sleep**
- Level 2: **ESP, web**
- Level 3: **suggestion**

\* Hit points when her familiar is within a range of 12".

**Profian**, male human, 1st-level magic-user: AC 10 (none); MV 12"; hp 4; #AT 1; Dmg 1d4 dagger; AL LG; Size M; xp 44; THACO 20; S 9; I 10; W 9; D 12; C 15; CH 14. He currently has memorized **charm person**.

Beldrava makes her living selling potions to adventurers. She brews these in her laboratory located on the upper floor of her house. The laboratory has the following furnishings: a heavy table, a lectern, and two shelving units. All sorts of beakers, vials, pans, alembics, and other such items used in the brewing process cover the table. Jars, bottles, and vials on shelves hold wet and dry ingredients of all sorts, both mundane and exotic. A stone coffer rests on a shelf, and a medium-sized chest sits in a corner. A small cauldron for brewing hangs over a large brazier placed in the middle of the room.

Beldrava's book of potion recipes rests atop the heavy table. It contains the detailed formulae to brew the following potions: *climbing*, *ventriloquism*, *gaseous form*, *heroism*, *clairvoyance*, and *philter of love*. To the right buyer, this book will fetch 2,000 gp.

The lectern holds Beldrava's spellbook. It contains the following spells:

- Level 1: **armor, charm person, detect magic, erase, find familiar, friends, hold portal, light, magic missile, read magic, sleep**
- Level 2: **continual light, ESP, levitate, preserve, shatter, web**
- Level 3: **monster summoning I, protection from normal missiles, suggestion**

The stone coffer contains the thaumaturgist's store of potions. She currently has six potions for sale: **climbing** (300 gp), **fire resistance** (250 gp), **speed** (200 gp), **ventriloquism** (200 gp), **water breathing** (400 gp), and **philter of love** (200 gp). The number following each potion is its gold piece sale value. Beldrava either will sell them for this amount, or will trade them for other magic items of equivalent value. Furthermore, she will consider purchasing magic items or spellbooks from PCs for 51% to 70% (1d20+50) of their value listed in the **DMG**. Beldrava is a shrewd dealer when negotiating. She never fully reveals what potions she can brew or has on hand at any given time. Under no circumstance does she ever let another magic-user look at her spellbook, or divulge its exact contents to anyone.

**Treasure:** The locked chest tucked in the corner holds Beldrava's treasure. Only by speaking the phrase '*yaga quoath*' will the chest unlock. An iron cobra placed inside the chest protects it from would-be thieves. This construct attacks anyone other than Beldrava that opens the container. Inside the chest is 1,250 gp, five 100 gp value amethysts, and a **cursed scroll** that causes the reader's head to turn into that of an ass (no saving throw allowed).

**Iron Cobra:** AC 0; MV 12"; HD 1; hp 8; #AT 1; Dmg 1d3 bite + **poison** (save vs. Poison at -2 or die; usable up to 3 times); SD immune to mind-affecting spells and *web*, half damage from non-magical weapons, save as a 12th-level MU, *hide in shadows* (49%), track prey; INT non- (0); AL N; Size S (3' long); xp 96; THACO 19; FF 52-53.

### Rumors

Player characters can learn a number of rumors from Cenvier's villagers. Some of them are quite true, while others are but fanciful tales believed to be true. Some villagers might freely tell the party a rumor during a conversation. Other times, they might demand payment for such information. At most, the PCs can learn up to five rumors in the hamlet. The GM can roll a d12 on the table below to determine each specific rumor, or you can choose as desired.

### Rumor Table

1d12	Result
1	A spirit who takes the form of a comely woman lives in the lake's depths. (False)
2	Bandits have a hideout near the lake. They kidnap travelers for ransom. (True)
3	A tomb filled with undead warriors lies somewhere near the lake. (True)
4	A paladin lost his magic sword in an enchanted pool found in the caverns. (False)
5	An evil necromancer of great power rules over the caverns. He enslaves anyone who dares trespass in his home. (False)
6	Some human folk still live near the lakeshore in a small throp. (False)
7	Madness afflicts anyone entering the caverns causing them to never want to leave. (False)
8	The very stones of the caverns are enchanted. Visitors speak of seeing strange visions there. (True)
9	Many goblins and hobgoblins live in the area. These evil creatures often ambush unwary adventurers and travelers. (True)
10	The caverns are home to many genies who possess great riches. (True)
11	A powerful druidess once kept a sacred grove near the lake. (True)
12	A dragon is imprisoned in the caverns. Its bellows of rage are often heard echoing across the lake. (False)