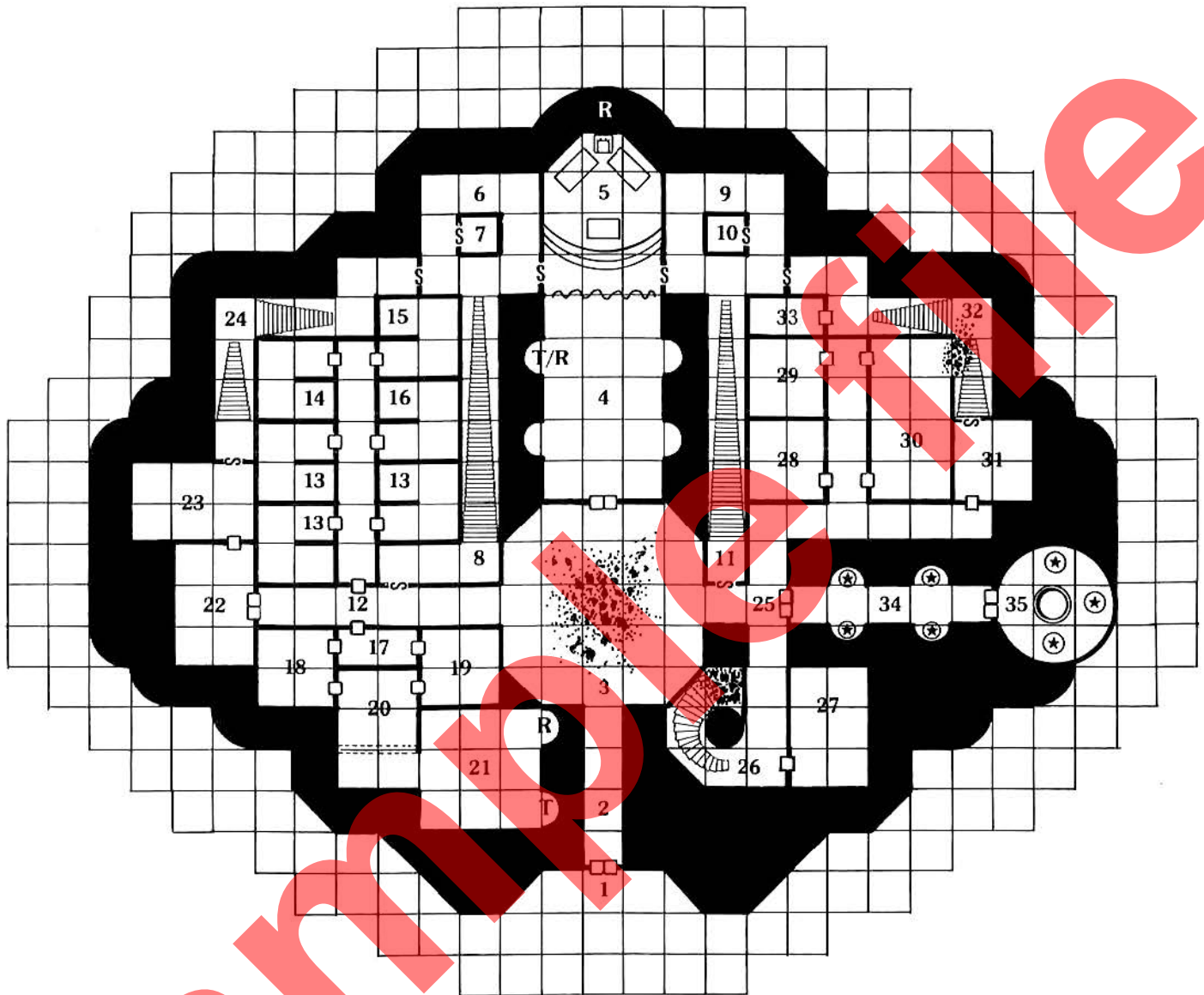


THE HALLS OF GRANDEUR



KEY

	Door		Spiral Stairs		Curtain		Teleport Receiver
	Secret Door		Statue		Shaft		Arch
	Double Doors		Crypt		Magical Barrier		Multiple Arches
	Barred Gate		Altar		Rubble		Magical Archway
	Stairs		Throne		Teleporter		Dais

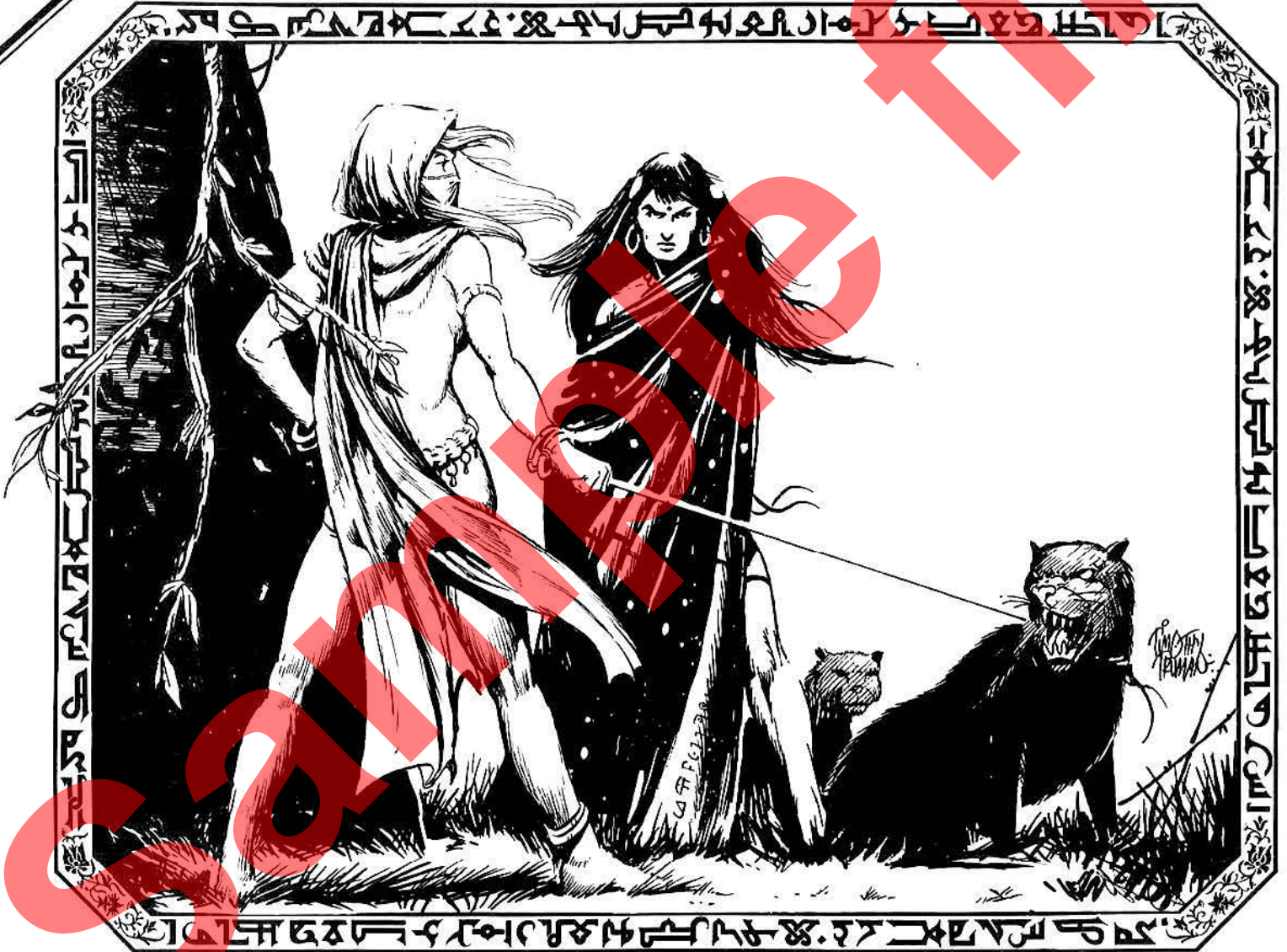
RPGA™
Module
2

For DUNGEONS & DRAGONS®
Basic Game

Black Opal Eye

By Laura and Tracy Hickman

An RPGA™ D&D® Adventure for 5-8 Characters, Levels 2-3



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Dungeons & Dragons®
RPGA™ Module 2

Black Opal Eye is an adventure for 5-8 characters of Level 2-3. The module is designed to be played using D&D® Basic game rules. A copy of the game is needed to play this module.

black opal eye

PART 1: INTRODUCTION

STOP! The information in the rest of this module is for the use of the Dungeon Master (DM). Knowing the details of this module will spoil the surprises and excitement of the adventure for the players. If you plan to play in this module as a character, stop reading here.

DUNGEON MASTER'S BACKGROUND

The characters in this game are adventurers of L2-3 who, at the urging of the local village of elves, are seeking three witches within the ruins of a wizard's castle. The villagers are fearful, for the woods are growing dark and their magic is waning in the shadow of an evil power.

Two of the three witches, whose souls had been imprisoned in magic gems, have been set free and now inhabit the bodies of two elven women who the witches' servant had kidnapped. The elves' souls are now locked into the jewels where the witches had dwelt so long. The third witches' soul is still waiting in her stone.

The players in order to succeed must: rescue the elf women; and obtain, purify and place the Black Opal Eye in the Dragon Throne (see room 51 in PART 3). Replacing the Black Opal will destroy the three witches, destroy their evil, and restore the elf women to normal.

NOTES FOR THE DUNGEON MASTER

SECTION DETAILS. Each adventure section begins with a PROLOGUE. The prologue outlines the section and how the section works. Under ENCOUNTERS, each section is divided into individual areas that are numbered and keyed to the maps for easy reference. The details concerning each numbered room or area are then listed under the following subheadings:

Description: This is a description of the area as the characters first see it. The DM reads these boxed descriptions to the players. The descriptions were written with the assumption that the characters are using a torch to see by. A torch normally lights a 30' radius area.

Play: This outlines the general sequence of events that may take place in the room. For example: "Characters entering the room from the door must first encounter the **Trick/Trap**, which releases the **Monster**. Only by defeating the **Monster** can the **Treasure** be found." **Play** explains the general order that the sections should be used in. Additional size and dimension information about the area is also included here.

Monster: All important creatures that are encountered in the module, regardless of whether they are man or beast, good or bad, intelligent or not, are described in this section. The statistics of the creatures in this section are listed as follows:

Monster Name (Armor Class; Class Level or Hit Dice; Hit Points; Movement; Number of attacks per round; THACO; Damage; Saving throw; Morale; Alignment; and special abilities of the monster.)

Character: This is a description of human or demi-human NPCs encountered, how they might react, and what their attitude might be. Information that NPCs have that might be of use to the player characters (PCs) is also listed here. The personalities of the NPCs characters meet are left up to the Dungeon Master—so ham it up!

Treasure: All the treasure that can be found in the room or area is detailed here.

Trick/Trap: Traps, such as sliding walls, booby-trapped trunks, spears from the walls, etc., are explained in this section.

Lore: This section contains points of interest about the room or area, its purpose, its history, etc. These details will help you make your game more interesting.

TELEPORT AREAS. In many rooms of this module, characters can find teleporters, magical means of moving instantly from one place to another. Some teleporters are activated as soon as a character enters them; others require a magical word or a device to make them function. Most teleporters work in only one direction. In almost all cases, characters who go through a teleporter cannot return the way they came.

ABBREVIATIONS. The following is a list of the abbreviations used in this module.

AC = Armor	HD = Hit Dice	D = Damage
C = Cleric	hp = hit points	ML = Morale
F = Fighter	MV = Movement	AL = Alignment
M = Magic-User	(per round)	L = Lawful
M = Thief	#AT = No. of Attacks	N = Neutral
E = Elf	THACO = To hit AC 0	C = Chaotic
PC = Player Character		
S = Strength	W = Wisdom	C = Constitution
I = Intelligence	D = Dexterity	Ch = Charisma

RANDOM ENCOUNTER TABLE

- 2-8 **Orcs** (AC 6; HD 1; MV 120'(40'); #AT 1; THACO 19; D 1-6; Save F1; ML 8; AL C).
- 1 **Elf** (AC 5; HD 1+1; MV 120'(40'); #AT 1; THACO 18; D 1-8; Save E1; ML 8; AL N).
- 2-8 **Goblins** (AC 6; HD 1-1; MV 60'(20'); #AT 1; THACO 19; D 1-6; Save NM; ML 7; AL C).
- 1 **Minotaur** (AC 6; HD 6; MV 120'(40'); #AT 2; THACO 14; D 1-6/1-6; Save F6; ML 12; AL C).
- 1 **Ogre** (AC 5; HD 4+1; MV 90'(30'); #AT 1; THACO 15; D 1-10; Save F4; ML 10; AL C).
- 1 **Cleric** (AC 3; C5; hp 33; MV 60'(20'); #AT 1, at +1; THACO 16; D 1-6+1; Save C5; ML 10; AL C). This is the Rahib, an evil cleric who laid a curse on the elven village in RPGA™ Module 1. He is currently in the service of the witches. He wears chain-mail +1 under his black robe, and he carries a mace +1. His spells are: **detect magic, protection from evil, hold person, silence 15' radius.**

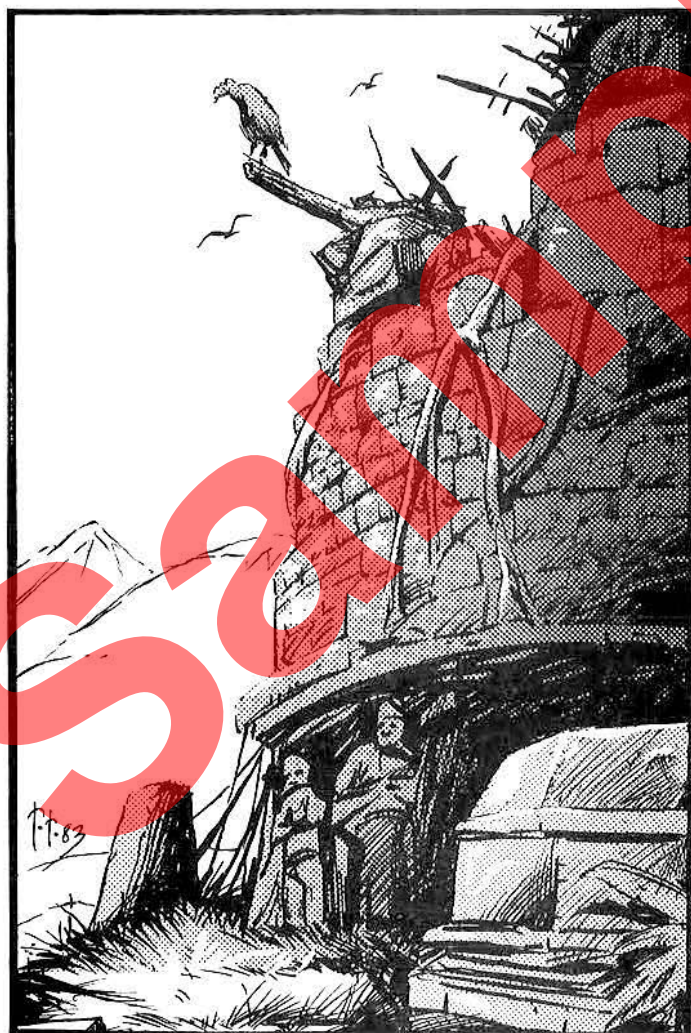
The party will encounter the Rahib **only** if they played in RPGA Module 1 **and** the Rahib managed to escape through the magical portal in his bedchamber. If the Rahib was defeated in RPGA Module 1, roll again on this table.

7. 1 **Gelatinous Cube** (AC 8; HD 4*; MV 60'(20'); #AT 1; THACO 16; D 2-8 + paralysis; Save F2; ML 12; AL N).
8. 3-18 **Giant Rats** (AC 7; HD 1-4 hit points; MV 120'(40'); #AT 1; THACO 19; D 1-3 + disease; Save F1; ML 8; AL N).
9. 1-10 **Giant Bats** (AC 6; HD 2; MV 30'(10')/180'(60'); #AT 1; THACO 18; D 1-4; Save F1; ML 8; AL N).
10. 2-8 **Zombies** (AC 8; HD 2; MV 120'(40'); #AT 1; THACO 18; D 1-8; Save F1; ML 12; AL C).
11. 1-3 **Black Widow Spiders** (AC 6; HD 3; MV 60'(20'); #AT 1; THACO 17; D 2-12 + poison; Save F2; ML 8; AL N).
12. 1-2 **Panthers** (AC 4; HD 4; MV 210'(70'); #AT 3; THACO 16; D 1-4/1-4/1-8; Save F2; ML 8; AL N).

BEGINNING THE ADVENTURE

USING THIS MODULE WITH RPGA™ MODULE 1: If the party completed RPGA Module 1 and returned to the elven village, use the **HOW TO BEGIN** and **PLAYERS' BACKGROUND** sections as written.

If the party entered this module by using the magic portal in room 40 of RPGA Module 1, they will not have learned the necessary information in the **PLAYERS' BACKGROUND**. In room 4, they will encounter an elf, Sallif, from Rahasia's village. He and another elf were sent to explore the tower. The two went down the west corridor into room 23, where the other elf was killed by giant rats. Sallif was bitten, and has lain here sick for two days. It is obvious that



he will soon die. He will tell the party the information contained in the **PLAYERS' BACKGROUND** and beg them to destroy the evil that is oppressing the elves. He will give them four bottles of **Purple Grapemash #3** (see room 23 for details), and a magical map like the one described in the **PLAYERS' BACKGROUND**. Four rounds after finishing his tale, he dies.

HOW TO BEGIN: The Dungeon Master should read the **PLAYERS' BACKGROUND** aloud to the players. If the player characters accept the quest, then the village will give them, in addition to the magical map described in the **PLAYERS' BACKGROUND**, one potion of **healing**, and a **sword +1**. As soon as the party is ready, their concentration on the map will teleport them to a location in front of the gates of the tower. If the characters look at the map after arriving at the tower, the map will look blank. After the witches are destroyed, the elf village will reappear on the map.

PLAYERS' BACKGROUND

You are honored guests at a wedding feast. You, as a group, are responsible for making this day possible, for you recently recovered the bride's dowry, which had been stolen. The groom, Hasan, and the grateful elves have rewarded you appropriately. This feast is as much in your honor as that of the wedding couple.

The feast has now passed and the evening's entertainment is about to begin. Your hearts are light for there has been rest here from your adventures.

"My brave friends," says Hasan as he rises from his chair beside his bride. "It is with gratitude that we do honor you this way! Would that our forest home could forever live in the peace that we do now enjoy. Alas, I fear that this will not be so and that our time of fall is now near at hand. It is with sadness that I must disturb your rest and bring to you a tale of woe.

"In the distant past, the Wizard Elyas visited our people. He asked of us a place to live, where he could work in peace and solitude. Because his heart was true and he respected our people and our customs, we gave him a place in the forest, where he built a stone keep. For many years we helped him and he protected us, for his magic was mightier than any other we have seen.

"Our friendship continued till dark disaster struck. Three witches, enemies of Elyas, attacked his keep. They sought the Black Opal of Elyas, for its power would make them invincible. Elyas imprisoned them within the keep, but perished himself in the battle. We never went back to the tower, for we respected his resting place.

"Now we are threatened again, as you have seen. The Darkness is once again spreading through the woods and our magic is waning in its shadow. The darkness centers in the ancient castle and two of our village maidens, Merisa and Sylva, have disappeared. We traced their footprints to the ancient tower. We fear that they share a fate from which you have saved my wife. Those of our people who tried to rescue them failed to return from the tower. We need your help to rescue them. You are adventurers of courage and skill. We ask that you go and uproot the evil seed that now grows there. Seek the Black Opal. If it still exists, it may have power to destroy the enemy. If you succeed in your task, the wealth of the tower will be your well-deserved reward. We seek none of it, for our treasure is the beauty and life of our homeland.

Hasan's bride reaches beside her and hands him a map case of oiled black leather. "This is a map given to the elves by the mage long ago. The elves were always welcome at his door in those times. When you are ready to accept the quest, you must concentrate upon the castle drawn on the map and your quest will begin. If you succeed it will bring you safely back again."



PART 2: HALLS OF GRANDEUR

HALLS OF GRANDEUR PROLOGUE

The upper floors of the tower were completely destroyed in the first combat between Elyas and the witches. Much of the remaining ruins were scorched by the fires that raged during and after the combat.

Check for a random encounter every three game turns with a roll of 6 on 1d6 indicating that an encounter takes place. If an encounter is indicated, roll 1d12 on the RANDOM ENCOUNTER TABLE to determine what type and how many of each monster is encountered.

1. GATES OF THE TOWER

Surrounded by a 9' high wall woven of brittle vines, the tower stands dark and silent in the middle of a glen. The walls are about 60' high. Only the lowest story of the tower is still intact. The upper stories and battlement are destroyed, and their stones are scattered across the meadow, as if hurled by some great force. Through a wide gap in the vine wall, you see the castle doors. The doors are made of some darkly stained metal and are covered with unrecognizable carvings.

Play: The vine wall can be climbed only by a thief, at a penalty of -25 on the "climb walls" percentage. The doors are the only entrance to the tower. The doors are unlocked, but are difficult to open; characters must apply 25 strength points to get the doors to open far enough to allow entrance to corridor 2.

2. CORRIDOR OF THE UNEXPECTED

You enter a long 10' wide corridor that rises majestically to an arched ceiling 30' overhead. The corridor leads north into the darkness of the tower. The walls, as well as the ceiling overhead, are heavily streaked with soot.

Play: The corridor is 40' long. Two thieves stand around the corner at opposite sides of the north end of the corridor. If the party enters through the main doors (area 1), the bandits will attempt to attack by surprise. If the party enters from room 3, they will try to bluff their way past the party. Each of the bandits carries **Treasure**.

Monster: Two Bandits (AC 6; T1; hp 6, 4; MV 120'(40'); #AT 1; THACO 19; D 1-6; Save T1; ML 8 AL C).

Character: Neither of these men have been in the tower very long. They have been down the west corridor and all they could find was a burned library and some wine. If the battle goes against them they will try to bluff or bargain their way out.

Treasure: The first bandit is carrying 30 sp in a pouch. The second is carrying 200 gp in a leather back pack and a 400-gp gem hidden in the hollow hilt of his dagger. Each bandit is carrying a bottle of **Sour Wine**. See the description of room 23 for the use of this wine and its effects.

3. HALL OF RUBBLE

You enter a tremendous hall filled with broken, charred beams and rubble. The rubble seems to have been moved into the center of the room. Overhead, the ceiling has been broken through and only a single shaft of light from a window high overhead penetrates the darkness. There is not even enough light to see by from its dim illumination.

Play: The northernmost 10' of the room slopes gently downward to the north. A dwarf has the normal chance to detect this if looking for sloping passages.

There is **Treasure** buried amid the rubble. Each time a character says he is searching the rubble, the DM rolls 1d6. If the result is a 1 or a 2, then the character has found one of the gems. Characters may search for as long as they wish but the DM should roll for a random encounter every turn after four turns of digging through the rubble. This is because such digging is noisy and will attract monsters.

Treasure: There are ten 100-gp gems in the rubble.

4. INNER HALL

A 30' wide hall with a flat ceiling opens darkly to the north. In the room are four empty alcoves, two in the east and two in the west wall. The alcoves are 10' high and 10' deep. A plush, red velvet curtain hangs across the north side of the room.

Play: The hall is 50' long, and slopes gently downward to the north. A dwarf has the normal chance to detect this. The northwest alcove is described in **Trick/Trap**. The remaining alcoves are non-magical. The curtain blocks out all light from room 5. The curtain is passable.

If the party entered the tower directly through the magic portal in room 40 of RPGA™ Module 1, they will encounter the **Monster**. Otherwise, there will be no encounter.

Monster: Sallif, an elf (AC 5; HD 1+1; hp 6; MV 120' (40'); #AT 1; THACO 18; D 1-8; Save E1; ML 8; AL L). He is wounded and close to dying. He carries **Treasure**.

Character: This elf is from Rahasia's village. He and another elf were sent to explore the tower. The two went down the west corridor into room 23, where the other elf was killed by giant rats. Sallif was bitten, and has lain here sick for two days. It is obvious that he will soon die. He will tell the party the information contained in the **PLAYERS' BACKGROUND** and beg them to destroy the evil that is oppressing the elves. He will give them **Treasure**. Four rounds after finishing his tale, he dies.

Treasure: Sallif carries four bottles of **Purple Grapemash #3** (see room 23 for details), and a magical map like the one described in the **PLAYERS' BACKGROUND**.

Trick/Trap: The northwest alcove is a unique two-way teleporter that connects with the one in room 40 in RPGA Module 1 **Rahasia**. If the Rahib escaped from the party in RPGA Module 1, he emerged here. The teleporter is controlled by a pair of magical words, one for each direction. Anyone who steps in this alcove and speaks the proper magical word will be sent to room 40 in RPGA Module 1. Only the Rahib knows the secret words. (If the party did not play in RPGA Module 1, it will not be possible for them to operate the teleporter.)

5. TOMB OF SOULS

Most of this room is taken up by a platform mounted by three steps. The room is illuminated by a brazier that stands in the middle of the platform, blazing with a bright blue flame. Three of carved stone are arranged in a triangle around the brazier. The largest crypt stands at the front of the platform. All of the crypts are covered with mysterious carvings. At the back of the platform, is an ornately-cast iron throne. To the left of the throne, a metal stand supports a large, ancient leather-bound book. The book is closed, its cracked cover held by a metal clasp. A long quill pen is on top of the book. The stand is turned so that the book, if opened, faces the throne.

Play: The crypts are marked A, B, and C on the map. See the sections following for details of these crypts. The book and the pen are protected by **Trick/Trap** and both are described in **Treasure** below. The brazier is fixed to the floor and cannot be removed. The flame burns without heat or smoke and cannot be extinguished. The coals will continue to burn after being removed from the brazier, each coal lighting an area 10' in diameter. The magical knowledge possessed by the pen and the book are found in **Lore**. The throne is actually a receiving teleport up from the throne in room 51. Sitting on the throne here will have no effect.

Trick/Trap: The book and the quill are protected by a spell that allows only Lawful characters to touch them. The quill will not answer any question asked by a Chaotic or Neutral character.

Treasure: The **Book of Years** and its quill, **Windscribe** have been waiting here for quite some time. Both the book and the quill are intelligent items. The book, if opened, will say, "Receive the tale of years!" The pages of the book are all blank! The book will then recite the poem found in **Lore**. The book will not answer any questions. The quill, however, if asked a direct, yes or no question, will answer up to five questions with an 80% chance of accuracy. If asked about the tower floorplan, the quill will respond as given in **Lore**.

Lore: The book, when opened, will recite:

come woodland folk and gather near
the tale of the wizard's keep to hear
whence long ago in a younger age
the black opal was held by elyas the mage
amid the woodland vineyard green
a friend to elf by all was seen

the opal increased his magical grace
he hid the stone in the openest place
three witches wishing to heighten their power
rained flame on the keep in a blistering shower

elyas tricked them one by one
to the opal's might they did succumb
in the dragons' eyes were the dark witches bound
then he went to the treasury where the fourth stone is found
the black stone was needed to make it complete
the black panther struck, to his doom and defeat

the spell ne'er completed, the three witches wait
in eternal suspension until by some fate
their souls are released upon innocence sweet
and revenge they will reap upon all that they meet

If asked about the floorplan of the keep, the quill will fly to the parchment the party is mapping on and draw a rough map of rooms 51, and 38, 53, 56. The map will NOT include the locations of secret doors.

5A. CRYPT OF KARALENA

This is the largest of the crypts. It is covered with unknown symbols and the lid is sealed on all four sides to the base with lead. Each lead seal is inscribed with some sort of mysterious symbol.

Play: All PCs attempting to lift the lid of the crypt must add their strengths together. The DM then rolls two 20-sided dice. The characters will lift the lid if the total of their strengths is higher than the number rolled on the dice. Inside the lid is the skeleton of a woman wearing the tattered remains of a deep blue robe. **Treasure** is hidden under a secret panel in the bottom of the crypt.

Treasure: The secret panel conceals 1,000 cp, 800 ep, and 500 gp.

5B. CRYPT OF SOLORENA

This crypt is covered with carvings of unfamiliar design. The seals that were placed on all four sides of this crypt have been broken.

Play: All PCs attempting to lift the lid of the crypt must add their strengths together. The DM then rolls two 20-sided dice. The total of the strengths must be greater than the total of the dice in order to lift the lid. Inside the crypt is a woman's skeleton wearing rusting chain mail armor and rotting furs. One hand holds a nicked non-magical sword across its ribcage while the other hand holds a scroll across the sword. The sword cannot be removed from the skeleton's hand by the PC's. If the scroll is read, as in **Lore**, then the skeleton will attack.

Monster: The skeleton (AC 4; HD 1; hp 8; MV 60'(20'); #AT 1; THACO 19; D 1-6; Save F1; M 12; AL C) leaps up and attacks the PC who reads the scroll.

Lore: The scroll reads:

a second chance is seldom found
to revenge those beneath the ground
on ye this fate i do intone
that you may feel the strength of bone

5C. CRYPT OF TRILENA

This crypt is covered with mystical runes. There are unbroken lead seals on each of the four corners of the lid.

Play: All player characters attempting to lift the lid must total their strength points. The DM then rolls two 20-sided dice. If the total of the characters' strengths is greater than the total of the two dice, then the lid is removed. Inside is the skeleton of a woman wearing the tattered remains of a flowing red dress. There is no treasure here.

6. OUTER WEST VAULT

Dim fresco paintings of golden towers and diamond trees cover the walls and ceiling of this 30' square room. In the center of the room sits a 10' x 10' x 10' cube of stone.

Play: The floor in this room is level. On the west side of the cube is a secret door that leads to room 7.

7. INNER WEST VAULT

Play: The vault is empty.

8. WEST STAIRS

A long dark staircase sloping down to the north lies before you.

Play: This staircase is safe to move on.

9. OUTER EAST VAULT

The walls of this 30' square room are meticulously clean. In the center of the room is a 10' x 10' x 10' cube of stone.

Play: The **Monster** is inside this room, out of sight of the party. The monster is behind the inner vault, opposite from where the party entered the room. It will attack the party on sight. There is a secret door in the east side of the inner vault. The monster carries **Treasure**.

Monster: A Gelatinous Cube (AC 8; HD 4*; hp 15; MV 60'(20'); #AT 1; THACO 16; D 2-8 + paralysis; Save F2; M 12; AL N).

Treasure: There are 60 ep, 40 gp, and one 50-gp gem inside the creature.