

Level 5B: Aladdin's Lament

The entrance to these caverns is hidden by an illusion that can be detected only by a *detect magic* spell. The caves themselves connect to the lower dungeon through a nearly impassable tunnel. The series of caves contains a short and deadly series of puzzles, traps and monsters put in place to guard three objects; a cursed *efreeti bottle*, a *flask of stoppered curses* and a *djinni bottle* (exactly as a *ring of djinni calling*). This area is shown on Map RA-5B.

Level 5B

Equivalent Dungeon Level: 7

Entrances: Tunnel to Level 4A.

Exits: None.

Wandering Monsters: None.

Detections: Magic on the illusory wall at the entrance, the pool in area 5B-2, and the fountain.

Shielding: The fountain is immune to magic in all forms except the riddle as prescribed.

Standard Features: The floors and ceilings are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry. The secret doors located on this level are made of 6 in. thick stone.

5B-1. The False Wall

The tunnel from Level 4A ends in a blank wall. This wall is illusory, and requires a save to disbelieve it. Even if touched or disbelieved, the illusion of the wall remains. Anyone who witnesses another walking through it may reroll his save with a +2 bonus. Anyone that fails the save may not pass through the wall, even if his comrades do so. *Dispel magic* temporarily causes the wall to disappear (4 rounds).

5B-2. The Fountain

This cavern contains an ornate 20 ft. diameter fountain, built of fine bricks with an alabaster carving of a djinni, a marid, an efreeti and a shaitan (the 4 elemental genies). The genies' mouths spout crystal clear water, and they all are gathered around a central platform facing west. Each has one hand supporting the platform, which consists of a 2 ft. square flat, red stone. Water trickles off the platform, forming a 2 ft. deep pool of water in the fountain basin.

Engraved on the front edge of the platform are symbols of each of the elements; earth, air, fire and water. The platform remains empty unless the levers in Area 5B-11 are pulled. Once they are pulled, a bottle appears on the platform. If the bottle is taken while water is clear, it is just an empty bottle. If the water is dyed using sand from Areas 5B-3, 5B-8 or 5B-10, the following effects take place:

1. If the water is colored black from the sand in Area 5B-3, an **earth elemental** forms from the ground in front of the fountain and attacks.

2. If the water is colored red from the sand in Area 5B-8, a *cursed efreeti bottle* appears (summoned **efreeti** appears and attacks the opener).

3. If the water is colored blue from the sand in Area 5B-10, a *flask of curses* appears.

4. If the water is dyed purple from combining the sand from Areas 5B-8 and 5B-10, a *djinni bottle* appears (and the noble djinni contained within grants 3 wishes, or serves the owner for a year and a day, but not both).

Inscribed around the base of the fountain is the following riddle:

"There are four brothers in this world that were all born together. The first runs and never wearies. The second eats and never is full. The third drinks and is never thirsty. The fourth sings a song that is never good. His song is a royal tune, but the king's wish must be fulfilled for the master to become the servant. One must master the elements to find the king."

This of course references the royal color purple, and is again hinted at in the paintings in Area 5B-7. A clever party will solve the riddles and gain a major magic item. Solving the riddle and gaining the *djinni bottle* is worth 800 XP.

Earth Elemental: HD 16 (73 hp); AC 2 [17]; Atk 1 strike (4d6); Move 6; Save 3; AL N; CL/XP 17/3400; Special: Tear down stonework.

Efreeti: HD 10 (60 hp); AC 2 [17]; Atk 1 fist or sword (1d8+5); Move 9 (Fly 24); Save 5; AL C; CL/XP 12/2000; Special: Wall of fire.

5B-3. The Man of Fire

This room is long and rectangular, and appears to be a wide section of tunnel with a black, sandy floor. The sand itself seems to have a soluble dye on it. Anyone handling the sand has their hands (temporarily) stained black. This sand can be used in Area 5B-2. Carvings and writings on the wall depict images of fire demons and elementals burning villages and humans. Careful examination of the writings reveals a pattern and use of a *comprehend languages* spell translates the writings as follows:

"The face of the demon leads one to eternal life"

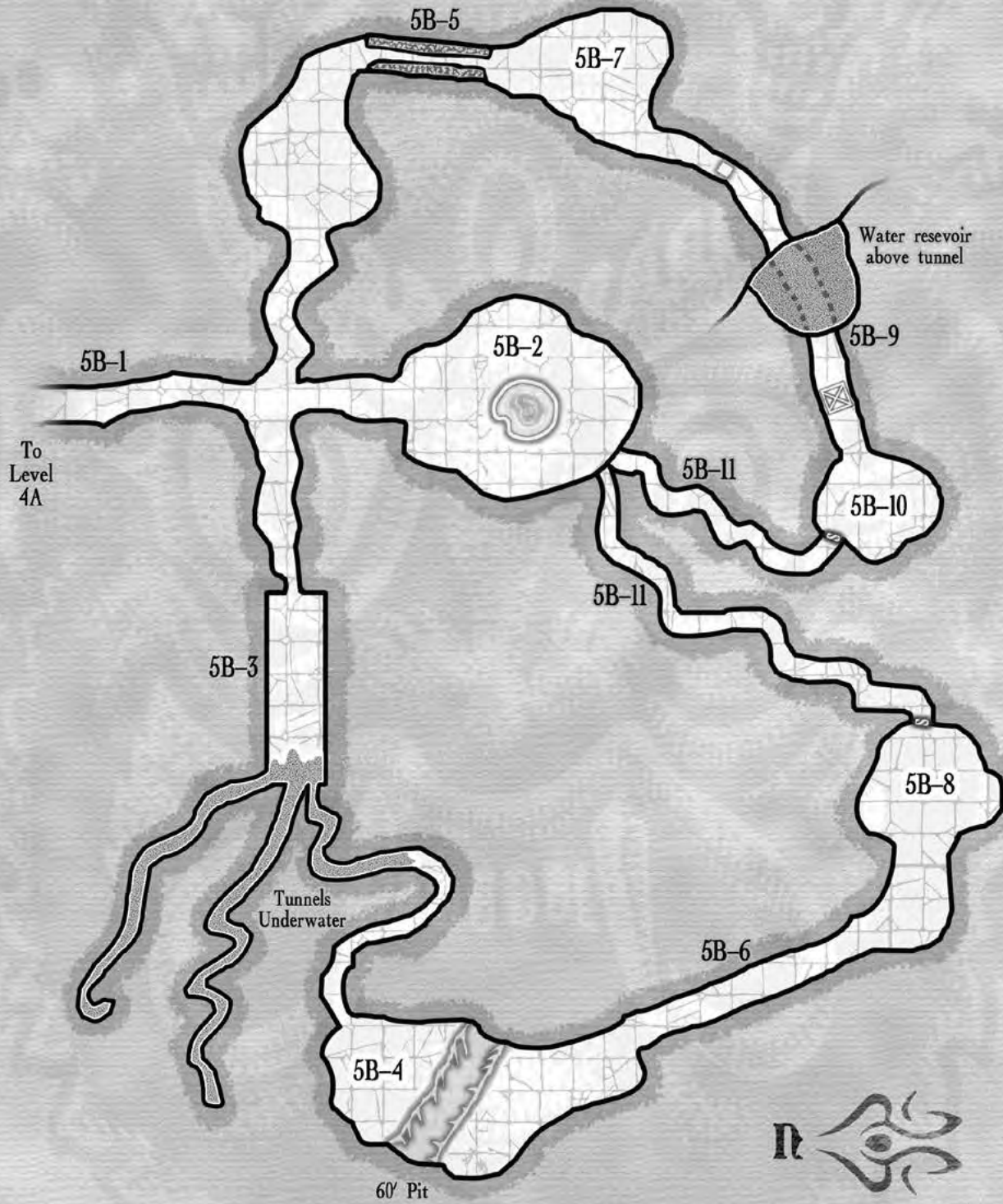
"The elements conflict, and the path of water devours the fires of hell"

Crossed "spider webs" (actually wires) cover the last 60 ft. of the room with thousands of thin strands. If any of these strands is disturbed, it creates a chain reaction of magnesium sparks that cover the room (1d6 points of fire damage to all within the room; no save). The real problem is the room itself. The entire floor of the room is a water-filled passage covered with highly flammable oil. The oil floats on top of 4 ft. of water, and is covered with a fine layer of sand. Anyone stepping on the sandy ground falls into the 6 ft. deep (2 ft. of oil, 4 ft. of water) filled pit that makes up this hallway. If ignited, the fire engulfs the entire room in 2 rounds, doing 10d6 damage to all within, and 20d6 to any standing in the oil each round, as well as sucking away all the oxygen within the room, and for 100 ft. up the hallway (saving throw each round of fall unconscious and begin to suffocate). The fire burns for 30 minutes.

The only safe way through the room is by swimming under the oil. At the far end of the pit are three underwater tunnels. Two are marked with

ALADDIN'S LAMENT

Level 5B



1 square = 20 feet

LEVEL 5B

demon faces, and lead on a winding path for 200 ft. (likely drowning any that take these, hence “eternal life”) to dead ends. The third is unmarked, and leads 180 ft. to a small cave entrance at **Area 5B-4**.

Successfully bypassing the room and making it to **Area 5B-4** is worth 2900 XP.

5B-4. Blind Faith

This large cavern appears to be completely broken in half by a 60 ft. deep, 40 ft. wide chasm with water in the bottom. In the water, dozens of large crocodiles splash and swim, occasionally leering up at anyone peeking over the edge. The walls of the chasm appear glass-slick and impossible to climb. Any attempts to climb the walls at the edges automatically meet with failure (in the mind of the climber). Any attempts to toss grappling hooks across or secure ropes/spikes etc. also appear to fail. Anyone attempting to fly across appears to have his spell dispelled right at the chasm's edge.

A statue is carved from the bedrock at the edge of the chasm. The statue depicts three monkeys. One has his hands over his ears (right side). The left monkey has his hands over his mouth, and the center monkey is covering his eyes. Cryptic writing below the monkeys reads:

“Look to the center to test one's faith—only the faithful shall pass.”

The trick is that this is all an illusion. There is no chasm, and there are no crocodiles. The easiest way across is for someone to realize that crocodiles don't live in caves far under the earth, and to just walk across. The illusion cannot be dispelled. Only by blindly walking forward can the chasm be crossed. Once crossed, characters can retrieve their grappling hooks, spikes etc., and a flying character realizes that he is in fact flying. Successfully bypassing the illusion is worth 240 XP.

5B-5. Gold at the End of the Rainbow

This 80 ft. long section of tunnel is 20 ft. wide and consists of an ice-slick set of stone walls, a 10 ft. deep pool of **green slime**, and a 3 ft. wide stone bridge section crossing the pit, and leading to **Area 5B-7**. The bridge consists of 5 ft. panels of colored stone in the colors of the rainbow, plus a gold section in the middle. Hence, the panels run Red-Orange-Yellow-Gold-Green-Blue-Indigo-Violet, with two panels of each color. Written at the edge of the bridge is the following:

“The greedy shall not pass”

The gold sections of the bridge are illusory, and stepping on one causes a fall into the slime pit. If these sections are skipped (jumped over), the bridge can be easily crossed. Successfully bypassing the bridge is worth 120 XP.

Green Slime: Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a Cure Disease spell.

5B-6. Speed Doesn't Kill

This hallway is covered by brick walls and flooring with red, grey and tan bricks spaced randomly. Hundreds of wide gaps between the bricks seem to be filled with rusty metal and blades of various sorts. The gaps run at all angles from the floor and side walls, and it would be impossible to avoid all of them at any particular place in the room. Anyone should realize that these are **large scything blade traps** (save or 2d10 points of

damage). Cryptic writing on the floor reads *“Only the swift may pass the hewer of souls”*.

Thirty feet into the room, the entire floor is one big pressure plate. It is nearly impossible to detect or disarm this plate, as it sits 4 ft. under the rest of the floor. If a weight over 40 pounds is placed on it, the trap is set off and a cascading effect of scything blades begins as a chain reaction, completely filling the room with hundreds of slicing rusty blades. These blades do 2d10 points of damage to anyone caught in them for each 10 ft. section that they pass through (the hallway is 120 ft. long). Each round, a thirty-foot section activates, starting at the entrance and proceeding to the full 120 ft. length (round 1, 0–30 feet, round 2, 30–60 feet, round 3 60–90 feet, round 4 90–120 feet). The only way to avoid being sliced to pieces is to RUN through the room, staying ahead of that section of blades. Alternatively, the room could be flown through or the walls could be climbed to bypass the pressure plate. Disarming the blades is impractical (there are several hundred and all would need to be disabled).

Past this hall, the corridor opens into **Area 5B-8**.

5B-7. Purple Sky

The entire floor of the cavern is covered in tiled scenes of mountains earth and rock, some of which appear to be vaguely alive and with creature form. On top of one mountain is a throne with an earth god wearing a black robe. Strange cave paintings of an ocean god, mermaids, and mermen cover the northern walls. The sea god wears a blue robe. The ceiling is painted with scenes of clouds where angels play, and strange air creatures are hinted at in rough forms that look alive, all gathered around a throne with an air deity seated upon it, wearing a purple robe. The southern walls are covered in scenes of fire, with creatures of fire surrounding a throne. The fire god wears a red robe.

These scenes are a hint at the solution to the puzzle in **Area 5B-2**. To free the air creature (the djinni), the players must figure out to use the red and blue sand from **Area 5B-11** to create a purple color in the fountain. The red, black and blue sand used alone cause bad things to happen.

5B-8. Red Cave

This cave contains 2 ft. of course red mixed sand and gravel on its floor. If the sand is handled, its color comes off in water or sweat, leaching a dye-like substance. The sand itself seems to have a soluble dye on it. Anyone handling the sand has their hands (temporarily) stained red. This sand can be used in **Area 5B-2**. The air here is particularly dry, and on the southeast wall is a **secret door** leading to **Area 5B-11** (south tunnel). Beyond the secret door is a tunnel that winds over 200 ft. to this area. The color of the sand, when mixed with the blue sand from **Area 5B-10** is a clue that the purple bottle should be selected in **Area 5B-2**. If only red sand is used, the bottle received from the fountain is a *cursed efreeti bottle*.

5B-9. Pink Slime (or Frog in a Blender)

This tunnel slopes sharply down at a 30-degree angle towards **Area 5B-10**. The walls and floor are made of smooth bricks, almost “too smooth”. Inscribed on the floor in cryptic writing is the following:

“The Rain washes away the filth of man, ants trampled underfoot of the angry god. The wise pause before the foot of the god to pay their respects.”

Careful examination of the ceiling mortar reveals that it is not very strong; in fact, it is little more than loosely packed sand and dust, creating gaps between the stones. At the 60 ft. mark in the tunnel is a pressure plate covering the entire floor for a 10 ft. section. Any weight over 30 pounds on

LEVEL 5B

this plate shifts a valve on a large reservoir above the tunnel and releases 200,000 gallons of water stored there. This water easily washes out the sand and dust “mortar” and unleashes a torrential wash of water in the tunnel, washing all present down the hall towards **Area 5B-10**. Characters must make a saving throw each round or be swept 30 ft. down the tunnel. A successful save indicates the character moves 10 ft.

At the 120 ft. mark is a 3 ft. diameter grinding wheel, shaped like a large foot, which slides up and down the narrow tunnel, filling the entire width of the passage (roll 1d6: 1-2, at floor, 3-4, at 3 ft., 5-6 at 6 ft. above the corridor floor). Anyone squished by the grinding wheel takes 5d20 points of damage, and must make a saving throw or be trapped and rolled by the wheel the next round (for 5d20 additional damage). Avoiding the foot requires a character to specifically time his passage for when the grinder is in an up phase to pass under it. The player must state they are trying to do this, and then time the passage (an opposed d20 roll is required; the PCs may use their dexterity modifier; the foot has a +2 bonus) to get under the wheel when they are washed through. It is also possible that the character gets lucky and the foot is at the 60 ft. mark when they pass randomly.

At the 180 ft. mark in the tunnel is a deep (80 ft.) pit. Once the water energy has dissipated (after 9 rounds), this pit is 40 ft. deep with water. The smooth walls make difficult climbing, and characters that cannot climb out eventually drown. Anyone who misses a sufficient quantity of checks to have moved 180 ft. (6 failed checks), lands in the pit, whether or not they were smashed to goo by the grinding wheel.

5B-10. Blue Cave

This cave contains 2 ft. of course blue mixed sand and gravel on its floor. The air here is particularly dry, and on the southeast wall is a **secret door** leading to **Area 5B-11** (north tunnel). If the sand is handled, its color comes off in water or sweat, leaching a dye-like substance. The sand itself seems to have a soluble dye on it, and anyone handling the sand has their hands (temporarily) stained blue. This sand can be used in **Area 5B-2**. Beyond the secret door is a tunnel that winds over 200 ft. to this area. The color of the sand, when mixed with the red sand from **Area 5B-8** is a clue that the purple bottle should be selected in **Area 5B-2**. If only blue sand is used, the bottle received from the fountain is a *flask of curses*.

5B-11. Lever Rooms

These two rooms (one down each tunnel from **Areas 5B-8** and **5B-10**) are mirror images of one another. Each contains a simple brick wall with a lever. The levers have up, down and neutral positions. They are currently in the neutral position. Both levers must be set to the down position to phase in the fountain in **Area 5B-2**.