

COMMENTS ON CALIBAN'S SEAT

Caliban's Seat is a supplement to the Caliban "Dungeon". It describes the mountain of Caliban's last known appearance and is an optional inclusion to introduce the exterior area of the dungeon itself. There are no new maps but a description of the areas surrounding the tower are provided, as well as encounters for the mountain slope and the summit area where Caliban sits.

HOW IT FITS

Fitting in this optional area is an easy task as it describes the immediate area surrounding the tower. Easily fleshed out, the mountain encounters could include a deeper and more thorough presentation, though this is up to the individual taste of the Game Master.

CALIBAN'S SEAT MOUNTAIN

Caliban's Seat is towering (18,000'), dark basalt stone, mountain. The sharp, broken stone of the mountain slopes have steep ravines, dizzyingly deep draws and abrupt bluffs. It is a harsh place, perennially snow-capped and whipped with howling, scouring wind. A path beaten flat by the ages old tread of feet runs from the base to the summit of the mountain. It takes four days in clear weather to trek to its summit via the path and nigh impossible otherwise. Flying is a treacherous chance to take, as the harsh mountain winds will slap a flier into the mountain stone on a 3-8 on 1d8 every turn flown.

Each day traveled on the mountain slopes, roll a d12 to see if an encounter has happened. A roll of 8 through 12 indicates it has and the GM should roll 1d6 and consult the chart below.

DIE ROLL	GENERAL CIRCUMSTANCES	ENCOUNTER/TREASURE
1	Ice-cold wind suddenly rises up, spiraling around in a dizzying pattern, swirling dust, rocks and debris. This lasts 1d8 rounds and has a 10% chance of blinding those caught in it for 1d20 melee rounds. Halfway through the duration of the dizzying wind buffets, the melee begins! All <i>but</i> the wraiths are -5 attack and dext while the wind blasts them.	Three wraiths rise out of the mountain stones and attack. They are 6+1 HD, 42 hit point, dexts of 18 and AC of 3. They are the remnants of blasted souls whose bodies lay under 18' of rock and earth. If excavated, one still has 300 GS and a <i>magik sword</i> called "Arkcitor", which is +4/+4.
2	Riding the mountain winds is a school of hungry Air Sharks who have decided you are dinner! Run!	Eleven Air Sharks dive and attack! <i>Each</i> is 5+1 HD, 45 hit points, dext 17 and will become frenzied after the spilling of blood.
3	As you crest the ridge of a tough patch on the path to the mountaintop, the snow around you suddenly melts as a wave of heated wind slaps you down. Whap! The melee begins at this point.	A Phoenix has decided you are its meal! It is 9+1 HD, 70 hit points, dext 22 and AC 2+5. If destroyed, 1d12 feathers remain intact in the ashes. This is the treasure.
4	On the 3' wide edge of a sheer 400' drop, it spins up from the depths below to attack!	It is an 8HD, 80 hit point, dext 20 Wind Demon that knows the spells of <i>Mystik Dart</i> (2) and <i>Muscle Spasm</i> (2).
5	The first person suddenly realizes what they tread on was not snow but a tail when they suddenly gaze into sapphire eyes!	Five Snow Tigers attack; each is 7+1 HD, [45, 52, 55 hit points], dext 21, and AC 3. The treasure is their pelt.
6	A chunk of snow lumbers free, opens a wide chasm, and blasts you with its breath!	A snow golem is set to guard the path attacks all humanoids. Embedded in it is <i>Rod of Righteous Retribution</i> .

CALIBAN'S SEAT SUMMIT

Ascending the mountain and closing on the summit, the mountain stone becomes barren and takes on a melted, flowing appearance under the snow. There are few edges to the rocks and it looks as if the stone ran like water down the mountain slopes. At the mountaintop, the Hellfang Caliban broods amid a spectacular garden of nodding, silvery-white roses with glistening, ghostly white petals. The snow falls constantly, obscuring vision to 40' or less and dusting the ground in a thick, two-foot layer.

The path leads to both of the gates of Caliban but the snow obscures it totally. It splits and travels fully around the garden. It enters the garden the same way for both sides, directly across from the gates making a 90-degree turn to drive straight to the gates. With the snow draping the ground and the wind rustling the roses, it is impossible to see the paths to walk safely to the gates. Any deviation from the 12' wide path puts a person in the garden and susceptible to the wraith roses' attack!

While walking in the garden there is a 100% chance that 1d6 of the Wraith Roses that comprise the garden will attack *each* character *after all of them* have entered the gently moving expanse of the roses or *five minutes have elapsed* after the first enters. The Wraith Roses cannot move but the wind allows them to brush anyone within 1'-3' (100% chance anywhere in the garden). Anyone who touches or attempts to pull them out will suffer the same effects as if they attacked! Each individual Wraith Rose takes up approximately 3' square in space and the garden is 90' deep! It covers every approach to the tower except via the two 12' wide paths (obscured by snow).

Each Wraith Rose is HP 13, AC 2 (stem) 2+4 (thorns) 4 (flower), dext. 18 and *attacks like a full wraith*. Surprise! For more information, see AG IV.

In the soft soil under the snow is the treasure. Among the bones of numerous fallen is a dwarven skeleton still wearing a *Cloak of Fire Protection*. There is various jewelry valued at 14,850 GS scattered about as well as over 15,000 GS in various coins strewn throughout the garden. There is a dented *Helm of War* (still works!), shaped like an eagle with upraised wings with the skull from its former owner inside! On the recent, withered corpse of a dead mage are four intact scrolls, with one use each. In order, they are: *Thurldon's Reversal*; *Waragen's Wave*; *Elric's Spell of the Astral Eye*; *Savoy's Star Thunder*.

CALIBAN'S GATES

Past the beautiful blooms of the roses lies the evil presence of Caliban, brooding over them like a dark mother. The jumbled stone of the tower yawns up to bury itself into the thick clouds overhead. Under the snow, the beaten path splits and circles the slick, ebon stone of the tower and leads to each gate. The garden of roses ends 30' away from the sides of the tower, the ground there exposing a glistening snowy expanse to the eye. It is a sharp contrast to the eye-sucking darkness of the Caliban's stone. The squat cacophony of the tower sprawls widely at the base, chiseled steps leading up to a thick broad stone entry with double leaf doors.

The guardian of one of Caliban's gates [near rooms One & Two] is a Death Hydra. Buried in the soft dirt and snow in the garden near the gates it lies in wait to surprise those who come knocking!

The Death Hydra is 12+1 HD, 99 hit points, dext 21 and AC 2+3. The card inserts included with the module covers it fully. It will attack any who make it past the garden and to the gates, erupting from the ground to attack the last person. It will pursue its victims relentlessly!

Scattered in the snow are the withered remains (literally pieces) of the Hydra's last victims. In one mostly intact part of a deceased mage (hidden under the snow, near the tower wall) is his *pouch of powders* and *Wand of Sarchander's Sunbursts*, with 23 charges left. Still clutched in the hand of the warrior who found it useless against this implacable foe is the *magik axe* "Lowrdsoth". It has no sentience or alignment but it has two powers. One, it can burn with a fierce intense heat, inflicting 1d12 additional damage on a hit and igniting flammables it touches for more than one melee round. Second, the qualities of its bizarre metal construction allow it to absorb up to 400 points of sonic damage per day, though anything more than this causes it to explode in a surge of actinic and sonic forces that does 20d6 damage in a 70' ball.

Guarding the other gate [near rooms Four & Six] is a small group of ghosts from the last adventurers who dared the gates! They are invisible but drift out of the darkness of Caliban's walls and the glistening snow to attack.

Two of the ghosts are 5+1 HD, 44 hit points, dext 19, AC 2 (+4). Three of the ghosts are 6+1 HD, 52 hit points, dext 19, AC 2 (+4). All of them strike for 1d6 plus one life drain. They will pursue their victims to the base of the mountain if need be to leech their souls away to join them in guarding the gates.

They have no treasure.