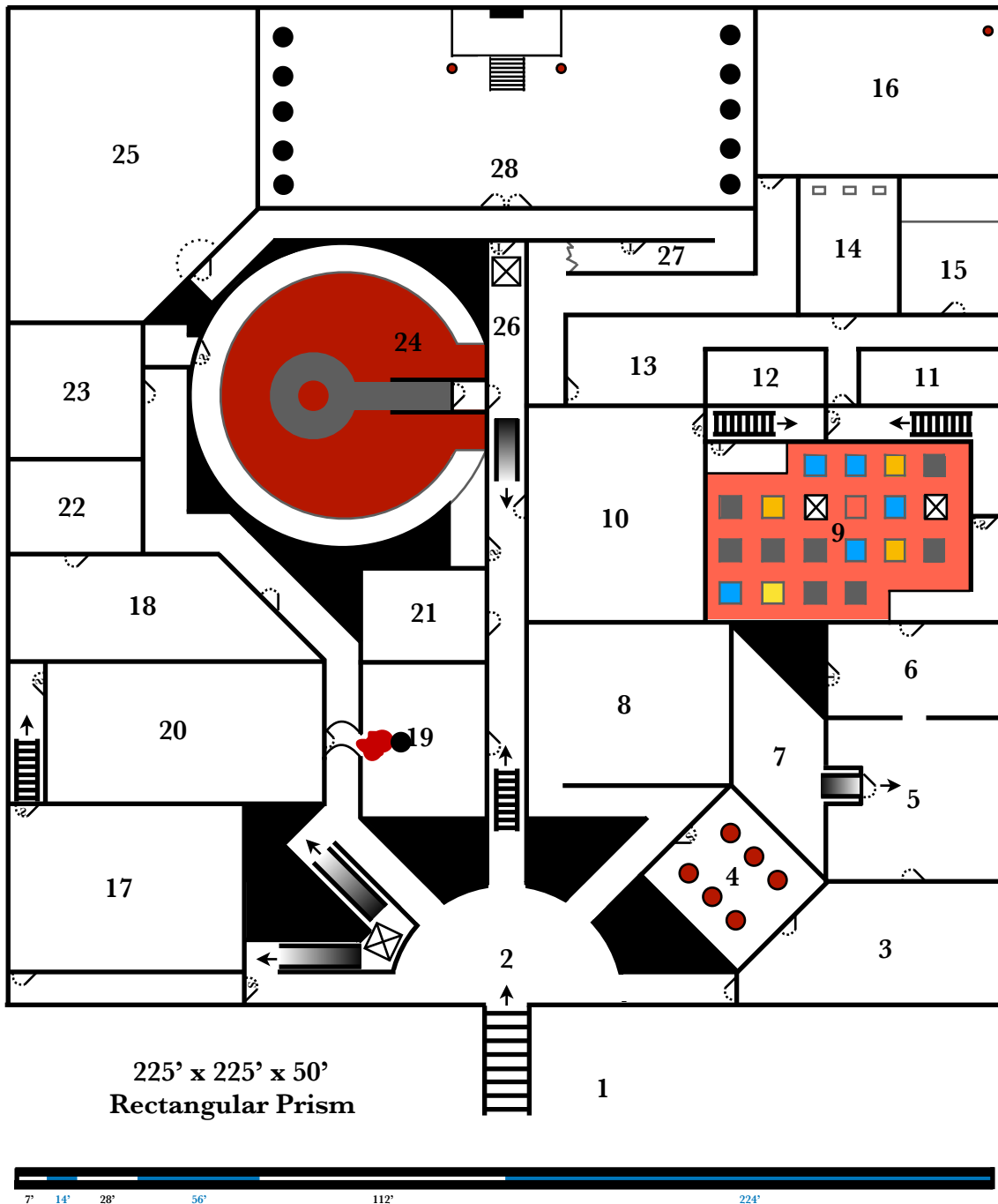


The Lair of the Fire Witch

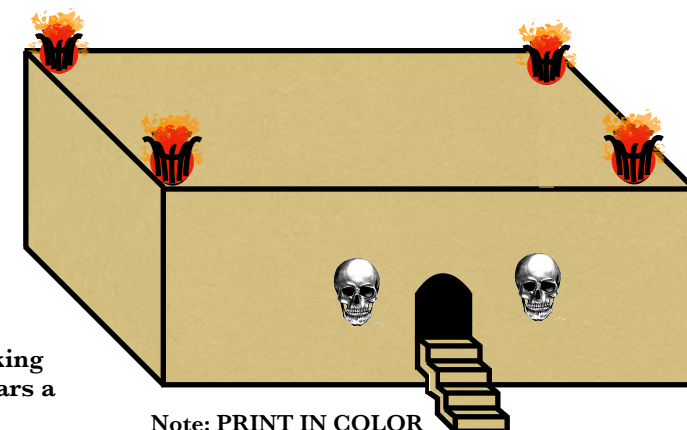
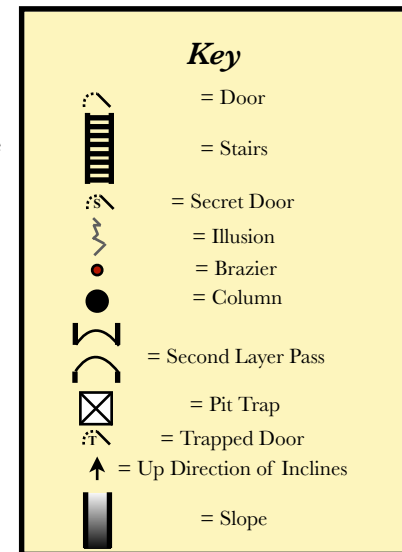
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Into: For 6-8 characters of levels 12-13 or 4-5 characters of levels 14-15. The Lair of the Fire Witch can be discovered by adventurers 100 clicks from any civilization, deep in the scorching desert. Most intruders that far into the desert are likely to die from heat stroke or dehydration. Those who manage to cling to life in the desert may mistake it for a mirage. Native nomads won't go closer than 20 clicks out. The nomads will not answer questions about The Lair except to say that it is a compendium of heinous evil. Those who seek The Lair of the Fire Witch are giving their souls to damnation.



- 1: A giant sandstone rectangular temple with short broad stairs up to a black in-cut entrance, 2 skulls sculpted out of the sandstone walls, 4 giant braziers at each corner of the roof.
- 2: A semicircular, half-domed stone room with 5 exits. To the NE: 2 downward oiled sections of hallway slopping toward 30' deep pit trap, bottom filled with lava (5' deep).
- 3: This room's ceiling is completely covered by 5 Lurkers Above that will all drop at once when the whole party enters the otherwise empty room.
- 4: 6 Salamander nests in large braziers. There is a sandstone skylight on the top of this room letting in the scorching sun. Because of the extreme heat in this room (120° F), all characters without heat protection will have to roll a system shock or pass out. The salamanders will only leave the braziers for a very short amount of time because of "low" temperatures.
- 5: 12 Rust Monsters. They will aim for fire protection magic items.
- 6: When the trapped door opens the floor raises at 1' per combat round. The second door is blocked immediately because it opens inward. Note 7' doorway height. A sack of 3 copper pieces rests in the center of the room.
- 7: The dead-end corridor will drop down into a steep shaft if there is even slight pressure on it, dumping party members into a room. Contained inside the room is a quasit and 3 demons type 1, 2, and 3 (Vrock, Hezrou, and Glabrezu). Fiery ruins that cover all 6 surfaces erupt upon the entrance of all except the demons.
- 8: A Neo-Otyugh and 4 Otyugh mates are living in piles of guano and trash. This room is dank and smells like sulfur but is pleasantly cool.
- 9: This room seems to be on the main level but the floor beyond drops down almost 40' except for the 20 square pillars that reach the main level height of the two platforms by each door. Gray pillars are normal stone. Due to small platform size any character with dex lower than 10 will automatically fall if attempting to jump. Any character with armor must make a dex check. Yellow pillars are coated in oil. If attempting to land on yellow pillars, players will slip and fall without a save. Blue pillars are magically electrified and deal 2-12 damage per turn on blue pillars otherwise same as gray. The trapped pillar will completely crumble after the occupant has moved off that pillar. The pillar in the center is an illusion.
- 10: This room is very hot and contains 2 efreeti. A stone slab (3' thick) will drop on the stairs, which slides down to block the doorway behind the party, creating a fight to the death. Anyone hit by the slab will take 1d10 + 7.
- 11 & 12: Secret funds. Over 100,000 (50k each room) platinum pieces worth of platinum bars is stored behind these walls. The players will hear the shifting or sliding of platinum bars only by banging against the wall.
- 13: Empty.
- 14: Three chests are at the back of the room. From left to right: 1st chest is a mimic, 2nd chest contains a gibbering mouth and a portable hole, 3rd chest contains 6 silver pieces and a potion of temporary protection from cold.
- 15: A fire giant is hiding behind the thin wall and when the best moment arises he will break through and surprise the party. There are some moldy rags in one corner, if handled too long save vs. disease.
- 16: There seems to be only a small brazier in the corner. But on closer inspection it is a Delayed Blast Fireball (1vl 7 cast 1vl 20) spell lying in wait for unwary adventurers.
- 17: This room contains 1 male and 3 female rakshasa feasting on human flesh. They will serve the party poison wine.
- 18: This room contains a fire elemental guarding the exit. Resting inside the elemental are 6 Fire Snakes.
- 19: 6 Firetoads like lighting adventurers on fire to feed to the 3 Firetadpoles swimming in a pool of lava poorly concealed behind a pillar.
- 20: Firenewt lair. This room contains 75 male Firenewts; all Firenewt lair circumstances apply. A Firedrake has also befriended the Firenewts and will join the battle.
- 21: This room is filled with 25000 ft³ of acid.
- 22: This room has 4 flaming axes on a dais. Once one has been altered, picked up, or manipulated, the others will vaporize. Three are cursed with command word die. The left middle one is a +5 axe with an additional 2d8 magic fire damage.
- 23: This room has a large pool of lava with 7 Fire Mashers (same as Mashers except with fire resistance and they eat lava rocks). At the bottom (8') of the pool there is molten gold (worth 12,000 gp).
- 24: There is a small entry room with a living bloody white cow missing its hooves. The 2nd door leads to a stone walkway, which extends 3/4 over a 112' diameter pit of lava with a ring of elevated seats circumnavigating the pit; 18 Lava Children are sitting in the seats. If a sacrifice is not made to the *God of Fire (Ingismortem)* by throwing the cow through the hole, 2 Magma Para-Elementals will rise from the lava and command the children to attack. A secret door opens into a small room that contains a Horned (Malebranche) devil that is eating cow hooves. By opening the door the circle of protection that contains it is broken.
- 25: After the party has moved 15' or more away from the door, a magically activated semi circular portcullis will drop down with 100 skeletons chained to the ceiling. The ceiling is 40' up. Just below the skeletons (5') there is an illusion of a ceiling. The Orb of The Wyrmlin is still chained to the ceiling. It is undetectable unless explicitly searched.



- 26: By opening the trap door the 10' section of stone (3' thick) flips, dropping 1st-3rd ranks into a pit 30' down that then forms an airtight seal.
- 27: There is an expert illusion of a plain wall. When opening the trapped door, geas is cast upon the opener to kill all other party members.
- 28: The Lair of the Fire Witch: The double doors are fire trapped. Anyone in the blast radius takes 2-24 damage. In the room there are 3 young red dragons, but lacking treasure, waiting to drop on players as they enter the room. The witch is a 20-level wizard preferring fire ball and wall of fire. She can cast ALL M-U spells. She wears a displacer cloak, and a ring of Fire Fire Protection, 63 HP, AC -2.