

Suspended

Special: Game master: Make sure you read, “Chamber Rules and Guidelines” before you do this chamber. Pay particular attention to “Race”.

Sconces mounted into the solid rock wall crackle and sputter behind you, shedding ample light upon the rock ledge find yourself standing upon. Cautiously, you peer over ledge, gazing into a pit of shadow and darkness that lies between the side you are on and another ledge in the distance.

The air seems strange in this place. Even though there is no draft of wind, you feel as though you are being pulled, no, drawn down into the darkness below, causing an unnatural fear to fill your heart and mind. As you gaze down, you hear movement below, though you cannot see what it is. An unearthly silence follows the brief sound of movement. Finger-like wisps of darkness trail up over the ledge, grasping and curling about your feet.

Taking a step back, you look to the other side of the cavern where a number of sconces also burn and flicker, casting eerie shadows which dance chaotically about the far side. Your attention is instantly riveted to an enormous night-black bat watching you intently as it crouches before a small alcove. The alcove behind the giant bat, the entire border of the alcove is etched with illuminated sky-blue glyphs.

Game master:

If one casts the spell, “Glyphsight”, the glyphs can be read as follows:

“Defeating Archfiend will activate the power of this gate. Then can you return to the Old Hag for your reward. If all enemies are defeated within this chamber (Thrannix, Vampire Bats, Archfiend), an additional 1-D12 x 1-D12 +100 experience-points will be awarded each survivor.”

Note: If Glyphsight is cast, the glyphs will glow brightly, partially blinding Archfiend, forcing the following penalties upon the

King of Vampire Bats: Defense:	-1
Defensive rolls to evade physical attacks:	-1
Initiatives:	-1
Offense:	-1

A solid wall of auburn-colored stone makes passing through the alcove seem impossible.

Your attention is then drawn to the darkness between the two ledges as a row of long shafts steadily rise from below. Each shaft is set 6' apart, and set in a single-file row, like some sort of narrow, traitorous path. The top of each shaft is flat, large enough to place only a single foot upon. As your eyes follow this strange pathway to the far ledge, your attention is drawn to an inscription chiseled deep into the surface of the rock above the surface of the ledge:

TRAVERSE THE PATH IN CONTINUOUS MOTION. FACE AND DEFEAT ARCHFIEND. DO NOT FAIL TO SUCCESSFULLY NAVIGATE ONE SINGLE SHAFT. IF YOU FAIL TO NAVIGATE ONE SHAFT SUCCESSFULLY, ALL SHAFTS WILL FALL INTO DARKNESS AND THE LEDGE YOU NOW STAND UPON WILL DESCEND TO THE FLOOR OF THE PIT BELOW -- WHERE THRANNIX AWAITS.

As you read, a deep, unnatural growl ascends from within the darkness below, causing you to step away from the ledge. As if it has a life and will of its own, fear creeps up from the darkness, filling your heart with dread. As the growl subsides, so does the fear, leaving you shivering in a cold sweat. Sudden movement, mingled with macabre hissing echoes from above, startling you, drawing your eyes upward where you see a mass of Vampire Bats hanging from the zenith of the cave. Awakened from their slumbering state, each bat blinks and stretches. You see a few of the Vampire Bats gnawing and chewing upon the carcasses of past fallen adventurers, seemingly agitated at the lack of flesh upon the bones. A few of them snap irritably at others close to them, obviously dissatisfied with the bones and drop them into the gulf of darkness. They do not seem to notice you.

Chamber Rules and Guidelines:

The following are the rules and guidelines you must follow while trying to successfully complete this chamber:

Exiting the Suspended Chamber:

To exit to this chamber, you must defeat Archfiend, the king of all Vampire Bats. Defeat Archfiend to activate the power of the archway and successfully exit this chamber.

Falling:

If you fall, you must roll a 14+ (using a D20) or you will take 1-D12 x 7 damage. If any take to flight when the shafts fall, and the ledge rumbles flat into the wall, the Vampire bats will descend in a swarm and attack (aiding Thrannix and/or Archfiend).

Flying:

Any attempt to fly over the darkened chasm will not only provoke an attack on you, but upon all your allies as well, even if they have not taken flight (it will become a free-for-all for the Vampire Bats). **All will be instantly engaged by 3-D6 +3 Vampire Bats per party member** (these undead bats will not otherwise attack). You may continue flying to the other side, even if you are engaged in battle with the Vampire Bats. Upon reaching the far ledge, Archfiend will join the fight. It will take 3 turns to fly to the other side. Attacking the Vampire Bats will provoke them to attack as well. Number of Vampire Bats appearing: 1-D6 +1 x2 per player.

Race Change:

Upon entering this chamber, if you are not human, now you are. If you were once a fairy, a dragon, or any other race, now you are not. You . . . are . . . human.

Running across the shafts:

There are 10 shafts to traverse on foot. A 2+ (using a D20) must be successfully rolled for as you land a foot upon each and every shaft (the shafts do not bend or move – they are not slippery). A 1 will indicate failure, and you will fall. Remember, if you stop, the shafts will also fall. You must continue in one fluid motion, jumping from one shaft to the next to get to the ledge on the other side. It will take 10 turns to run across the shafts to the other side. Each turn you must roll a 2+ (using a D20) or fall. **Luck** cannot be used to traverse the shafts, but can be used in combat (as normal).