

# THE BLACK PYRAMID OF THE ANCIENT CLOAKERS

## *A story to use in a fantasy roleplaying campaign.*

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*Tsyrfonalin Sa Innai (Tsyrf) Malden, 14 april 1992*

*Word 6 version by E.Bolognesi*

### **Preface**

For about six years now, I have been playing AD&D. At first I started as a player, but soon I began jotting down small ideas on pieces of paper. The original idea for this story arose in december 1991. Now, april 1992, the final version is completed (although it took until November 1993 before it got translated to English).

Hereby I thank my fellow players for testing the first version of this story. So thanks, Andre, Cathy, Edwin, Jeroen, Mark, Marcel (sessions at Tilburg) and Boris, Jan-Willem, Mark and Robert-Jan (sessions at Nijmegen).

There are two versions of this story. There is a textfile in Dutch and a textfile in English (this one). The Dutch version can be send to you via E-mail (although it's just as big :-), just drop me a mail saying that you want it.

This story may, as computerfile or in printed form, be distributed freely, as long as the total text remains complete (this goes especially for my name of course). If you decide to distribute this text then you are NOT allowed to ask any money for it).

I would appreciate a little note from you regarding this text. Please send me a short letter with your opinion about this story. Besides your own opinion please include information about:

- Whether you played this story as player or as a DM.
- The composition of your group (how many characters, what levels etc.).
- If you liked the story (was it an original idea, was it a difficult story etc.).
- If necessary, other comments, ideas or even your own story.

Please send your reaction to:

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(As you may have guessed by now, English isn't my native language, but I hope you will understand this text anyway)

### **Disclaimer:**

AD&D and Spelljammer are trademarks of TSR Inc. The Monster Manual (MM) and Monstrous Compendium (MC) are copyrighted by TSR Inc. Certain terms appearing in this text (Armor class, Hit Dice) and the lay-out of the monster-sheets appeared (probably for the first time) in several TSR books. All of these terms are used without permission. Note however that it is not my intention to bereave TSR of their rights, I only want to conform my story to a kind of universal rules used by most AD&D players.

### **Explanation of abbreviations used in this text**

This story will be filled with different abbreviations to avoid having to type all those long terms over and over again. So here follows a list of all abbreviations used along with the right meaning:

<b>Abbreviation</b>	<b>Meaning</b>	
AC	Armor Class	This is the standard abbreviation as it is used throughout the entire gamebooks.
AnC	Ancient Cloaker	This abbreviation will be used to indicate a new monster.
AT	Armor Type	This abbreviation indicates the degree of protection a character has. e.g. Leather Armor is AT 8. The usage of the AT-system is fully optional.
HP	Hitpoint	Seems pretty obvious.
ST	Saving Throw	Standard abbreviation.

According to this story the Ancient Cloakers originated from another planet. Although I know that there is a campaignworld set in space, (Spelljammer) I don't exactly know how it works. If you think the idea of another planet isn't acceptable in your own world, then please feel free to let the AnC originate from another plane or something like that. Using planes can be very dangerous considering the higher level spells that will send creatures back to their homeplane.

This story can be used in any fantasy setting, although it was written for the AD&D™ game. I think that the best way to play it is with a party of 4-6 8<sup>th</sup> level characters.

## ***History***

For many ages there has been living a race of mysterious creatures on this world. These creatures very much resemble ordinary cloaks, the ones that are being used by lots of people to protect themselves from bad weather. These creatures are called 'Cloakers' (how appropriate, MM + MC). A complete description of these monsters can be found in the MM and MC volumes.

The origin of these strange creatures is unknown. One of the many stories being told is that of the cloakers reaching this world by 'Gating' in from another dimension.

Of course, the above explanation is not quite right. Cloakers are in fact from this world. Their ancestors on the other hand are not. Ancient Cloakers (AnC) originally come from another planet. About 4000 years ago a group of Ancient Cloakers crashed with their 'spacecraft' in a desert. The total crew of their 'ship' (the black pyramid) consisted of 12 AnC. Most of them went their own way after the crash landing, since the ship would never be able to travel through space again. Only a few AnC stayed in the pyramid and they are led by the oldest Ancient Cloaker on this world, the Chief Cloaker (appendix 3).

The AnC are totally disconnected from their world. The pyramid is unable to travel so it is impossible for them to return.

Although all AnC have kept their special powers even on this world, they aren't able to conceive any offspring with the same powers. Offspring of AnC on this world are ordinary Cloakers. Offspring of ordinary Cloakers are also Cloakers.

Almost ten years ago the wizard Knoedag accidentally discovered the existence of the pyramid. The exact location of the pyramid however was a total mystery to him as no human knows it. Yet Knoedag succeeded in creating a special Teleport spell that would bring him almost exactly at the pyramid. Just to be sure, Knoedag made a copy of this spell on a scroll so someone would be able to come and help him if things might go wrong.

Ever since the moment Knoedag entered the pyramid he was marked to die. Because the AnC had a little time to spare, they let Knoedag live to create some extra defenses for their home. Now, after about ten years, the time has come for Knoedag to die. Only a few firm heroes will have a chance to save Knoedag from dying.

Knoedag knew he was living on borrowed time. During the first years in the pyramid he worked on dozens of ideas to escape. But after a while it was evident that escape was impossible. His only chance seems to be his brother.

## ***Aldari***

One year ago the brother of Knoedag, Aldari received the last letter that Knoedag had written ten years ago.

Based on this letter and the long period he hasn't been contacted by Knoedag, Aldari has come to the conclusion that Knoedag is in trouble. Aldari, being a simple furniture-maker decided to find a group of heroes that would be able to find his brother.

# THE BEGINNING

## *Dinner*

The characters are placed at an inn. Having finished their last adventure they wanted to rest and spend most of their money on food and drinks. The complete party (at least if the party isn't any bigger than six persons) will spend the night in room 10. While the characters are eating their dinner, a man enters the inn. At this point you can read the following text or think of a better one:

*A man of about forty years enters the inn. He crosses the entire dining room to go to the bar and talks to the innkeeper. The innkeeper points in the direction of your table. The man walks in your direction.*

The man walks to the table and asks the adventurers if he can have a word with them. He introduces himself as Aldari. Aldari asks the characters to swap their room with his room. If the characters refuse to do so, Aldari will try to persuade them, even by offering money. You see, the problem is that Aldari's room (3) is much too small for the party (three people instead of six). When the characters still refuse to swap rooms Aldari will tell that their room is of sentimental value to him. It is the room in which his brother Knoedag spent the last night before his disappearance. If asked about the disappearance, Aldari will tell that his brother disappeared ten years ago. One year ago Aldari received a letter of his brother that was written almost ten years ago (the letter has travelled a long time...). In his letter Knoedag explained that he would be going on a trip. Ever since that day Aldari hasn't heard anything of Knoedag.

During the entire talk Aldari spoke the truth. In case the characters seem willing to help Aldari, he will be glad to show them the letter. Besides that he will try even harder to convince the characters that their room has to be searched. If the room (10) is searched the 'diary' will be found. Of course it is possible that the characters don't agree with Aldari and in that case the night will pass as described later on.

If the characters do decide to swap rooms, Aldari will address the characters the next morning. At that time he will have found the diary and by then he wants to hire the characters to find his brother.

When questioned, the innkeeper will declare that he can't remember Knoedag and that's the truth (after all it was ten years ago).

## *At night*

The following will only happen if there has been no swapping of rooms and if the diary isn't found yet. Some time during the night, when the characters are sound asleep (around 3.00 AM), some fumbling can be heard at the door. Characters that are awake will automatically hear this. Sleeping characters have a chance to notice it equal to ½ their 'hear noise' (if thief) or 10% (if non-thief). The fumbling is caused by Aldari. He needs about five minutes to open the door, prying the lock open with his furniture-makers' tools. In the case of the door being blocked by a chair or bed or something other, Aldari will make so much noise that everybody has to hear it. In the rare instance where Aldari isn't heard during the opening of the door, there will be a chance of 10% every round that someone will be awakened by the sounds Aldari makes. Inside the room Aldari needs 2d4+2 rounds to find the loose board (see description of room 10). Pulling the board completely loose will give everyone a chance of 4 in 6 to awaken. It's very obvious that the chance of Aldari being caught is very big. Aldari won't resist if the characters try to get him. It is of utmost importance to him that his name will not be related to any criminal activities.

**Aldari: Human male, lvl. 0, hp 3, Alignment NG, age 43. Equipment: 5000 gp, some tools (hammer, chisels) and the letter of Knoedag.**

## *Knoedag's letter*

**Vanley, 18 Sal (=may) 319**

**Dear Aldari,**

**I have finally made it! In my letter of last month I told you that I was on researching something great, but this time I have found it!**

**I have found a still unknown place. It is the most confusing place I know. Of course it is impossible for me to talk about it by letter, except that it is placed in the midst of the desert. Without a doubt I will be encountering many dangers there.**

**Tomorrow I will leave, until that time I will be staying at the Iron Stomach Inn, in room ten. 'Till my letter of next month,  
Knoedag**

**P.S. If I'm not back in two years, please try to find me.**

## *The diary*

In a lead pipe (1' long, 3" diameter, of which 1" empty), two pieces of paper are found.

Paper 1, letter of a diary:

**Vanley, 18 Sal 319 (or whatever year you want)**

**Tomorrow I will be going off. Of course as a real wizard I will travel by magic. I hope to be back within a year, but just to be sure I have made another scroll for Aldari, so he can find me if necessary. Now I will be going to bed, since tomorrow is the big day.**

Paper 2, Scroll:

On this scroll is written the 4<sup>th</sup> level wizard spell “*Knoedag’s Exact Location Teleportation Spell*” (KELTS). Every wizard capable of casting 4<sup>th</sup> level spells will be able to cast this one. Copying of the spell will prove to be impossible.

*Knoedag’s Exact Location Teleportation Spell*

<b>Level:</b>	<b>4</b>	<b>Range:</b>	<b>Special</b>
<b>Cast. Time:</b>	<b>1 turn</b>	<b>Saving Throw:</b>	<b>None</b>
<b>Duration:</b>	<b>Instantaneous</b>	<b>Components:</b>	<b>V</b>

When this spell is cast, the caster and everyone he is holding hands with will be teleported to a preset destination. This destination will be one kilometer from the pyramid.

***The request***

After reading the diary Aldari will try to hire the characters to find Knoedag. He is willing to pay each of them 500 gp “all that I have”. This is not quite the truth, since Aldari owns another 10.000 gp, but he has left those behind at his shop. If the characters won’t even accept this offer, than it is not likely that they are the right people for this job (i.e. find another module to play).

Aldari will strongly refuse to come along with the characters. He knows very well that his presence will only be disadvantageous. Besides, he has a shop that has to be attended.

*Rooms of the Iron Stomach Inn*

**Ground Floor:**



**Legend:**

- / door
- table
- a bar
- b stairs going up

**First Floor:**



**Legend:**

- 1..6 rooms for 3 persons
- 7..11 rooms for 6 persons
- 10 room of the characters (where Knoedag has been before)
- 3 room of Aldari

All other rooms are totally occupied. It is up to the DM to decide who these people are.

### Room 10:

(interior of rooms 7 to 11 are the same as this one)



#### Legend:

	table
	bed
x	loose board
	window

### Room 3 :

(interior of rooms 1 to 6 are the same as this one)



#### Legend:

see room 10

## OUTSIDE OF THE PYRAMID

The building is of a black color and is shaped like a pyramid, placed on its 'top' point in the sand (upside down that is). Total height of the pyramid is about 150 meters, while the widest point (at the top) is about 75 meters. On the front side of the pyramid two symbols can be seen. These symbols are in fact runes and they mean "Scout of Blackness" (a 'Comprehend Languages will reveal this). At circa 5 meters from the lowest point there is a 'hole' in the wall. This hole is the only entrance.

Both the inner and outer walls of the Scout are made of the same (heat-proof) material. This material is unknown to the adventurers and can best be described as 'black, totally smooth stone that, despite the hot desertsun, feels very cool'. The floors and ceilings inside are also made of this material. The material is a synthetic material called 'Quaborum', stronger than steel (+4 vs all categories: as steel with a bonus of +4). Although it looks like stone, spells that affect stone, (e.g. 'stone shape' and 'stone to flesh') don't affect this material. With regard to spells 1" of Quaborum is equal to 2" lead. All walls and floors are 4" thick.

If someone approaches the pyramid within 100' (30 meters) he will hear a deep voice: "Please don't enter our home or we will have to eliminate you. Leave NOW !". At the same moment the sand within 100' starts to whirl up, up to a height of 5 meters. The characters will sense that they are being watched, but they haven't got the faintest idea as to who is watching.

The outer layer of the pyramid is 'covered' with a 2" thick layer of anti-magic. This is the reason that it is impossible to teleport in or out of the pyramid.

The material Quaborum also affects any other contact between the inside of the pyramid and the outer world. Spells that depend on contact with other planes, persons or even gods won't function as good as normal. When there is a chance to make contact, the chance inside the pyramid is only  $\frac{3}{4}$  of the normal chance. If the result of the spell depends on a die roll then there is a shift of 10% towards a negative result.

#### NOTE Regarding maps:

The floors are distributed like this:

- Floor 1 (40 \* 30 m): in the smallest part (bottom).
- Floor 2 (45 \* 35 m)
- Floor 3 (30 \* 25 m)
- Floor 4 (60 \* 40 (45) m): in the broadest part (top, the base).

Since the pyramid is placed upside-down, this looks like:



## Floor 1

Inside the pyramid all rooms are 8 to 10 meters high. There is a strong, penetrating smell (like disinfectants). None of the places is lit unless the description of the room states otherwise.

Every 'normal' door has got two holes on a height of 1.80 meters (6'). When someone looks into these holes the door will open by sliding to the side. As soon as the door opens, a 'Fire Trap' is triggered (damage 1d4+12). This goes for all 'normal' doors unless stated otherwise.

Doors that belong to the Teleport rooms have got a latch and they open (seen from inside the Teleport room) to the outside.

1. Opening to the outside and a room of 6\*6 m. (20'\*20').

2. Cage.

This is a room, on three sides closed by ordinary walls of Quaborum. The fourth side consists of a double door. Every door is a grated door of iron that is magically held in place. Inside this cage there is an Ettin (MM p.40). The Ettin is not moving (is in a state of Temporal Stasis).

3. Cage.

This cage is the same as cage 2. Inside this cage is an Elephant in the same situation as the Ettin.

4. Buttons.

Placed in the wall are four buttons, two red ones on the left, two green ones on the right:

- Red 1: open door cage 2
- Red 2: open door cage 3
- Green 1: awakens creature cage 2
- Green 2: awakens creature cage 3

The monsters from cage 2 and 3 will be enraged as soon as they are awakened and they will attack the characters.

5. Blackboard room

This room is almost empty, apart from a blackboard on the eastern wall (a). Attached to the blackboard is a small piece of white crayon. The crayon is attached with a small wire. As soon as there is any light in the room, the crayon will start to move all by itself. It will write on the blackboard:

*"Spell the next line --->"* (The arrow points to an opening in the wall. If the characters cast spells equal to 10 spellevils into this hole, then an extra line will appear:

31131211131221

This is the only extra line that can be gained.)

Below the first line, the following lines of numbers will appear:

1  
11  
21  
1211  
111221  
312211  
13112221  
1113213211

Depending of the extra line has been written already the answer (the next line) will be:

31131211131221

or:

13211311123113112211

*Explanation:* At the first line there is a one. On the following lines you write down the amount and the number (the first line consists of one 1--> 11). The third line holds the number of times (2) that a number appears on the second line (1): 21 (two times a one) etc.

Be careful: Every line the characters write will cause the crayon to diminish. The characters will notice that they can write only four lines before the crayon will be gone.

If the right line is being added, the blackboard will fall from the wall. Behind the wall there is a small niche in which a 'Rod of Smiting' (Dungeon Masters Guide) and a 'Scarab of Limited Stone Golem Protection' (new magical item, see below) can be found.

### **Scarab of Limited Stone Golem Protection:**

*This magical object looks like an ordinary Scarab vs Stone Golems (DM-Guide). If the wearer of a Scarab of Limited Stone Golem Protection is attacked by a Stone Golem he will suffer no damage from the first five (and only these) attacks caused by the Golem. Received hits don't deliver any damage, the slow-capability of the golem does not affect the wearer, but it does count as an attack. After five attacks, the wearer can be hit by the golem just as normal. Such a scarab only functions for five attacks per Stone Golem. Against another Stone Golem it would protect for five times, but it can never be used against the same golem twice.*

**GP value: 2,300 XP value: 500**

### **6. Supplyroom.**

This is a storageroom, containing different kinds of supplies. The total content of this room is as follows: 5 blankets, 3 barrels of water (20 liter), 2 bags of flour (25 kilo's) and a barrel of salted meat (10 kilo's).

### **7. Repair-room.**

Scattered around this room are pieces of iron parts of armor. In a corner (a) stands an armor (splint), carrying a two-handed sword. The armor is filled with a green slimy substance. The green slime seems to be mouldable and it can be seen at those places where the armor is incomplete. The armor is being controlled by the slime. It will attack within 1d4 rounds after someone enters the room. If the armor is destroyed, the slime will try to crawl to room 9. It has only 5 hp and no form of attack (AC10).

### **8. Teleport room.**

The most distinguishing feature of this room is that its door contains a latch. The moment someone enters this room he will be teleported to floor 2. Teleportation can only take place if the door is closed. Everything in the room will disappear, to appear in the teleport room at floor 2. In case of experimenting (as with my test-party) than you should count on anything that is part in and part out of the room (like a piece of paper being placed under the door) being ripped in half. If this object is a living creature or a magic object, then a ST vs. deathmagic or desintegrate has to be made.

### **9. Slime room.**

This room contains two containers (a and b) which contain more green slime. The containers are filled to the edge, but this slime isn't moving. Burning the slime results in a big cloud of smoke: ST vs poison (this goes for everyone in room 8,9 or 10) or 1d4 hp/round damage.

A flag hangs on the west wall of this room. The flag is a row of coloured (vertical) banners. The colours are: blue-yellow-black-blue-red-green (read from left to right). This flag is important for it is necessary to open the barrier in room 29.

## **Floor 2**

### **10. Teleport room.**

This room is the same as room 8, but the person entering this room will be teleported to room 8. People teleporting from one floor to another will notice nothing different, so they can't distinguish on which floor they are from the inside.

### **11. Study.**

This room contains a table (circa 2 ½' high, 1 ½'\*2 ½'). On the table there are two green candles. Both candles are fixed onto the table by molten tallow. What remains of the candles is barely enough to burn for another hour. On the table a piece of paper can be found. Besides the paper is an open pot of ink with a feather.

In the east wall a small door (1'\*1', (a)) can be seen.

The note bears the following text: " Day 3307. Although all my notes are being destroyed, I still keep writing to chase away the insanity. I hope an Ancient Cloaker will read this". When someone reads the text to this point a 'Sepia Snake Sigil' is triggered. If this snakelike creature hits the character (THACO: 9) than the character has to make a ST vs spell or be immobilized for 1d4+12 days.

Beneath the table, the most important object of this room can be found. This object is an invisible chest, containing a 'Staff of Curing'. The commandword ("Tommy") is written invisible on the bottom of the chest. A 'Detect Invisibility' spell will enable the characters to read this commandword. The chest is closed with a lock. A thief trying to open the chest while it is still invisible gets a penalty of 25% on his open locks. On top of that 'find traps' is impossible and this will prove to be fatal. The chest is protected by a poisoned dart. Every attempt to open the lock without discovering the dart will result in touching the dart. The poison of the dart will cause the character to lose 2d4 hp (ST vs poison for ½ damage). These hitpoints can't be restored by healing proficiency or cure wounds spells. Only rest of a whole day will recover 1 such hp.

The little door in the eastern wall can be opened by pulling it. The wall behind the door contains an opening of 1'x1'. It is possible for a character to put his head through this opening. The window-frame is about 1" thick. If someone looks from the outside into the whole he will notice a somewhat bigger space lying behind the wall. This space seems to be ½ meters deep and to every side endlessly long.

When someone actually puts his head through the window-frame it will be possible for him to look around (at least when he has got some sort of light). To the left, right and up there is +/- 1 meter of empty space. This space is totally empty. Downwards there is only 4" of space. After that a mirror can be seen (or felt). This is not an ordinary mirror of course.

### **Mirror of reflection-trapping**

*If a person looks into this mirror then the reflection of his face will be stored in the mirror. The first person that looks won't notice anything. Once someone has looked in the mirror, as is the case in this story, then a face is already stored in the mirror. The next person looking will see another face looking back. The image will react as the character would expect his own face to do (e.g. if the character winks, the image will wink also). But, there is a good explanation for this. If someone else sees the character, or if he sees himself in an ordinary mirror, he will notice that the face of the character has indeed changed to that of the image. Only the facial features (eyes, nose, mouth and skin) and the ears have changed. The hair will stay the same (only moustaches or beards will change also). Thus, it is possible to give a human female the face of a dwarf (including the beard).*

*The mirror is 8" on every side. But here comes the problem: the same person looking twice in a row will NOT change. So it requires three persons to restore matters as they should be.*

A possible solution for the mirror-problem is the following:

Suppose the face that is already stored is called K. Suppose the characters that are working together are 1,2 and 3 with the faces A,B and C (i.e. 1A,2B,3C). Analysing the case we come to the following table:

<b>Character watching</b> (number with face)	<b>Receives face</b> (until now stored)	<b>Face in mirror</b> (the one looking character will receive)
	K	
1A	K ==> 1K	A
2B	A ==> 2A	B
3C	B ==> 3B	C
2A	C ==> 2C	A
3B	A ==> 3A	B
2C	B ==> 2B	C
3A	C ==> 3C	A
1K	A ==> 1A	K

After this method all characters are back to normal.

The effect of the mirror can only be negated with help of the mirror or by means of a 'Wish'. In case the mirror is destroyed, the persons who's original image is contained inside the mirror receives 5d4 damage (no ST). On top of that a System-Shock has to be made. Failure will cause the character to accept this face as his own and he will never want to change it again.

The face that is contained in the image to which the first character will look is that of a human male, about 65 years, rotten teeth, squinting eyes and a big scar across his head.

## **12. Empty room.**

This room is indeed empty. Both doors are locked like all other door, but they don't contain a 'Fire Trap'. As soon as one of the doors is opened a spell will be activated (the spell functions like a Glyph of Warding). After 1d4+2 rounds the floor of the room will act as if a 'Reverse Gravity' spell was cast on it. Everyone standing in the room at that moment (or enters it at a later moment) will shoot up in to the air. Since the ceiling is placed at 8 meters height, it will be hit almost instantaneous. But the ceiling turns out to be illusionary.

Above the illusion of a ceiling is an open space of 2' before the real ceiling can be seen. This space is filled by metal spikes. Someone hitting the real ceiling takes 3d6 damage ('falling'), plus there is a chance he gets hit by 2 spikes (THAC0: 5), damage 1d4+1.

## **13. Pool room.**

This room is dominated by a pool filled with green water. Section (a) is a stone edge. Section (b) is the pool of green water. Section (c), this is a heightened piece of stone, lies a green gem (5000 gp) In the water lives an electric eel (MM p.36), dmg: 3-24 jolt of energy. The pool has a depth of 50’.

#### 14. Dark room.

Contrary to the rest of the pyramid this room isn’t dark by the absence of light, but this darkness is caused by a ‘Darkness’ spell. At position (a) an AnC can be found. This Ancient Cloaker will attack the first person entering the room. (b) Is a magical mace +1, taken from one of the earlier victims of this AnC.

**Ancient Cloaker: HP: 50, for further statistics, see appendix 1.**

#### 15. Door.

At the height of 6’ there are two holes in the door (as with almost all other doors). The door will open just as all the other doors (by looking through the holes). Before the door will open however, two riddles have to be solved. Some riddles are already printed below (for the lazy DM or if you just think these are great riddles):

*“I can’t be killed because I don’t live  
and when I kill you, you won’t die  
please tell me, who am I?”*

**Answer:** an undead. You can also count any specific type of undead as a good answer.

*“With every tear I drop  
my life grows shorter  
Tell me what I am  
and you may pass.”*

**Answer:** Candle (every drop of tallow is a piece of the candle). I believe I have read this one (or a similar one) in a magazine before.

*“Seven times three eyes that don’t see a thing maybe you know what I am?”*

**Answer:** A (six-sided) die.

*“I don’t distinguish between races or classes”*

**Answer:** Death.

*“I come from beneath your feet bringing you light and heat.”*

**Answer:** Oil.

When a wrong answer is called out, a door will come down at place 16. The amount of air contained in the remaining room is enough for ten hours for one person, five hours for two persons etc. Every incorrect answer following the first one results in spraying of a powder. This powder will get into the lookers eyes unless a ST vs. Breath Weapon is made. If the ST fails, the character is blinded for 1d10 rounds.

#### 17. Teleport room.

This teleport room is just like all the others, only this one teleports to the third floor (room 21).

#### 18. Rust monster paradise.

This room is strewn with numbers of old clothings, made of ordinary cloth or leather. Besides that dozens of pieces of wood, mostly handles of weapons can be seen. As soon as the door opens the ‘rust monster’ (MM), that was resting beneath the pile of rubbish, becomes active. This monster will try to hit metal weapons or armor with its tentacles. Metal that is hit will start to rust very quick. Between the rubbish there is also a latch, made of the same material as the rest of the pyramid. This latch is essential to open the door of room 33.

#### 19. Prison.

The western wall contains two shackles at a height of 5’. At this moment, the prison is empty. For the last two days Knoedag was held captive here.

#### 20. Magic armor!?

In this room there are two bodies of human adventurers. Only the bones and equipment are left.

Body 1: Magic plate mail (for someone of about 1,70 meters). This plate mail seems to be +2, but is actually a Plate Mail of Vulnerability (cursed). There can also be found a flail and a backpack, containing a wineskin, 2 pieces of parchment, 1 feather and 1 gem (Pearl of Wisdom).

Body 2: Splint mail (for someone of about 1.60 meters). Long sword, backpack containing 5 flasks of oil and 50 gp.

## Floor 3

### 21. Teleport room.

This room will teleport to room 17.

### 22. Dressing room.

In this dressing room, 17 cloaks can be found hanging on a rope (a). Every cloak has got two red eyes and a tail. These are the remains of a couple of ordinary Cloakers. One of the Cloakers is an Ancient Cloaker, playing dead until he can surprise the adventurers.

**Ancient Cloaker: hp 59, other statistics, see appendix 1.**

### 23. Dangerous painting.

This room is totally empty, apart from a painting hanging on the northern wall. The painting depicts a garden. A lawn can be seen, surrounded by bushes, that are cut in shapes of animals and trees (dogs, hares). In the garden, six statues can be seen.

The statues form a group: a statue of a man, enveloped by a Cloaker (A). Surrounding this man, there are five men with weapons that are attacking the other statue (A):

C     D  
B   A   E

All statues of humans look like bigger versions (circa 7' to 9') of humans without armor, dressed in robes. The statues are armed with the following weapons (also made of stone):

**B: Hammer**

**C: Spear**

**D: Sword**

**E: None, this one is acting like a spellcaster.**

When the painting is examined a bit closer, a small button can be seen in the right part of the frame. If the button is pushed, the statues appear in the room. All statues will radiate magic if detected. After 1d4 rounds the Cloaker starts to discolor, from a gray stonecolor to black. The Cloaker starts to live and attacks! When the players declare so, they can attack the Cloaker once between the moment the discoloring starts and the moment it attacks. Eight rounds after the death of the Cloaker, statue 'B' will start to live (in case 'B' is attacked before these rounds are over, the statue will start to live also). Statue 'B' is a Stone Golem.

**Stone Golem: HD 10, hp 64, for further statistics see MM or MC.**

At the moment the statues appear, they will disappear from the painting. In case the button is pressed when the statues are standing in the room, all characters that don't save vs. spell will be transported into the painting, together with the statues. The only option to leave the painting is by making a mental save (base 20, modified by the mental save modifications of WIS) and the level (multiclass = highest level). E.g.: 5<sup>th</sup> level Magic-User, WIS modification of 2= 20-5-2=13. This ST may be checked once a day.

### 24. Lit room.

This is the only room inside the pyramid that is already lit. The wall at point (b) radiates light according to the drawn lines. Point (a) is placed in the shadow. In this shadow stands an Ancient Cloaker. At point (b) is an ordinary Cloaker waiting. The ordinary Cloaker can be seen right away and will attack immediately. A few moments later the Ancient Cloaker will take part in the fight.

**Ancient Cloaker: hp. 63, further statistics can be found in appendix 1.**

**Cloaker: hp. 39, further statistics can be found in the MM or MC.**

### 25. Bedroom.

This place is arranged to serve as a bedroom. Until now, Knoedag could either be found here or in room 26. At this moment though, Knoedag has been captured and he is being prepared for "Transformation". (a) Is a bed, made of a couple of boards covered with a bag of hay. (b) Is a chest and (c) a closet. Inside the closet (c) only a clean set of clothes can be found. The chest contains 10 gp, 3 sp, a broken feather, an ivory comb and a copper cup.

### 26. Laboratory.

Dominating this room is a large table (a), surrounded by some stools (b). Against the northern wall a shelf can be found, on top of which stand all kind of jars. The south-east corner contains some material components (for 1<sup>st</sup> level wizard spells).

On top of the table, five bowls with powders can be found:

Bowl	Color of the powder	Explosion-number
------	---------------------	------------------

1	red	1
2	yellow	2
3	white	3
4	blue	4
5	brown	5

On the shelf four jars with fluids can be found:

Jar	Color of the fluid	Explosion-number
A	white	0
B	green	6
C	yellow, troubled	7
D	blue	8

The white fluid is milk. If one of the powders is eaten, or if someone drinks one of the fluids, than a ST vs poison has to be made. If this fails, the character receives damage equal to the explosion-number. So drinking of the blue fluid results in a loss of 8 hp.

Mixing the fluids with other fluids or with powders results in the following: There is a chance (equal to the explosion-number of the fluid \* the explosion number of the powder) that it will explode for 2d8 hp of damage (area of effect, 10'). The damage will be halved in case of a succesful ST vs wands. E.g.: yellow powder + green fluid = 2\*6 = 12% chance to explode. In case no explosion occurs, the result is still a non-usable matter. When more fluids or powders are being mixed then the explosion-numbers have to be totalled, e.g.: red + brown powder + green fluid = (1+5) \* 6 = 36% chance to explode. If the blue fluid is being used also: (1+5) \* (6+8) = 6\*14 = 84%.

## 27. Surprise!

In the centre of this room a circle of green dust can be seen. If checked for, the circle will radiate magic. Although the characters won't know it, this is a protective circle made of very valuable dust (1000 gp/flask, 20 flasks are used). The empty flasks are placed in a corner (b).

Since the circle radiates magic it is impossible to distinguish the magical part that is placed in the centre of the circle. In this centre is a Dao (MM) held captive. This creature has used its 'Change Self' ability to vaguely resemble a large man (7' tall). After that the Dao made itself invisible.

At first the Dao won't let the characters know that he is present. It hopes that the characters will foolishly disturb the circle. If the characters seem to want to leave the room without disturbing the circle, then the monster will make his presence known. It will claim that it is an innocent man, being held captive by Knoedag.

In case the magic circle (1/5 of an inch) is disturbed (even so much as by a hair falling on it), the Dao will be released. Everyone standing in the room will be subject to his revenge.

Knoedag summoned the Dao three days ago so that it could fight the Cloakers for him.

**Dao: HD: 8+3, hp. 36, AC 3, MV 9"/15" (6", Man. Class B), #att 1, dmg 3-18, AL: NE,size L (8'-11').**

A Dao has a number of innate abilities. To play this creature at its best, it is advisable for the DM to first read the description in the books.

## 28. Torture-room.

The centre of this room contains a big examination-table (a). The table is empty, except for a few spots of blood. At the ceiling hangs a glass tube of 1' length. This tube can be aimed at every place on the table. At point (b) is a little wheel fastened to the wall. By turning the wheel, the tube can be aimed. Pushing button (c) results in a beam of 'fire' originating from the tube (like a laser-ray). The beam of fire is only 1/5 of an inch thick but the damage is 5d6 (THAC0: 8).

## 29. Bridge.

This room used to be the controle-room of the spaceship. (a) Is a set of vertically placed beams of light in the colors: white-yellow-green-red-blue-orange-black-purple-brown. These beams turn out to be solid. If the beams are touched in the sequence of the flag that can be found in room 9 (blue-yellow-black-blue-red-green) the beams will disappear, after which the characters can pass.

The wall at point (e) is covered by a mirror. (b) and (c) are thrones made of the same material as the rest of the pyramid. (d) is a white-colored skull. Instead of eyes, the sockets of the skull are filled with two blue gems (750 gp). The skull is floating at 2' above the ground. This skull is magical. The skull will only function correct if there are two AnC placed on the thrones (one AnC on each throne). These AnC don't have to be alive.

### **Skull of Control**

*By touching the skull it is possible to see every room of the ship 'at will'. With the skull it is also possible to control the slime. But the slime can only be controlled by real Ancient Cloakers. The person touching the*

skull will receive 2d8 hp healing if he has a CN alignment, or else 2d8 hp damage. If the skull is activated (i.e. two Ancient Cloakers on the thrones and someone touching the skull) it starts to radiate red light and to spin around (10 rounds a minute). Outside the pyramid, the skull has no effect at all.

### 30. Bugbear zombies.

This room contains two closets (c) filled with empty glass bottles. Behind the closets two Monster Zombies of Bugbears are hiding. These Bugbear Zombies will cause the closets to fall, filling the floor with sharp shards of glass. Those characters that don't wear any strong shoes (full-plate, plate mail or similar) get 1d2 hp damage unless a Dexterity-check succeeds.

**Monster Zombie, Bugbear 1: HD: 6, MV: 9", AC: 6, HP:23**

**Monster Zombie, Bugbear 2: HD: 6, MV: 9", AC: 6, HP: 32**

**Both: size L (7'), #att 1, dmg: 4-16.**

### 31. Use the key.

This is a door (wow). To the right of the door there is a little excavation that looks like a key. The key from room 39 has to be inserted in this excavation to open the door.

### 32. Nuthouse.

In the corner (a) are an elf and a dwarf. The elf is dressed in a robe (with purple and yellow stripes) and he wears a pointed hat. The dwarf wears a leather armor. On top of his head is a helmet, placed backward. The dwarf is armed with a hand-axe, and on his belt he has five more hand-axes.

Both the elf and the dwarf are totally insane of fear. Constantly they rave about "big flying black blankets with red eyes". They even claim to see Cloakers when no-one else can see them (in fact these Cloakers aren't really there).

Once in a while the dwarf throws one of his weapons in a random direction (trying to hit an illusionary Cloaker). Both nutters are afraid to leave the room. Even when they are cured from their insanity they won't leave the room, unless they are sure they can quickly leave the pyramid.

**Zhimelda: Elf, mage, lvl 5, only able to cast spells of level 1-3. HP: 17, AC: 10, THAC0: 19.**

**Jardoel: Dwarf, fighter, lvl 6, HP: 25, AC: 6, THAC0: 14.**

### 33. Teleport room.

This room is kept closed by a door that has to be opened with a latch. This latch can only be found in the room with the Rustmonster (room 18). When some-one enters this room, he will instantly be teleported to room 36.

### 34. Transformation room.

This big room is lit by a soft glow, coming from the ceiling. This is the room that contains, among others, Knoedag.

- (a) table with hand- and foot-chains.
- (b) dwarf besides a drilling machine (2m tall). This machine will be used to drill open the head of Knoedag. The drilling machine can be operated by turning a wheel.
- (c) dwarf, busy restraining Knoedag.
- (d) dwarf, busy restraining Knoedag.
- (e) Knoedag, tied to table (a).
- (f) pool filled with acid (2d4 hp damage per round). The pool is 5 m deep.
- (g) atop a scaffolding is a tank from which a pipe emerges. The tank is filled with green slime. The meaning is to let the slime drip into Knoedag's head.

If you don't want to spend a lot of time describing this room, then just read the following description:

*"In the right part of the room is a pool with a yellowish liquid (f).*

*The major part of the room is at the left. You can see a body lying on a table. Besides some sort of drilling-machine, to the left of the table, stands a dwarf. The dwarf is wearing a white robe, covered with bloody spots. To the right of the table stand two more dwarfs."*

If the dwarf's can't be stopped within ten rounds, they will have drilled Knoedag to death. After another four rounds they enter the green slime, whereafter Knoedag will be alive again, but this time as a 'robot':

**Knoedag robot: AC: 10, HP: 35, AL: CN.**

The robot will never speak and it will only follow orders of Ancient Cloakers. This condition can only be ended by using a 'Wish'. As a robot Knoedag has the same spell-capability as when he was a mage. After five rounds, Knoedag is instructed to attack the characters. For complete statistics of Knoedag, see appendix 2.

At point (h) is an invisible Ancient Cloaker. This AnC will attack the character that looks the toughest.

**Dwarfs: AC: 10, HP: 3,2,5 Thaco: 20, dmg: 1-2**

**Ancient Cloaker: HP: 70, for further statistics, see appendix 1.**

### 35. Golden door.

This huge door consists of two parts. Each part is 2 meters wide and 3 meters high. The door is magically locked and can only be opened by using force (1/2 chance to 'open magically locked doors'). It is to be hoped that the characters will be smart enough to leave this door alone.

Should the characters leave after freeing the wizard Knoedag, they will be able to leave without trouble. Knoedag will urge the characters to help him defeat the chief cloaker. The characters should decide against this (they will be warned if they try it, see below).

In case some-one asks Knoedag, he will gladly tell him that a very big monster, along with a number of Ancient Cloakers can be found in room 40.

As soon as the characters try to open the golden door, they will hear the same voice as they heard outside the pyramid (at the beginning of the adventure): "Halt mortals! You have done enough damage. Leave to where you belong, or die like moths in a bonfire!"

#### **40. Chief Cloaker Headquarter.**

In the western part of this room a pile of hides can be seen. The hides are those of animals, humans and dead Cloakers. On top of the hides lies the Chief Cloaker (see appendix 3). There are three more Ancient Cloakers in this room.

Should the fight seem to turn against the Chief Cloaker, it will use its Teleport-ability to get to the exit. From there it will teleport to a safe place in the desert. After twenty days the Chief Cloaker will return. In case his pyramid is still occupied, the Chief Cloaker will try to kill all enemies.

If you want to give your players any chance to get out of here alive, then it is probably best to let the Chief Cloaker start with its "Starball". Throwing the dice to determine this damage will probably tell your players all they need to know :-)

**Ancient Cloakers: HP: 70, 61, 42. For further statistics, see appendix 1.**

**Chief Cloaker: see appendix 3.**

## ***Floor 4***

#### **36. Teleport room.**

This room will teleport creatures to room 33.

#### **37. Storage room.**

This room contains a number of objects:

- Book, written in an unknown language consisting of strange symbols. The text itself can only be read by employing magical means (such as 'Comprehend Languages'). The contents of the book can only be understood by characters with an Intelligence of 17 or greater and the Astrology non-weapon proficiency. Only a Sage studying the stars or Astrology has a chance to be able to use the contents of this book. The book deals with a part of (another) galaxy.
- Rope, 6 m (20'), made from a special material. To be exact, the rope is made from the hair of Nereids. It is not magical, but it is very tough (ST +2 and it can hold twice the normal weight). The sales value of the rope is about 1000 gp. The rope is ½ cm (1/5 inch) thick.
- Bronze plate mail (AC 5).
- Long sword.
- 3 Maces.
- 10 Arrows.
- 2 Silver arrows.

#### **38. Bone-room.**

Lots of bones can be seen in this room. Most of the bones are smashed, so they can't be identified. There are 10 skulls (7 human-sized and 3 dwarf-sized). Besides the skulls the remains of 10 humanoids can be found.

### 39. Key room.

- (a) Pool of acid: 3d4 hp damage per round, ½ if ST vs. acid is succesfull (poison). The pool has a diameter of 5 m.
- (b) Rope: Fixed to the end of the rope is a keyring with a key. The ring is connected to a little hook. In case someone tries to hit the keyring (e.g. by trying to shoot an arrow through it) the ring will be AC 4. A 'Called Shot' will be needed ofcourse. In case the 'to hit' thrown is a '1' the key will drop into the pool. The key can be found and taken out of the pool in 1d3 + 1 round. After 7 rounds in the acid the key will be ruined.

Should the to hit be 1-4 to low, there is a 1-in-6 chance of the key falling into the pool.

## Appendix 1: Ancient Cloaker, description

The Ancient Cloaker is an adapted version of the Cloaker (the Cloaker can be found in the Monster Manual and the Monstrous Compendium).

Name:	<b>Ancient Cloaker (very rare)</b>
Armor Type:	8
Armor Class:	1 (-3 if invisible)
Movement:	1, fly 18 (man. class D)
Hit Dice:	10
THACO:	11
No. of Attack:	2 + special
Damage / Attack:	1-8 / 1-8 / + special
Special Attack:	See below
Special Defense:	See below
Magic Resistance:	Standard
Intelligence:	High
Alignment:	CN
Size:	L (8')
XP Value:	1800 + 10/hp

### Attacks:

- 2x per round with *tail* (1d8/1d8)
- *Wrap*, after (first) succesful attack the opponent is enveloped by the AnC. After that the opponent suffers 1d4+AT damage. So: a character in chainmail suffers 1d4+5hp damage.
- *Howl*, the AnC utters a howling sound. This sound can take on three different intensities, with three differend effects, each with its own 'casting time'.
  1. *Hold Person*. This effect can only be directed at one person. The victim may throw a ST vs. spell with a -5 penalty. The duration of the hold is 5 rounds. This effect can only be used 5 times a day. It will take 5 segments before the effect starts (so the AnC has to howl for 5 segments).
  2. *Starball*. After howling for one round, a small star-shaped force will shoot out of the AnC's mouth, aiming upward. When the star reaches 3' above the AnC, it will explode into 2d10 little stars. These stars will (evenly divided) attack all living creatures (including the one wrapped 'inside' the AnC, but excluding the AnC itself). Damage is 2d4 hp per star (1/2 by ST vs. spell). To determine wether a star hits, throw 'to hit' (THACO 11). This effect may only be used 3 times a day.
  3. *Deathhowl*. This howl will grow in intensity over a period of 5 rounds. At the end of the 5 rounds, one of the characters (the most dangerous one, as the AnC will have noticed that one by now) has to make a ST vs. deathmagic. Should the ST be succesful, the victim suffers 5d10 hp damage. During 5 segments the victims whole body will be trembling. In case the ST wasn't succesful, the victims body will tremble for a full minute, after which the victim will be turned to dust. If the character is wearing any armor, this should also make a ST (15-AT) to prevent it from falling apart. This howl may only be used once per day. A character that has been reduced to dust, can only be resurrected by a complicated procedure: All the dust has to be put into a bowl of water (approximately one liter of water). To this mixture, a 'potion of extra-healing' is mixed. The mass that is formed by this process, can be formed like clay, until it resembles a little puppet. A wizard of at least 9<sup>th</sup> level has to cast an 'Enlarge'. Finally, the use of a 'Resurrection' (spell or item) will return the person to life (if the Resurrection Survival roll succeeded). The cost of this procedure: the combined costs of a potion of extra-healing, an enlarge-spell and a resurrection spell.

### *Abilities of Ancient Cloaker:*

The Ancient Cloaker can use some extra abilities that distinguish it from the ordinary Cloaker (as if the above-mentioned characteristics weren't enough).

- *Regenerate* 2 hp/round (starts 2 rounds after the first wound).
- *Darkness* at will (50' diameter), can be used once per round, duration is ten hours.
- *Invisibility*. The Ancient Cloaker lacks the ability of 'Shadow-shifting'. An extra ability of the Ancient Cloaker enables it to turn invisible. In this state, the AnC is able to keep on fighting (Improved Invisibility). The invisibility is NOT magical: a change takes place inside the body of the AnC that makes its whole substance transparent. Victims wrapped inside the AnC stay visible.

Ancient Cloakers live to be 8000 + 5d100 years.

### *Psionics:*

If you want to incorporate this story into a campaign that uses psionics it is important to assure that the Ancient Cloaker gets psionic abilities. Whether you decide for psionic abilities or not, the AnC should get 2 attack and defense modes.

## **Appendix 2: Knoedag**

<b>Human mage, level 12</b>			
<b>Str:</b>	<b>7</b>	<b>AC:</b>	<b>7 (see Dex.)</b>
<b>Int:</b>	<b>15</b>	<b>THAC0:</b>	<b>17</b>
<b>Wis:</b>	<b>13</b>	<b>Alignment:</b>	<b>CN</b>
<b>Dex:</b>	<b>17</b>	<b>Weapons:</b>	<b>none</b>
<b>Con:</b>	<b>12</b>	<b>Armor:</b>	<b>none</b>
<b>Cha:</b>	<b>11</b>		

### *Spells:*

#### **Level 1:**

- Protection from Evil
- Magic Missile
- Comprehend Languages
- (already cast)

#### **Level 2:**

- Strength
- Ray of Enfeeblement
- Invisibility
- (already cast)

#### **Level 3:**

- Dispel Magic
- Fly
- Feign Death
- (already cast)

#### **Level 4**

- Ice Storm
- (already cast)
- (already cast)
- (already cast)

#### **Level 5**

- Teleport
- Transmute Rock to Mud
- (already cast)
- (already cast)

#### **Level 6**

- (already cast)

These are the spells Knoedag has studied. Entries that say 'already cast' are spells that Knoedag has used.

More than a year ago, Knoedag lost his spellbook, so this are his only spells. The spellbook was burned by a fire-elemental that couldn't laugh at Knoedag's attempts to summon him to the Prime Material Plane.

## Appendix 3: Chief Cloaker

The Chief Cloaker is the oldest still living Ancient Cloaker. Because of its high age, this creature possesses a number of powers not available to ordinary Ancient Cloakers.

Name:	<b>Chief Cloaker</b> ( <i>Unique, at least on this world</i> )
Armor Type:	6
Armor Class:	-1 (-5 if invisible)
Movement:	1, fly 18 ( <i>man. class D</i> )
Hit Dice:	14 (HP: 93)
THACO:	7
No. of Attack:	2 + <i>special</i>
Damage / Attack:	2-12 / 2-12 / + <i>special</i>
Special Attack:	<i>See below</i>
Special Defense:	<i>See below</i>
Magic Resistance:	<i>Standard + spell-reflection</i>
Intelligence:	<i>Genius</i>
Alignment:	CN
Size:	L (10')
XP Value:	3000 + 14/hp

The Chief Cloaker can only be hit by magical weapons (+1 or better). Spells targeted at the Chief Cloaker have a 75% chance of being reflected on the caster.

### Attacks:

- 2x per round with *tail* (2d6/2d6)
- *Wrap*, after (first) successful attack the opponent is enveloped by the AnC. After that the opponent suffers 1d6+AT damage. So: a character in chainmail suffers 1d6+5hp damage.
- *Howl*: the AnC utters a howling sound. This sound can take on three different intensities, with three different effects, each with its own 'casting time'.
  1. *Hold Person*. This effect can only be directed at one person. The victim may throw a ST vs. spell with a -5 penalty. The duration of the hold is 25 rounds. This effect can only be used 5 times a day. It will take 5 segments before the effect starts (so the AnC has to howl for 5 segments).
  2. *Starball*. After howling for one round, a small star-shaped force will shoot out of the AnC's mouth, aiming upward. When the star reaches 3' above the AnC, it will explode into 5d8 little stars. These stars will (evenly divided) attack all living creatures (including the one wrapped 'inside' the AnC, but excluding the AnC itself). Damage is 2d4+2 hp per star (1/2 by ST vs. spell). To determine whether a star hits, throw 'to hit' (THACO 7). This effect may only be used 5 times a day.
  3. *Deathhowl*. This howl will grow in intensity over a period of 5 rounds. At the end of the 5 rounds, one of the characters (the most dangerous one, as the AnC will have noticed that one by now) has to make a ST vs. deathmagic. Should the ST be successful, the victim suffers 6d12 hp damage. During 5 segments the victim's whole body will be trembling. In case the ST wasn't successful, the victim's body will tremble for a full minute, after which the victim will be turned to dust. If the character is wearing any armor, this should also make a ST (18-AT) to prevent it from falling apart. This howl may only be used once per day. A character that has been reduced to dust, can only be resurrected by a complicated procedure: All the dust has to be put into a bowl of water (approximately one liter of water). To this mixture, a 'potion of extra-healing' is mixed. The mass that is formed by this process, can be formed like clay, until it resembles a little puppet. A wizard of at least 9<sup>th</sup> level has to cast an 'Enlarge'. Finally, the use of a 'Resurrection' (spell or item) will return the person to live (if the Resurrection Survival roll succeeded). The cost of this procedure: the combined costs of a potion of extra-healing, an enlarge-spell and a resurrection spell.

### Abilities of Chief Cloaker:

The Chief Cloaker can use some extra abilities that distinguish it from the Ancient Cloaker (as if the above-mentioned characteristics weren't enough).

- *Regenerate* 5 hp/round (starts 2 rounds after the first wound).
- *Darkness* at will (50' diameter), can be used once per round, duration is ten hours.
- *Invisibility*. The Ancient Cloaker lacks the ability of 'Shadow-shifting'. An extra ability of the Chief Cloaker enables it to turn invisible. In this state, the Chief Cloaker is able to keep on fighting (Improved Invisibility). The invisibility

