

Baphomet's Basement

By Brad Black

A. Entrance. At the foot of the Griff Mountains, in the side of a steep hill covered in scree is a dank cave. At the back of the cave is a hole surrounded by a semi-circle of sandstone bricks.

B. The hole. A dark opening 5-7' in diameter descends 40' and ends in a 10' circular chamber, the floor is littered with bones. Stairs lead down from an archway in the North wall.

Room 1. The ceiling here is covered with patches of greenish gray fungus. There is graffiti written on the North wall in charcoal. It reads "The Lost are many."

Room 2. Hidden in the Northeast wall is a secret door that is opened by pushing a nearby stone. A tarnished brass tureen (worth 3 gp if cleaned up) containing an oily liquid sits on a table covered by dry spider-husks. Hanging from pegs above it are a bone handled chopper and smasher.

Room 3. A pile of ashes sits in one corner. If sifted through two silver buttons are found. There is also an **arrow trap** in this chamber. A trip-wire at point "X" triggers 2 arrows to shoot from the East wall and strike anyone in their path (**Thac0 15, Dmg 1d6 each**). Pcs searching the floor ahead may also notice the trip-wire before the trap is sprung. "I have seen the Lyktion" is written on the East wall.

Room 4. This chamber is the lair of a hungry frog-like creature known as a **Blindheim [pg 15 FF] (AC 4/1, MV 9°, HD 4+1, HP 4d8+4 / 8-36, #AT 1, D 1d10, •Blinding gaze blinds those within 30') Those who are targeted must save vs wands or be blinded for 6-15 rounds (1d10+5)**. If the dead monster's eyes are examined, they will be found to be spheres of highly polished gold (worth 50 gp each). Inside a pile of slimy stones is it's treasure (160 cp, 70 gp and a +2 **Javelin**). The secret door is opened by pressing in a stone in the Southwest corner of the wall. The door only stays open for a few seconds if the stone isn't held in. Only Pcs with a high move rate can pass through before it closes.

Room 5. This room has a stone brazier with an eerie green flame rising from it. Around it sit 3 fierce bird-men with black feathers, yellow beaks, and long, powerful arms. They begin a rhythmic cry that sets teeth on edge as they spring to attack! **3 Dire Corby [pg 26 FF] (AC 6, MV 12°, HD 2, HP 2d8 / 2-16, #AT 2, Dmg claws 1d6/1d6)**. The largest one wears an iron key around it's neck and will throw it into the fire before fighting to the death. The doors to this room are made of heavy iron. The Northern door is locked.

Room 6. After a small ante-chamber, three curving steps lead down into a sprawling hall of irregular shape. A stinking pile of brush is piled here, and high above it is a hole in the ceiling.

4 Dire Corby (Stats as above) protect the pile, and also living here is a cruel **Harpy [pg 51 MM] (AC 7, MV 15°, HD 3+2, HP 3d8+6 / 9-30, #AT 3, Dmg 1d4/1d4/1d6+1, •Song & Charm touch)**. Besides her claws, she wields a +1 **War-hammer** acquired from a dwarf who's bones and begrimed armor still lay in her nest. Other loot is hidden there, but will take careful searching to locate. Two sacks contain; 204ep, and 23 small Sardonix stones (worth 15-20gp each).

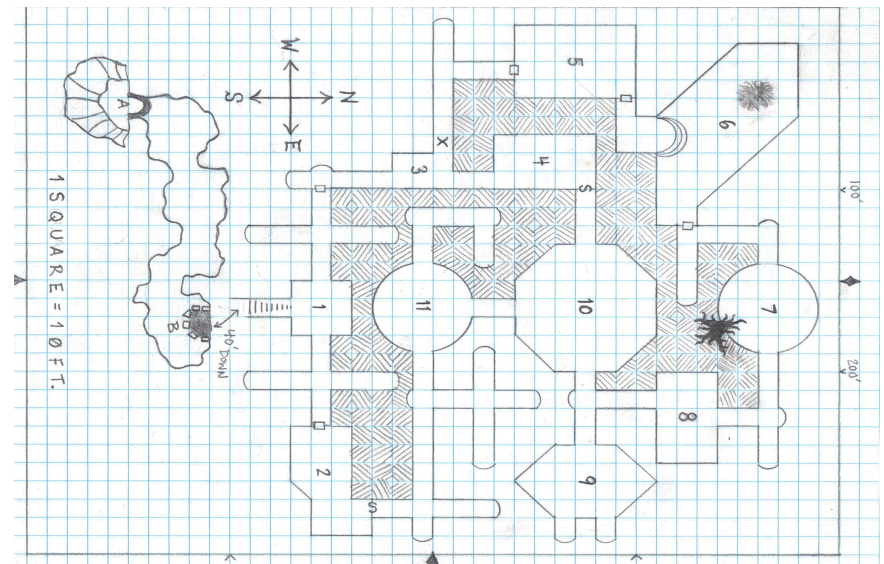
Room 7. A big room with a domed ceiling and a floor of grayish red marble. The Southern part of the floor has fallen through leaving a gaping pit down into blackness. More graffiti is on the walls here; "The Maze is vast" and "Find the Lost" are repeated several times. The pit descends more than 150 ft and a crew of **6 Snyads [pg 83 FF] (AC -1, MV 21°, HD 1-1, HP 1d8-1 / 1-7, #AT 1, Dmg 1d3 + •poison gas)** have made it their home. These small bipeds wait until the party leaves, then use their stealth to surprise them from behind. Their goal is not to kill, but to steal treasure, or small weapons from unwary adventurers. Snyads pick pockets with a base 70% chance of success. They carry 1-3 poisoned darts. Those hit must save versus poison or be stunned for 1d4 rounds. They retreat back to the pit if their victims prove too dangerous.

Room 8. This chamber has twelve small niches cut in the walls spaced evenly apart. Each niche holds a polished skull surrounded by red candles. If examined, the skulls are found to be those of Gnolls.

Room 9. This oddly shaped room contains **14 Gibberlings [pg 43 FF] (AC 10, MV 9°, HD 1, HP 1d8 / 1-8, #AT 1, Dmg 1d8)**. They are pale, hunched, humanoids, 4'-4 1/2' tall with short legs, long hairy arms, and red eyes. Most are busy sharpening their thick bladed swords or practicing cutting techniques. They utter an insane chattering as they swarm to attack. The phrase "Walk the Endless Maze." is written on the wall here.

Room 10. Each entry opens to a balcony that looks down on the floor 60' below. An iron ladder descends from each of these, but the ladder of the Eastern balcony ends 30' from the bottom. The floor is covered by murky water 3' deep. In the water live **2 Snake Tongue Lizards (AC 5, MV 15°, HD 3+1, HP 3d8+3 / 6-27, #AT 3/2, Dmg claws 1d4/1d4 or 1 bite 1d6, •Tongue; range 30', Str 16)** these reptiles are 15' long with a tongue that can shoot out and grapple prey up to 30' away. Tongue attacks ignore armor, except for shields. Roll a d4 on a hit to determine what body part it has latched onto; 1-left arm, 2- right arm, 3-legs, 4-neck! Pcs who attack the tongue directly find it softer than the lizard's scaled hide (AC 7). A single hit that does 5 Hps of damage or more can sever the tongue or cause it to release it's hold. Much wealth is scattered under the foul water, but it would take one Pc half a day to gather it. There are 1,212 sp and 20 gems of various sorts.

Room 11. This room is similar to Room #7 but the marble floor here is still intact. On the South wall stands a large sarcophagus carved with a leering bull's-head. **21 Gibberling warriors (stats above)** guard this tomb with their lives. There are always at least 10 in the circular room while the others are resting in the halls to the East and West. The rest of the tribe, **12 female gibberlings (AC 10, MV 9°, HD 1-1, HP 1d8-1 / 1-7, #AT 1, Dmg Sling stones 1d4)** and 6 young (non-combatant) will be scattered throughout the halls. At the sound of battle, they retreat through the secret door into room #2. Inside the sarcophagus is a **Coffer Corpse [pg 19 FF] (AC 8, MV 6°, HD 3+3, HP 3d8+9 / 12-33, #AT 1, Dmg 1d6+3, or +6)**. It holds a 4' long dark-wood **Staff of Striking (12 charges left)**. It can only truly be harmed by magical weapons, but will drop as if dead when enough damage by normal weapons inflicted. Only 1-3 rounds later it will rise again with burning eyes causing all within 20' to save vs fear or flee in panic! Inside it's coffin is a **Scroll of Cause Serious Wounds**, and a locked iron bound book. The key is inside the corpse's stomach and it's contents will be destroyed if forced open. In life the coffer corpse was a powerful minotaur named "Graznaut of Darkflood".



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