



Art by William McAusland

Book of Lairs

Dungeons

Simon
Forster

This is the seventh and final **Book of Lairs**, a series of lairs and maps that I started back in 2015.

Like most of my work, this has been supported by the kindness of my patrons, to whom I am forever grateful. Without their support this book would be languishing in the half-finished projects folder, waiting for its day to shine.

As with my previous books, this is a lair and map combination, spread across (mostly) a two-page spread, with each lair set in a dungeon. These are tiles that can be combined to create random dungeon complexes, by the roll of some dice.

I hope you get some use of this book, and I thank you all for buying this and previous works.

All the best, and happy gaming,

Simon.

Simon Forster

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Map/Text/Layout: Simon Forster

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To create a random dungeon, roll **1d6** for the entrance dungeon, then **X1d12** for each section of the dungeon the adventurers travel through. Each dungeon is designed to connect at two points on each side, for a total of eight passageways. Roll for each side, or judge the corridors to be blocked, dead-ends, or somehow impassable.

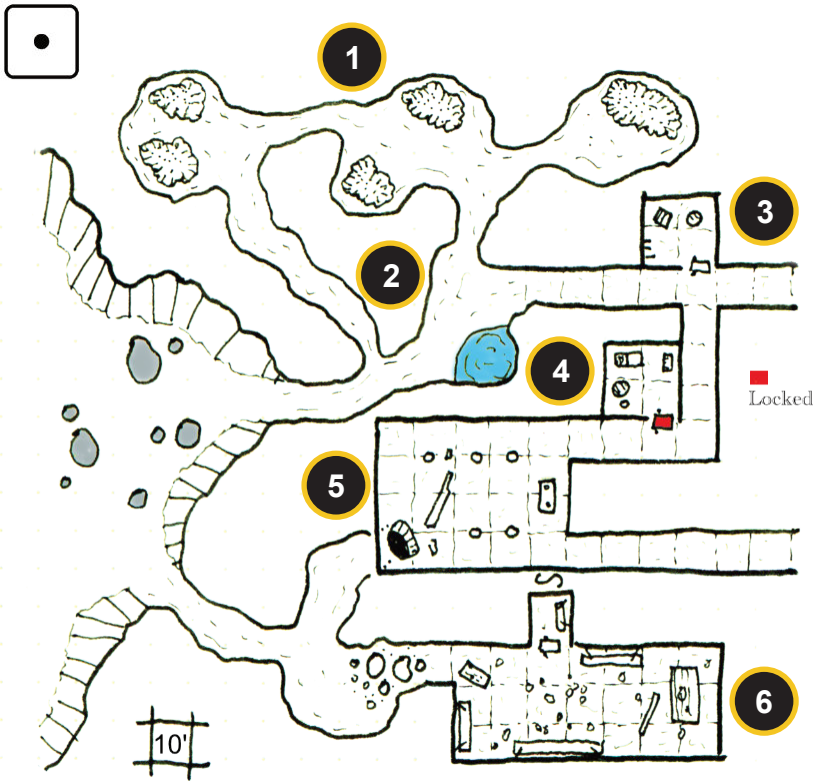
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Apes, White



Ape, White (5): AC 3, HD 4 (13, 20, 24, 7 hps), #ATS 2 claws (1d4/14) or 1 rock (1d6), SV F2, ML -1, AL N, XP 80.

Roll 1d6 for each ape to determine location when the adventurers first arrive at the dungeon, result equals room number.

Dungeon Entry 1

*An abandoned priest's temple overrun by **white apes**.*

1: Caves

Dark, cold caves with **crude beds**, where a close family of five **WHITE APES** have made their den.

White Apes: this den of apes claim the abandoned temple and adjacent rooms as their territory, attracted by the corruption that has befallen the place. They roam the corridors and rooms, basking in the decay.

2: Watering Hole

A **pool of water** fed by a trickle from cracks in the wall. **Bones** scattered across the floor, acting as a simple alarm for the apes.

3: Empty Storeroom

Stuck door, foul-smell, used by the apes as a **toilet**. Hanging on a hook on the wall is a **key** to the bedroom.

4: Bedroom

Locked door, inside is a **dusty bed**, a **creaky table**, and a **wobbly stool**. An old **rusty chest** with old priestly vestments inside, worn, faded and torn.

Note: any of the apes found here are outside, clawing at the door.

5: Abandoned Temple

Broken pillars, a **hole** in the floor, a **stained altar** dedicated to some obscure god.

Altar is a **shadowed** sinkhole of evil.

The **hole** leads to a tunnel that slopes back up, with a low ceiling that requires an adult human to crawl through.

6: Ruined Laboratory

Rubble, broken glass, battered door, empty shelves.

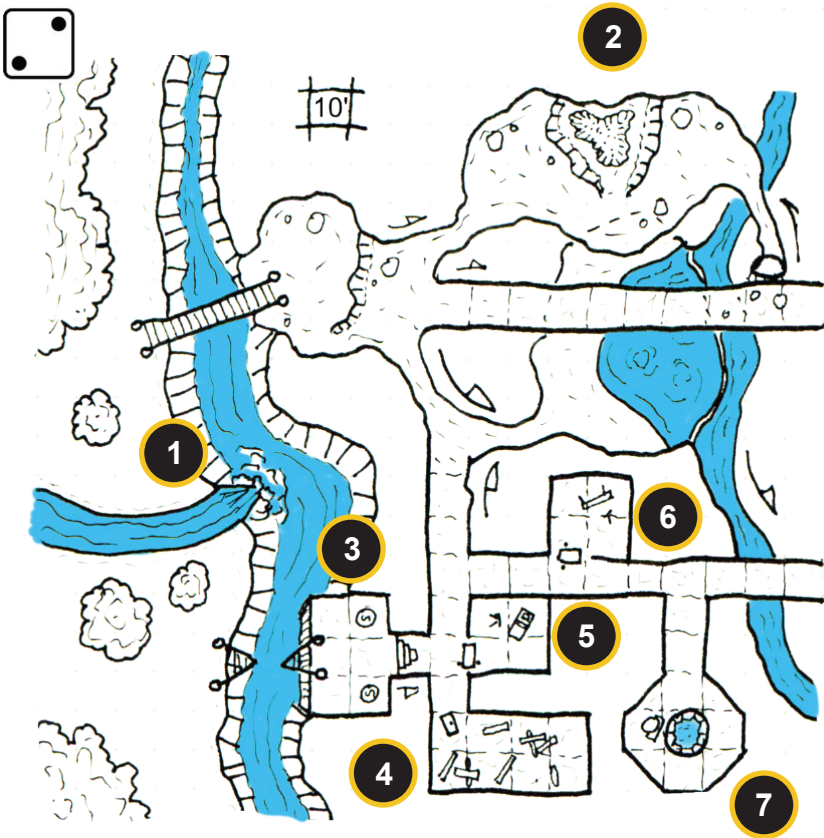
Door leads to a storage room, with an empty shelf. A **secret door** is in the rear wall.

Secret door: swings up and into the temple. Triggered by pushing down hard on the shelf.



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Beetle, Fire



Beetle, fire (7): AC 5, HD 1+2 (7, 5, 7, 9, 3, 2, 3 hps), #ATS 1 bite (2d4), SV F1, ML -1, AL N, XP 15; head and abdomen gives off 10' glow, which can be removed from corpse and last 1d6 days (2 in the head, 1 in the abdomen).

Dungeon Entry 2

Rope bridges cross a yawning chasm with a swift flowing river, to caverns and chambers where fiery lights move in the darkness.

1: Chasm, 50' deep

Sheer cliffs and a **swift river**, crossed by a **rickety rope bridge**. Another bridge has collapsed to the south. **Glimmers of red light** may be seen in the cave to the north during the day.

2: Caves

Damp caves where the beetles lair during the day. **Small, cramped tunnel** slopes up to the corridor above, large enough for a beetle to crawl through or a human child.

3: Entrance

A pair of statues, the northern statue an armoured warrior with a crocodile's head, the southern one a woman dressed in courtly robes with the head of a lioness.

4: Former Store Room

Lit by a **red glow**, with **broken tables** and **shelving, stinky balls of dung** littering the floor. Rummaging about, looking for insects to eat, are 1d4 **FIRE BEETLES**.

5: Former Bedroom

Dusty bed, with a fiery glow beneath it: a **lone FIRE BEETLE** squats here, evacuating its bowels.

6: Empty Room

Overturned table with a couple of **FIRE BEETLES** hiding behind it, their glow giving them away.

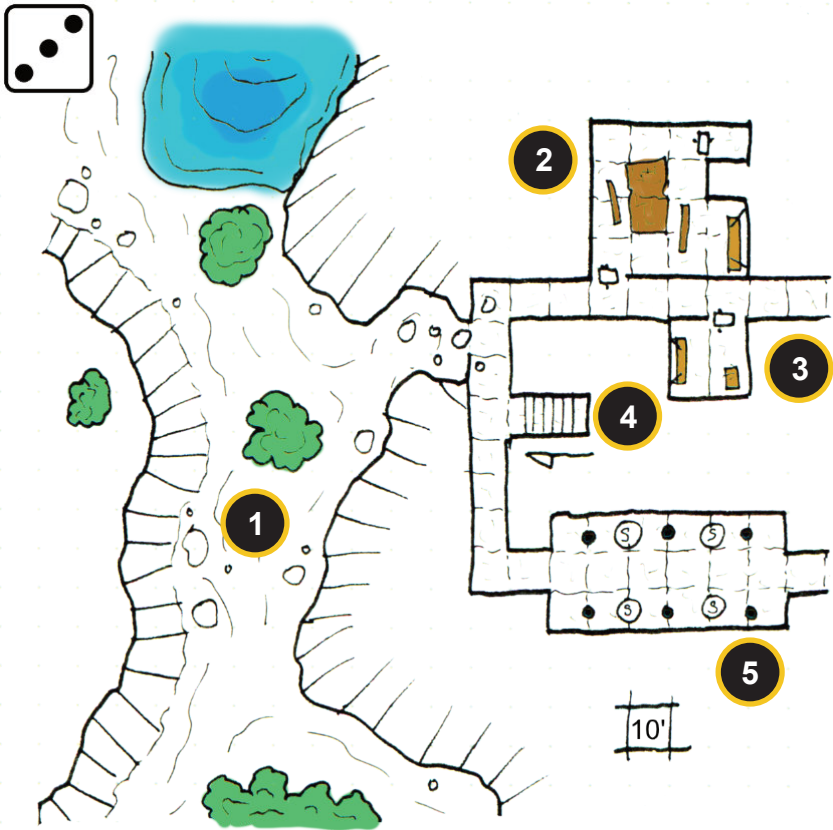
7: Well, 60' deep

A deep well with a **bucket and coiled rope**.

Well: an enchanted well, where the water is infused with healing magic, but has become corrupted, making its effects unpredictable. Anyone drinking the water will be affected (roll 1d6 below):

1	<i>Refreshing with a hint of lemon:</i> heal 1d6 hps.
2	<i>Heady with a kick:</i> gain 1d6 temporary hps, but become drunk for 1d6 turns (-1 to hit and AC)
3	<i>Bitter, liquorice taste:</i> become invisible for 1d4 turns.
4	<i>Spicy and hot:</i> polymorph into a fire beetle for 1d3 turns (save to resist).
5	<i>Tastes of chicken:</i> sprout feathers and can fly 10' (30') by vigorously flapping arms; lasts 1d10 rounds.
6	<i>Almond taste and smell:</i> deadly poison, save vs poison or die in 1d10 rounds.

Centipedes, giant



Centipedes, giant (2-24): AC 0, HD 1d4, #ATS 1 bite (poison), SV F0, ML -1, AL N, XP 6; poisonous bite, *save vs poison* or be horribly sick for 10 days (half movement and no physical activity possible).

Dungeon Entry 3

A muddy ravine leads to dirty, cobwebbed chambers long since abandoned.

1: Muddy Ravine

Trees sprouting from muddy floor, pool of foul water buzzing with flies.

Scrambling through the mud, difficult to notice (-1 to *surprise rolls*) are 1d20 **GIANT CENTIPEDES** (2 *hps* each).

2: Empty Dining Hall & Pantry

Stuck door with gaps in the warped wood. **Rotten, damp table** and benches.

Nestling in the wood are 1d4 **GIANT CENTIPEDES** (1, 2, 3, 2 *hps*).

3: Cell

Locked, rusty iron door, stone bench, rotten table. Scrawled on the wall are hundreds of **tally marks**.

Searching the room locates a scrawled map of a random dungeon level, hidden in a crack on the underside of the bench.

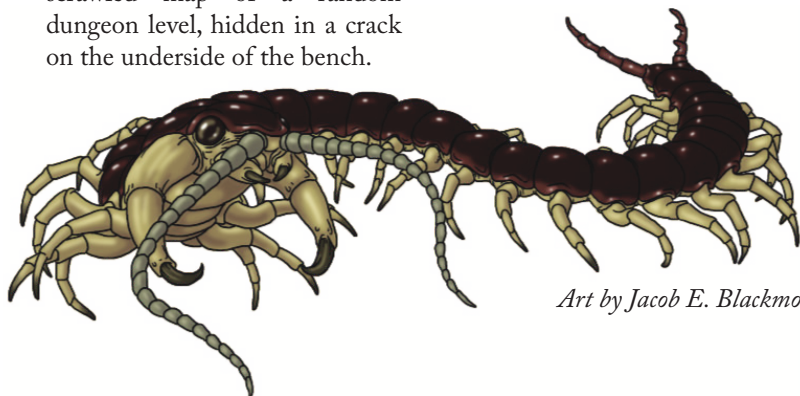
4: Stairs to top of the ravine

Worn stairs lead out into a bramble bush, between two rocks atop the slope of the ravine.

5: Hallway with Statues

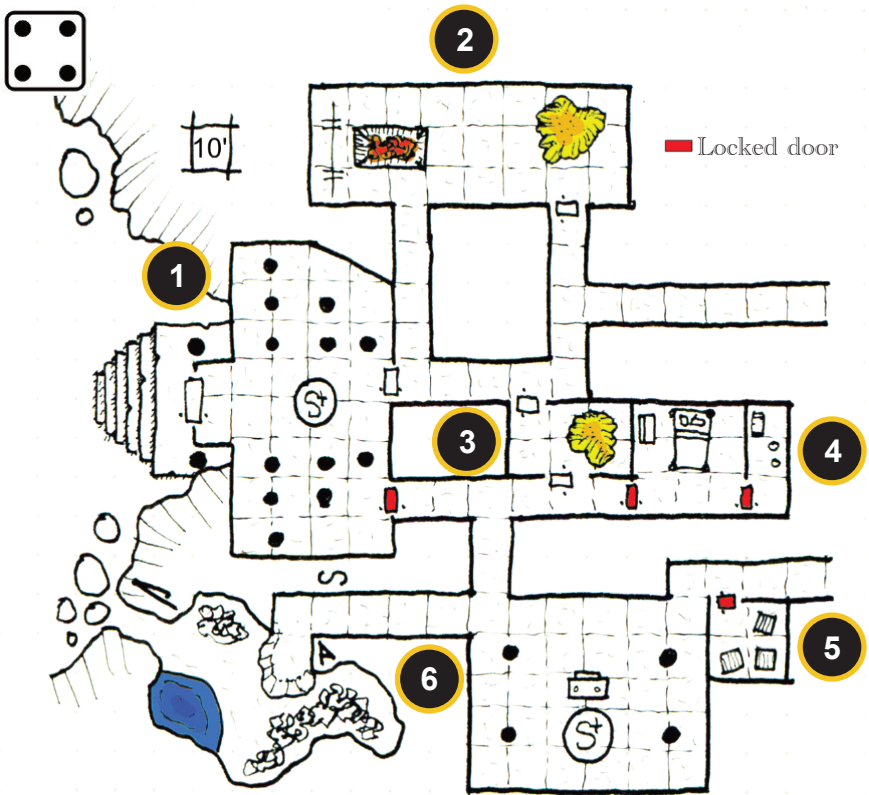
Columned hall with four **marble statues** of hooded figures.

Marble is green with yellow flecks. The north-east statue is pointing towards the exit.



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Cyclops



Cyclops (3): AC 4, HD 13 (49, 62, 55 hps), #ATS 1 club (3d10), SV F13, ML +1, AL C, XP 1,400; throw rocks 200' for 3d6 damage, -2 attack rolls due to poor vision; Leader has the ability to *curse* once per week.

Dungeon Entry 4

An old monastery taken over by a gang of cyclops.

1: Entrance Hall

Towering gate leads into a **many-pillared hall** with a **statue** of a monk carrying a basket of roses.

Statue is painted granite, the colours faded. Tucked between the stone roses is a **Treasure Map** to a random dungeon level.

2: Dining Hall

Sizzling fire-pit with a **spit**, on which a **pig** is slowly being roasted by a **CYCLOPS** (49 *hps*) wearing an apron.

Cyclops wears a **wrought silver** (500 *gp*) armband in the shape of a coiled snake. He sleeps in the bed of animal skins in the room.

3: Lair

A lone **CYCLOPS** (62 *hps*) lairs here, with a 2-in-6 chance she is asleep on the bed of ratty furs, otherwise she is in the shrine.

Cyclops wears a pair of earrings: one **wrought copper** (170 *gp*), dolphin-shaped, and a **wrought gold** (400 *gp*), sword-shaped.

4: Leader's Lair & Treasure

A **creaking kingsize bed** and **chest of drawers**, (full of rags) with a door to a locked **iron chest** and a pair of **statuettes** (600 *gp* each) of tigers poised to leap.

Iron Chest holds 3,000 *gp*, 300 *pp*, a potion of **Sweet Water** (clear, icy water), an **alabaster** (900 *gp*) figurine of a hunting dog, and a large **moonstone** (2,000 *gp*).

The **CYCLOPS LEADER** (55 *hps*) lairs here, with a 2-in-6 chance he is sleeping, or else in the shrine (#6) praying. He carries keys to the doors in this area, wields a spiked club, and wears a pair of **wrought platinum** (1,300 *gp*, & 1,400 *gp*) armbands shaped like entwining roses.

5: Stores

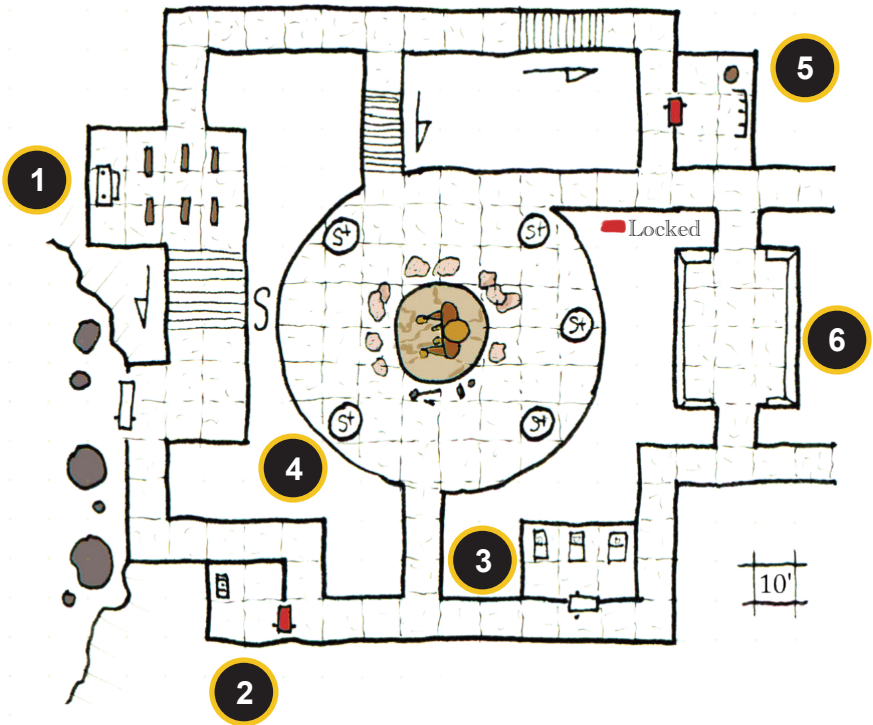
Three crates of **fine porcelain** 00 *gp* each).

6: Shrine

Pillars, statue of a poised tiger, and an **altar**.

Statue has a pair of **ivory** (800 *gp* each) teeth and one eye is a **chryselephantine** (1,200 *gp*).

Gargoyles



Gargoyles (5): AC 4, HD 4 (25, 11, 18, 20, 26 hps), #ATS 2 claws, 1 bite, 1 horn (1d3/1d3, 1d6, 1d4), SV F8, ML +3, AL C, XP 135; immune to poison, charm, hold and sleep spells; only harmed by enchanted weapons and magic.

Item: the leader (26 hps) has a *Wand of Fear* (7 charges).

Dungeon Entry 5

A temple dedicated to a demonic entity, its valued treasures guarded by evil statue-like monsters.

1: Temple

Blood-stained stone altar and **pews**. A pair of *silver unholy symbols* (80 gp each) are on the altar.

2: Locked Room

An **iron chest** (locked, trapped with a poison needle, *save vs poison* or *Confused*, as the spell, for 1d10 rounds) holds 1,000 ep, and a blue-glass bottle that is a **Potion of Human Control** (lemon flavour, cloudy red).

3: Empty Dormitory

Old, dusty beds. Tucked under the pillow of one is a *silver unholy symbol* (80 gp).

4: Statues

Surrounded by **old fur pelts** (ten, bear, 15 gp each) is a **tall bronze statue of a demon**. Around the edge of the **domed room** are five **tall pedestals**, with a **GARGOYLE** perched on each.

Statue: a four-armed man with ink-black skin, wearing a helmet with a bone fastened on top, four

curved swords in his hands, a wicked grin full of sharp teeth. His eyes are red.

5: Locked Room

A **battered mannequin** wears a suit of *plate +1*, while a **rack** holds a half-a-dozen blunt swords, and a **Staff of Striking**.

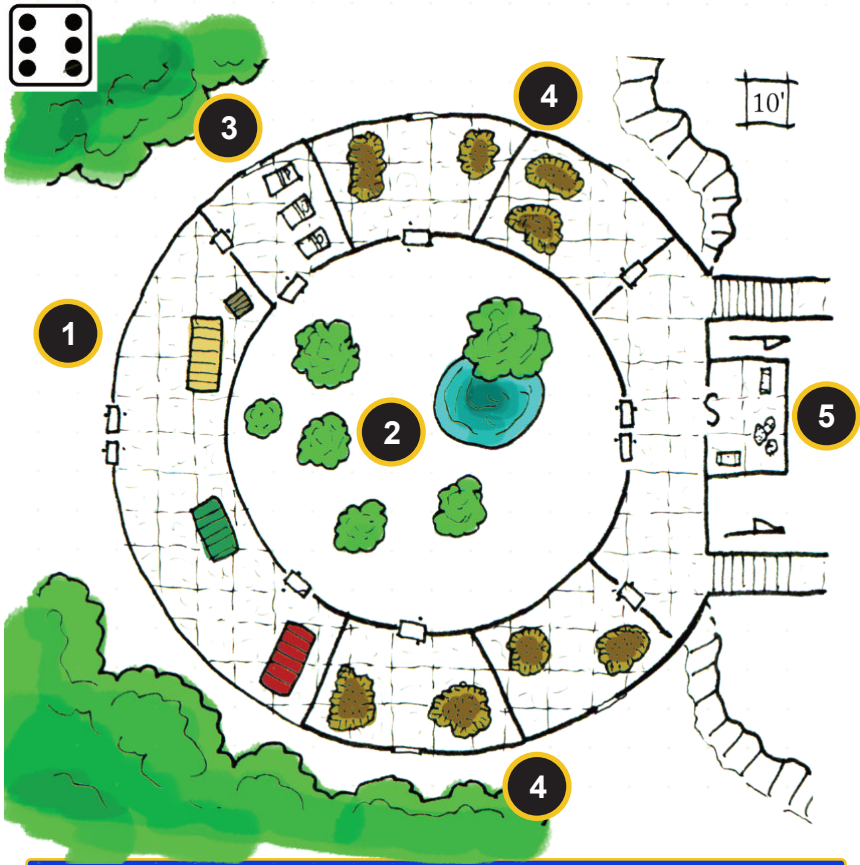
6: Library

Tall stone shelves with **cracked, brittle clay tablets**. One is actually a **Scroll of Ward Against Elements**, the rest tell the history of an ancient empire that ruled the land many ages ago, but fell into ruins when the enslaved races united and rebelled.

The rulers fled, hiding in the wastes, vowing to return to reclaim their empire. They made a pact with demons and marched to war, eliminating the united races, and reclaimed their empire.

The demons then turned on them, and brought them to their knees, and ruled in their stead. The statue in the domed chamber is the leader of the demons, the conqueror who is said to still rule this empire from beneath the ground, sat on a throne made from the bones of his enemies.

Lammasu



Lammasu (6): AC 4, HD 7+7 (44, 36, 35, 38, 38, 26 hps), #ATS 2 claws (1d6/1d6), SV F7 ML +1, AL L, XP 1,900; cast spells as a 7th-level divine cleric (healing spells twice as effective), radiate *Sustained Protection from Evil* (twice effect), magic resistance 7+.

Dungeon Entry 6

Six Lammasu act as caretakers for this entrance to the dungeon, where their thralls serve as merchants and guides to intrepid adventurers.

1: Market

Three **colourful market stalls** manned by three **pale, sickly looking traders** (0-level humans; *Eric*, *Denise*, and *Pauline*). These are thralls to the **Lammasu**, who treat them poorly.

Stalls: sell *healing herbs* (has eight bundles, 100 gp each); weapons and armour (swords, axes, daggers, leather, mail and shields; a *crate of weapons and armour* load, worth 225 gp); and minor magic: *banded +1* armour, *Potion of Polymorph* (rainbow coloured), and a collection of scrolls: *Scroll of Wall of Stone* (Arcane, 5th-level), *Wards against Lycanthropes* (2), and *Undead*; four *Arrows +1*, nine *Crossbow Bolts +1*, and three *Crossbow Bolts +2*. The magic items are exchanged rather than sold for coins or jewels.

2: Garden

Lush grass, shady trees, and a refreshing **pool of water** (fed by a *Decanter of Endless Water* that

sits at the bottom). 1d6 of the **LAMMASU** will be resting here, the rest sleeping in their lairs.

3: Dormitory

Simple beds, but *Pauline* has hidden a *Short Sword +1* beneath her bed.

4: Lairs

Comfortable beds of animal furs, blankets and pillows. The six **LAMMASU** lair in these rooms.

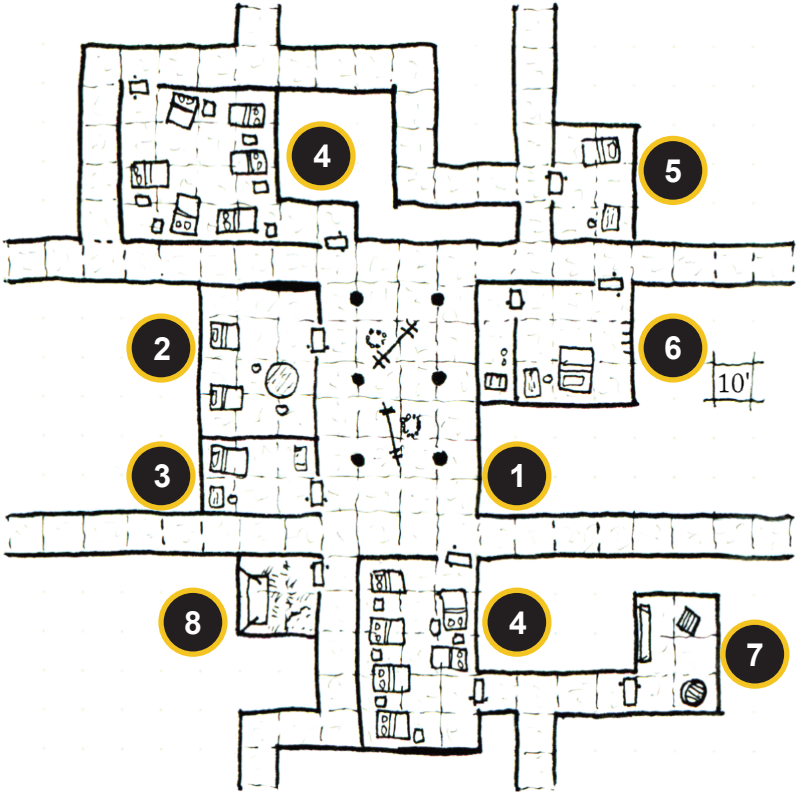
5: Secret Vault

Locked iron chests, three **dusty sacks**, are inside this secret vault. The **secret door** swings up and in, when a brick is pressed.

Iron Chests: hold 3,000 gp, a pair of *amethyst cylinders of heroic scenes* (1,200 gp each), a *Wand of Device Negation*, a silver ivy-shaped *Ring of Protection +2*, a sturdy pair of *Boots of Travelling and Springing*, and a clear, tasteless *Potion of Delusion* labelled 'Healing Potion'.

Sacks: hold eight *uncommon animal horns* (80 gp each), three *dragon teeth* (200 gp each), and three *bundles of rare furs* (300 gp each), and a *Shield +2*.

Bugbear



Bugbear Warriors (12): AC 4, HD 3+1 (16 hps), #ATS 1 sword or axe, or bite (1d6+1, 2d4), SV F3 ML +2, AL C, XP 65; stealthy, -1 penalty to surprise rolls.

Bugbear Champion (2): AC 5, HD 4+1 (25 hps), #ATS 1 sword (1d6+2), XP 140.

Bugbear Sub-Chief (1): AC 6, HD 5+1 (29 hps), #ATS 1 masterwork spear (+1 to hit, 1d6+4), XP 260.

Bugbear Chief (1): AC7, HD 7+2 (37 hps), #ATS 1 masterwork two-handed sword (+1 to hit, 1d10+5), XP 500.

Dungeon Lair 1

A bugbear lair in the midst of a dungeon, where families dwell in peace after losing their shaman to an attack by 'adventurers'.

1: Communal Hall

A **feasting** and **cooking hall** with **fire-pits** and **spits roasting rats**. 2d6 **BUGBEAR WARRIORS** and their families (1d6 **females**, 1d6 **young**) are here, and there is a 50% chance of each champion, sub-chief and chief eating and carousing.

2: Champions' Barracks

Twin beds, **sturdy table**. Two **BUGBEAR CHAMPIONS** are resting here if not in the hall outside.

3: Sub-Chief's Room

Hard-bed and **fine table**, with a **locked iron chest**, holding a crude drawing of a naked bugbear female, 200 *sp* in a large sack, and the key to the cell.

The **SUB-CHIEF** (*Hansil*) is here is not outside in the hall.

4: Bugbear Barracks

These two lairs have six **large beds** and **tables**, for the twelve **BUGBEAR WARRIORS**, their **FEMALES** and **YOUNG** (six warriors, three

females and young each). Those not in the hall will be here asleep.

5: Empty Room

The late shaman's room with a **blood-stained bed**. The **door** is **splintered** and **ajar**.

Under the pillow is a hollow thigh bone, in which is a folded piece of parchment: a *Scroll of Ward Against Lycanthropes*.

6: Chief's Room

A **clean** and **comfy bed**, with a **weapon's rack** for the chief's arms. A door leads to a room with a **locked iron chest** (holds 100 *gp* and 800 *sp*) and a *Potion of Sweet Water*.

The **BUGBEAR CHIEF** (*Grisel*) is here if not in the hall. He has the key to the chest.

7: Stores

A week's worth of **rations** on **creaky shelves**, a **barrel** of water, and a mouldy old *half-crate of terracotta pottery* (50 *gp*).

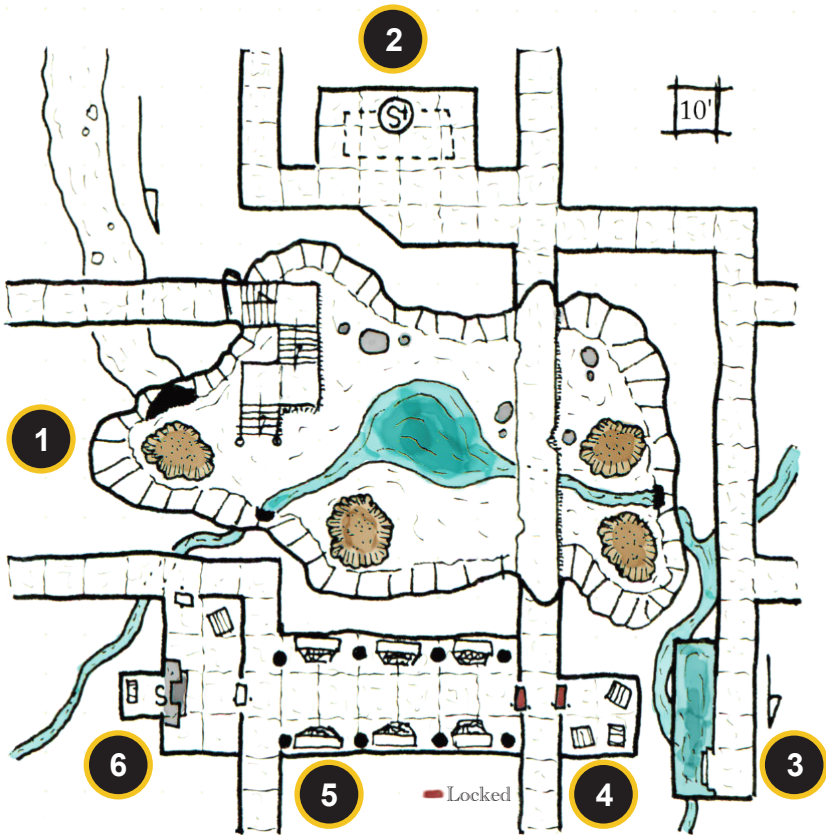
8: Cell

An **empty cell** with **dirty straw** covering the floor. The key is kept by the sub-chief.

Bugbear, female (6): AC 3, HD 1+1 (6 hps), #ATS 1 axe, or bite (1d6), 1d8), SV F1, ML 0, AL C, XP 15; stealthy, -1 penalty to surprise rolls.

Bugbear, young (6): AC 2, HD 1d4 (3 hps), #ATS 1 dagger or bite (1d4), SV F0, ML -2, AL C, XP 5; stealthy, -1 penalty to surprise rolls.

Chimera



Chimera (4): AC 5, HD 9 (43, 38, 36, 45 hps), #ATS 2 claws, 3 heads (1d3/1d3, 1d4/1d4, 2d4), SV F9 ML +1, AL C, XP 1,300; three heads: lion bites, goat gores, and dragon bites and breaths fire, 3/day 10' wide, 50' long for 3d6 damage (*save vs breath* for half).

Dungeon Lair 2

A large cavern nestled between an abandoned, forgotten wine cellar and a wayfarer's shrine.

1: Cavern

A **damp, foul-smelling cavern** with a **stream** running through it. Four **CHIMERA** lair here, leaving to hunt via a tunnel leading to the surface. 1d4 are present at any time.

Nests are a mix of twigs, grass, flowers, and **3,500 bird feathers** (700 gp, 23 stone in total).

2: Shrine

A **statue** of a smiling old woman looks down with **glittering eyes** (a pair of **carved jade** stone, worth 900 gp each).

Searching: the floor is covered in tiny holes, about an inch apart. Covered in dust and detritus of the dungeon, making them difficult to see unless looked for.

Trap (1 use): pulling the stones from the statue causes the floor to erupt with slender spears from dozens of holes in the stone. Anyone in the dotted area takes **3d6 damage**, *save vs breath* for half (by leaping away).

3: Bathing Pool

Steam wafts from a **hot pool** of refreshing **water**.

Bathing in the pool is restorative, easing aches and pains: heals 1d6 *hps* when first used, or after a fight.

4: Stores

Locked door, three *crates of weapons and armour* (225 gp each). Buried in one is also a **Potion of Dragon Control**.

5: Wine Cellar

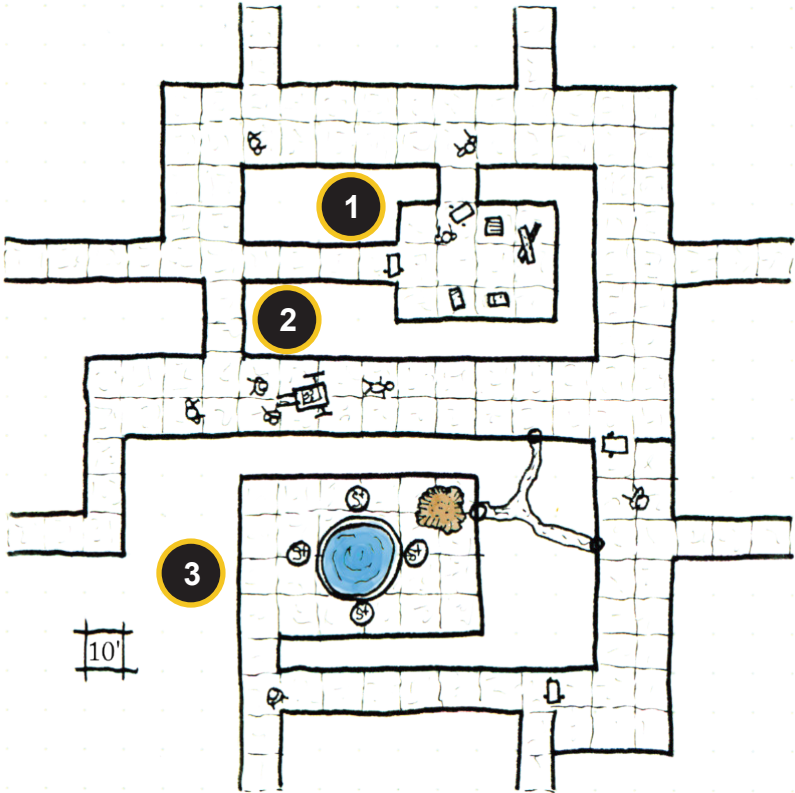
An **old, forgotten wine cellar** behind a **locked door**. An adjacent **kitchen** holds a *crate of glassware* (200 gp), while the racks in the cellar hold 114 *bottles of fine wine* (5 gp each).

6: Secret Room

Behind the old **fireplace** (the door is inside, swings into the room, have to duck to get inside) is a **secret room** with an **old, locked, rusty iron chest**.

Chest holds 1,000 *ep* and a *short sword +1, +3 versus summoned creatures*.

Cockatrice



Cockatrice (2): AC 3, HD 5 (27, 23 hps), #ATS 1 beak (1d6), SV F5
 ML -1, AL N, XP 350; on a successful attack, or if touched, *petrify*
 opponent if a *save vs petrification* fails.

Dungeon Lair 3

A mated pair of cockatrice lair in these corridors, their recent victims petrified while transporting loot from the dungeon.

1: Looted Room

Statues by a **broken door**. Inside are 2 **rolls of silk** (400 gp each), a **crate of fine porcelain** (500 gp), and two **chests**.

Chests: one has 1,000 gp, the other has 7 **wyvern horns**, worth 250 gp each, and the **tail of a chimera** worth 35 gp.

2: Doomed Adventurers

Four **petrified warriors** stand defensively around a **wagon of goods**.

Goods: 29 bear and wolf **rugs** (90 gp each), and an **ivory** figurine of an owlbear (1,000 gp).

3: Pool of the Fates

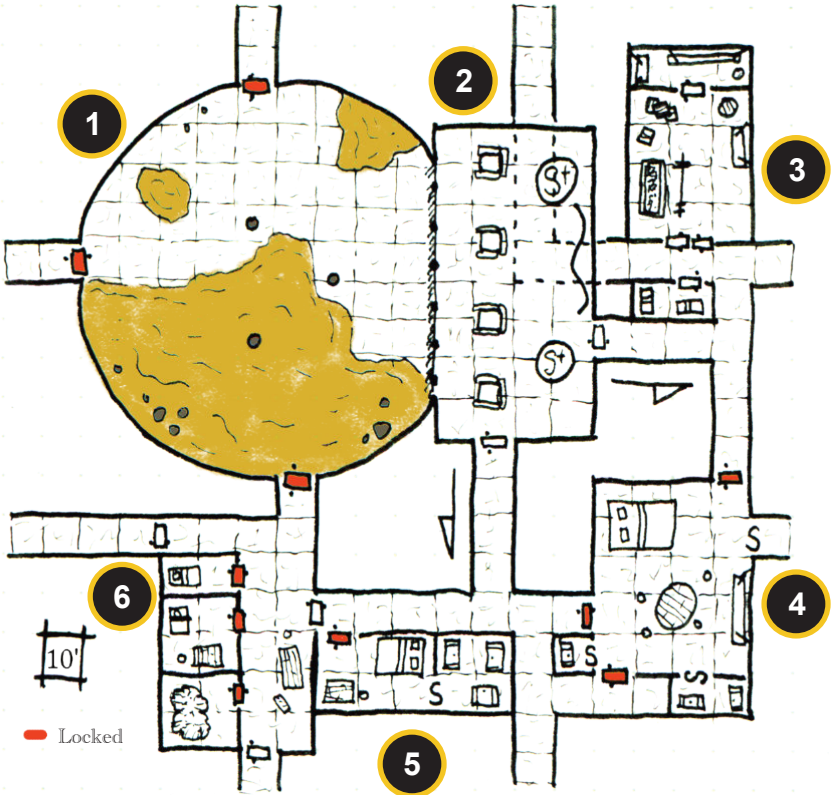
A **mirror-like, still pool of deep blue water** stands surrounded by four **statues** of old hags. A **nest** lies adjacent to a small **tunnel** leading to the corridors. The pair of **COCKATRICE** lair here: 1d2 are present. If there is only one, the other is out hunting and will return in 1d4 *turns*.

Statues: the hags are dressed in rags. One looks down at the pool, sad; another is laughing; the third has her hands over her eyes; and the fourth looks scared.

Pool: anyone gazing into the pool is granted a brief, vague vision of their death. If a *save vs spells* fails, their fate is sealed. Roll 1d6 and consult the table below. If the character is knocked to 0 *hps* or less and is in a similar situation, they are doomed and die. Nothing less than a *raise dead* or more powerful spell will revive them.

1	You are surrounded by enemies, alone, bleeding, dead.
2	Fire rages all around you, drawing closer, closer, until you are burning, burning, to ash.
3	The dead clutch at your skin, tearing into your flesh, pulling your bones free. You perish in agony .
4	Water, so much water.
5	Surrounded by friends, you quietly slip away into oblivion .
6	You are alone, in the dark, dying.

Demon Boar



Demon Boars (4): AC 6 (0 as boar), HD 9 (27, 23 hps), #ATS 1 gore or weapon (2d6 or by weapon), SV F9 ML +2, AL C, XP 2,000; demonic lycanthrope, turns into immense boar, can inflict disease on wounded victims; harmed only by silver or magic weapons; *charm person* 3/day at -2 save.

Dungeon Lair 4

Four demonic beasts arrange gladiatorial fights in their arena, watching the events from their opulent balcony.

1: Arena

Sandy mounds, blood-stained flagstones, and sturdy oak doors (that are **locked**). Looming over the domed arena is the demon boars' **balcony**, 25' above.

Fights: there is a 2-in-6 chance that 2d4 combatants are fighting for their lives, split into two teams. The team with the most numbers will be winning.

To determine which combatants have been brought here to fight, choose and roll for a dungeon level or entrance and pick one of the monsters found there.

2: Balcony

Four **stone thrones** look out over the arena. A pair of **statues** of comely elven women, scantily clad, stand at the back, a **tapestry** of boars hunting people between them, with many **animal horns** and **antlers** along the wall.

1d4 **DEMON BOARS** will be seated here, feasting while watching a

fight, or just feasting. They are attended to by their most loyal and longest-serving **servants**, a husband and wife who have forgotten their names having been enslaved for so long and who were merchants captured decades ago, and now grown old. (0-level humans, 3, 4 *hps*).

Decor: behind the statues and all along the rear wall are 47 **boar tusks** (7 *gp* each), and 30 **ivory tusks** (36 *gp* each). The **fine tapestry** is worth 1,100 *gp*.

3: Kitchen & Pantry

A well-stocked **pantry** and **kitchen** tended to by an **elderly man** who is frail and barely standing. A master-chef who was stolen from a palace when he was young. Simply called *Chef* he lives up to his masterful title (0-level human, 2 *hps*, *cooking* proficiency) and loves his work.

Goods: amongst the stores are six **jars of cooking oil** (20 *gp* each), a **quarter-barrel of liquor** (50 *gp*), three **crates of terra-cotta pottery** (50 *gp* each), a **bag of loose tea** and two **bags of coffee** (75 *gp* each), as well as a **brass gong** (110 *gp*) used to signal dinner.

4: Demon Boar Lair A

An **opulent bedroom** with a **four-poster bed** and *fine wood table* (worth 700 gp). On a shelf are a *jar of pickled eyeballs* (20 gp) and a neat stack of *fox pelts* (worth 15 gp) used as blankets.

Two of the **Demon Boars**, *Grisal* (female) and *Trinan* (female) lair here; they are present here if not watching a fight.

Secret room: a false panel in the wall can be prised off to reveal a pair of **locked iron chests**; each of the demonic women has one of the keys.

Chest 1 contains 100 gp, a *wrought platinum idol* of a sea-monster goddess (1,600 gp), two *bundles of rabbit furs* (gloves, hats and cloaks, 15 gp each), and two *Potions of Fire Resistance* (a red, smoky liquid with a spicy scent).

Chest 2 holds 10,000 cp that is a joke between the two lovers. Each is imprinted with a crude picture of a naked elven maiden.

5: Demon Boar Lair B

A smaller but no less **opulent bedroom** for the pair of mated

Demon Boars that lair here: *Huyin* and *Jervin* (both male). If not at the fights, they will be here, indulging their carnal needs.

Their **four-poster bed** is laden with *rare ermine and mink furs* (2 bundles, 500 gp each) and the floor around the bed has a **carpet** of *fox furs* (5 bundles, 15 gp apiece).

Secret Room: the hidden door pushes open to reveal a large chamber with three **large iron chests**. None are locked.

Chest 1 holds 8,000 sp, 4,000 gp and 200 pp, all loose.

Chest 2 has six *jars of pigments* (red, blue, yellow, green, black and white, worth 50 gp each) and paint brushes by the dozen.

Chest 3 holds two a *Potion of Healing* (blue, minty), a *Potion of Clairvoyance* (green, bitter), a *Dagger -1 cursed* that is a dragon's talon wrapped with leather and feathers for the hilt, and a non-cursed *Dagger +1* that is a curved blade with a hilt carved like a dragon's head.

Demon Boars Worn Treasures:

- (1). *Grisal* wears a *wrought silver tiara* (400 gp) with a swan's head sticking out the top.
- (2). *Trinan* has a *carved jade brooch* (900 gp) shaped like a dragon's head with its mouth open and breathing lightning.

6: Servant's Quarters

These rooms are set aside for the demons' servants.

The top room has a **simple bed** and is where the frail chef sleeps.

A cracked and soiled chamber pot sits beneath his bed.

The middle room has a **large bed** for the husband and wife servants, with a couple's chamber pot tucked underneath. They also have a **plain table** and **stool** between them. They sleep here when their masters no longer need them.

The bottom room is a **cell** and is covered in **mouldy straw**. It is currently empty.

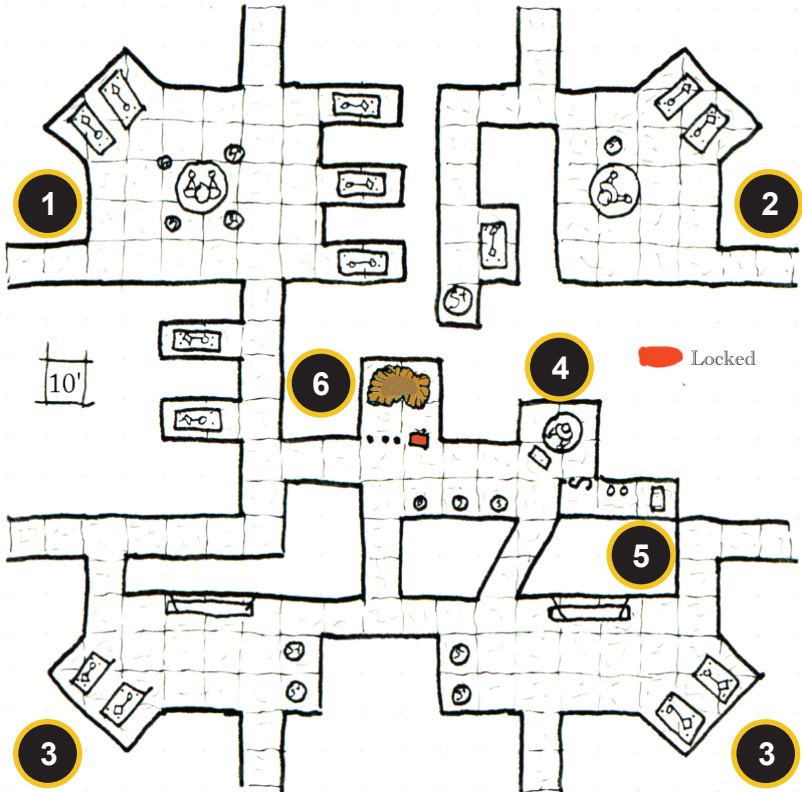


Art by Jacob E. Blackmon

Demon Boars Worn Treasures:

- (1). Huyin has a *wrought gold armband* (1,100 gp) sculptured like a serpent eating its tail.
- (2). Jervin wears a *wrought platinum crown* (500 gp) with tiny snakes carved into the metal.

Ghoul



Ghouls (12): AC 3, HD 2, #ATS 2 claws, 1 bite (1d3/1d3, 1d3), SV F2, ML +1, AL C, XP 29; undead, immune to *sleep*, *charm*, *hold* magic and poison, successful attack causes paralysis for 2d4 turns (*save vs paralysis* to resist, elves are immune, *cure light wounds* negates).

Dungeon Lair 5

Catacombs, where the dead are no longer dead.

1: Tomb of the Last Legion

Seven **stone sarcophagi** (two in the side passage), lairs to seven **GHOULS** (15, 5, 7, 8, 14, 10, 10 *hps*), with a towering **statue** of a knight surrounded by four **unlit braziers** with **dusty coals**.

Sarcophagi are laid with fox, rabbit and beaver *fur rugs* (three per coffin, 30 *gp* each).

1d6 **Ghoul**s are feasting on a recent kill (a trader peddling spoons), the rest 'asleep' in their coffins.

2: Tomb of the Sleepers

The **statue** of the death goddess watches over a pair of plain stone **sarcophagi**, a smaller **statue** of a cat by her feet.

Around the corner is a **statue** of a cat-headed woman, and a plain **sarcophagus**.

Sarcophagi hold brittle skeletons on beds of preserved *common feathers* (2,500 in all, 500 *gp* in total). A clay *jar of red pigment powder* (50 *gp*) sits by the statue.

3: Tombs of the Children

These two chambers have a pair of **stone sarcophagi**, as well as a **stone shelf** with dusty and dried *willowbark* (four pouches worth, 5 *gp* each), and a pair of **small statuettes** of children, one girl, one boy, dressed as nobles.

These are the lairs of two pairs of **GHOULS** (7, 12, 9, 11 *hps*), of which 1d4 are up and about, otherwise 'resting' in their coffins. Each ghoul is a child of 10 years.

4: Shrine

A row of **animal statuettes** (fox, rabbit, beaver) with a **cat-headed statue** standing over an **altar**. Worshipping the goddess is a lone **GHOUL** (6 *hps*).

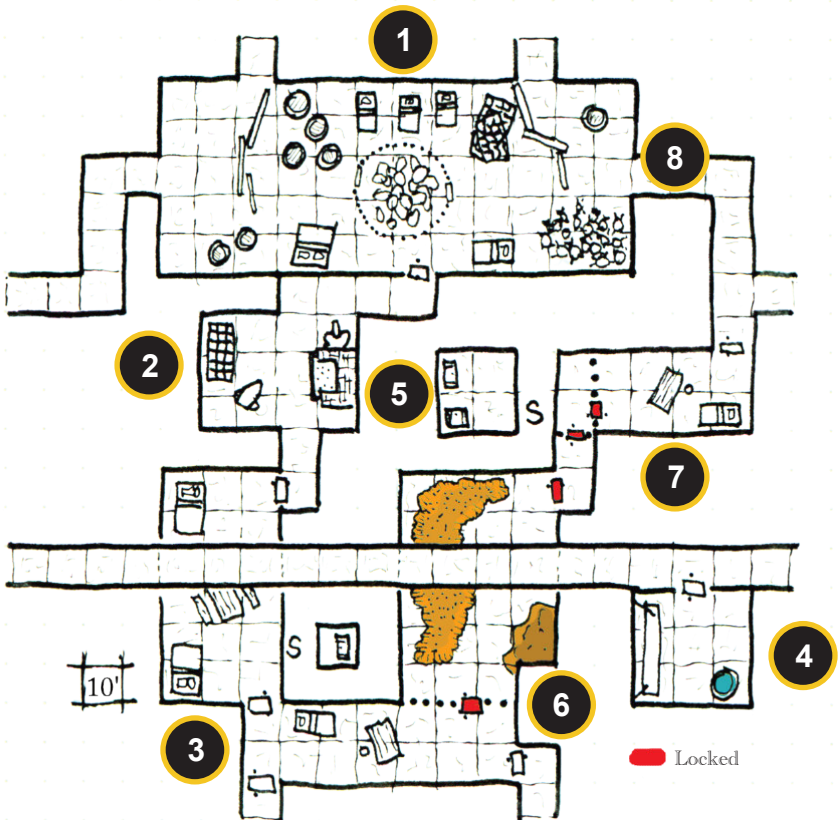
5: Hidden Vault

Behind the **sliding secret door** are two **amphoras** (500 *sp* in each) and an **iron chest** (holds 1,000 *sp*, and 1,000 *ep*), locked and **trapped** with a gas capsule that releases a small, 5' diameter, *cloud kill* in the room if the lock is forced open.

6: Cell

A pair of **captives** are locked in this **dirty cell**.

Gnoll



Gnoll Warriors (8): AC 4, HD 2 (10 hps), #ATS 1 battle axe or longbow (1d6+1 or 1d8+1, 1d6+1), SV F2, ML 0, AL C, XP 20.
Gnoll Champion (2): AC 5, HD 3 (16 hps), #ATS 1 battle-axe or longbow (1d6+2 or 1d8+2, 1d6+2), SV F3, ML +1, AL C, XP 50.
Gnoll Sub-Chief (1): AC 6, HD 4 (20 hps), #ATS 1 two-handed sword (1d10+2), SV F4, ML +2, AL C, XP 80.

Dungeon Lair 6

A warband of gnolls was recently attacked by mercenaries, and although they lost many of their number, they captured more than a few of the enemy.

1: Barricaded Hall

Eight **GNOLL WARRIORS** (4 male, 4 female) guard their **barricaded dormitory, nursery, and stores**, where their 16 young sleep in a **pen** in the middle of the room. Half the warriors stand guard at any time.

Around the room are 47 *bags of grain*, 35 *salt bricks* (5 *sp* each), a *quarter-barrel of preserved meat*, four *barrels of salted fish*, and two *half-barrels of beer* (all 5 *gp*).

2: Forge

A hot **forge**, worn **anvil**, and a stack of 24 *ingots of iron* (1 *gp* each). The **SUB-CHIEF** spends most of his time here, working away making new weapons, while one of the enslaved mercenaries works the bellows.

3: Champions' Room

Simple beds and a **long table**, where the two battle-scarred and beaten **GNOLL CHAMPIONS** lair, nursing their pride while arm

wrestling. Both long to beat their prisoners to a pulp.

A **secret door** swings up to reveal a **wooden chest** with 100 *sp*.

4: Old Stores

A barrel of water, a shelf with six *pouches of herbs* (two *woundwort*, three *comfrey*, one *goldenrod*) worth 10 *gp* each.

5: Hidden Vault

Behind a **swinging secret door** are two **locked iron chests** (the keys are with the chief).

Chest 1: 3,500 *cp*, and 4,000 *ep*.

Chest 2: 5,000 *sp*, and 3,500 *cp*.

6: Cell

Crude and filthy cell, home to ten **enslaved mercenaries** (F0, 2 hps). **Barred doors**, locked, the sub-chief holds the keys.

7: Sub-Chief's Room

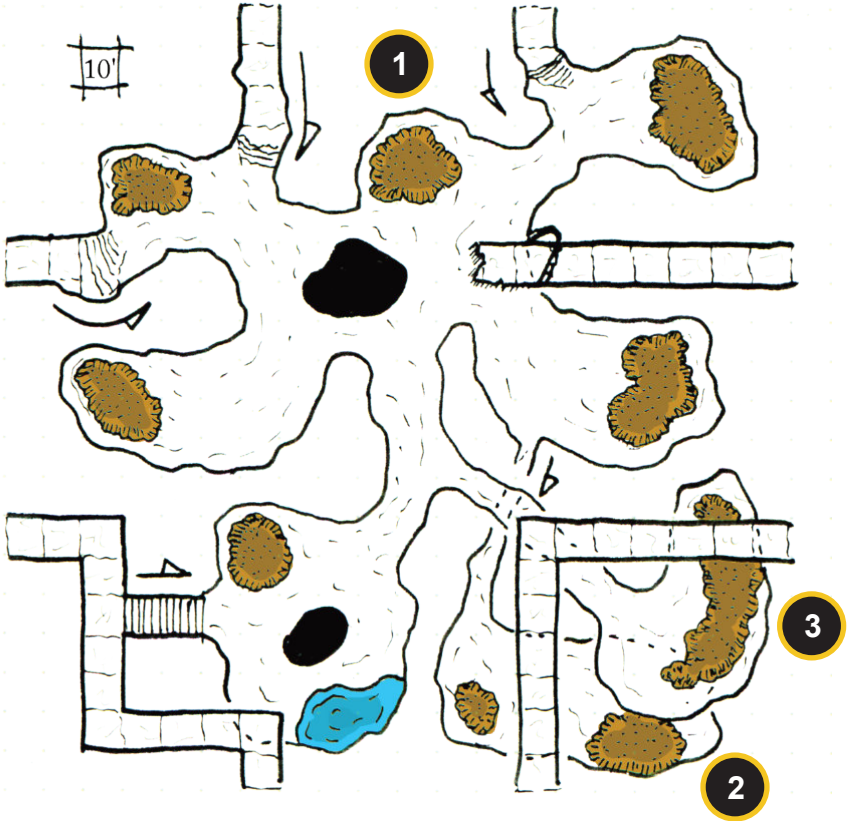
Simple bed, table, and the locked **gate** to the barred **cell**.

8: Chief's Room

A **simple bed, table**, and **bars** with a locked **gate** serve as the **CHIEF GNOLL's** bedchamber.

Gnoll Chief (1): AC 8 (*chain +1*), HD 6 (28 hps), #ATS 1 great-axe or longbow (1d10+3, 1d6+3), SV F6, ML +1, AL C, XP 320; if chief is present and alive, all gnolls gain +1 morale.

Goblin



Goblin Warriors/Nurses (64): AC 3, HD 1-1 (4 hps), #ATS 1 spear, short sword, or sling (1d6 or 1d4), SV F0, ML -1, AL C, XP 5.

Goblin Champions (8): AC 4, HD 1 (7 hps), #ATS 1 short sword or crossbow (1d6), SV F1, ML 0, AL C, XP 10.

Goblin Sub-Chief (1): AC 5, HD 1+1 (9 hps), #ATS 1 long sword (1d6+1 or 1d8+1), SV F2, ML +1, AL C, XP 15.

Dungeon Lair 7

A goblin warren in the middle of ancient tunnels.

1: Warrens

Uneven floors, damp caves, with nest-like communal beds. Foul stench, echoes of squealing, muttering in the darkness.

These caves are lair to 50 **Goblin Warriors**, 4 **GOBLIN CHAMPIONS** and the **GOBLIN SUB-CHIEF**.

Six pairs of **Goblin Warriors** stand guard and watch over the entrances leading into the caves, while another pair watch from the jutting remains of the bridge overhead, stationed by the arch. A sturdy rope allows them to swing down if necessary. All guards carry small pebbles with many holes, which sound a whistling alarm when blown through.

2: Nursery

Dank cave, echoing squeals, rank smell of waste and vomit.

Squealing **Goblin Young** (37 infants, non-combatants, 1 *hp*) are attended to by 14 **GOBLIN NURSES** who also sleep here and act as guards. A pair of **GOBLIN**

CHAMPIONS constantly stands guard by the entrance, protecting the future of their warren.

The **Nurses** have 4 *pouches of comfrey* (10 *gp* each) that they use to tend to any illnesses.

3: Chief's Lair

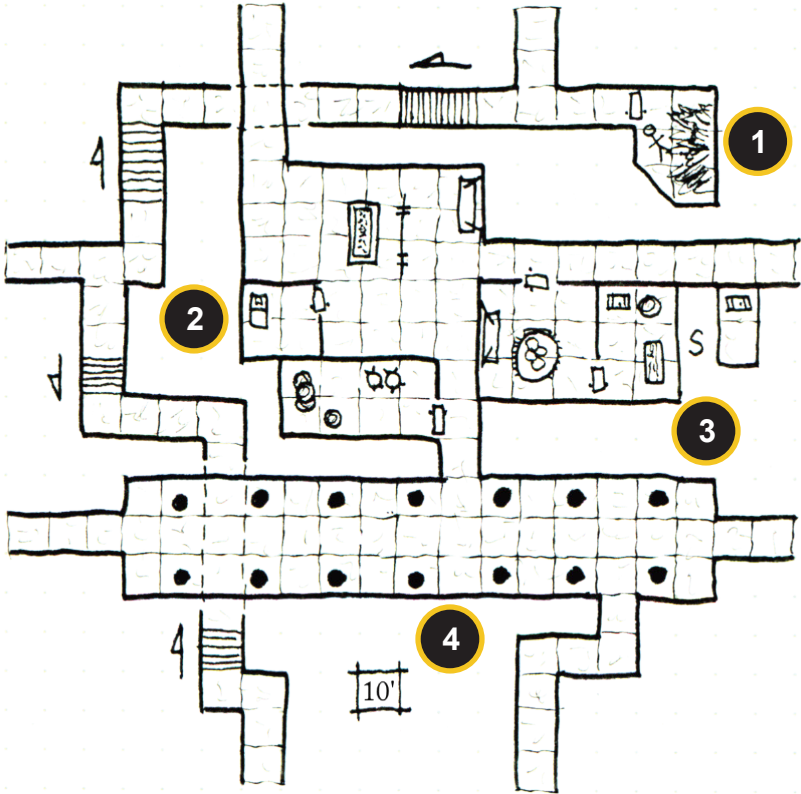
Damp cavern, nest of twigs and bones, dead flowers and rocks. A pair of **GOBLIN CHAMPIONS** stand guard by the entrance at all times.

This large cavern is the lair and 'throne room' of the **GOBLIN CHIEFTAIN**, a would-be King of Goblins who plots and plans from his nest-like bed. He has a quiver with 29 *silver arrows* (5 *gp* each), and carries a *Potion of Animal Control* (orange colour, musky smell, meaty taste).

The chief shares his 'bed' with a pair of goblin women (both **GOBLIN WARRIORS**) who secretly plot to take over leadership of the warren, and are ready to step in, if only they could somehow arrange for their chief's demise.

Goblin Chief (1): AC 6, HD 3 (16 hps), #ATS 1 short sword or short bow (1d6+2), SV F3 ML +1, AL C, XP 50; if chief is present and alive, all goblins gain +2 morale.

Lamia



Lamia “*Isildora*” (1): AC 7, HD 9 (41 hps), #ATS 1 hoof or dagger (1d6 or 1d4), SV F9, ML +1, AL C, XP 2,500; drain 1 point of *Wisdom* by touch, generate *illusions* at-will, cast *Charm Person* and *Mirror Image* 1/day each, and *Command Word* at-will.

Slave “*Benjamin*” (1): AC 0, HD 1 (5 hps), #ATS 1 sword (1d6), SV F1, ML n/a, AL N, XP 10; *charmed* by the lamia and utterly loyal.

Dungeon Lair 8

An ancient lamia dwells in this secluded part of the dungeon, served by her most loyal slave.

1: Signs of a Fight

Splintered door, **scorched** room, **charred corpse**, all several weeks old.

Corpse has an intact *Potion of Climbing* (cloudy yellow, lemony zest), and a cracked, charred scroll-case holding a *scroll of arcane spells*: *Charm Person*, and *Invisibility 10' radius*.

2: Servant's Rooms

Dimly lit kitchen, large **pantry**, and a separate **bedroom** for the slave.

BENJAMIN, an old and enslaved ex-torchbearer, cooks and sleeps in these chambers. Roll to see where he is when this dungeon is first entered (1d6 below):

1-3	Cooking in the kitchen
4	Asleep in his bedroom
5	Reading the symbols in the hall
6	Tending to his mistress in her lair

Pantry has 2 *bags of loose tea* (75 gp each), and 4 *quarter-barrels of fine spirits* (50 gp apiece).

3: Lamia's Lair

Wood-panelled opulent rooms, **soft furnishings**, **musky smell**.

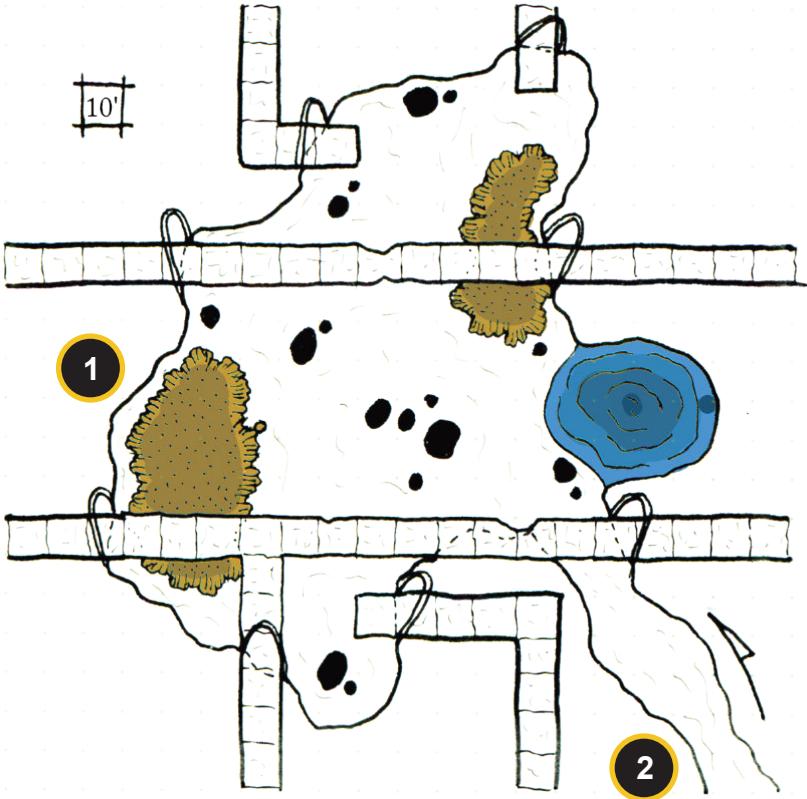
Isildora the **LAMIA** (half dark-skinned alluring woman, half-serpent wit mottled green and black scales) lairs here, sleeping in a 'bed' of *lion pelts* (2 bundles worth, 750 gp). On a shelf are ornaments: 4 *sets of engraved human teeth* (90 gp each), a necklace made of pretty *shells* (100 gp), and an *ivory comb* (500 gp).

The adjacent room has a desk, a *quarter-barrel of fine spirits* (50 gp), and an **iron chest** that holds 10,000 *loose copper pieces*. Behind the desk is a **secret door** (a thin slit requires a dagger to slip inside to trigger it, swings in) to a room with a **locked iron chest** that holds 5,000 *sp* and 3,000 *ep* in small sacks.

4: Hall of History

This long **hall** of many-**columns** tells the story of the creation of the world, carved into the **pillars** in **symbols** and **glyphs**. Serpents and dragons feature prominently, as well as golden weapons and elemental ninjas.

Manticore



Manticores (4): AC 5, HD 6+1 (27, 35, 29, 28 hps), #ATS 2 claws, 1 bite or 1-6 spikes (1d4/1d4, 2d4 or 1d6), SV F6, ML +1, AL C, XP 680; fly, fire six spikes per round, has 24, regrows 2 spikes per day.

Dungeon Lair 9

A dank cavern where a foul breeze wafts across the stones, stirring the monsters that lair within.

1: Cavern

A **deep cavern** with a couple of **nests**, and a **deep pool** of **water**. **Bridges** and **balconies** overlook the cavern, some thirty-odd feet above.

Two pairs of mated **MANTICORES** lair here, 1d4 present at any time; the rest are out hunting and due to return in 1d6 turns.

They have no treasure, and the cavern floor is littered with broken bones and rocks.

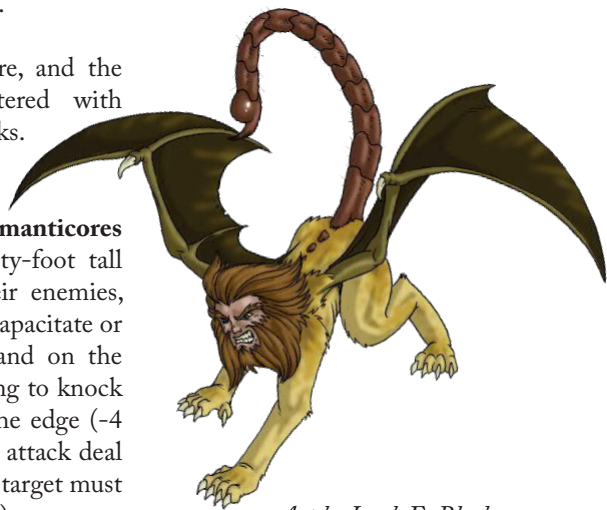
Tactics

During a battle, the **manticores** fly around the seventy-foot tall cavern, diving at their enemies, firing off spikes to incapacitate or kill. They will also land on the bridges to fight, aiming to knock their opponents off the edge (-4 to hit, on a successful attack deal claw damage, and the target must *save vs paralysis* or fall).

The **manticores** prefer to eat their prey alive, so will drag any wounded away to feast upon.

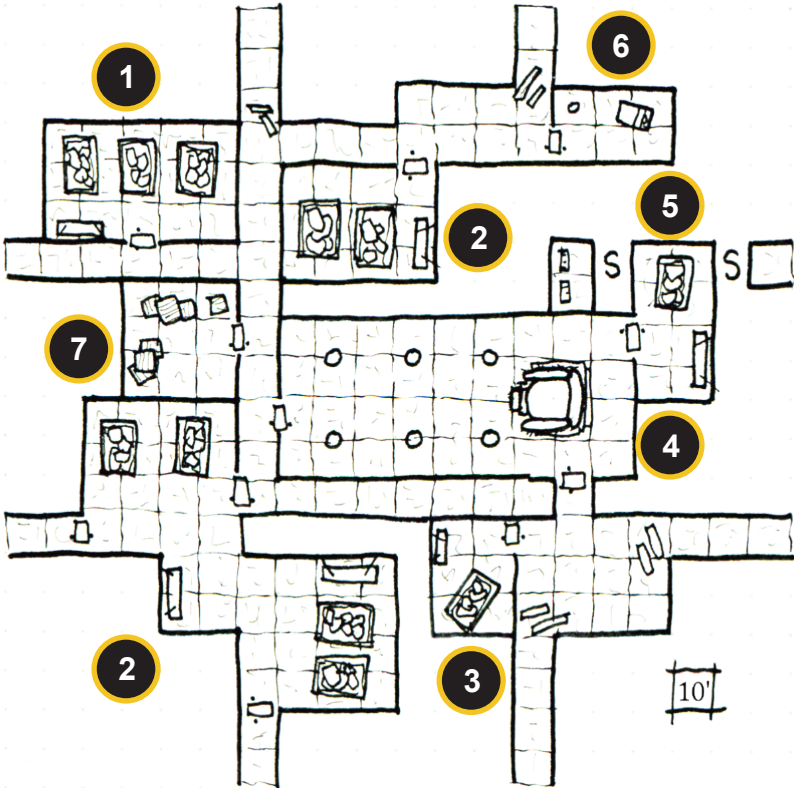
2: Tunnel

A **tall, wide tunnel** slopes up to the outside, where a **pit of rotting waste** and **bones** opens out to a forest.



Art by Jacob E. Blackmon

Ogre



Ogre Warriors (5): AC 4, HD 4+1 (20, 16, 18, 19, 11 hps), #ATS 1 spiked club (1d10), SV F4, ML +2, AL C, XP 140; strong, +2 damage with weapons.

Ogre Champions (3): AC 5, HD 5+1 (33 hps), #ATS 1 two-handed sword (1d10+3), SV F5, ML +2, AL C, XP 260; +3 strength bonus.

Dungeon Lair 10

A warband of smug ogres lair in this section of the dungeon. Few in numbers, they make up for it in ferocity.

1: Dormitory

Torch-lit, musty smelling, three **large beds** covered in feather-stuffed **blankets** and pillows (3,000 *common feathers*, 450 *gp* for all three beds), where the **OGRE CHAMPIONS** lair.

1d3 are asleep, the rest guarding the passages outside.

2: Barracks

Torch-lit, large beds, snoring **OGRE WARRIORS**, spread amongst these two rooms.

Half sleep, the others guard the passages leading out.

3: Sub-Chief's Lair

Rank-smelling, torch-lit, large **bed** covered with seven *fox-fur rugs* (30 *gp* each). The **OGRE SUB-CHIEF** lairs here, asleep (4-in-6), or guarding the passageways outside.

Bed: under the bed is a wicker basket with three *sets of engraved human teeth* (60 *gp* each).

4: Throne Room

A row of **pillars** in a torch-lit **throne** room where the **OGRE CHIEF** is found (4-in-6, otherwise asleep in the adjacent room).

A pair of alert **OGRE WARRIORS** are always on guard.

5: Chief's Lair & Hoard

Well-lit, low-shelf, large bed covered with ten *beaver-pelt rugs* (300 *gp*).

Shelf: lantern, flask of oil, three sets of engraved wolf teeth (60 *gp* each), two large iron keys.

Secret Room: loose bricks can be removed to reveal a room with two chests, locked, with 9,000 *ep* between them.

6: Slave's Cell

A simple **bed, stool**, where the ogre's **slave**, an elf (*HD* 1, 2 *hps*) called Glorfin, is kept.

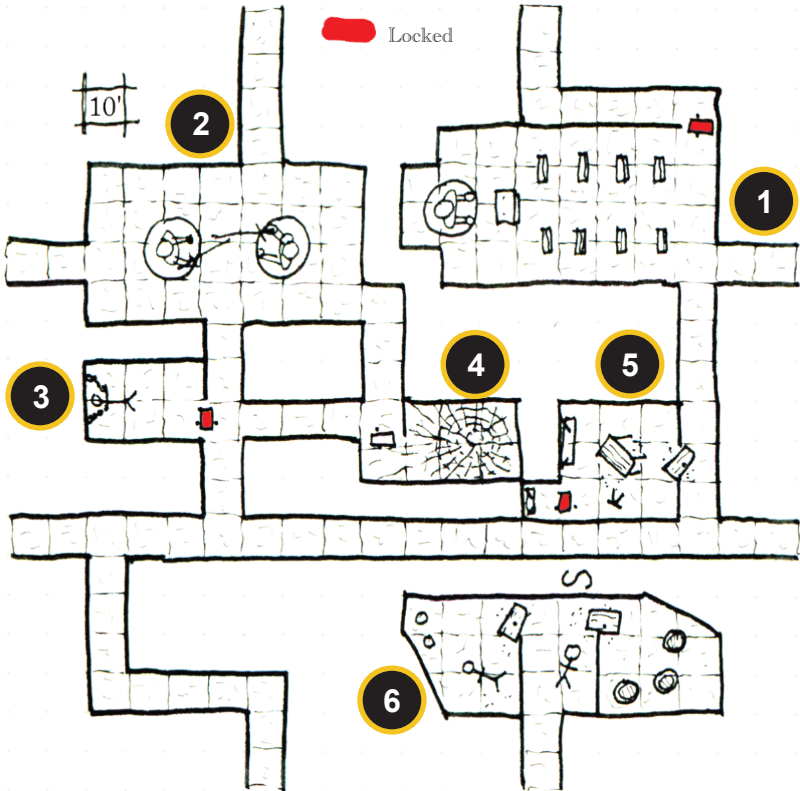
7: Stores

Seven *crates of glassware* (goblets, cake stands, ornaments, wine glasses, display stands), worth 200 *gp* each.

Ogre Sub-Chief (1): AC 6, HD 6+1 (37 hps), #ATS 1 spear (1d6+3 or 1d8+3), SV F6, ML +3, AL C, XP 380; +3 strength bonus.

Ogre Chief (1): AC 7, HD 8+2 (45 hps), #ATS 1 short sword (1d6+4), SV F8, ML +3, AL C, XP600; +4 strength bonus; *items: Potion of Giant Strength, Short Sword +1-30' radius light*

Shadow



Shadows (5): AC 2, HD 2+2 (12, 15, 11, 12, 9 hps), #ATS 1 touch (1d4), SV F2, ML +4, AL C, XP 59; *not undead*; immune to poison, *charm*, *hold* and *sleep* magic, and mundane weapons; -3 to opponent's *surprise* rolls; touch drains 1 point of *Strength* for 8 turns.

Dungeon Lair 11

A dark, seemingly abandoned section of the dungeon, steeped in evil and thick with shadows.

Note: none of the rooms are lit, and non-magical light-sources (torches, lanterns) are dimmed.

1: Temple

Rows of **pews**, old stone **altar**, **statue** of a forgotten pagan god.

A pair of **SHADOWS** hide behind the statue.

Altar: a sliding panel reveals a hidden compartment that holds *2,000 sp*.

2: Statues

Two marble **statues** of fighting **soldiers**, standing in basins full of **coppers** (*10,000 cp*).

A pair of **SHADOWS** lurk in the passageways.

3: Cell

Locked iron door, manacled corpse. In here is a **SHADOW**.

4: Webbed Room

Thick webs over the walls and ceiling, tiny spiders scuttling in the dark.

Webs: buried beneath the webs are seven **bundles of rabbit pelts** (*15 gp* each).

5: Empty Room

Broken furniture, locked **door** to cupboard **Dusty, dark, webs** across ceiling.

6: Looted Stores

Splintered, fallen **doors**, rotting **corpses**, cracked **barrels** and chipped **clay pots**.

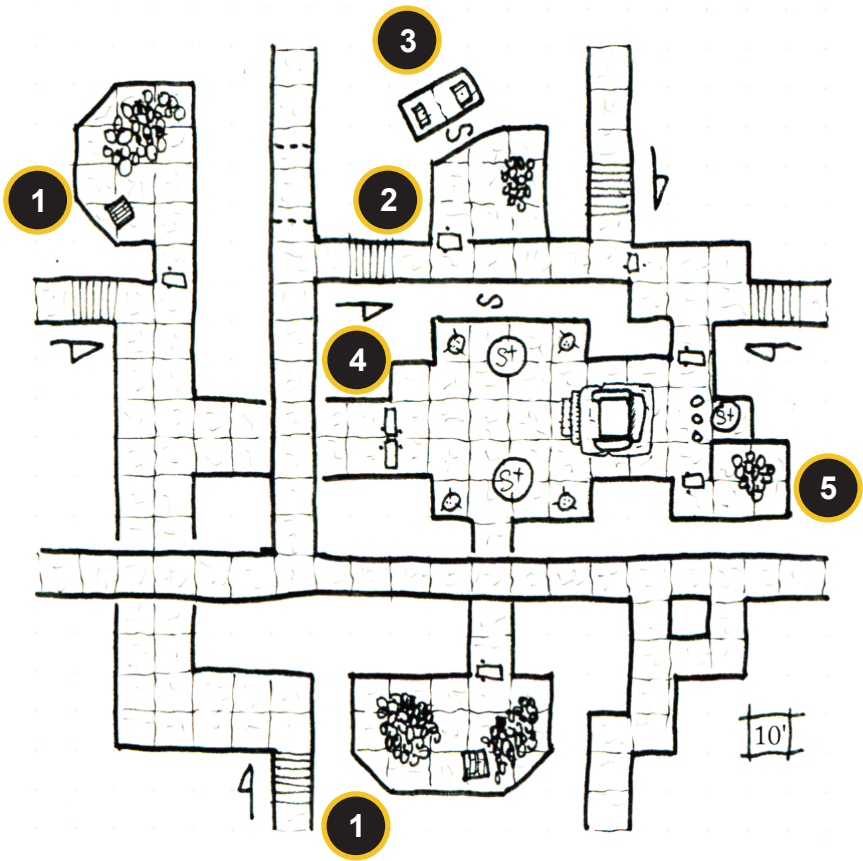
Barrels: all contain a *quarter of fine spirits* (*50 gp* each).

Pots: each holds *powered paints* (red, blue, *50 gp* each).

Corpses: ripped clothes, torn leather armour, four *pouches of saffron* (*15 gp* each).

Secret Door: a loose stone on the floor is a trigger for a doorway that swings open into the passageway. Someone places a pile of copper coins (*200 cp*) behind it, which fall and clatter when the door opens, alerting the **SHADOWS** beyond. They arrive to investigate in 1d6 rounds.

Troll



Troll (6): AC 5, HD 6+3 (32, 23, 26, 25, 22, 28 hps), #ATS 2 claws, 1 bite (1d6/1d6, 1d10), SV F6, ML +2 (0 vs fire/acid), AL C, XP 680; regenerate 3 hps/round unless struck by fire or acid, even when reduced to 0 hps; amputated limbs reattach.

Troll Champion (1): AC 6, HD 7+3 (51 hps), #ATS 2 claws, 1 bite (1d6/1d6, 1d10), SV F7, ML+2 (0 vs fire/acid), AL C, XP 900; regenerate; wears a *pearl earring* (worth 6,000 gp).

Dungeon Lair 12

In a lower level of the dungeon is a Troll King and his loyal warriors, reestablishing themselves after a devastating attack from a band of adventurers slew their women and young.

1: Barracks

Musky rooms with **beds** of *fox fur pelts* (23 in all, 90 gp each), and a *crate of weapons* (225 gp).

1d6 TROLLS lair here. The rest are guarding the throne room. One troll has a pair of *masterwork thieves' tools* (1,600 gp each), that he uses as tooth picks.

2: Champion's Room

Musky, dark room with a **mound** of ten *rabbit pelts* (each worth 90 gp).

The TROLL CHAMPION lairs here, but spends most of his time in the throne room, even sleeping there. A **secret door**, accessed by a loose brick 7' up the wall, swings open. The champion has no idea it is here.

3: Hidden Treasure

Secret door leads to a **small** cupboard with two **chests**, both **locked** (the chief has the keys).

Chest 1 holds 10,000 ep, and an *ivory* flute (500 gp).

Chest 2 has 5,000 sp, and a *brass drinking horn* (160 gp).

4: Throne Room

Dimly lit room with **smoking braziers**, **statues** of knights, and a great **throne**. The TROLL CHIEF sits here during the day, guarded by his loyal warrior TROLLS and their TROLL CHAMPION.

Throne is decorated with 3,500 *owl feathers* (350 gp total) spread cross the chair and dais, while the **statues** have *wrought platinum swords* (1,600 gp each).

Behind the throne are three *statuettes* of clergy (1,000 gp each), and a statue of a child with *chryselephantine* eyes (900 gp).

5: Chief's Room

Small, cramped room just big enough for a bed of 11 *wolf pelts* (90 gp each).

Hidden under the pile of furs are a pair of *amethyst cylinder seals* depicting sexual acts of trolls in an intense religious ceremony (each worth 1,200 gp).

Troll Chief (1): AC 10, HD 10+6 (63 hps), #ATS 2 claws, 1 bite (1d6+2/1d6+2, 1d10+2), SV F10, ML +2 (0 vs fire/acid), AL C, XP 1,150; regenerate, wears magical armour (*Banded* +2).

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