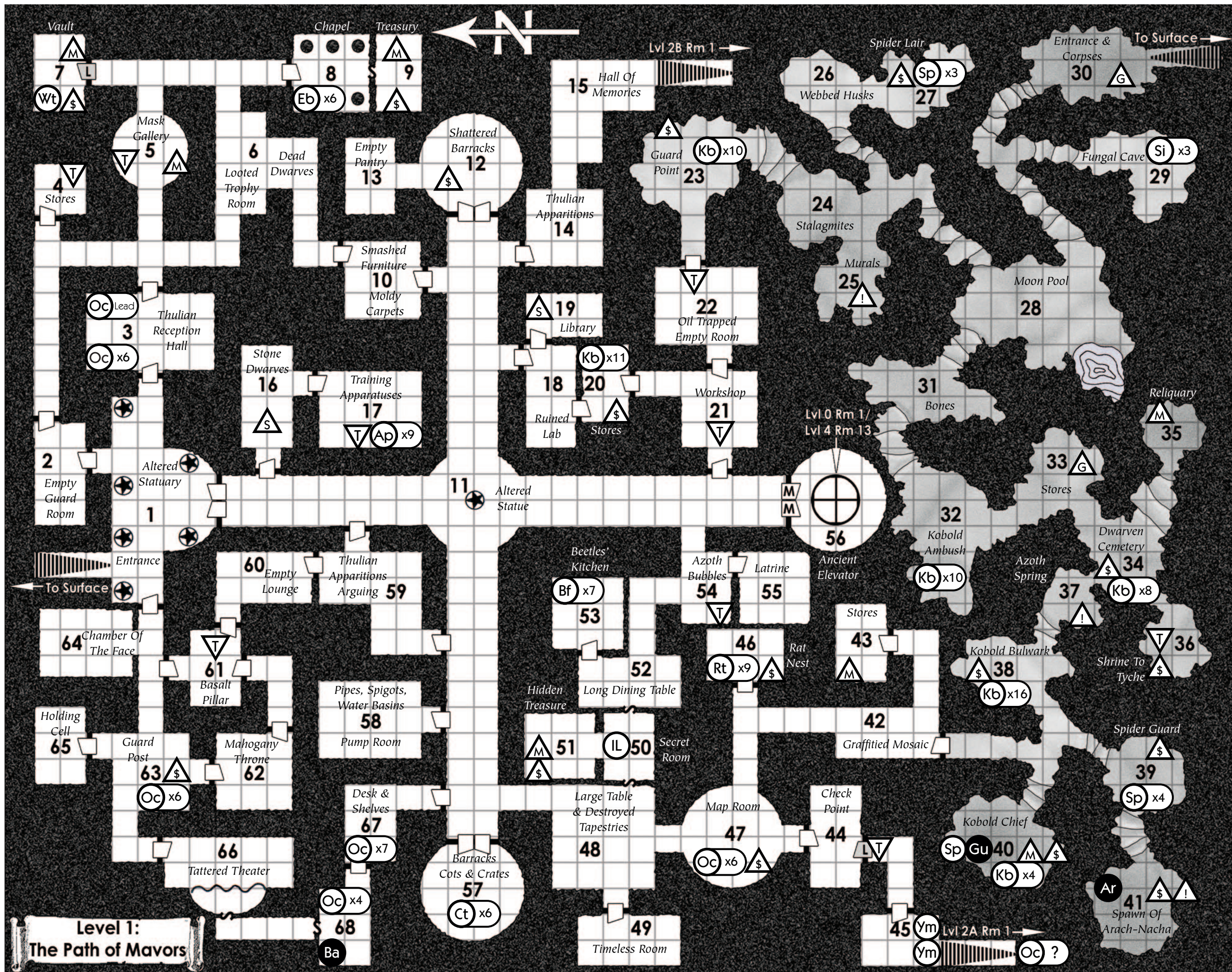


The Dungeon Tracker





- (Ap) Apparatus
- (Ct) Giant Centipede
- (Bf) Fire Beetle
- (Eb) Eldritch Bones
- (IL) Illusion
- (Kb) Kobold
- (Oc) Orcs
- (Rt) Giant rat
- (Si) Shrieker
- (Sp) Crab Spider
- (Wt) Wight
- (Ym) Yellow Mold
- (Ar) Spawn of Arach-Nacha
- (Gu) Guran - Mad Dwarf & Kobold Chief
- (Ba) Balfar - Captured Dwarf
- ▽ Trap / Hazard / Danger
- △ Monetary Treasure
- △ Goods / Items
- △ Scroll / Map / Book
- △ Magical Item
- △ Special / Key / Dwimmermount Item
- △ Potion / Liquid

**Level 1:
The Path of Mavors**

Turn Tracker

1 turn = 10 min. = 60 rounds
 • - check wandering monsters every 2 turns
 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

Turn	Check	Note
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48	•, #, hour 8	

Wandering Monsters

- (Kb)** Kobold (4-16)
- (Oc)** Orc (2-8)
- (Eb)** Eldritch Bones (3-12)
- (Rt)** Giant Rat (3-18)
- (Ct)** Giant Centipede (2-8)
- (Sp)** Crab Spider (1-4)
- (Gc)** Gelatinous Cube (1)
- (Bf)** Fire Beetle (1-8)
- (Dw)** Dwarves (1-6)
- (?)** NPC Party
- (SL)** Green Slime (1)
- (x2)** Roll twice, with the second result appearing 1d4 turns after the first encounter to investigate the noise of battle.

Level Access Points

- Stairway to Red Doors & surface - Room 1
- Stairway down to the Antechamber (Room 1) of The Reliquary (Level 2B)- Room 15
- Stairway to Stone-Wrought Stair & surface - Room 30
- Stairway down to the Atrium (Room 1) of The Laboratory (Level 2A) - Room 45
- Ancient Elevator down to Room 13 of The Halls of Lesser Secrets (Level 4) and up to Room 1 of The Divinitarium (Level 0) - Room 56

Notes

Party Marching Order

Party Exploration Speed:

Dwimmermount Level 1 - The Path Of Mavors

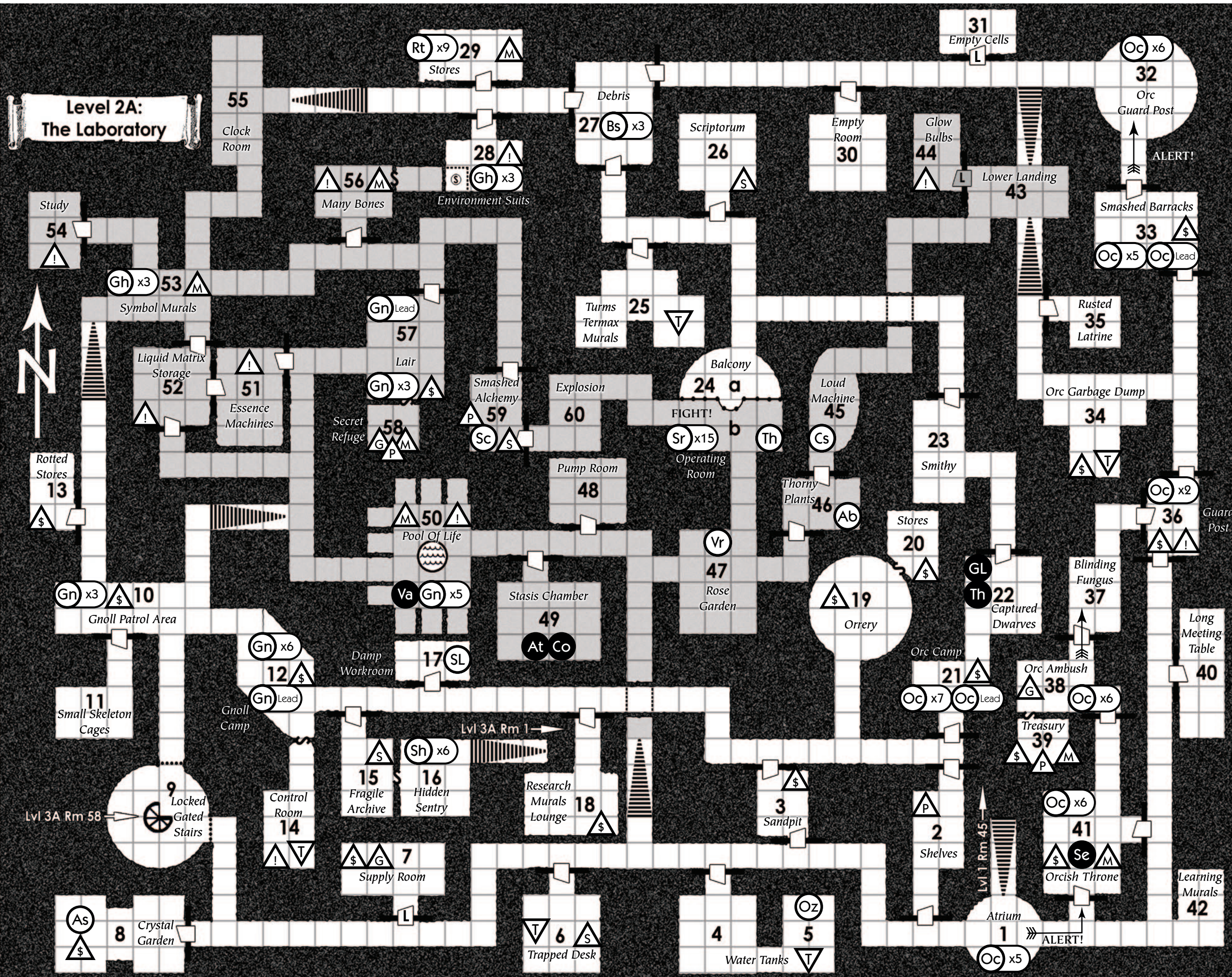
- Excavated by the Great Ancients late in the Second Era to connect The Halls of Lesser Secrets (Level 4) to the surface of Telluria.
- The main cross-section (Rooms 1, 11, 12, 56, and 57) was built at this time, and later joined to the pre-existing limestone caverns that were extant to the south.
- The level was heavily damaged by Eld during their invasion of Dwimmermount, and the Elevator (Room 56) is the last intact Second Era construction. The Eld rebuilt the level in their own fashion, but most of the Eldritch works were torn down by the conquering Thulians. Now only the massive Red Doors mark their reign.
- The rest of the level is characterized by Thulian construction, with interior walls and resurfaced exteriors cast from Thulian concrete, and common doors of iron-reinforced oak.
- The Thulians habitually honored the gods who made their capture of Dwimmermount possible by building temples to them throughout its levels. Level 1 they named for Mavors, the God of Warfare, and devoted to military, tribunal, and ceremonial purposes. The Termaxians subsequently maintained these uses, though they did so in the name of the Thrice- Great rather than Mavors.

Factions Present

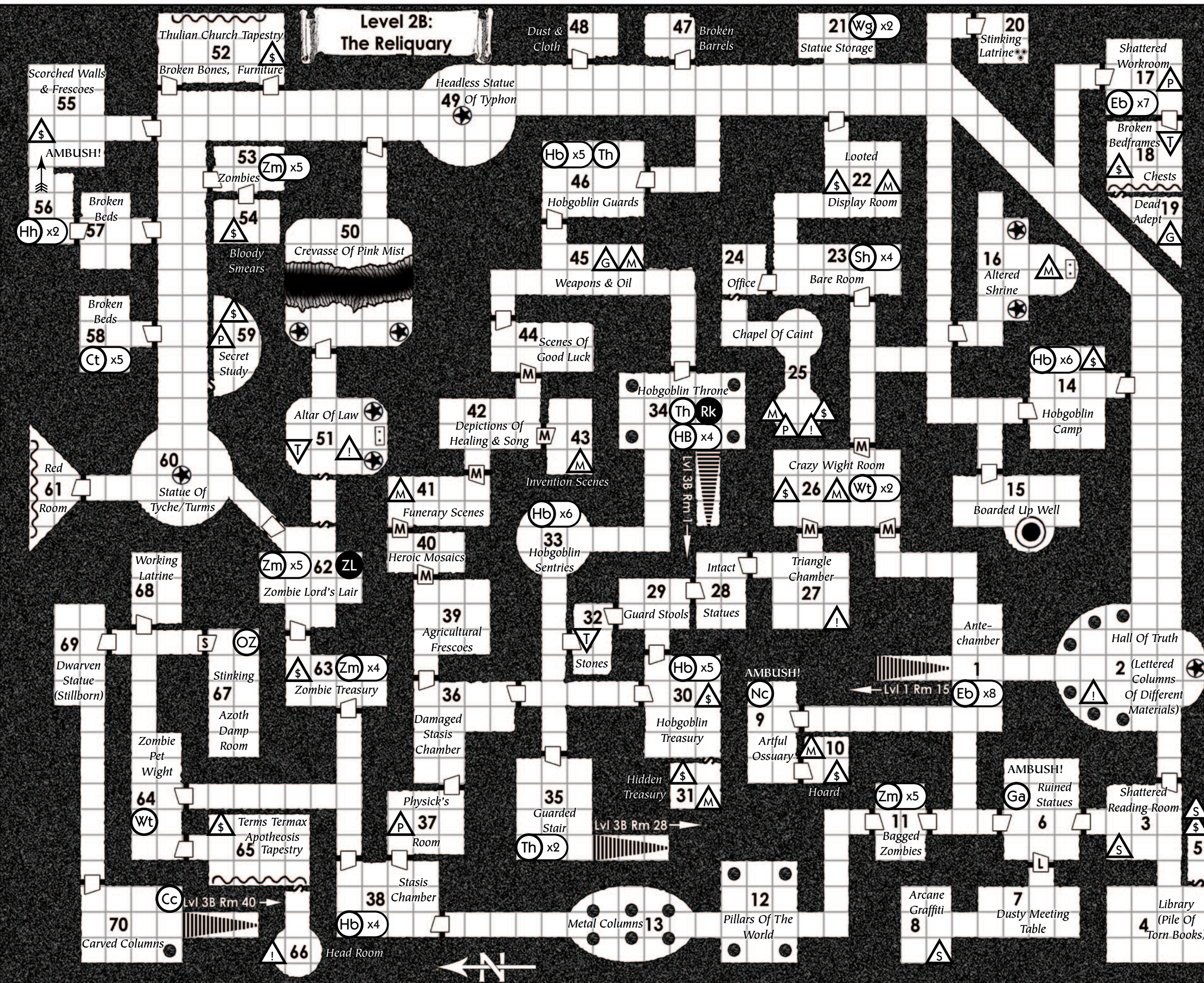
Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Kobold	1	Constructed relicts	Guran (Dwarf 2, C)	1-40	Orc, Spider	-
Spider	1, 4	Astral outsiders	Spawn of Arach-Nacha (Demon 3, C)	1-41	Kobold	-
Orc	1, 2A	Vat-grown relicts	Segur (Orc 4, C)	2A-41	Kobold	Ghoul, Gnoll

Quests, Plots, Things To do

Roll	Room	Era	Activity	Motive	Factions
1	8 - Chapel	3 - Eldrich Empire	Create and experiment with controlling eldrich bones	Expansion	Termaxian, Eld
2	28 - Cave of the Moon Pool	5 - Termaxian Empire	Harvest true water	Resource, Alchemy	Termaxian, Volmarian, City-States
3	37 - Azoth Spring	6 - City-States	Harvest raw azoth	Resource, Alchemy	Termaxian, Eld
4	49 - Commandant's Quarters	3 - Thulian Empire	Extend lifespan or avoid progressive debility by remaining in timeless room	Immortality, Healing	Any fallen from Law
5	61 - Waiting Room	3 - Eldrich Empire	Use pillar of submission to pacify demihumans	Security	Beastmen, Eld, Termaxian, Dwarf
6	64 - Chamber of the Face	5 - Termaxian Empire	Query bronze face, monitor activity on level, communicate with Turms	Security, Lore, Jailbreak	Termaxian, any on level



- (Ab) Archer Bush
- (As) Animated Statue
- (Bs) Spitting Beetles
- (Cs) Carcass Scavenger
- (Gh) Ghoul
- (Gn) Gnoll
- (Oc) Orc
- (Oz) Gray Ooze
- (Rt) Giant Rat
- (Sc) Sapient Cat
- (SL) Green Slime
- (Sh) Shadow
- (Sr) Sapient Rat
- (Th) Throgrin
- (Vr) Vampire Rose
- (GL) Glandal - Captured Dwarf
- (Th) Thoon - Captured Dwarf
- (Se) Segur - Orc Chief
- (Co) Colluthus - Archaic Thulian
- (At) Arethusa - Archaic Thulian
- (Va) Varazes - Renegade Volmarian
- (T) Trap / Hazard / Danger
- (\$) Monetary Treasure
- (G) Goods / Items
- (S) Scroll / Map / Book
- (M) Magical Item
- (!) Special / Key / Dwimmermount Item
- (P) Potion / Liquid



- Caryatid Column
- Giant Centipede
- Gargoyle
- Eldritch Bones
- Hobgoblin
- Elite Hobgoblin
- Hellhound
- Necrophidius
- Azoth Gray Ooze
- Shadow
- Throgrin
- Wood Golem
- Wight
- Zombie
- Zombie Lord - Azoth Infused Thulian
- Rukruk - Hobgoblin King
- Trap / Hazard / Danger
- Monetary Treasure
- Goods / Items
- Scroll / Map / Book
- Magical Item
- Special / Key / Dwimmermount Item
- Potion / Liquid

Turn Tracker

1 turn = 10 min. = 60 rounds
 • - check wandering monsters every 2 turns
 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

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42	•, hour 7	
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48	•, #, hour 8	

Wandering Monsters

- 1 (Eb) Eldritch Bones (3-12)
- 2 (Zm) Zombie (1-6)
- 3 (Hb) Hobgoblin (1-6)
- 4 (Th) Throghrin (1-3)
- 5 (Sh) Shadow (1-8)
- 6 (Oz) Gray Ooze (1)
- 7 (Gc) Gelatinous Cube (1)
- 8 (Rt) Giant Rat (3-18)
- 9 (Cs) Carcass Scavenger (1-3)
- 10 (?) NPC Party (5-8)
- 11 (Bs) Spitting Beetle (1-8)
- 12 (Sp) Crab Spider (1-4)

Party Marching Order

Party Exploration Speed:

Level Access Points

- Stairway up to the Hall of Memories (Room 15) of The Path of Mavors (Level 1) - Room 1
- Access to water system pipes via well - Room 15
- Access to water system pipes via latrine - Room 20
- Stairway down to Dry Fountain (Room 1) of The Reservoir (Level 3B) - Room 34
- Stairway down to Pillared Chamber (Room 28) of The Reservoir (Level 3B) - Room 35
- Crevasse down to Cavern of the Arcanoplasm (Room 48) on The Reservoir (Level 3B) - Room 50
- Access to water system pipes via latrine - Room 68
- Stairway down to the Vestibule (Room 40) of The Reservoir (Level 3B) - Room 70

Notes

Dwimmermount Level 2B - The Reliquary

- In the Fourth Era, the Thulians built The Reliquary, an entire level devoted to showing reverence to their gods. As one of the most recently-built levels (only the Ossuaries are newer), The Reliquary has not endured the many cataclysms of the more aged regions of the dungeon, and remain still largely intact.
- Beautiful examples of Thulian sacred architecture include the majestic Hall of Truth (Room 2), Pillars of the World (Room 12), Six Metals (Room 13), Chamber of Heroism (Room 40), and Temple of Law (Room 51). With vaulted ceilings supported by tall columns, poured concrete walls decorated with scintillating mosaics, and classical marble and bronze statues proudly erected in its halls and chambers, The Reliquary is a poignant reminder that Dwimmermount was a holy place for a Lawful empire.

Factions Present

Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Hobgoblin	2B	Awakened relicts	Rukruk (Hobgoblin 5, C)	2B-34	Zombie	-
Law	2B, 3A, 6A, 8, 9	Imprisoned remnants	Hu P'an (Paladin 9, L) The Iron God (Empyrean 13, L)	8-49 8-51	-	Necrolyte, All Chaotic
Zombie	2B	Custodial remnants	Zombie Lord (Zombie 3, C)	2B-62	Ghoul, Hobgoblin	

Quests, Plots, Things To do

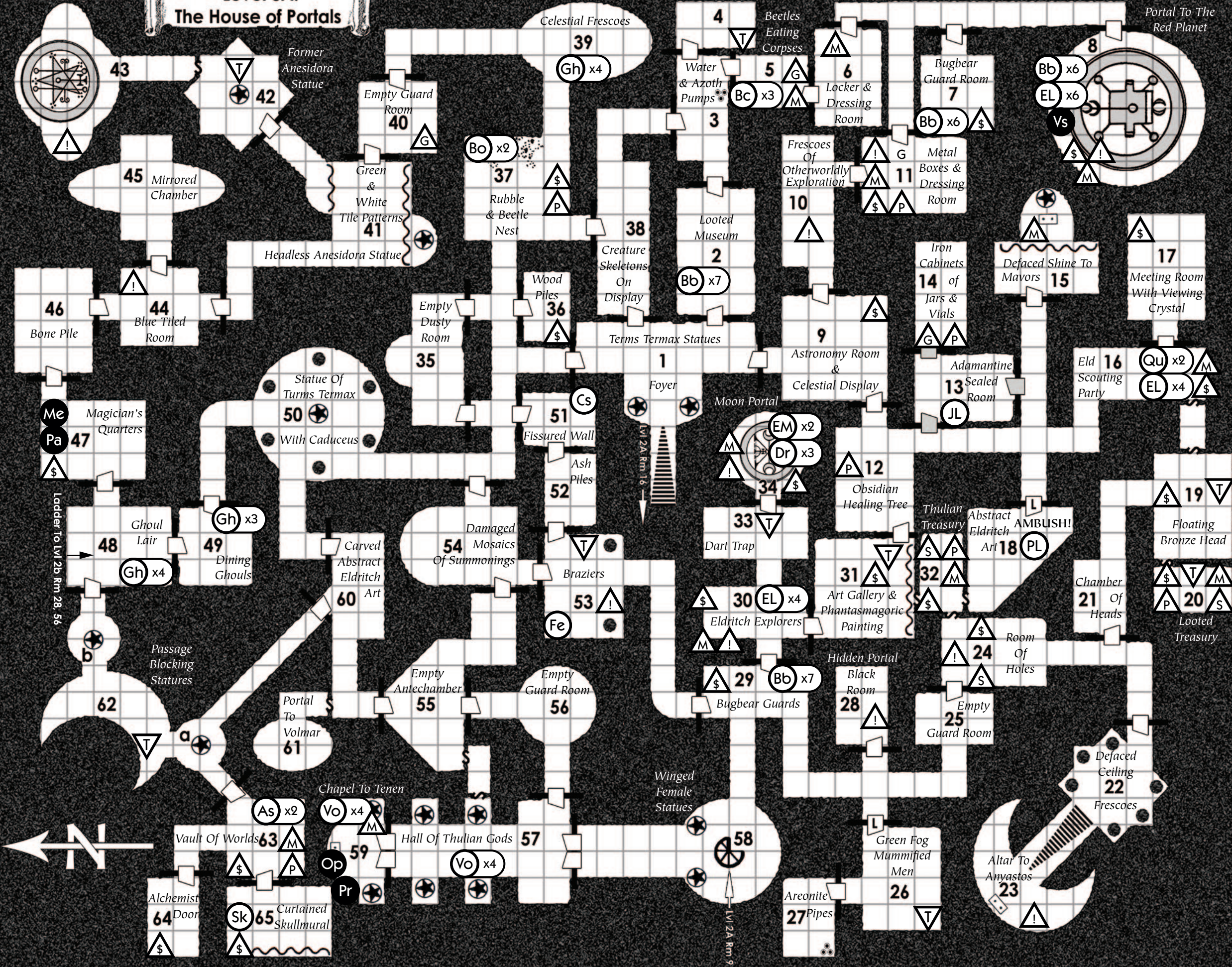
Roll	Room	Era	Activity	Motive	Factions
1	2 - Hall of Truth	4 - Thulian Empire	Grant clerical spell-casting, one attempt per candidate	Expansion	Volmarian, City-State
2	25 - Place of Healing	4 - Thulian Empire	Accelerate rest for healing and recovery of divine spells	Healing, Divine	Volmarian, City-State
3	36, 38 - Stasis Chamber #1 and #2	4 - Thulian Empire	Extend lifespan through stasis, experiment with retrieving other relicts	Immortality, Healing, Reproduction	Hobgoblin, City-State
4	51 - Temple of Law	4 - Thulian Empire	Heal and refresh spells for Lawful clerics	Divine, Healing	Volmarian, City-State

Portal To Green Planet

Level 3A: The House of Portals

Red Gas Barrels

Portal To The Red Planet



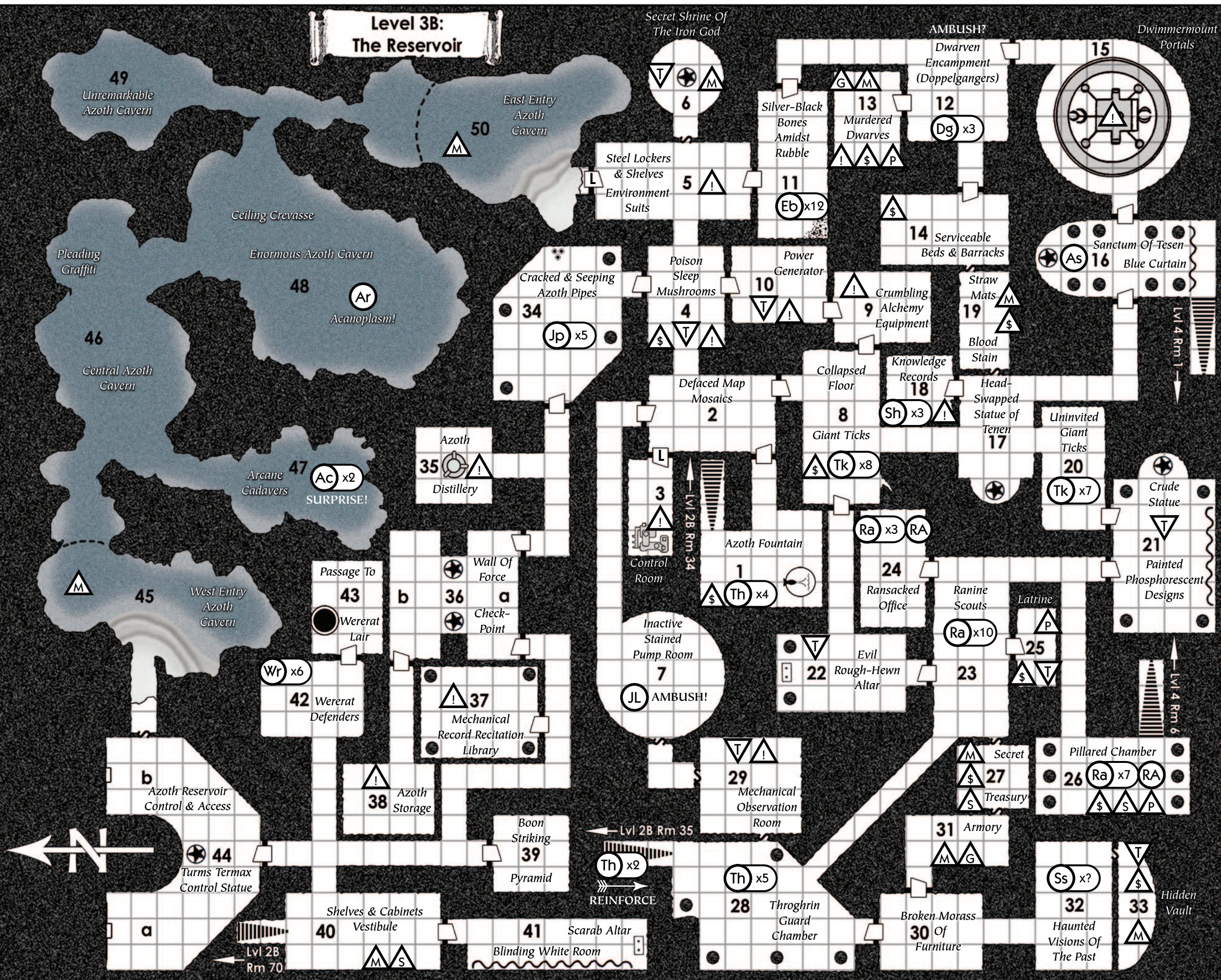
- (As) Animated Iron Statue
- (Bb) Bugbear
- (Bo) Giant Boring Beetle
- (Cs) Carcass Scavenger
- (Dr) Dretch
- (EL) Eld
- (EM) Eld Master
- (Ef) Minor Fire Elemental
- (Bc) Giant Carnivorous Beetle
- (JL) Ochre Jelly
- (PL) Guardian Plasm
- (Qu) Quasit
- (Sk) Skullmural
- (Vo) Volmarian Soldier
- (Vs) Virsor - Eld Leader
- (Me) Menas - Urbane Thulian Ghast
- (Pa) Passara - Urbane Thulian Ghast
- (Op) Opilio - Volmarian Cleric Of Mavors
- (Pr) Proseria - Volmarian Magic User
- (T) Trap / Hazard / Danger
- (\$) Monetary Treasure
- (G) Goods / Items
- (S) Scroll / Map / Book
- (M) Magical Item
- (!) Special / Key / Dwimmermount Item
- (P) Potion / Liquid

Level 3B: The Reservoir

Secret Shrine Of
The Iron God

AMBUSH?

Dwimmermount
Portals



- (Ac) Acane Cadaver
- (Ar) Arcanoplasm
- (As) Animated Stone Statue
- (Dg) Doppelganger
- (Eb) Eldritch Bones
- (JL) Ochre Jelly
- (Jp) Jellyfish Plant
- (Ra) Ranine
- (RA) Ranine Cultist
- (Sh) Shadow
- (Ss) Shadowy Soldier
- (Th) Throgrin
- (Tk) Giant Tick
- (Wr) Wererat
- ▽ Trap / Hazard / Danger
- △ Monetary Treasure
- △ Goods / Items
- △ Scroll / Map / Book
- △ Magical Item
- △ Special / Key / Dwimmermount Item
- △ Potion / Liquid

Turn Tracker

1 turn = 10 min. = 60 rounds
 • - check wandering monsters every 2 turns
 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

Turn	Check	Note
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30	•, hour 5	
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36	•, hour 6	
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42	•, hour 7	
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46	•	
47		
48	•, #, hour 8	

Wandering Monsters

- 1 (Th) Throghrin (1-6)
- 2 (JL) Ochre Jelly (1)
- 3 (TK) Giant Tick (1-8)
- 4 (Eb) Eldritch Bones (3-12)
- 5 (Dg) Doppelganger (1-6)
- 6 (Sh) Shadow (1-8)
- 7 (Ra) Ranine (1-8)
- 8 (Hb) Hobgoblin (1-6)
- 9 (Cs) Carcass Scavenger (1-3)
- 10 (?) NPC Party (5-8)
- 11 (Wr) Wererat (1-6)
- 12 (Oz) Gray Ooze (1)

Party Marching Order

Party Exploration Speed:

Level Access Points

- Stairway up to the Throne Room (Room 34) of the Reliquary (Level 2B) - Room 1
- Access to azoth system via fountain pipes - Room 1
- Portal to Entrance Chamber (Room 1) on The Path of Mavors (Level 1) - Room 15
- Portal to the bottom of the Staircase (Room 1) on The Ossuaries (Level 6A) - Room 15
- Portal to an empty chamber containing a Dead Dwarf (Room 10) on The Manufactory (Level 6B) - Room 15
- Stairway down to Entry Room (Room 1) of The Halls of Lesser Secrets (Level 4) - Room 16
- Access to water system pipes via latrine - Room 25
- Stairway down to Ranine Explorers (Room 6) of The Halls of Lesser Secrets (Level 4) - Room 26
- Stairway up to the Stairway (Room 35) on The Reliquary (Level 2B) - Room 28
- Access to azoth system via cracked pipes - Room 34
- Stairway up to the Stairway (Room 70) of The Reliquary (Level 2B) - Room 40
- Hole in ceiling to Crevasse (Room 50) on The Reliquary (Level 2B) - Room 48

Notes

Dwimmermount Level 3B - The Reservoir

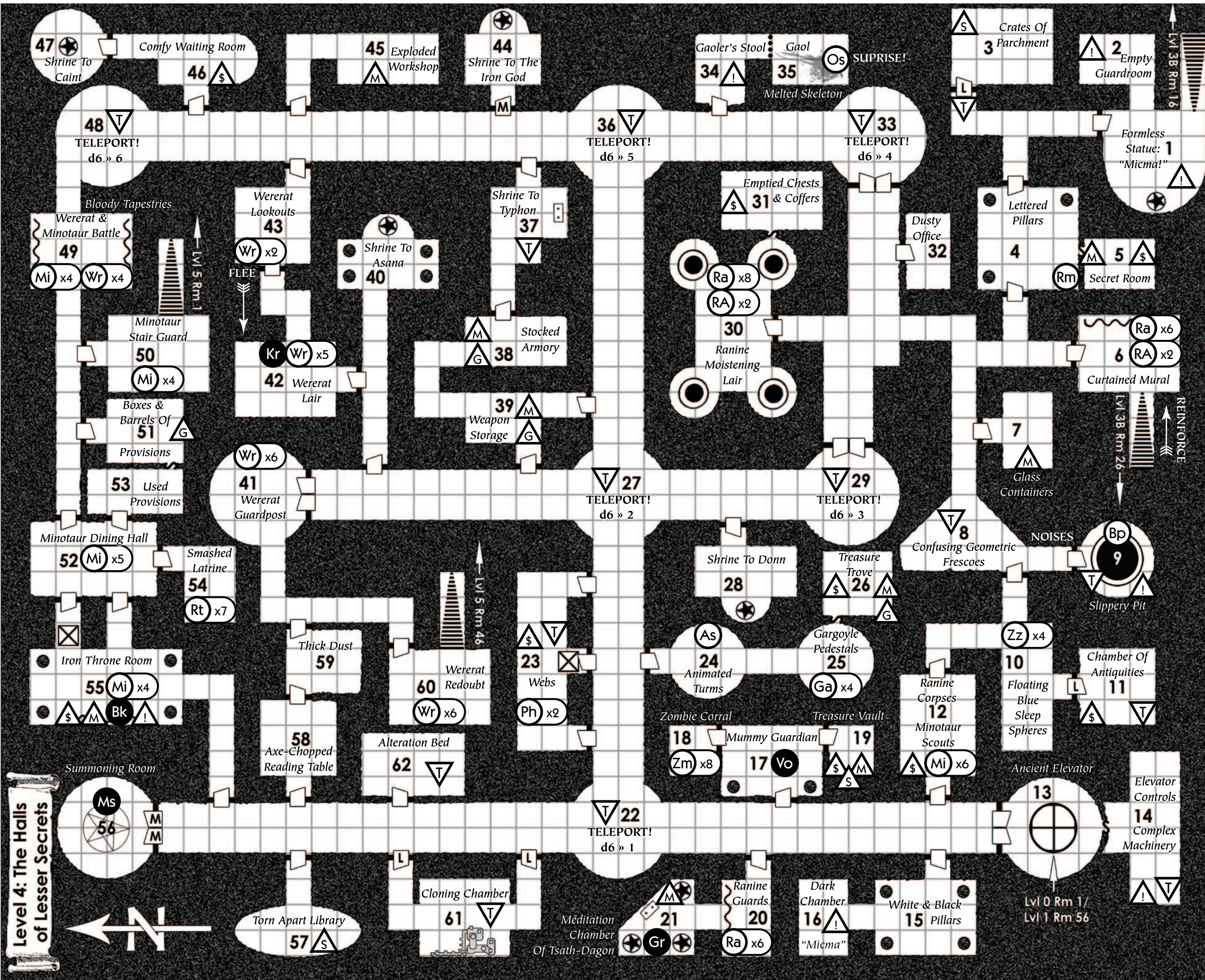
- The Reservoir was built around a series of pre-existing limestone caverns located mid-way between the peak and the lower astral dome to contain azoth drawn from the quintessence of space.
- Using the Great Ancients magical technology, vast quantities of stone were dematerialized to excavate space of the desired dimensions, resulting in hewn areas of sheer smoothness and flawless geometry.
- Adamantine steel hatches, capable of being sealed against azoth, were installed between the rooms and corridors, and vitreum radiance panels were placed every ten feet to illuminate the level.
- Much of this construction has been damaged or destroyed. The original construction is still evident in the Control Room (Room 3), Pump Room (Room 7), Engineering Room (Room 9), Power Generator (Room 10), Strange Storeroom (Room 18), Observation Room (Room 29), Distillation Room (Room 35), and Arcane Library (Room 37).
- Much of the rest of the level is of Eld, Thulian, or Termaxian construction.

Factions Present

Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Ranine	3B, 4	Subterranean foreigners	Groak (Ranine Cultist 4, C)	4-21	-	All Lawful
Wererat	3B, 4, 5	Imprisoned remnants	Krishka (Wererat 4, C)	4-42	Rat	Minotaur

Quests, Plots, Things To do

Roll	Room	Era	Activity	Motive	Factions
1	1 - Dry Fountain	4 - Thulian Empire	Harvest raw azoth	Resource, Alchemy	Termaxian, Eld
2	3 - Control Room	4 - Thulian Empire	Control access to azoth pumping and distillation in Reservoir	Security	Any on level
3	10 - Power Generator	4 - Thulian Empire	Control functioning of azoth pumping and distillation in Reservoir	Resource, Security	Any on level
4	29 - Observation Room	4 - Thulian Empire	Monitor activity on level	Security	Any on level
5	35 - Distillation Room	4 - Thulian Empire	Distill raw azoth into other compounds, repair distillery	Alchemy	Termaxian, Eld
6	39 - Chamber of the Pyramid	4 - Thulian Empire	Enchant weapons for 1d6 days	Expansion, Security	Any



- (As) Animated Statue
- (Bp) Black Pudding
- (Ga) Gargoyle
- (Mi) Minotaur
- (Os) Olive Slime
- (Ph) Phase Spider
- (Ra) Ranine
- (RA) Ranine Cultist
- (Rm) Rust Monster
- (Rt) Giant Rat
- (Wr) Wererat
- (Zm) Zombie
- (Zz) Sleep Sphere
- (Bk) Bik - Minotaur King
- (Gr) Groak - Powerful Ranine Cultist
- (Kr) Krishka - Wererat Leader
- ▽ Trap / Hazard / Danger
- △ Monetary Treasure
- △ Goods / Items
- △ Scroll / Map / Book
- △ Magical Item
- △ Special / Key / Dwimmermount Item
- △ Potion / Liquid

Level 4: The Halls of Lesser Secrets

Turn Tracker

1 turn = 10 min. = 60 rounds
 • - check wandering monsters every 2 turns
 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

Turn	Check	Note
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42	•, hour 7	
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48	•, #, hour 8	

Wandering Monsters

- 1 (Ra) Ranine (1-8)
- 2 (Rm) Rust Monster (1-4)
- 3 (Sh) Shadow (1-6)
- 4 (Mi) Minotaur (1-4)
- 5 (Ga) Gargoyle (1-4)
- 6 (Wr) Wererat (1-6)
- 7 (Hh) Hellhound (2-8)
- 8 (JL) Ochre Jelly (1)
- 9 (Oz) Gray Ooze (1)
- 10 (?) NPC Party (5-8)
- 11 (Dg) Doppelganger (1-6)
- 12 (Rh) Giant Rhagodessa (1-4)

Party Marching Order

Party Exploration Speed:

Level Access Points

- Stairway up to the Sanctum of Tenen (Room 16) of The Reservoir (Level 3B) - Room 1
- Stairway up to the Stairway (Room 26) of The Reservoir (Level 3B) - Room 6
- Ancient Elevator that leads up to Room 56 of The Path of Mavors (Level 1) and beyond to Room 1 of The Divinitarium (Level 0) - Room 13
- Access to water system pipes - Room 30
- Stairway down to the Entrance (Room 1) of The Halls of Greater Secrets (Level 5) - Room 50
- Access to water system pipes via latrine - Room 54
- Stairway down to Wererats (Room 46) in The Halls of Greater Secrets (Level 5) - Room 60

Notes

Dwimmermount Level 4 - The Hall Of Lesser Secrets

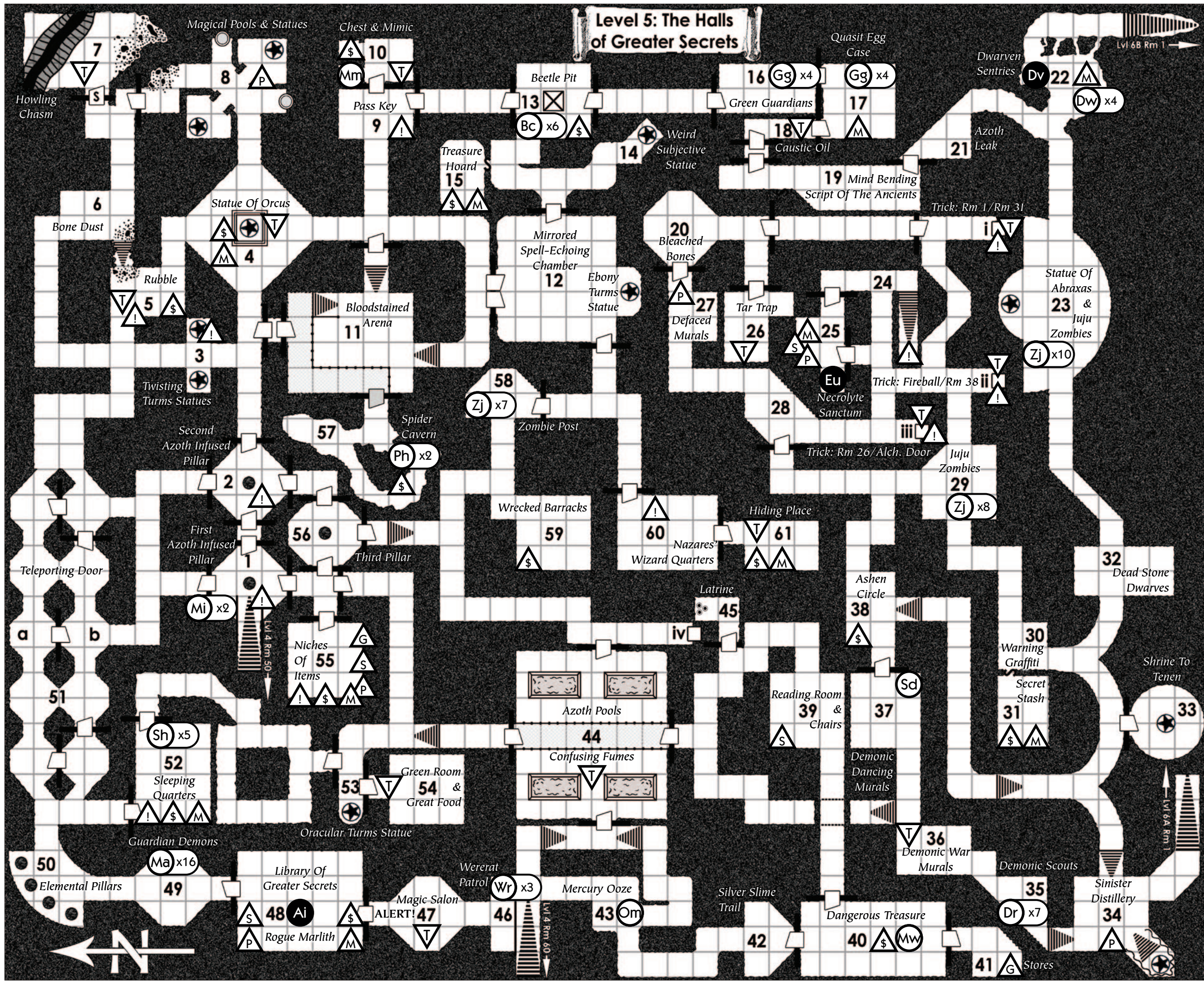
- Excavated at the height of the Second Era to serve as a laboratory for the Servitors research into physical and biological transformation.
- The Elevator to the Divinitarium (Room 13), Elevator Control Room (Room 14), Cloning Chamber (61) and Alteration Chamber (Room 62) are all that remain of these ancient works.
- During the Eld invasion of the Third Era, the Great Ancients destroyed virtually all of this level's precious machinery and devices rather than allow them to fall into the hands of their enemy.
- The dismayed Eld largely left Level 4 in ruins, and excavated The Laboratory (Level 2A) to conduct their own biological experiments.
- The Thulian invasion of Dwimmermount destroyed so much of the construction of past ages that most of the dungeon had to be re-built. The Thulian architects decided Level 4's central location made it the ideal hub for imperial power. Thus the Fourth Era saw the installation of the level's majestic Throne Room (Room 55), its many shrines (Rooms 28, 37, 40, 44, and 47), and various armories, museums, and treasure vaults (Rooms 26, 31, 38, and 39). The Thulians also built the Teleportation Maze (Rooms 27, 33, 36, and 48) to confound those who might strike at the throne.
- The influence of their sinister Termaxian successors can be seen in the chambers devoted to necromancy (Rooms 17 and 18), demon worship (Rooms 20 and 21), and extraplanar summoning (Room 56).

Factions Present

Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Ranine	3B, 4	Subterranean foreigners	Groak (Ranine Cultist 4, C)	4-21	-	All Lawful
Wererat	3B, 4, 5	Imprisoned remnants	Krishka (Wererat 4, C)	4-42	Rat	Minotaur
Minotaur	4, 5	Awakened/vat-grown relicts	Bik (Minotaur 6, C)	4-55	-	Wererat
Spider	1, 4	Astral outsiders	Spawn of Arach-Nacha (Demon 3, C)	1-41	Kobold	-

Quests, Plots, Things To do

Roll	Room	Era	Activity	Motive	Factions
1	14 - Elevator Control Room	3 - Eldrich Empire	Control function of elevator to Path of Mavors and Divinatorium	Security	Any on level
2	37 - Shrine to Typhon	4 - Thulian Empire	Heal and refresh spells for clerics of Typhon	Healing, Divine	Volmarian, City-State
3	44 - Shrine to the Iron God	4 - Thulian Empire	Shelter for Lawfuls, inaccessible to Chaos	Security	Lawful
4	61 - Clone Chamber	3 - Eldrich Empire	Make alchemical duplicates of individuals	Reproduction, Alchemy	Eld, Beastmen



Level 5: The Halls of Greater Secrets

- (Bc) Giant Carniverous Beetle
- (Dw) Dwarf
- (Gg) Green Guardian
- (Ma) Mane
- (Mi) Minotaur
- (Mm) Mimic
- (Mw) Muculent Worm
- (Ph) Phase Spider
- (Sd) Stirge Demon
- (Sh) Shadow
- (Zj) Juju Zombie
- (Ai) Aishapra - Rogue Marlith Demon
- (Eu) Euthalius - Necrolyte Scholar
- (Dv) Darval - Dwarven Leader
- ▽ Trap / Hazard / Danger
- △ Monetary Treasure
- △ Goods / Items
- △ Scroll / Map / Book
- △ Magical Item
- △ Special / Key / Dwimmermount Item
- △ Potion / Liquid

Turn Tracker

1 turn = 10 min. = 60 rounds
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 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

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Wandering Monsters

- 1 (Ra) Ranine (1-8)
- 2 (Rm) Rust Monster (1-4)
- 3 (Sh) Shadow (1-8)
- 4 (Mi) Minotaur (1-4)
- 5 (Ph) Phase Spider (1-3)
- 6 (Gg) Green Guardian (1-6)
- 7 (Zj) Juju Zombie (1-8)
- 8 (Bg) Giant Stag Beetle (1-6)
- 9 (Bp) Black Pudding (1)
- 10 (?) NPC Party (5-8)
- 11 (Ma) Mane (4-16)
- 12 (Bo) Giant Boring Beetle (1-4)

Party Marching Order

Party Exploration Speed:

Level Access Points

- Stairway up to Minotaur Guards (Room 50) in The Halls of Lesser Secrets (Level 4) - Room 1
- Access to water system pipes via beetle pit - Room 13
- Stairway down to Entry Hall (Room 1) to The Manufactory (Level 6B) - Room 22
- Stairway down to teleport to the Library of Great Secrets (Room 48) if carrying a Termaxian passkey - Room 24
- Teleport to Tar Trap (Room 26) or outside the Alchemist's Door to Dwimmermount if carrying a Termaxian passkey - Room 28 III
- Stairway down to the Staircase (Room 1) of The Ossuaries (Level 6A) - Room 34
- Access to azoth system via pipes - Room 44
- Access to water system pipes via latrine - room 45
- Stairway up to the Wererat Redoubt (Room 60) on The Halls of Lesser Secrets (Level 4) - Room 46

Notes

Dwimmermount Level 5 - The Hall Of Greater Secrets

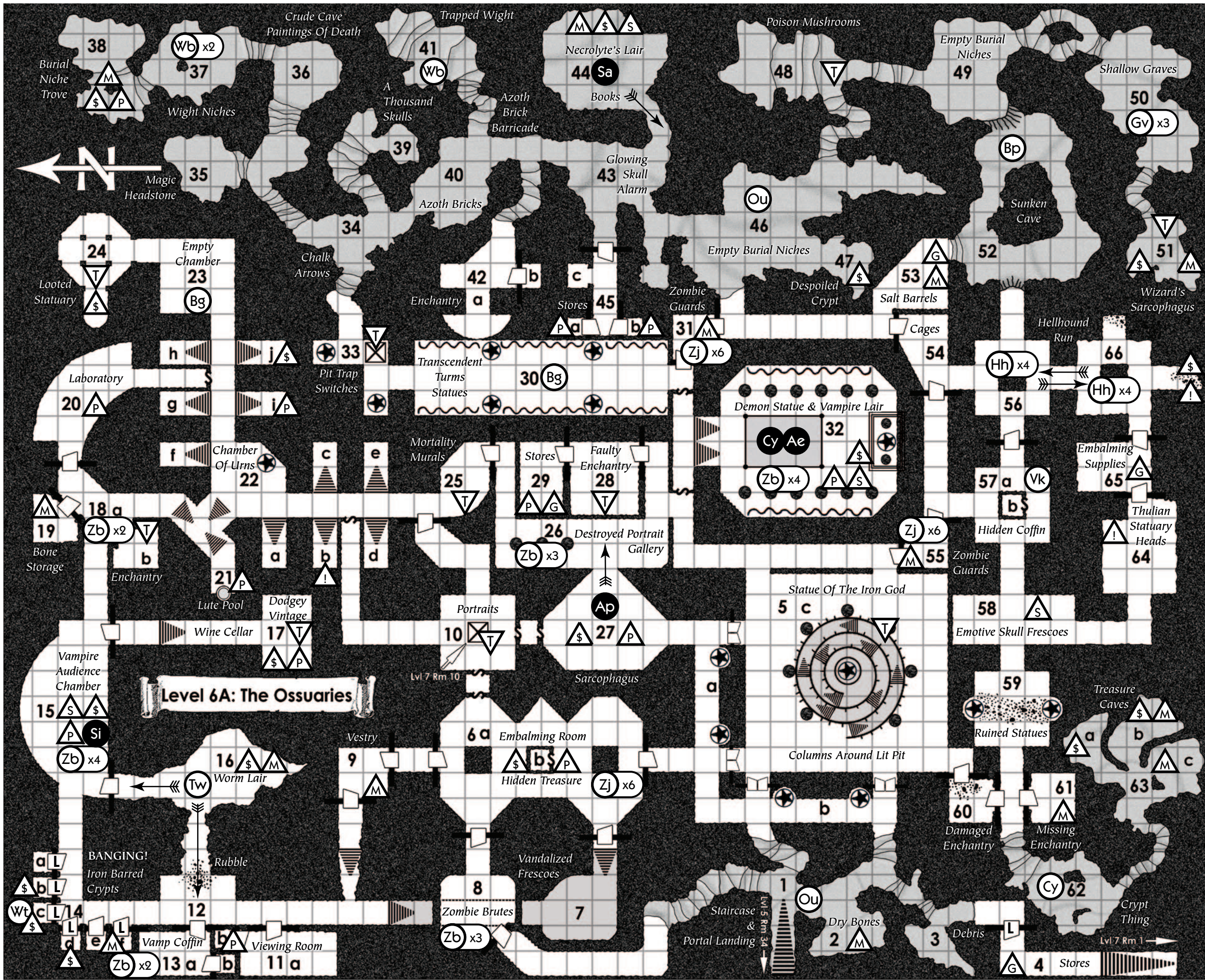
- Excavated at the start of the Second Era to serve as the seat of metaphysical research in Dwimmermount. As with The Halls of Lesser Secrets (Level 4), the Great Ancients destroyed virtually all of this level rather than allow the Eld to seize it.
- Today only the Hieroglyphics Room (Room 19), Azoth Pools (Room 44) and portions of the Library of Great Secrets (Room 48) show signs of Second Era construction. The Eld largely left Level 5 in ruins.
- The Thulians took a greater interest in the secrets of the lost Ancients; they rebuilt the Library, and installed the Reading Room (Room 39), Salon (Room 47), Pools and Statues (Room 8), and Shrine to Tenen (Room 33).
- Under the Termaxians, The Halls of Greater Secrets again became one of the most important levels of Dwimmermount, and most of the level's construction is characteristic of that dark time. High-ranking hierophants such as Euthalius (Room 25) and Marthanes (Room 60) settled here to study alchemy (Room 34) and demonology (Rooms 4, 17, and 23). An Arena (Room 11) was built to test the fighting capabilities of beastmen, summoned creatures, and crossbred creations. The nearby Echo Chamber (Room 12) and Four Pillars (Room 50) were used to enhance the combatants while the Healing Device (Room 56) healed them. The adjoining Natural Cavern (Room 57) became a lair for monstrous combatants between fights.

Factions Present

Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Wererat	3B, 4, 5	Imprisoned remnants	Krishka (Wererat 4, C)	4-42	Rat	Minotaur
Minotaur	4, 5	Awakened/vat-grown relicts	Bik (Minotaur 6, C)	4-55	-	Wererat
Dwarf	5, 6B, 7	Custodial remnants	Erdak (Dwarf 8, L) Darval (Dwarf 7, L) Wertek (Dwarf 6, N)	6B-30 5-22 6B-30	Vampire	Termaxian
Demon	5, 8	Astral outsiders	Aishapra (Marilith 7, C) Ndulu (Balor 8, C)	5-48 8-34	Necrolyte, Termaxian	Law, All Lawful
Necrolyte	5, 6A, 8	Imprisoned remnants	Turms Termax (Demigod 18, C)	8-45	Demon, Termaxian	Law, Terrim

Quests, Plots, Things To do

Roll	Room	Era	Activity	Motive	Factions
1	4 - Prince of the Undead	5 - Termaxian Empire	Summon babau demons, experiment with binding them	Demonic	Termaxian, Eld
2	12 - Echo Chamber	4 - Thulian Empire	Cast spells within room to magnify their effects	Arcane	Eld, Termaxian, City-State
3	19 - Hieroglyphics Room	4 - Thulian Empire	Teach language of Great Ancients at cost of 1 point of Wisdom	Lore, Expansion	Men
4	36 - Bizarre Mosaics	4 - Thulian Empire	Grant bonus to hit and damage when fighting demons	Expansion, Security	Volmarians, City-State
5	44 - Azoth Pools	4 - Thulian Empire	Harvest raw azoth	Resource, Alchemy	Termaxian, Eld
6	50 - Four Pillars	4 - Thulian Empire	Grant elemental damage to weapons for 24 hours, once per weapon	Expansion	Any on level



- (Bg) Bone Golem
- (Bp) Black Pudding
- (Cy) Crypt Thing
- (Gv) Grave Risen
- (Hh) Hellhound
- (Ou) Undead Ooze
- (Tw) Tenebrous Worm
- (Wb) Barrow Wight
- (Wt) Wight
- (Vk) Vrock
- (Zb) Zombie Brute
- (Zj) Juju Zombie
- (Ae) Aetheria - Vampire Consort
- (Ap) Apion - Termaxian Mummy
- (Cy) Cyrus - Vampire Thulian General
- (Sa) Sarapammon - Termaxian Necrolyte
- (Si) Sittas - Vampire Magic User
- ▽ Trap / Hazard / Danger
- △ Monetary Treasure
- △ Goods / Items
- △ Scroll / Map / Book
- △ Magical Item
- △ Special / Key / Dwimmermount Item
- △ Potion / Liquid

Turn Tracker

1 turn = 10 min. = 60 rounds
 • - check wandering monsters every 2 turns
 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

Turn	Check	Note
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42	•, hour 7	
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46	•	
47		
48	•, #, hour 8	

Wandering Monsters

- 1 (Hh) Hellhound (2-8)
- 2 (Zj) Juju Zombie (1-10)
- 3 (Mu) Mummy (1-4)
- 4 (Ou) Undead Ooze (1)
- 5 (Wt) Wight (1-4)
- 6 (Bg) Bone Golem (1)
- 7 (Vk) Vrock (1)
- 8 (Bp) Black Pudding (1)
- 9 (Rm) Rust Monster (1-4)
- 10 (?) NPC Party (5-8)
- 11 (Ma) Mane (4-16)
- 12 (Vp) Vampire (1-3)

Party Marching Order

Party Exploration Speed:

Level Access Points

- Stairway up to The Lord of Alchemy (Room 34) on The Halls of Greater Secrets (Level 5) - Room 1
- Portal to the Portal Room (Room 15) on The Reservoir (Level 3B) if activated - Room 1
- Stairway down to the Entry Cavern (Room 1) of the Deep Hollows (Level 7) - Room 4
- Pit trap dropping to the Shrine of the Brazen Head (Room 10) in The Deep Hollows (Level 7) - Room 10

Notes

Dwimmermount Level 6A - The Ossuaries

- Excavation of the Ossuaries began two centuries after the Thulians captured Dwimmermount, and was completed about five hundred years ago, during late Fourth Era.
- The Portrait Gallery (Room 10) and Chamber of Urns (Room 22) date after this time. With this deification of ancestors came the rise of the Iron God (Room 5), a psychopomp responsible for escorting the immortal soul to the afterlife.
- When the Termaxians took control of Dwimmermount, Turms directed some of his cultists to study necromancy, an art he had largely left unexplored. Much of this research took place within The Ossuaries, where the Termaxians learned how to transform others into vampires, mummies, and ghouls, and to extract eternal loyalty from undead slaves. The Termaxian necromancers also realized that there was considerable arcane power latent in the bones of the interred heroes and kings, and created the Enchantries (Rooms 18b, 28, 42a, 60, and 63) to utilize it.
- The level itself is a mix of natural limestone cavern and hewn construction. As is common to Fourth and Fifth Era levels, the excavation ranges from acceptable to crude, with rough surfaces, fungus, and fissures. Interior walls are of Thulian concrete, plaster, stone, brick, and wood. Doors tend to be iron-reinforced oak.

Factions Present

Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Law	2B, 3A, 6A, 8, 9	Imprisoned remnants	Hu P'an (Paladin 9, L) The Iron God (Empyreal 13, L)	8-49 8-51	-	Necrolyte, All Chaotic
Vampire	6A	Custodial remnants	Cyrus Agallon (Vampire 9, C) Sittas (Vampire 7, C)	6A-32 6A-15	Dwarf	Termaxian
Necrolyte	5, 6A, 8	Imprisoned remnants	Turms Termax (Demigod 18, C)	8-45	Demon, Termaxian	Law, Terrim

Quests, Plots, Things To do

Roll	Room	Era	Activity	Motive	Factions
1	5 - Statue of the Iron God	4 - Thulian Empire	Convert people to Law, restore life levels for Lawful characters, impassible to undead	Divine, Expansion	Volmarians, City-State
2	18b - Enchantry	4 - Thulian Empire	Create single-use wand of paralysis or detect magic, secret doors, or traps	Alchemy, Arcane	Eld, Volmarians
3	21 - Lute Pool	4 - Thulian Empire	Create alchemical reagent known as lute, required for enchantry	Alchemy, Resource	Termaxian, City-State
4	35 - The Magic Headstone	4 - Thulian Empire	Increase abilities, heal, or suffer random effect once per user	Expansion, Arcane	Termaxian, City-State
5	42a - Enchantry	4 - Thulian Empire	Create single-use wand of fear, fireball, or magic missile	Alchemy, Arcane	Eld, Volmarians
6	61 - Missing Enchantry	4 - Thulian Empire	Create single-use wand of cold, light, polymorphing, or summoning	Alchemy, Arcane	Eld, Volmarians

Turn Tracker

1 turn = 10 min. = 60 rounds
 • - check wandering monsters every 2 turns
 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

Turn	Check	Note
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48	•, #, hour 8	

Wandering Monsters

- (Dw)** Dwarves (1-6)
- (Rm)** Rust Monster (1-4)
- (Cs)** Carcass Scavenger (1-4)
- (Om)** Mercury Ooze (1)
- (Ba)** Basilisk (1)
- (Xo)** Xorn (1-3)
- (Ee)** Earth Elemental (1)
- (Go)** Gorgon (1)
- (Hh)** Hellhound (2-8)
- (?)** NPC Party (5-8)
- (Tu)** Termaxian Husk (1-6)
- (Cg)** Clay Golem (1)

Party Marching Order

Party Exploration Speed:

Level Access Points

- Stairway up the Dwarf Sentries (Room 22) on The Halls of Greater Secrets (Level 5) - Room 1
- Access to water system pipes via cisterns - Room 9
- Access to water system pipes via latrine - Room 11
- Access to azoth system via pipes - Room 31
- Access to water system pipes via junction - Room 36
- Stairway down to the Termaxian Base Camp (Room 19) in The Deep Hollows (Level 7) - Room 52

Notes

Dwimmermount Level 6B - The Manufactory

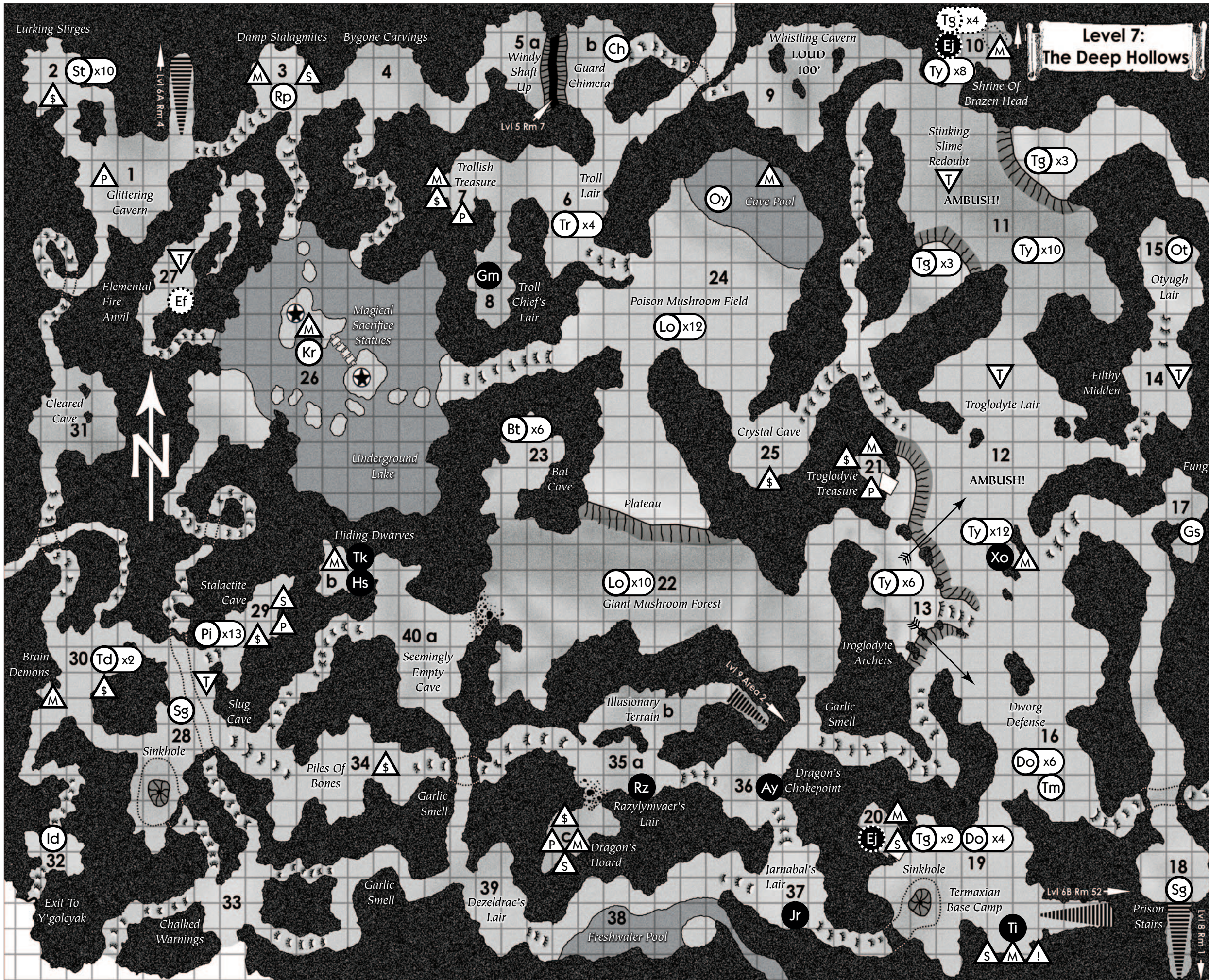
- Was built as a shield generator and military-industrial factory, purposes it continued to serve for each successive generation of Dwimmermount's rulers.
- Contains some of the most intact First and Second era machinery in Dwimmermount. Only The Divinitarium (Level 0) and The City of the Ancients (Level 9) are comparable.
- The most important part is The Great Machine (Room 40), the command center for the entire dungeon; also of great importance are the Power Station (Room 3), Analytical Engine (Room 13d), Viewing Stations (Room 15a), Crystal Resonance Chamber (Room 48), and Foundry (Room 62).
- The level itself was excavated with the flawless geometry typical of the Great Ancients. The exposed stone was then laminated with nephelite, while interior walls were largely made of the same. The floors are nephelite lacquered with glossy alchemist's resin. The level's ceilings are also nephelite, punctuated by 4-foot by 2-foot vitreum radiance panels at regular 10 foot intervals. These panels are meant to light up the level, but they are mostly broken or powerless.
- Doors are frosted vitreum rather than the ordinary oak and iron doors common to the upper levels.
- Most of the machines and furniture on this level are of advanced materials such as adamantine steel, alchemist's resin, nephelite, orichalcum, or vitreum. These materials are quite rare in the current era, so unless an NPC such as Erdak explains their composition, they are just part of the strange mysteries of Dwimmermount.

Factions Present

Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Dwarf	5, 6B, 7	Custodial remnants	Erdak (Dwarf 8, L) Darval (Dwarf 7, L) Wertek (Dwarf 6, N)	6B-30 5-22 6B-30	Vampire	Termaxian
Termaxian	6B, 7, 9	Nihilistic locals	Ermenjart (M-U 9, C) Alyaume (M-U 9, C) Nilus (M-U 8, C)	7-20 9-4 6B-40	Demon, Necrolyte	Dwarf, Dwimmerdragon, Vampire

Quests, Plots, Things To do

Roll	Room	Era	Activity	Motive	Factions
1	3 - Power Station	2 - Great Ancients	Control access to charging of power cells used by devices on the Manufactory	Resource	Any on level
2	6a - Metal Shop	2 - Great Ancients	Give weapons permanent +1 to damage using power cells	Resource	Any on level
3	13d - Analytical Engine	2 - Great Ancients	Predict future events, study information stored by Great Ancients	Lore, Security	Any on level
4	15a - Viewing Stations	2 - Great Ancients	Monitor activity in rooms on level	Security	Any on level
5	31 - The Azoth Pool	2 - Great Ancients	Harvest raw azoth	Resource, Alchemy	Termaxian, Eld
6	34 - Backup Power Plant	5 - Termaxian Empire	Provide backup power to Prison, or use for parts to repair Prison machinery	Jailbreak, Security	Termaxian, City-State
7	35 - Secret Shrine	4 - Thulian Empire	Gain ability to understand and activate magical device by leaving items at shrine	Lore, Arcane, Jailbreak	Dwarves, Termaxians, Volmarians
8	40 - Great Machine	2 - Great Ancients	Control devices within Dwimmermount including Foundry, Prison, and Sleeping God	Security, Reproduction, Jailbreak	Dwarves, Termaxians, Volmarians
9	48 - Crystal Resonance Chamber	2 - Great Ancients	Cast spells within room to magnify their effects, study mechanism of action	Arcane, Divine	Eld, Termaxians, City-State
10	62 - Foundry	2 - Great Ancients	Create dworgs, dwarves, and Silver Men	Reproduction	Dwarves, Men



**Level 7:
The Deep Hollows**

- (Bt) Giant Vampire Bat
- (Ch) Chimera
- (Do) Dworg
- (Ef) Fire Elemental
- (Gs) Gas Spore
- (Kr) Cave Kraken
- (Lo) Subterranean Locust
- (Ot) Otyugh
- (Oy) Crystal Ooze
- (Pi) Piercer
- (Sg) Stone Golem
- (St) Stirge
- (Td) Thelidu
- (Tg) Termaxian Guard
- (Tm) Termaxian Magic-User
- (Tr) Troll
- (Ty) Troglodyte
- (Ay) Ayzmyr - Young Dwimmerdragon
- (Ej) Ermenjart - Termaxian Leader
- (Gm) Grummar - Two-Headed Troll Chief
- (Hs) Harsten - Dwarven Scout
- (Jr) Jarnabal - Mute Dwimmerdragon
- (Ti) Tibaut - Termaxian Magic-User
- (Tk) Thobek- Dwarven Scout
- (Rz) Razylmvaer - Dwimmerdragon Patriarch
- (Xo) Xochotl - Troglodyte Chieftain
- ▽ Trap / Hazard / Danger
- △ Monetary Treasure
- △ Goods / Items
- △ Scroll / Map / Book
- △ Magical Item
- △ Special / Key / Dwimmermount Item
- △ Potion / Liquid

Turn Tracker

1 turn = 10 min. = 60 rounds
 • - check wandering monsters every 2 turns
 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

Turn	Check	Note
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48	•, #, hour 8	

Wandering Monsters

- 1 (Bp) Black Pudding (1)
- 2 (Ch) Chimera (1-2)
- 3 (Dd) Dwimmerdragon (1)
- 4 (Id) Intellect Devourer (1)
- 5 (Go) Gorgon (1)
- 6 (Mm) Mimic (1)
- 7 (Td) Thelidu (1-2)
- 8 (Ot) Otyugh (1)
- 9 (Rp) Roper (1-2)
- 10 (?) NPC Party (5-8)
- 11 (Sg) Giant Slug (1)
- 12 (Tr) Troll (1-8)

Party Marching Order

Party Exploration Speed:

Level Access Points

- Stairway up to the Store Room (Room 4) of The Ossuaries (Level 6A) - Room 1
- Windy shaft up to the Bottomless Pit (Room 7) of The Halls of Greater Secrets (Level 5) - Room 5
- Chute up to the Portrait Room (Room 10) of The Ossuaries (Level 6A) - Room 10
- Stairway down to blocked Entrance (Room 1) to The Prison (Level 8) - Room 18
- Stairway up to the Stairway (Room 52) of The Manufactory (Level 6B) - Room 19
- Passageway leading to Y'golcyak, the subterranean realm - Room 32
- Passageways leading to Stygian Depths - Room 32
- Stairway down to the Great Stone Stairway (Area 2) of The City of the Ancients (Level 9) - Room 35b
- Subteranean Stream into Freshwater Pool - Room 38

Notes

Dwimmermount Level 7 - The Deep Hallows

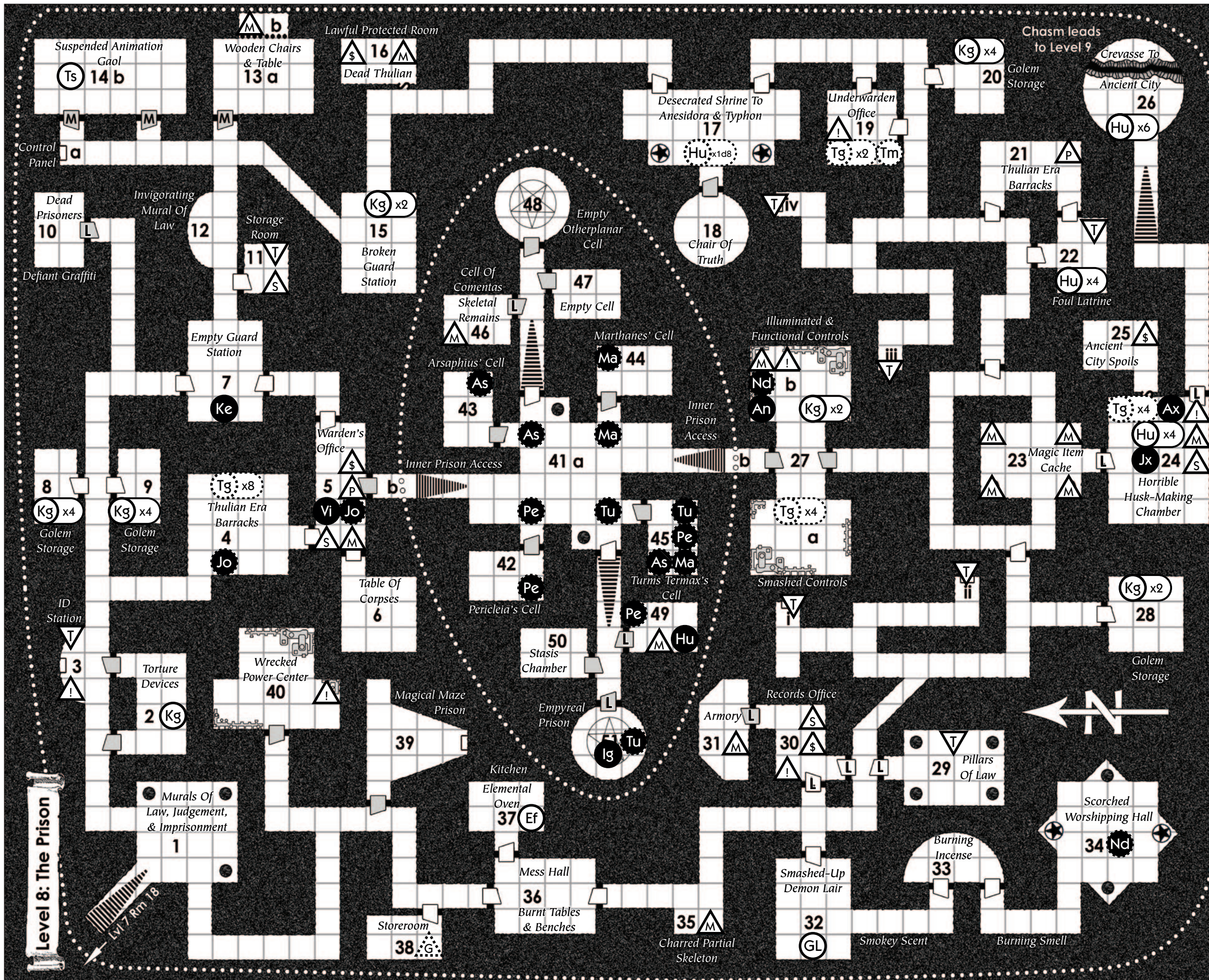
- Extensive network of limestone caverns that cut across Dwimmermount and extend into the subterranean world that underlies Telluria (see Chapter 4, Vicinity of Dwimmermount).
- The Great Ancients were spurred to explore The Deep Hollows during the First Era, as the action of their astral dome in The City (Level 9) drew azoth down from the quintessence of space and infused it into the minerals within the rock. The crystals of the Entry Cavern (Room 1) and Crystal Cavern (Room 25) are the last remnants of these magical mineralogical deposits.
- From The Deep Hollows, the Great Ancients delved the mines, collieries, and quarries that became known as the Deep Passages. This activity eventually brought the Ancients into contact with a network of subterranean canals and nightmarish labyrinths dug by the thelidu, ranine, and goblins (see Rooms 32 and 33). These creatures proved hostile to the Ancients, prompting the underground warfare that led to the development of the Perimeter barrier.
- The creation of The Reservoir (Level 3B) as a basin for azoth drawn by the astral dome ended the necessity for mining in The Deep Hollows. Thereafter the level was used by forgotten sorcerers to work such wonders as the Mushroom Forest (Room 22), Underground Lake (Room 26), and Anvil of Fire (Room 27).
- The azoth radiation from the astral dome below makes strange magical phenomenon commonplace in The Deep Hollows, and some believe was responsible for the birth of the dwimmerdragons that have dwelled here since the Second Era.

Factions Present

Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Dwarf	5, 6B, 7	Custodial remnants	Erdak (Dwarf 8, L) Darval (Dwarf 7, L) Wertek (Dwarf 6, N)	6B-30 5-22 6B-30	Vampire	Termaxian
Termaxian	6B, 7, 9	Nihilistic locals	Ermenjart (M-U 9, C) Alyaume (M-U 9, C) Nilus (M-U 8, C)	7-20 9-4 6B-40	Demon, Necrolyte	Dwarf, Dwimmerdragon, Vampire
Troglodyte	7	Degenerate remnants	Xochotl (Troglodyte 6, C)	7-12	Termaxian	Dwimmerdragon
Trolls	7	Subterranean foreigners	Grummar (Troll 10, C)	7-8	-	-
Thelidu	7, 9	Subterranean foreigners	Ganglion (Thelidu 4, C)	9-12	-	Derrim, Mongrelmen, Terrim, ALL
Dwimmerdragon	7	Custodial remnants	Razylymvaer (Dwimmerdragon 12, C)	7-35a	Terrim	Termaxian, Troglodyte

Quests, Plots, Things To do

Roll	Room	Era	Activity	Motive	Factions
1	1 - Entry Cavern	2 - Great Ancients	Harvest crystals that can heal wounds, study their formation	Healing, Resource	Any on level
2	10 - Shrine of the Brazen Head	5 - Termaxian Empire	Communicate with Turms Termax	Lore, Jailbreak	Termaxian
3	22, 24 - Mushroom Forest and Pool	6 - City-States	Harvest nutritious mushrooms in Forest, sedative poison mushrooms in Pool	Resource	Any on level
4	27 - Anvil of Fire	2 - Great Ancients	Summon fire elemental, experiment with binding, add magical bonuses to weapons and armor	Resource, Arcane	Eld, Termaxians, City-State



- Fire Elemental
- Glabrezu
- Turnkey Golem
- Termaxian Guard
- Anzoy - Termaxian Necrolyte
- Arsaphius - Rebellious Necrolyte
- Auxitius - Termaxian Necrolyte
- Hu P'an - Ancient Paladin Of Law
- The Iron God - Emphyreal
- Johud - Nalfeshnee
- Jubilex - Demon Lord Of Formlessness
- Kevokulli - Irritated Marlith Guard
- Marthanes - Old Friend Necrolyte
- Ndulu - Balor Demon
- Pericleia - Fanatic Necrolyte
- Turms Termax - Man-Become-God
- Viator - Termaxian Necrolyte
- Trap / Hazard / Danger
- Monetary Treasure
- Goods / Items
- Scroll / Map / Book
- Magical Item
- Special / Key / Dwimmermount Item
- Potion / Liquid

Level 8: The Prison

Lvl 7 Rm 18

Chasm leads to Level 9

Crevasse To Ancient City

(Hu) x6

(Kg) x4

Golem Storage

Desecrated Shrine To Anesidora & Typhon

Underwarden Office

Thulian Era Barracks

Foul Latrine

Ancient City Spoils

Horrible Husk-Making Chamber

Golem Storage

Pillars Of Law

Scorched Worshipping Hall

Burning Incense

Smashed-Up Demon Lair

Charred Partial Skeleton

Kitchen

Mess Hall

Storeroom

Wrecked Power-Center

Torture Devices

ID Station

Golem Storage

Golem Storage

Thulian Era Barracks

Warden's Office

Inner Prison Access

Arsaphius' Cell

Marthanes' Cell

Inner Prison Access

Illuminated & Functional Controls

Smashed Controls

Turms Termax's Cell

Skeletal Remains

Empty Cell

Empty Otherplanar Cell

Broken Guard Station

Storage Room

Invigorating Mural Of Law

Dead Prisoners

Suspended Animation Gaol

Wooden Chairs & Table

Lawful Protected Room

Dead Thulian

Control Panel

Defiant Graffiti

Empty Guard Station

Cell Of Comentas

Empty Cell

Marthanes' Cell

Inner Prison Access

Illuminated & Functional Controls

Smashed Controls

Turms Termax's Cell

Inner Prison Access

Inner Prison Access

Inner Prison Access

Inner Prison Access

Inner Prison Access

Inner Prison Access

Inner Prison Access

Turn Tracker

1 turn = 10 min. = 60 rounds
 • - check wandering monsters every 2 turns
 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

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30	•, hour 5	
31		
32	•	
33		
34	•	
35		
36	•, hour 6	
37		
38	•	
39		
40	•	
41		
42	•, hour 7	
43		
44	•	
45		
46	•	
47		
48	•, #, hour 8	

Wandering Monsters

- 1 (Ag) Amber Golem (1)
- 2 (Tn) Termaxian Necrolytes (1-2)
- 3 (Na) Nalfeshnee (1)
- 4 (ML) Marlith (1)
- 5 (Ba) Balor (1)
- 6 (Fg) Flesh Golem (1)
- 7 (Hu) Termaxian Husks (1-8)
- 8 (Ef) Fire Elemental (1)
- 9 (Mu) Mummies (1-4)
- 10 (Tc) Termaxian Cultists (5-8)
- 11 (Bp) Black Pudding (1)
- 12 (Ts) Thessalgorgon (1)

Party Marching Order

Party Exploration Speed:

Level Access Points

- Stairway up to Room 18 of The Deep Hallows (Level 7) - Room 1
- Crevasse to the dome over The City of the Ancients - Room 26

Notes

Dwimmermount Level 8 - The Prison

- Constructed at the start of the Second Era. It originated as a penitentiary for goblin, ranine, and thelidu prisoners-of-war, with an outer and inner ring for low and high value prisoners.
- The Chamber of Truth (Room 18) was designed to conduct military interrogations with guaranteed veracity, while the Pillars of Law (Room 29) could convert captives to zealous followers. The Chamber of Zod (Room 39) and Power Center (Room 40) also date to this time.
- Protected by the Outer Prison and Inner Prison barriers, The Prison avoided the utter wreckage of the other Second Era levels, and remained in active use under the Eld, Thulians, and Termaxians.
- The Eld found the highly secure level ideal for conjuring and capturing demons, and built the Otherplanar Cells (Rooms 48 and 51) for this purpose.
- The Thulians transformed The Prison into an ecclesiastical tribunal dedicated to Typhon and Anesidora; these works are still more-or-less visible in the Smashed Mural (Room 12), Panic Room (16), Desecrated Shrine (Room 17), Defense Cache (Room 23), Demonic Lair (Room 32), and Hall of Worship (Room 34).
- Under the Termaxians, The Prison degenerated into a house of horrors, dedicated to torture (Room 2), death (Room 6), and the creation of Termaxian husks (Room 34). The Termaxians added even more security to the level, including the Identification Station (Room 3) and turnkey golems (Rooms 20 and 28).
- Characterized by flawlessly-hewn excavation with perfect geometry and no decoration. The original doors were adamantine steel hatches, and these remain except where noted. During the Thulian era, some of the bare rock was coated with plaster, mosaics, and frescoes, and various statues and sacred art added. Some of this was defaced by the Chaotic Termaxians and other areas of the level were destroyed when the paladins toppled Termaxian rule. Most notably, magical combat during the fall of Dwimmermount tore open the Crevasse (Room 26) in the floor of The Prison that opens into the ceiling over The City of the Ancients (Level 9).

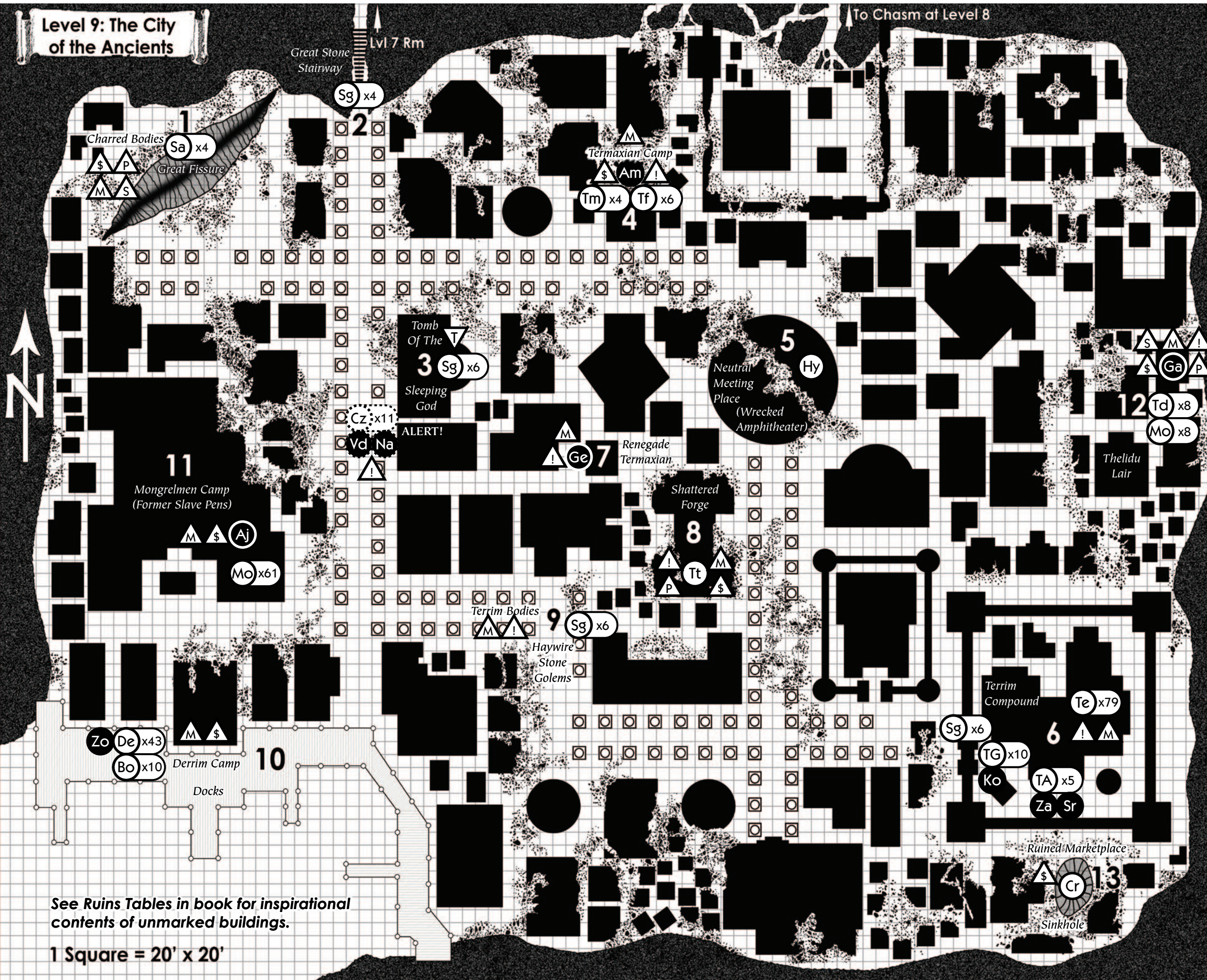
Factions Present

Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Law	2B, 3A, 6A, 8, 9	Imprisoned remnants	Hu P'an (Paladin 9, L) The Iron God (Empyrean 13, L)	8-49 8-51	-	Necrolyte, All Chaotic
Demon	5, 8	Astral outsiders	Aishapra (Marilith 7, C) Ndulu (Balor 8, C)	5-48 8-34	Necrolyte, Termaxian	Law, All Lawful
Necrolyte	5, 6A, 8	Imprisoned remnants	Turms Termax (Demigod 18, C)	8-45	Demon, Termaxian	Law, Terrim
Sleeping God	8, 9	Degenerate remnants	Auxitius (Necrolyte 7, C) Vodaro (Terrim 10, N)	8-24 9-3	Derrim, Mongrelmen	Terrim

Quests, Plots, Things To do

Roll	Room	Era	Activity	Motive	Factions
1	12 - Smashed Mural	4 - Thulian Empire	Refresh clerical spells once per day	Divine	Volmarian, City-State
2	14 - Locked Gaol	4 - Thulian Empire	Extend lifespan through stasis, imprison dimensional travelers	Immortality, Security	Eld, Termaxian, Volmarian
3	16 - Panic Room	4 - Thulian Empire	Shelter for Lawfuls, inaccessible to Chaos	Security	Volmarian, City-State
4	18 - Chamber of Truth	3 - Early Eld	Interrogate prisoners, conduct trials with guaranteed veracity	Security, Resource	Any on level
5	27 - Control Room	3 - Early Eld	Reprogram turnkey golems, repair machinery to control Prison functions	Security, Jailbreak	Any on level
6	29 - Pillars of Law	4 - Thulian Empire	Convert subjects to zealous followers of Law	Expansion, Jailbreak	Termaxian, Volmarian, City-State
7	49 - A Paladin of Law	3 - Early Eld	Torture captives and experiment with principles of Pain Amplifier	Security, Arcane	Eld, Termaxian
8	48, 51 - Otherplanar Cell, Empyrean Prison	3 - Early Eld	Summon and capture dimensional travelers	Arcane, Lore	Eld, Termaxian

Level 9: The City of the Ancients



- (Bo) Giant Boring Beetle
- (Cr) Gloom Crawler
- (Cz) Children Of the Sleeping God
- (De) Derrim
- (Hy) Hydra
- (Mo) Mongrelmen
- (TA) Terrim Archon
- (Td) Thelidu
- (Te) Terrim
- (Tf) Termaxian Fighter
- (TE) Terrim Guard
- (Tm) Termaxian Magic-User
- (Tt) Tentacled Eye
- (Sa) Flame Salamanders
- (Sg) Stone Golem
- (Aj) Arjash - Mongrelmen Leader
- (Am) Alyaume - Termaxian Scout Leader
- (Ga) Ganglion - Thelidu Leader
- (Ge) Gersant - Renegade Termaxian Scholar
- (Ji) Jin Tai - Questing Paladin
- (Ko) Koralo - Terrim Captain Of Guard
- (Na) Nalpi - Child Of the Sleeping God
- (Sr) Sarana - Archon Of The Terrim
- (Vd) Vodaro - Child Of the Sleeping God
- (Za) Zamis - Archon Of The Terrim
- (Zo) Zovlap - Derrim Leader
- ▽ Trap / Hazard / Danger
- △ Monetary Treasure
- △ Goods / Items
- △ Scroll / Map / Book
- △ Magical Item
- △ Special / Key / Dwimmermount Item
- △ Potion / Liquid

See Ruins Tables in book for inspirational contents of unmarked buildings.

1 Square = 20' x 20'

Turn Tracker

1 turn = 10 min. = 60 rounds
 • - check wandering monsters every 2 turns
 party must rest 1 of every 6 turns (hour)
 torch lasts 6 turns (hour)
 # - lantern lasts 24 turns (4 hours)

Turn	Check	Note
1		
2	•	
3		
4	•	
5		
6	•, hour 1	
7		
8	•	
9		
10	•	
11		
12	•, hour 2	
13		
14	•	
15		
16	•	
17		
18	•, hour 3	
19		
20	•	
21		
22	•	
23		
24	•, #, hour 4	
25		
26	•	
27		
28	•	
29		
30	•, hour 5	
31		
32	•	
33		
34	•	
35		
36	•, hour 6	
37		
38	•	
39		
40	•	
41		
42	•, hour 7	
43		
44	•	
45		
46	•	
47		
48	•, #, hour 8	

Wandering Monsters

- 1 (Te) Terrim (1-4)
- 2 (Hu) Termaxian Husk (1-8)
- 3 (Te) Terrim (1-8)
- 4 (Td) Thelidu (1-2)
- 5 (Tc) Termaxian Cultist (5-8)
- 6 (De) Derrim (1-4)
- 7 (Cr) Gloom Crawler (1)
- 8 (Sg) Stone Golem (1-2)
- 9 (Ji) Jin Tai - Questing Paladin
- 10 (Dv) Divine Vision (see table)
- 11 (De) Derrim (1-8)
- 12 (Mo) Mongrelmen (2-12)

Party Marching Order

Party Exploration Speed:

Level Access Points

- Fissure to unknown below Dwimmermount - Area 1
- Stairway up (Room 18) to The Deep Hollows (Level 7) - Area 2
- Crevasse (Room 26) in The Prison (Level 8) - Northern Passages
- Crevasse (Room 26) in The Prison (Level 8) - Hole in dome above Area 9
- Sunless sea - Area 10

Notes

Dwimmermount Level 9 - The City of the Ancients

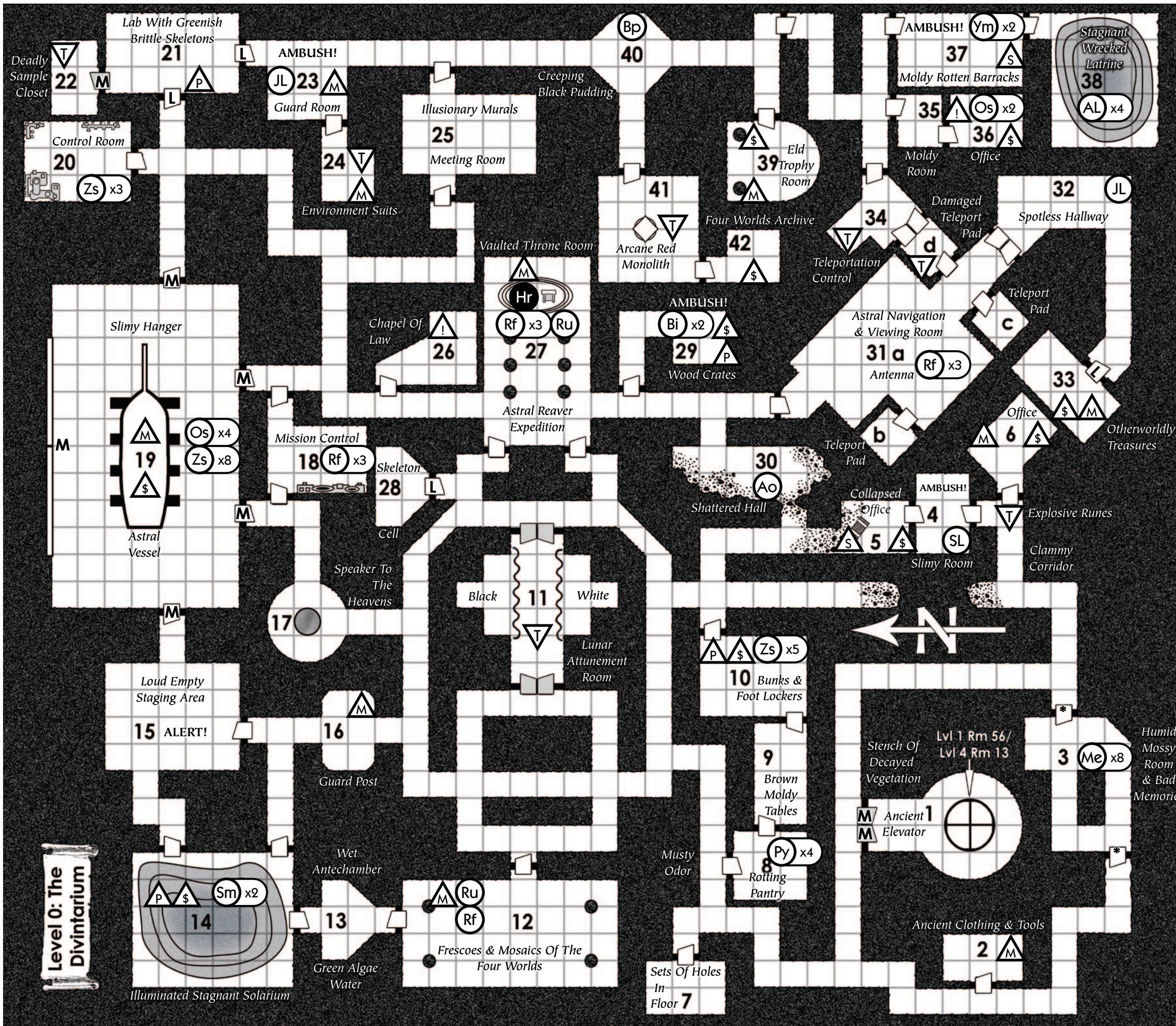
- Separated from the rest of Dwimmermount by thick layers of rock, several hundred feet beneath The Prison (Level 8). In addition, the level's ceiling is an azoth-infused dome that, until two centuries ago, completely shielded the level and its inhabitants from prying eyes.
- Magical combat during the fall of Dwimmermount tore open a Crevasse (Room 26) in the floor of The Prison that opens into the ceiling over The City of the Ancients. Despite the crack, the dome itself continues to operate, albeit sporadically, which wreaks havoc on the casting of certain spells (see text).
- Because it is buried so deep, Level 9 is not easily accessible from the rest of the dungeon. The simplest entrance are the Stairs Down (Room 35b) from The Deep Hollows (Level 7), guarded by the dwimmerdragons.
- A more roundabout way to enter the level is to use the Crevasse (Room 26) on The Prison, but in addition to being harder to reach, it is also more dangerous.

Factions Present

Faction	Level(s) Present	Origin and Group	Leader(s)	Leader's Location	Allies	Enemies
Law	2B, 3A, 6A, 8, 9	Imprisoned remnants	Hu P'an (Paladin 9, L) The Iron God (Empyreal 13, L)	8-49 8-51	-	Necrolyte, All Chaotic
Termaxian	6B, 7, 9	Nihilistic locals	Ermenjart (M-U 9, C) Alyaume (M-U 9, C) Nilus (M-U 8, C)	7-20 9-4 6B-40	Demon, Necrolyte	Dwarf, Dwimmerdragon, Vampire
Thelidu	7, 9	Subterranean foreigners	Ganglion (Thelidu 4, C)	9-12	-	Derrim, Mongrelmen, Terrim, All
Sleeping God	8, 9	Degenerate remnants	Auxitius (Necrolyte 7, C) Vodaro (Terrim 10, N)	8-24 9-3	Derrim, Mongrelmen	Terrim
Derrim	9	Degenerate remnants	Zovlap (Derrim 9, C)	9-10	Mongrelmen, Sleeping God	Terrim, Thelidu
Mongrelmen	9	Degenerate remnants	Arjash (Mongrelman 9, N)	9-11	Derrim, Sleeping God	Terrim, Thelidu
Terrim	9	Custodial/ degenerate remnants	Zamis (Terrim 13, N) Sarana (Terrim 14, L)	9-6 9-6	-	Derrim, Mongrelmen, Sleeping God, Thelidu

Quests, Plots, Things To do

Roll	Room	Era	Activity	Motive	Factions
1	3 - Tomb of the Sleeping God	2 - Great Ancients	Awaken or question Sleeping God	Lore, Divine, Jailbreak	Termaxian



- (Ao) Ascomoid
- (Bi) Basidiron
- (Bp) Black Pudding
- (JL) Ochre Jelly
- (Me) Memory Moss
- (Os) Olive Slime
- (Py) Phycomid
- (Rf) Astral Reaver Fighter
- (Ru) Astral Reaver Magic-user
- (SL) Green Slime
- (Sm) Shambling Mound
- (Ym) Yellow Mold
- (Zs) Slime Zombie
- (Hr) H'raon - Astral Reaver Captain
- ▽ Trap / Hazard / Danger
- △ Monetary Treasure
- △ Goods / Items
- △ Scroll / Map / Book
- △ Magical Item
- △ Special / Key / Dwimmermount Item
- △ Potion / Liquid

Level 0: The Divintarium

Sets Of Holes In Floor 7

Stench Of Decayed Vegetation

Ancient Elevator

Ancient Clothing & Tools

Humid Mossy Room & Bad Memories

Clammy Corridor

Otherworldly Treasures

Explosive Runes

Collapsed Office

Slimy Room

Shattered Hall

Astral Reaver Expedition

Speaker To The Heavens

Cell

Mission Control

Slimy Hanger

Astral Vessel

Chapel Of Law

Vaulted Throne Room

Four Worlds Archive

Eld Trophy Room

Illusionary Murals

Meeting Room

Guard Room

Environment Suits

Creeping Black Pudding

Moldy Rotten Barracks

Moldy Room

Office

Damaged Teleport Pad

Teleportation Control

Astral Navigation & Viewing Room

Antenna

Teleport Pad

AMBUSH!

Office

Office

Clammy Corridor

Bunks & Foot Lockers

Brown Moldy Tables

Rotting Pantry

Musty Odor

Wet Antechamber

Green Algae Water

Frescoes & Mosaics Of The Four Worlds

Illuminated Stagnant Solarium

Deadly Sample Closet

Lab With Greenish Brittle Skeletons

Stagnant Wrecked Latrine

Control Room

Guard Room

Meeting Room

Environment Suits

Vaulted Throne Room

Four Worlds Archive

Eld Trophy Room

Illusionary Murals

Meeting Room

Guard Room

Environment Suits

Creeping Black Pudding

Moldy Rotten Barracks

Moldy Room

Office

Damaged Teleport Pad

Teleportation Control

Astral Navigation & Viewing Room

Antenna

Teleport Pad

AMBUSH!

Office

Office

Clammy Corridor

Bunks & Foot Lockers

Brown Moldy Tables

Rotting Pantry

Musty Odor

Wet Antechamber

Green Algae Water

Frescoes & Mosaics Of The Four Worlds

Illuminated Stagnant Solarium

Deadly Sample Closet

Lab With Greenish Brittle Skeletons

Stagnant Wrecked Latrine

DWIMMERMOUNT

The Dungeon Tracker

The Dwimmermount Megadungeon Tracker is a unique play-aid designed to help you get the most out of all 13 levels of Dwimmermount.

For each level of the dungeon, the *Megadungeon Tracker* provides a double-sided laminated reference sheet, with a specially keyed map on one side and a level summary on the other. The map provides brief descriptions and contents for each room on the level; the level summary covers each level's history, factions, wandering monsters, access points, and special areas, and allows the gamemaster to easily track turns and marching order.

This is not a standalone product. A copy of Dwimmermount™ is required to run the dungeon. *Dwimmermount* is a 13-level megadungeon for *Adventurer Conqueror King System™*, *Labyrinth Lord™* and other d20-based fantasy role-playing games, available for purchase separately from *Autarch™ LLC*.



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