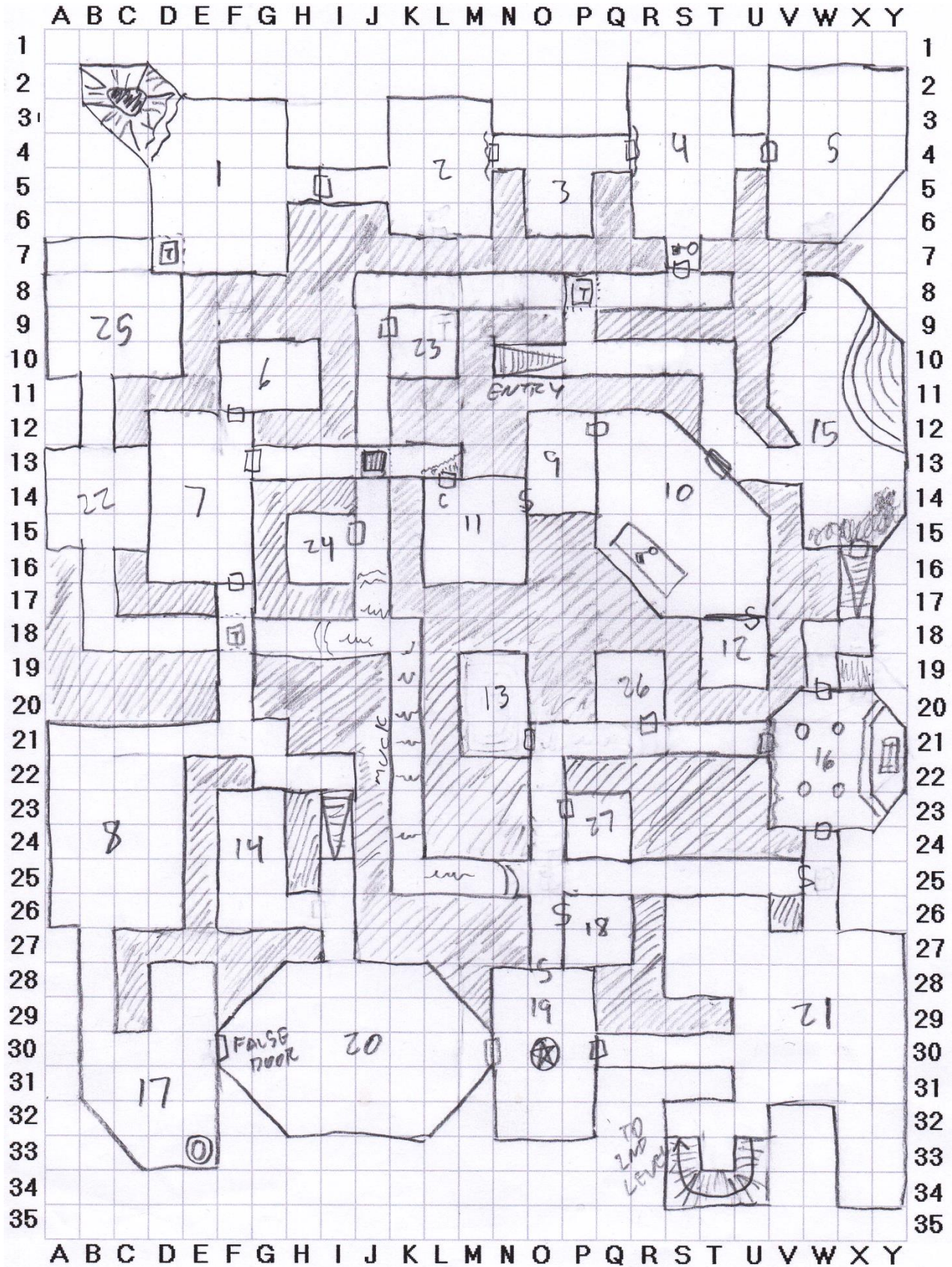


The Forgotten Cairn

MAP OF UPPER LEVEL



UPPER LEVEL

Wandering Monster Table for Upper Level (Chance encounter 6+ on 1d6; Roll 1d12 for type)

<i>Roll</i>	<i>Monster</i>	<i>Roll</i>	<i>Monster</i>
1	Kobolds (2d4); HP 3 each, AC 2, HD ½, Att. 1, Dmg. 1d4, Save 0L, 5XP each	7	Goblins (2d4); HP 4 each, AC 3, HD 1–1, Att. 1, Dmg. 1d6, Save 0L, XP 5 each
2	Gnolls (1d6); HP 10 each, AC 4, HD 2, Att. 1, Dmg. 1d6+1 (spear), Save F2, XP 20 each	8	Hobgoblins (1d6); HP 5 each, AC 3, HD 1+1, Att. 1, Dmg. 1d6, Save F1, XP 15 each
3	Giant Rats (2d4); HP 3 each, AC 2, HD ½, Att. 1, Dmg. 1d3+disease, Save F1, XP 5 each	9	Crab Spiders (1d3); HP 9 each, AC 2, HD 2, Att. 1, 1d8+poison, Save F2, XP 38 each
4	Ghouls (1d2); HP 10 each, AC 3, HD 2, Att. 3, Dmg. 1d3/1d3/1d3+paralyze, Save F2, XP 29 each	10	Morlocks (1d12), HP 4 each, AC 1, HD 1, Att. 1, Dmg. 1d4 (dagger), Save F1, XP 10 each
5	Throghrin : HP 14, AC 3, HD 3, Att. 2, Dmg. 1d3/1d3+paralyze, Save F3, XP 80	11	Zombies (2d4); HP 6 each, AC 1, HD 2, Att. 1, Dmg. 1d8, Save F1, XP 29 each
6	Bugbear : HP 15, AC 4, HD3+1, Att. 1, Dmg. 2d4, Save F3, 65 XP	12	Skeletons (3d4); HP 5 each, AC 2, HD 1, Att. 1, Dmg. 1d6, Save F1, XP 13 each.

1) Sacrifice Pit

The odd shaped area to the northwest is a bottomless pit into which unfortunate victims were hurled as part of an ancient ceremony. Crumbling paintings on the walls depict the cruel and inhuman tortures human victims will undergo at the hands of the creature in the pit. A rusted iron ring on the floor surrounded by ancient blood stains attests to the cruelty victims suffered before being cast into the pit. There are the broken remains of several bodies here, with treasure type C scattered across the floor. 1d3+1 crab spiders (p. 194) will emerge from the pit 1d3+1 rounds after the characters enter the room.

Crab Spiders: HP A 13, B 11, C 9, D 7; AC 2, HD 2, Damage 1d8 + special, Save F1, Special – Save vs. Poison +2 (1d3 per round). XP 38 each

2) Victims' Hall

Shelves line the north wall that hold a haphazard arrangement of items scattered among them. There are two sets of manacles with short chains in the southern corners of the room with the rotting remains of four humanoids beneath them. If the characters touch any of the figurines in the pouch on the shelf, the bodies animate into zombies. Items on the shelves – a platinum spoon (30 gp), an empty cask, an hourglass, a blood-stained whip, a wooden case containing art paint pigments, a blank spell book bound in black leather with a skull symbol on the cover, and small leather pouch containing 4 ivory figurines worth a total of 800 gp. The tapestry on the east wall has a spider web design and hides a door.

Zombies: HP A 14, B 12, C 10, D 8; AC 1, HD 2, Damage 1d8, Save F1, Special – can be turned by cleric. XP 29 each

3) Goblin Chieftain Quarters

This room contains a filthy bed, a stained chest with the warband's hoard (Treasure Type E), four standard Goblins, two Goblin Champions and the Goblin Chieftain. They are crafty and will be waiting for the characters.

Goblins: HP A 6, B 6, C 5, D 5; AC 3, HD 1 – 1, Damage 1d6, Save 0L, XP 5 each.

Champions: HP E 7, F 7; AC 4, HD 1, Damage 1d6, Save 0L, 10 XP each.

Chieftain: HP G 16, AC 6, HD 3, Damage 1d6+2, Save F1, XP 50.

4) Goblin Barracks Room

This filthy room has eight goblins resting on cots who will likely be surprised when the characters enter. The key for the locked south door will be found in Room 10. They will immediately grab weapons and attack. Use of military oil or other noisy attacks will attract the attention of the Goblins in room 3.

Goblins: HP A 6, B 6, C 5, D 5, E 4, F 4, G 4, H 3; AC 3, HD 1 – 1, Damage 1d6, Save 0L, XP 5 each.

5) Hobgoblin Barracks Room

This large room is filthy and vile and filled with 14 hobgoblins and a sub-chieftain who are resting on cots when the characters enter. Their hoard (Treasure Type E) is in a locked iron box, the sub-chieftain has the key to it.

Hobgoblins: HP A 8, B 8, C 8, D 7, E 7, F 7, G 6, H 6, I 6, J 5, K 5, L 5, M 4, N 4; AC 3, HD 1+1, Damage 1d8, Save F1, XP 15 each.

Subchieftain: HP 13, AC 6, HD 3, Damage 1d8+2, Save F2, XP 50.

6) Centipede Room

This room holds a hodgepodge of items scattered about, along with the remains of six goblins. Scattered about the room are a brass bucket, a crumbling leather backpack containing 12 gp, a compass and a corn cob pipe. A water basin filled with goblin filth is in the northeastern corner. The west wall has a defiled tapestry of a keep on it. The room also contains four Giant Centipedes which are nesting behind the tapestry and will attack by surprise if it is disturbed.

Giant Centipedes: HP A 4, B 4, C 3, D 3; AC 0, HD ½, Damage 1 hit point + special, Save 0L, Special – Save vs. Poison or lose 1 Hit Point per hour. When at 0 HP, requires bed rest for 20 – CON days to recover.

7) War Dog Kennel

The Hobgoblins keep War Dogs to patrol the area around the Cairn, and this is where the younger ones are kenneled. The hobgoblins think it's great sport to feed one of the weaker goblins to these beasts on occasion. The place reeks of animal (which can be detected from the outside) and besides the three War Dogs here, there are also two Hobgoblins. The hobgoblins will release the hounds as their first action.

Hobgoblins: HP A 8, B 6; AC 3, HD 1+1, Damage 1d8, Save F1, XP 15 each.

War Dogs: HP C 10, D 9, E 8; AC 3, HD 2+2, Damage 1d6, Save F1, XP 35 each.

8) Shrieker Chamber

This empty chamber has a row of eight large urns with lids along the east wall. Each urn contains a Shrieker which has a 50-50 chance of wailing for 1d3 rounds when the lid is removed or the urn is disturbed or broken.

Shriekers: HP A 12, B 12, C 11, D 11, E 10, F 10, G 9, H 9; AC 2, HD 3, Damage Special, Save F1, Special – screams attract wandering monsters 50% chance, XP 50 each.

9) Skeleton Armory

This room has 12 Skeletons guarding its main treasure, a +1 shield (1,000 gp if sold) on the west wall. The skeletons move to attack, wearing just enough ring mail armor scraps to increase their AC. In a weapon rack on the east wall are 1d3 magical weapons as well.

Skeletons: HP A 8, B 8, C 7, D 7, E 6, F 6, G 5, H 5, I 5, J 4, K 4, L 4; AC 3, HD 1, Damage 1d6, Save F1, Special – may be turned, XP 13 each.

10) The Disastrous Fight Room

This odd-sized room contains all the hallmarks of a bitter contest between a group of goblins and hobgoblins. There are bits of broken armor everywhere, shards of metal from broken swords and other weapons, copious blood stains on the floor, smears of blood on the walls as well as flecks of blood on the ceiling. There are bits of bodies, severed fingers and teeth scattered about, as well as a total of 65 gp in coin and a large brass key (which will fit the door to Room 4). There is also a pair of bone dice, two blood-crusted daggers and a stained iron-shod club.

11) Lair of the Throghrin

Access to this room is via the secret door in Room 9, or by clearing the debris away from the hallway to the north. There are two Throghrin nesting here and they will attack as soon as the characters enter. They have Treasure Type G stashed in a corner of their nest.

Throghrins: HP A 15, B 13; AC 3, HD 3, Attacks 2, Damage 1d3/1d3 + special, Save F3, Special – paralyzing touch (Save vs. Paralyzation), regenerate 1 hp per round; XP 80 each.

12) The Chamber of Skulls

The goblins and hobgoblins keep their trophies in this room – dozens of skulls of various humanoid races (mostly humans) along with several other creatures are mounted on pegs in the east, south and west walls. If the characters investigate the room at all, they will find 1d4+2 gems hidden in individual skulls in the display.

13) Bugbear Lair

This room is inhabited by a pair of Bugbears who are awake and alert if the characters linger near their door or fight a wandering monster in the hall. Otherwise, they are surprised on 1-3 on a d6 when the characters enter. They have Treasure Type E in their nest (they're not a warband, after all).

Bugbears: HP A 19, B 16; AC 4, HD 3+1, Attacks 1, Damage 2d4+1, Save F3, XP 65 each.

14) Horror in the Storeroom

This chamber has trail of blood stains leading from the stairs into its opening. What used to be a storeroom of sorts is now a shambles of wreckage and broken goblin and hobgoblin bones that are scattered about the floor. As they cast about, a pair of Ghouls emerges from their lair and ambushes the characters! Their lair conceals Treasure Type D.

Ghouls: HP A 14, B 12; AC 3, HD 2, Attacks 3, Damage d3/d3/d3 + special, Save F2, Special – Save vs. Paralysis on claw attacks (not bite), 2d4 turns if failed, may be turned; XP 29 each.

15) The Desecrated Pool

There are six goblin bodies lying on the floor of this oddly-shaped chamber, each with a discolored wound on an arm or leg. The pool in the northeastern part of the room is about three feet deep with a muddy bottom. However, there are numerous gold pieces strewn across its bottom that are visible the scum floating on the surface (150 gp total). There is also a Giant Leech hiding in the muck who will automatically surprise anyone stepping into the pool or reaching a hand into it.

Giant Leech: HP 24; AC 2, HD 6, Attacks 1, Damage 1d6 (special), Save F3, Special – no damage the round it attaches, then 1d6 blood loss per round after; XP 570.

16) The Granite Throne

This chamber has four marble pillars that are all chipped and cracked. The throne in the east end of the room is made of polished granite, has many etched runes upon it and radiates magic. A Read Languages spell will reveal the runes are an incantation in ancient Dwarvish – “By the power of Mother Earth, let now my words be law!” Anyone who sits in the chair without saying the incantation is shocked with 1d4 points of damage and is hurled from it. If a person says the incantation properly and sits, all other persons in the room must save vs. magic or be forced to obey him or her for as long as he or she sits on the throne. If asked a question, the target must answer truthfully and completely. There is a silk tapestry on the west wall that depicts a marvelous cave scene of dwarves working and celebrating as their king watches over them, pleased. Behind the tapestry is a door leading west.

17) Nest of Giant Rats

This chamber reeks strongly of animal offal and rotting flesh. Fifteen Giant Rats have nested here and content themselves with eating stray goblins and gnawing on bones. They will attack immediately, as they are hungry. Treasure type A is concealed in their nest.

Giant Rats: HP 3 each; AC 2, HD ½, Attacks 1, Damage 1d3 + special, Save F1, Special – Disease 5% chance per bite, save vs. Poison or lose 1 HP per day until cured; XP 5 each.

18) The Sequestered Library

This a study that contains three wooden chairs, a wooden table, two brass oil lamps (empty), an inkwell (also empty), a few quills and several crumbling pieces of parchment. On the east wall is a set of shelves containing books on esoteric subjects (written in ancient Dwarvish) and a magic scroll containing 1st level Arcane spells and another scroll containing four 1st level Divine spells.

Arcane Spell Scroll: Protection from Evil, Shield, Spider Climb, Summon Berserkers and Wall of Smoke.

Divine Spell Scroll: Detect Evil, Detect Magic, Light and Remove Fear.

19) Pentagram Room

This chamber has a pentagram of gold inlaid on the tile floor that radiates magic. A ring of ancient Dwarven runes around the pentagram reads “By my mind / By my will / By my faith / By my skill / By my blood / By my word / Mother Earth, let me be heard!” If someone walks around the pentagram while intoning the words of the inscription and then stands in the pentagram, he or she will see a vision of what he or she desires most and will immediately know where to find it. Doing any of it wrong leads to a 1d4 shock for the victim and summons eight dwarf berserkers to the room who will attempt to kill all within the room.

Dwarf Berserkers: HP 8 each; AC 5 (Banded Plate Armor), HD 1, Attacks 1, Damage 1d8 (Warhammer), Save D1; XP 10 each.

20) Lair of Black Widows

This room may have been a chamber of worship once, but its vaulted ceiling is now webbed over and is home to a den of three Giant Black Widow Spiders, though they are patient. Treasure Type C is strewn across the floor, along with the desiccated and web-wrapped corpses of at least ten goblins and hobgoblins. If the characters move near the center of the chamber, one spider will move to block each of the north and east exits to the room, attempting to herd the characters toward the false door in the west end. The remaining one will start dropping fresh, sticky webs to trap anyone who tries to flee to the west. Setting the webs on fire will immediately spur all of the monsters to attack the group directly.

Giant Black Widows: HP A 16, B 14, C 12; AC 3, HD 3, Attacks 1, Damage 2d6 + poison, Save F2, Special – Save vs. Poison or sustain 1d3 damage per round, subsequent bites will stack; XP 80 each.

21) The Unfinished Chamber

This large irregular chamber appears unfinished, especially in the northwestern area. The rest of the chamber is only partially finished. The most complete area is the grand staircase that winds its way down toward the second subterranean level of the cairn. The northwestern area is now the lair of an Owlbear which will attack the characters if they venture into the chamber. Treasure Type I is located within its nest.

Owlbear: HP 25; AC 4, HD 5, Attacks 3, Damage d8/d8/d8 (Hug for 2d8 if both claws hit same target in a round), Save F3, XP 200.

22) Gnoll Guard Room

This chamber has six Gnolls guarding the lair (Room 25). They are armed with spears (1d6+1) and two javelins (1d6; 20/40/60) and will be hiding behind two piles of debris in A14 & C14 (providing +2 AC to ranged attacks). They may surprise the party and will cast javelins, if able in the first round. Another five Gnolls in Room 25 will arrive in 1d4+1 rounds after the fighting starts.

Guard Gnolls: HP A 13, B 12, C 11, D 10, E 9, F 8; AC 2, HD 2, Attacks 1, Damage 1d6+1 (spear) / 1d6 (javelin) / 2d4+1 (bite), Save F1; XP 20 each.

Reinforcements: HP G 12, H 11, I 10, J 9, K 8; AC 3 (ring mail armor), HD 2, Attacks 1, Damage 1d6+1 (spear) or 2d4+1 (bite), Save F1; XP 20 each.

23) Last Stand Room

The characters will notice the door to this room has many scratches and cut marks in it. The door is stuck but not locked – and the characters will have to batter it down as it has been barricaded from the inside with pieces of furniture that have been spiked into place. Inside this barren room are three human bodies – two male (fighting types) and one female (mage) huddled together around a now empty oil lantern. Each of the victims has bite and piercing weapon wounds, all of which have been crudely bandaged. Scattered across the floor are the broken end of a spear (crusted with dried blood), a broken short bow and an empty quiver, the burnt stubs of two torches, a mage's spell book with five first-level arcane spells written within it, along with a page torn from another tome that contains the formula for making healing potions. Leaning against the wall is a cracked leather backpack with 400 gp, a small linen drawstring bag with four ornamental gems inside, a silver key (for Rooms 26 & 27) and three empty potion vials. The fighting types are wearing ring mail (which will need repair) and leather armor (which is unusable). The mage wears a very familiar magical amulet, which is very similar to the one Hyolent gave Juliana.

24) Kobold Lair

This group of 14 Kobolds is using this room for a nest. The floor is littered with the bones of rats, goblins and other vermin, along with the remains of two humanoids – one male (thief) and one female (cleric) – both of which have been eviscerated and their bones gnawed upon. Any items these victims had, is now part of the group's treasure. The Kobolds will attack immediately, as this is their lair. (They have Type B Treasure, since this isn't a warband.)

Kobolds: HP 3 each; AC 2, HD ½, Attacks 1, Damage 1d4, Save 0L, XP 5 each.

25) Gnoll Lair

This was the lair of the Gnolls which contains Type G treasure, though it will take some digging through debris and filth to get it.

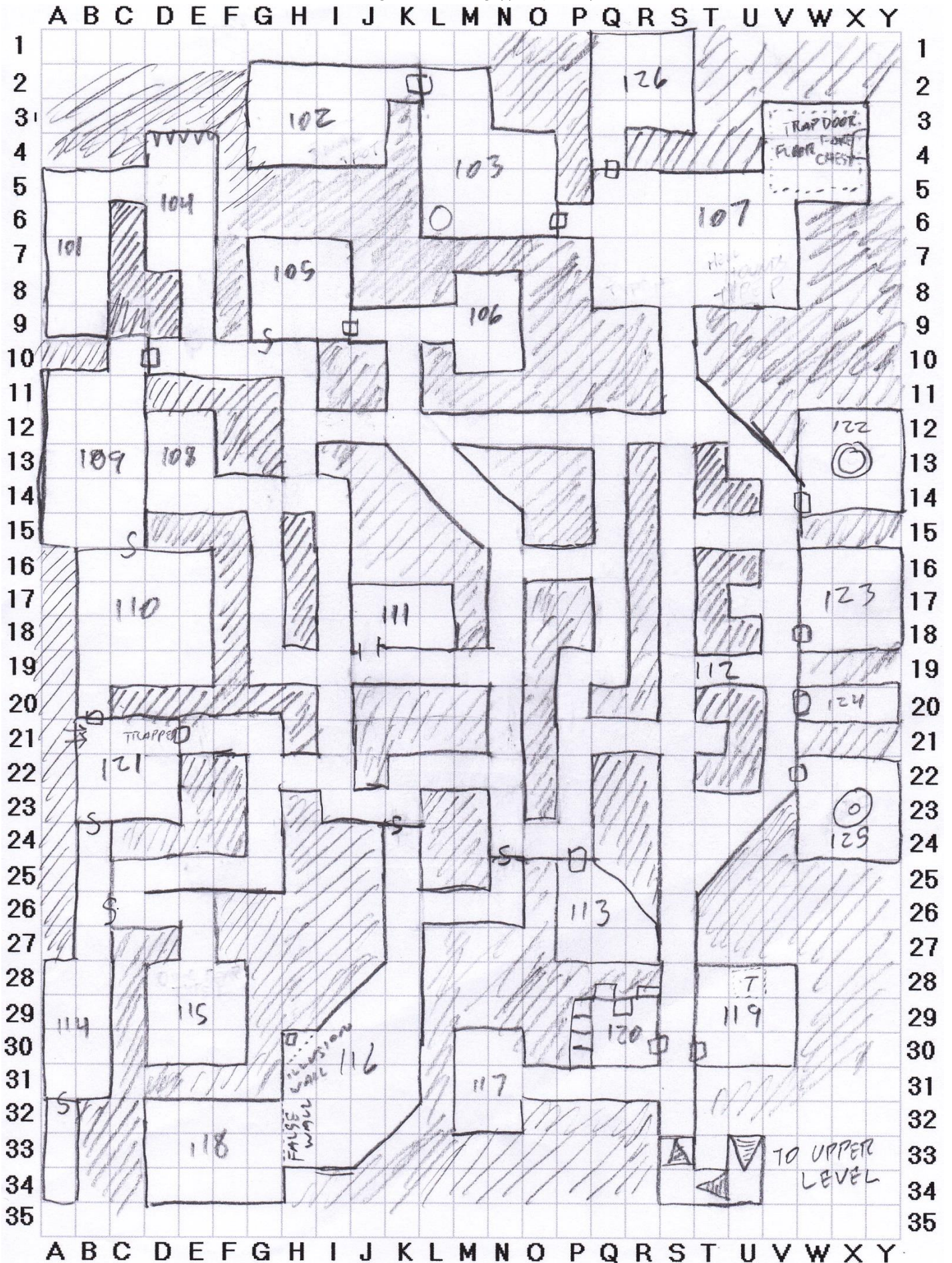
26) The Wine & Spirits Cellar

The door to this room is locked with a Dwarven-craft lock (-4 to lock-picking throw) – though the silver key from Room 23 will open it easily. This room contains 2d6 bottles of Dwarven ceremonial wine (1 gp each, 1 item per bottle), 1d6 kegs of Dwarven beer (10 gp each, 4 stone per keg) and 1d3+1 bottles of Dwarven spirits (25 gp each, 1 item per bottle) in racks and on shelves. There is more, but those bottles and kegs have leaked and are no longer palatable.

27) The Jewel Vault

The door to this room is locked with a Dwarven-craft lock (-4 to lock-picking throw) – though the silver key from Room 23 will open it easily. Inside are a pair of tables, four chairs and a number of jeweler's tools carefully laid out for use. The center of the room has a small forge and bellows with a stovepipe leading into the ceiling. Items of value here include a tome written with ancient Dwarven runes that details the finer points of ornamental jewel-crafts (rare, worth about 200 gp, 1 item), 2d6 ornamental gems, 1d6+1 gems and 1d3 brilliant gems, three ingots of gold (150 gp each, 1 item each), five ingots of silver (150 sp [15 gp] each, 1 item each) and one ingot of platinum (150 pp [750 gp], 1 item).

MAP OF THE LOWER LEVEL



LOWER LEVEL

Revised Lower Level Wandering Monster Table (5+ on 1d6, Roll 1d8 for type)

<i>Roll</i>	<i>Monster</i>	<i>Roll</i>	<i>Monster</i>
1	Wererats (1d4): HP 16 each, AC 2, HD 3, Att. 1, Dmg. 1d4+disease, Save F3, XP 65 each	5	Kobolds (2d8): HP 4 each, AC 2, HD ½, Att. 1, Dmg. 1d4, Save 0L, 5XP each
2	Skeletons (4d6): HP 13 each, AC 2, HD 1, Att. 1, Dmg. 1d6, Save F1, XP 13 each.	6	Gnolls (2d6): HP 12 each, AC 4, HD 2, Att. 1, Dmg. 1d6+1 (spear), Save F2, XP 20 each
3	Lizardmen (2d8): HP 14 each, AC 4, HD 2+1, Attacks 1, 1d8+1 (sword 2-handed), Save F2, XP 35 each.	7	Crab Spiders (1d6+1): HP 14 each; AC 2, HD 2, Damage 1d8 + special, Save F1, Special – Save vs. Poison +2 (1d3 per round). XP 38 each
4	Bombardier Beetles (1d6+1): HP 12 each, AC 5, HD 2, Attacks 1, Dmg. 1d6 or special, Save F1, Special – acidic spray, -2 to hit for one day or cure light wounds; XP 20 each.	8	Ghouls (1d6): HP 14 each; AC 3, HD 2, Attacks 3, Damage d3/d3/d3 + special, Save F2, Special – Save vs. Paralysis on claw attacks (not bite), 2d4 turns if failed, may be turned; XP 29 each.

101) Wererat Nest

This chamber houses a nest of 6 Wererats. This bunch are particularly hardy and tough, having made do in these hideous conditions, and have a 10% chance of infecting a victim with their filthy bites. Scattered across the floor is Treasure Type G.

Wererats: HP 16 each, AC 2, HD 3, Att. 1, Dmg. 1d4+disease, Save F3, XP 65 each

102) Animated Chest Room

This room contains a rusty iron wall basin filled with oily water along the west wall. There is a ruined iron candle snuffer and eight serviceable silver arrows / bolts scattered across the floor. By the southern wall is a sleeping pallet. Along the western wall, there is a maple chest that is magical. Anyone touching the chest will animate it, allowing two skeletons inside it to emerge and attack. The chest will attempt to “bite and swallow” a character with its lid. Treasure Type I is inside.

Skeletons: HP 10 each, AC 2, HD 1, Att. 1, Dmg. 1d6, Save F1, XP 13 each.

Wood Chest (Golem): HP 16, AC 2, HD 2+2, Att. 1d8, Dmg. 1d8 + special, Save F1, Special – on a to hit roll of AC 10+, chest “swallows” character doing 1d3 damage per round; XP 50

103) Rock Crab Room

This room features a number of brass hooks and empty wall sconces along with what appears to be a rather lumpy boulder in the southwestern corner. If a character moves to investigate, the rock may surprise him as it is actually a Giant Rock Crab.

Giant Rock Crab: HP 18, AC 7, HD 3, Att. 2, Dmg. 2d6/2d6, Save F2, XP 50

104) Needle Trap Room

This room has a peculiar mosaic of floor tiles in a grand spiral pattern. There are two goblin corpses on the floor, only about one week old, convulsed as if in pain when they died. If a character steps upon one of the lighter tiles between the darker spiral arms, it activates the spring needle trap along the north side of the room. The darts attack as 4th level fighters, inflicting 1 hit point of damage per hit, with a total number of attacks equal to 4 – DEX Mod for each character. Characters who take one or more points of damage must Save vs. Poison or sustain double damage from the darts due to a weakened poison on them.

105) Lizardman Barracks

Twenty Lizardmen are sleeping on filthy rugs in here. If there is a commotion in the halls outside the room or the guards in Room 106 come under attack, the ones in here will wake and pursue or join the fight in 1d4+1 rounds. The treasure for the warband is in Room 109.

Lizardmen: HP 13 each, AC 4, HD 2+1, Attacks 1, 1d8+1 (sword 2-handed), Save F2, XP 35 each.

106) Lizardman Guard Post

Ten Lizardmen lie in wait here, waiting for anyone to enter the hallway between here and Room 105. They are very stealthy, so -2 to surprise rolls. The treasure for the warband is in Room 109.

Lizardmen: HP 14 each, AC 4, HD 2+1, Attacks 1, Dmg. 1d6 (short bow) or 1d8+1 (sword 2-handed), Save F2, XP 35 each.

107) Trapdoor Floor Room

This large chamber has a number of items strewn across the floor of the southwestern section, including a 3' iron bar, a wooden snuff box with 5 pinches remaining, a cracked hourglass, a corroded brass fork, a crucible, a basket containing three human skulls, a small bottle of ink, three quills and six arrows/bolts. The northwest section has a wooden chest against the east wall. The characters will notice excessive amounts of mold and mildew in this room, a hint of what may come. If someone attempt to pick the lock of the chest or attempts to smash it open, the 30' x 30' of the northeast floor falls away into a pit filled with warm water. A pair of Giant Pythons live in this pit and immediately attacks the characters, attempting to bite and then crush the victims in their coils. There is Treasure Type H at the bottom of the pit along with nearly a dozen crushed skeletons of various types.

Giant Pythons: HP 30 each, AC 3, HD 5, Attacks 1, Dmg. 1d4 (bite) or 2d8 (crush & drown), Save F3, XP 350.

108) Old Torches Room

There are nine iron wall sconces holding unlit torches, though only five appear usable. If the characters take the torches, there's a 1 in 6 chance one will emit a haze of smoke while it burns that has a strange odor. While it is lit, wandering monsters will appear on a 4+ on 1d6 as the smoke will attract them.

109) Lizardmen Lair

18 Lizardmen are here in their lair, along with a champion (19 total). Treasure type L is located in the southwestern corner of the room.

Lizardmen: HP 12 each, AC 4, HD 2+1, Attacks 1, 1d8+1 (sword 2-handed), Save F2, XP 35 each.

Champion: HP 17, AC 5, HD 2+1, Attacks 1, Dmg. 1d10+2 (2-handed sword), Save F3, XP 35

110) The Barren Room

This room is completely empty and relatively dry, too. (It would be a good place to rest, if needed.)

111) Ochre Jelly Lair

The door to this room looks like it was battered off its hinges, though there isn't a trace of it around. This room has a metal chest in the northeast corner, along with Treasure Type F strewn across the floor, along with a puddle of yellowish goo along the north wall. Roll for surprise as the goo lurches toward the characters! Inside the metal chest are two healing potions, a scroll with three 2nd level divine spells, 250 gp in a small leather sack and a piece of parchment that's a scrap of somebody's map of the place, marking the two secret doors to the west and the area containing Rooms 110, 115 and 121.

Ochre Jelly: HP 30, AC 1, HD 5, Attacks 1, Dmg. 2d6, Save F3, XP 350.

112) Serpentine Hall

This may appear to be a cluster of hallways at first, but the symbols made by the central columns will be a clue for getting past the puzzle lock doors leading to Rooms 116 & 118. Increase chances for a wandering monster in this area to 5+ on 1d6 while the characters are here.

113) Stone Altar

The triangular blood-stained stone altar dominates this room whose walls are crawling with carved draconic runes. Read languages will reveal they are incantations and prayers to Ahngriod the Fury – a legendary red dragon that many monstrous demihumans worship as a god of chaos and destruction. (So yeah, he's evil.) The altar registers as magical because hidden inside of it (accessible via secret door in its base) is a single black dragon scale the size of a standard shield. (Yikes!) If taken to an artisan (who will require 10,000 gp as well), it can be fashioned into a +2 shield that provides protection from all acid-based attacks, magical or mundane. The scale weighs 1 stone.

114) The Hall of Trophies

This room has eight statues carved from quartz along the east and west walls – but they're far too large to carry out. They will be lifeless and unmoving, save the one in the southwest corner. It does radiate magic, if checked, but will remain inanimate until someone attempts to open the secret door in the south wall. Then it will attack, applying a -2 modifier to the characters' surprise dice (but no modifier if they detected magic on it before).

Crystal Animated Statue: HP 24, AC 5, HD 3, Att. 2, Dmg. 1d6/1d6, Save F3, XP 65

The hall behind the secret door contains Treasure Type D.

115) The Last Battle

Two hulking hobgoblins lay dead on the floor of this chamber, both badly wounded with swords in their hands; it looks like they slew one another. One grasps a strange milky blue crystal that radiates evil magic, if checked. All characters of chaotic alignment must save vs. spell to resist the urge to take the crystal from the dead hand of the slain hobgoblin. If more than one character fails, they will begin fighting each other for it, and to the death if they are not stopped. A character who possesses this Chaos Crystal will gain +1 to hit and +1 damage for all attacks, but will also be at -1 AC due to the heedless manner they throw themselves into battle. The must save vs. Spell each time they are presented with a foe or they will attack that foe without regard for himself or anyone else. A dwarf craftpriest of 5th level or above will know how to destroy the crystal and free its owner from its grip of chaotic madness.

116) Rotmouths Lair

This room reeks of decay and bile, with bones and rotting goblin and lizardman corpses strewn across the floor. The characters will have to check for surprise as 8 Rotmouths (CC1 page 61) come bounding out of the darkness and attack!

Rotmouths: HP 6 each, AC 3, HD 1, Attacks 1, Dmg. 1d6+special, Save 0L, Special – save vs. poison or suffer rotting disease, 1 hp per hour until dead or cure disease spell; XP 13 each.

If characters search the room for secret doors, they will find a fake wall section in square H30 with a small, locked chest. It contains 380 gp and a quiver containing ten +1 magical arrows/bolts. There is also a false wall along the western part of the room concealing Room 118.

117) The Empty Chamber

There is nothing in this chamber save a message in Common scrawled in chalk on the south wall near a large bloodstain on the floor, “Forgive me, Tilaitha. You were right.”

118) Behind the False Wall

This is a crypt consisting of stone benches where the dead lay beneath stained and tattered shrouds of dark silk. There are a total of 12 dead in here on the benches along the north and south wall. The west wall has a large stone throne with skeletal figure seated upon it, still wearing the rotted robes of power that indicated a lord of some stature. He clutches a magical Warhammer in his hand and a stone chest is beneath his feet. The inscription on the chest is in an older form of Common, “Olgath the Bold bids you welcome. Regale me with a tale of thy valor.”

If a character tells a story of his/her exploits, make a modified reaction roll based on how good it is (plus storyteller’s CHA mod). If the reaction is 9+ on 2d6, the chest will open, causing the Warhammer to fall from the figure’s hand as well. If the roll is 8-, the dead will rise as skeletons and attack with 1d6 swords, along with the seated figure (1d8+1). And by the way, the skeletons cannot be turned as long as Olgath is still active. Olgath, of course, cannot be turned at all.

Skeletons: HP 12 each, AC 2, HD 1, Att. 1, Dmg. 1d6, Save F1, XP 13 each.

Olgath: HP 25, AC 4, HD 4, Att. 1, Dmg. 1d8+1, Save F3, XP 20.

119) Trap Door Beetle

This room has a mirror centered on the north wall. Anyone who gazes into it must save vs. Magic or become fascinated with his/her reflection in it and moves closer. The 10’x10’ square in front of it is a pit trap – character takes 1d4 damage from the fall and then has to fight a pair of Bombardier Beetles at the bottom. Treasure type C is scattered among the remains of five other victims.

Bombardier Beetles: HP 12 each, AC 5, HD 2, Attacks 1, Dmg. 1d6 or special, Save F1, Special – acidic spray, -2 to hit for one day or cure light wounds; XP 20 each.

120) Zombie Trap Room

This room reeks of rotting flesh and death. There is a chest centered on the north wall that is locked. Any attempt to open it drops a portcullis over the door and releases the six zombies in the hidden wall sections around the room. Treasure type D inside the chest.

Zombies: HP 13 each, AC 1, HD 2, Att. 1, Dmg. 1d8, Save F1, XP 29 each

121) Trapped Door Room

The door to the room has a brace of loaded crossbows in the wall opposite the door, attacking as F2 if it isn't disarmed. There are four corpses on the floor, each bearing a crossbow bolt and each atop a slick of decayed blood. Treasure type A among them. One bears a map fragment indicating the secret door in the southwest corner of the room and in the serpentine hallway leading to Room 115.

122) Living Chandelier Room

This room has a vaulted ceiling with a large chandelier hanging on a heavy iron chain from the center. The chandelier has softly glowing orbs instead of candles, revealing at least six bodies on the floor. When the characters enter, the globes will begin flicking gently, like candles do. Characters must save versus Magic at +2 or be mesmerized by the globes, unable to move or speak. The chandelier is much like a land Hexapus with an illusion spell. Mesmerized characters snap out of it if they are attacked (AC 0 until they are). Treasure Type B on the floor.

Land Hexapus: HP 25, AC 2, HD 4, Attacks 6 (tentacles) or 1 (bite), Dmg. 1d3 per tentacle or 1d6 bite, Save F3, Special – tentacles constrict anyone caught in two or more of them +1d3 damage per round, XP 450.

123) Black Lantern Room

There are three black oil lanterns hanging from hooks on the walls of this room – one each on the north, east and south walls – glowing with a strange greenish light. The walls are covered with knobs and projections of all types, begging the characters to come search for secret panels and doors. For each turn spent searching for secret compartments and doors, each character must make a save vs. poison. If failed the character loses one hit point, though he/she won't really notice it – until he/she gets outside of the room and sees the sunburn-like marks on their skin. The lanterns are filled with radium and the damage is from radiation. Characters affected will continue to lose one hit point per day until they get a cure disease spell.

124) Empty Room

This narrow room is empty.

125) The Magical Fountain Trap

This room has a 10' diameter water fountain in the center of the room with a statue standing in the center, holding a copper trident. The fountain radiates bad magic. There are hundreds of gold coins lying on the bottom of the fountain, along with three corpses around it. If anyone attempts to fill their water skins or takes a drink from the fountain without tossing in a gold coin, the statue lowers its trident into the water and the violator sustains 1d8 electrical shock damage per round until removed from the water or dead. Disabling the trap will allow the characters to scoop up 831 gp.

126) Pink Slime Room

This large room reeks of ammonia and has several decomposing corpses on the floor, with Treasure Type C scattered amongst the bodies. The bodies are being consumed by a pair of Pink Slimes (CC1, page 55) which will attack the characters if they disturb the bodies or attempt to pick up the treasure.

Pink Slimes: HP 16 each, AC 1, HD 2+2, Attack 1+special, Dmg. 1d6, Save F1, Special – surprise -1, save vs. poison or take 1d3 per round after hit; XP 45 each

END OF DUNGEON