

DEATH

HEART

ARDUIN DUNGEON 4 & OVERLAND ADVENTURE



DAVID A. HARGRAVE

A GRIMOIRE GAMES PRODUCTION

INTRODUCTION

This module is designed to tie together the three previous modules, plus add a *new* dungeon to the mythos. For this reason there are overland maps, and a large number of specific and random overland encounters. The map is so designed as to allow it to fit easily into anyone's world or to give those of you who desire it a new, playable world of your own (one of the so-called "middle kingdoms" or a part of one of them). It's entirely up to you.

This module is not "rated" as were the last three, however, I can generally say that most of the encounters fall somewhere around *The Citadel of Thunder's* level of difficulty. Be warned, however, that some of the encounters will *exceed* even the lethality of our toughest previous dungeon; *Caliban!*

For the most part, *less treasure* is available, but this was done deliberately so as to allow each individual World Master greater leeway in making this world uniquely their own.

We hope you enjoy this module as much as we did in conceiving it. Have fun!

David A. Hargrave
Concord, California

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The artist for this adventure was Carolyn Schultz, a great artist and better friend.

And special thanks to our fine typist, Michelle McAvoy!

PS Be sure to watch for our next offering: *ARDUIN, BLOODY ARDUIN*. My very own variations, additions, and deletions to the Arduin Rules System.

Coming soon!

Abbreviations

c.p.	copper penny
s.p.	silver penny
g.c.	gold crown (1/2 g.s.)
h.g.c.	1/2 gold crown (1/4 g.s.)
g.s.	gold sovreign
r.s.	royal sovreign
HD	hit dice
HP	hit points
dex	dexterity
AC	armor class

DEATH HEART

There is a legend, so old that no written word of it exists now. A faint tremor of horror that has crept down the aeons to haunt the nightmares of the men of the peaceful middle kingdoms like some shadow in the mind. It is the story of DEATH HEART.

It is said that in those young days the mightiest of all wizards was Ardaemus of the Silver Flame. So great was his power that the fiercest dragons trembled at the mere mention of his name, and all the kings and princes that abounded in the lands did bow their knees to him.

But Ardaemus cared not for the mundane workings of the world about him, and sought only to further his arcane knowledge, and to hone his mystic might even further. Therefor, he was seldom seen by men, though his works were ever evident.

Thus, when one solstice day he appeared in the city of the high king, many knew him not. From that day forth, he appeared in one city or village after another, always intent and grim. Whenever he was asked what it was he sought, his answer was sharp and short: LOVE.

This answer puzzled the people, for all knew that you could not search out love, it would find you when the time was right. But Ardaemus would not stop his search, becoming gaunt and sickly as he concentrated on his obsession.

Finally, after decades of searching, Ardaemus announced, "I have searched this world and others and have studied and experimented, all in vain, for I could not find love. Therefor, I believe that it does not exist, that it is just a dream weak-minded fools use to befuddle the clarity of the Cosmic All." With that he returned to his mighty citadel in the valley beyond the Mountains of Madness, never to be seen by man again.

Many hundred years passed before anyone thought to go and see if the legendary wizard still lived. So it was that a party of thirty doughty warriors, and not a few assorted lesser wizards set out. The way through the dread mountains was difficult; four of the party meeting a hideous doom among their cold kraggs. Yet the horror of that was next to nothing compared to the vision that awaited them in the legendary vally. Where once a beautiful and cultivated parkland had been were now dank forests and mist shrouded swamps. Where once Ardaemus's proud silver tower had risen to the stars, only rubbled ruin, centered in an inky black lake, remained.

Simply crossing the lands to the lake, and *its* crossing as well, are storys worthy of telling. But another day; simply know that ten more of the party perished before the ruins were reached.

It was soon found that four entrances into the former tower's underways still remained, and there the party found a partial answer to the enigma. Carved above each entry-way were these words: *To gain my treasure and my knowledge, brave men must need only bring love into my heart of death.*

Only five of the party eventually returned, and those could only babble about "that pulsing heart of doom, that black, beating thing of death!"

For many years, other adventurers tried to fathom the riddle, tried to find the fabulous horde supposedly hidden in the catacombs of the island. But most never returned from beyond the Mountains of Madness, and those few who did bore bloody testimony to the doom that claimed so many.

Some treasure was found, but much more was left behind by the nobles and paladins that for so long tried to be the one to succeed. Eventually none were left that would dare. And so passed away centuries, peacefully and silently. Kingdoms rose and fell, princes came and went, and Death Heart never ceased its beat. But none were there to hear, for men had forgotten to listen. Dare you now?



DEATH HEART

GENERAL OVERLAND ENCOUNTERS

Each day travelled on the large scale overland map, roll a D12 to see if an encounter has happened. A roll of 11-12 indicates it has. If an encounter is rolled, roll on the appropriate chart to see which one it was. Remember, *most* of them are only good once.

DIE
ROLL

GENERAL CIRCUMSTANCES

ENCOUNTER & TREASURE

- | | | |
|---|--|---|
| 1 | <p>A sudden, thick and clammy fog has risen from the small marsh to your right. Visibility has dropped to one to five feet, and there is a heavy smell of honey. The magikal fog will last 11-20 melee rounds then dissipate <i>immediately</i>.</p> | <p>Suddenly six slime-covered skeletons in rusted mail (AC 4) with scimitars rise up out of the muck and <i>silently</i> attack! Each is 1+1 HD, 9 HP and has a dex of 15. In the 4' deep bog, 30' from the path, is a 3'x3'x2' rusty iron chest containing 800 s.p. Underneath them is a blood-stained map showing the way to Death Heart/Poseidon's stairs.</p> |
| 2 | <p>The forest has become strangely quiet, and the air has become still and breezeless. Then, faintly, as if from a distance, there comes the sound of tinkling - like little silver bells (this lasts 1D20 melee rounds and has no apparent source). When the sound stops, the encounter begins!</p> | <p>Seven trees close to the party open up secret doors and disgorge a band of half-orc slavers! Each wears studded leather armor (AC 5) and has a 9' square weighted throwing net; shortsword; dagger, and leg irons. Each also has a pouch with 25 c.p. 25 s.p. and 5 g.s. All are 5 HD, 40 HP, and have a dex of 13.</p> |
| 3 | <p>Ten feet off the path, to the left, is a small rough stone shrine to the minor godlet "Pukel the Gibberer." The 10" tall jade (poor quality) idol is worth about 80 g.s. There are small offerings of food and copper pennys (two silver ones!) near its base. If the party does <i>not</i> give an offering, or <i>disturbs</i> the shrine, the encounter begins!</p> | <p>From under rotted logs, piles of leaves, bushes, everywhere, they come! Sixty (yes, 60!) 1/2 HD, 2 HP, AC 7 rats. All chittering and swarming with little beady red eyes! Each bite does 1 point and has a 20% chance of being <i>diseased</i> (roll a random one). The treasure? Why, it's the statue you twit!</p> |
| 4 | <p>A sudden, ice-cold wind has blown up, swirling leaves and twigs around in a frenzied pattern of fear. This lasts 1D6 melee rounds. Abruptly it ceases, and there's a 1 melee round pause, then it starts again, redoubled in its frenzied fury. Howling and frigid, it is practically strong enough to blow people off horses. This lasts 1D3 melee rounds. When it ceases, the melee begins!</p> | <p>Three ghostly wraiths rise up from the very ground itself. They are 4+1 HD, 36 HP, have dexs of 18, and ACs of 3 (+4). They guard a long forgotten tomb buried 3' down under the path. Inside it are gems and jewels valued at 8,960 g.s. and the magik sword "Black Raiser" which is plus three to hit and to damage.</p> |
| 5 | <p>A tree has fallen and blocked your way (it would take four men to <i>slowly</i> move it out of the way). There is no</p> | <p>Hidden in the fallen tree's branches is a mated pair of 3+1 HD, 27 HP, AC 5 (+4) Wobras. They have dexs of 19 and 20.</p> |

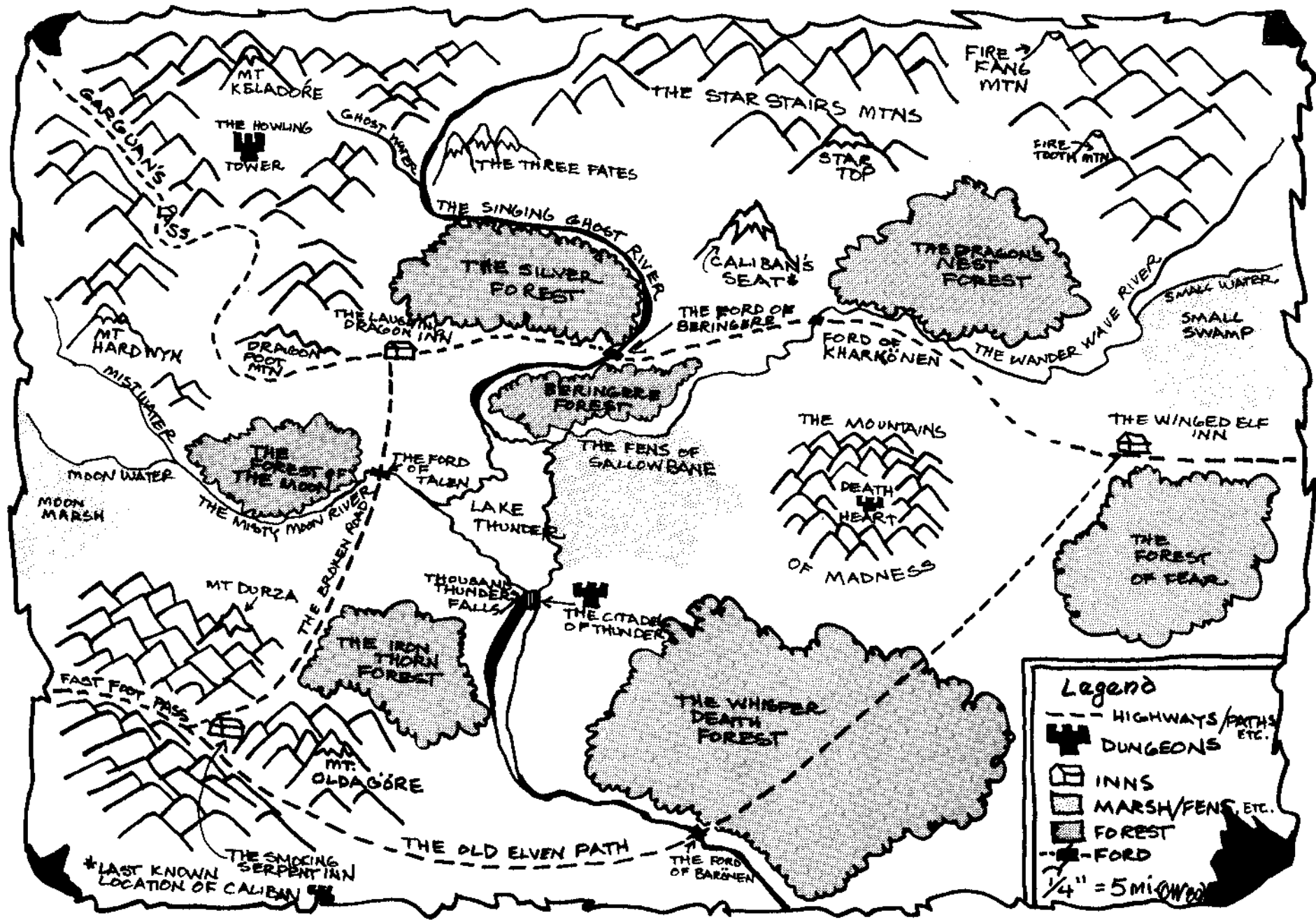
GENERAL OVERLAND ENCOUNTERS (con't)

DIE ROLL	GENERAL CIRCUMSTANCES	ENCOUNTER & TREASURE
5 (con't)	<i>safe</i> way around it for 1/2 mile in either direction due to the peat bog you were passing through. If you try to move the tree or come within 3' of it the encounter begins!	There is <i>no</i> treasure - unless you count the six Wobra eggs!
6	Rounding a curve in the path, you suddenly come face-to-face with a band of mercenary warriors, on foot, and in a double column about 15' away. There is a 75% chance they'll try to rob you; 20% chance they'll ignore you; 5% chance they'll help you.	Six of the mercenary warriors have swords, chain mail, and shields (AC 4), and have dexts of 12. Three have banded leather (AC 6) and dexts of 14. They carry light crossbows and shortswords. The leader is in full plate (he's the only mounted one), AC 3, and carries a 2-handed sword (his dex is 11). All are second level, 40 HP, and 5HD. Between them they have 180 s.p., 47 g.s., and 66 c.p.
7	As you ford the stream, the water suddenly turns blood red and becomes glassy-smooth. A melee turn later, faint tendrils of red steam begin rising from it, coalescing into a dense fog (visibility one to five feet) in 1D6 melee rounds, and covering 300' in radius from the ford. Now the encounter begins!	This is the "joke" of the slightly mad "water sprite" Beedle De Dee. He is AC 2 (+4), 3+1 HD, 27 HP and has a dex of 21. He can use all magik up to the 3rd level in power and <i>hates</i> Elves! Not really vicious, he will nonetheless pester a party unmercifully until they give him "wine and honey cakes!"
8	Rounding a curve in the path, you see a large (30' wide/15' deep) circular hole directly in front of you. The sides are smooth and glassy-looking but the bottom is broken earth and jumbled rock. Protruding about one foot out from the center bottom of the hole is what appears to be the edge of an iron chest. The encounter is up to you!	Burrowed in the dirt at the bottom of the hole are nine (9) 2+1 HD, 18 HP, dex 17 "Mud Spiders." Each has an AC of 6 and can leap 15' (move 80' per turn). Their bite does 1D4 damage and causes all who <i>fail</i> a "save versus poison" to have their flesh turned to stone! This takes 1D12 melee rounds. Inside the large chest is 2,000 s.p.
9	Across a small (15' wide) clearing is a small (12' square) ramshackle hut. Tied to a post in front is a beautiful white heavy warhorse (5+1 HD, 45 HP) with a beautiful set of saddle, saddle bags, etc. of red and gold leather. Also strapped to it is a heavy crossbow and case (30 silver-tipped bolts) of teakwood and steel.	In the musty hut is a glittering array of jewels and gems (8,965 g.s. worth) spilling out of a small wooden chest on a rickety table in the center of the room. Paragon the mad Paladin (it's his horse, dummy!) is its owner! He's 14th level, wears full plate with shield (AC 2), and carries a magik mace which is +3 to hit. He is 7+1 HD, 63 HP, and has a dex of 20!
10	The small stream cuts across your path (it is 3 feet wide and 3 feet deep). There is a 14" diameter 8' long mossy log down across it. Cross the stream by <i>not</i> using the log and the encounter starts! All who <i>do</i> cross the	The stream contains six large, transparent (invisible in the water) leeches. Each is 2+1 HD, 18 HP, dex 18, AC 7 and can move 90' per turn (in the water, 1/3 that on land). Their bite is <i>painless</i> (1 point damage) but they drain one life

GENERAL OVERLAND ENCOUNTERS (con't)

DIE ROLL	GENERAL CIRCUMSTANCES	ENCOUNTER AND TREASURE
10 (con't)	log simply fade from sight as they reach the far end! For it is a (one way) random dimensional portal into Death Heart!	level each turn thereafter. As they fill with blood they become very visible. Yuck!
11	A strange hot wind has started to blow, smelling of hot iron and sickly-sweet honey. Suddenly there's a bright flash and a smoking hot Djinn has appeared in your midst! He bellows "a riddle! a riddle! I must have a riddle!" If your party can give him one <i>fast</i> he will answer one question (your choice) and leave. If not	He is 6+1 HD, 54 HP, AC 2 (+4) and has a dex of 18. He strikes for 1D12 <i>plus</i> 1D4 heat damage, and can do any spell first through third level (one per turn). He can fly (250' turn), become invisible or burst into a 7' radius (4D6) flame at will. He <i>loves</i> riddles and <i>hates</i> people who don't know any. His name is T'chok.
12	Congratulations! You have managed to attract the attention of an adult dragon! He is red and gold, with a 75 foot wingspan, and an appetite to match! Feed him 1D4 horses and he'll probably let you go (a 75% chance). Don't feed him and he'll "eat" anyway! Good luck!	Ssooring (the dragon) is 10+1 HD, 110 HP and has an AC of 2+1 (+3) due to his dex of 17. He flies at 450' per turn, or <i>more</i> at 120' per turn. He can bite for 4D6, use his claws (1D8 each), his wings (1D6 each) to buffet, or his tail to smash at 6D6. <i>Or</i> he can breathe 110 points of fire in a 90'x20' cone. Whew!





Legend

- - - HIGHWAYS/PATHS ETC.
- ⊕ DUNGEONS
- ▭ INNS
- ▭ MARSH/FENS, ETC.
- ▭ FOREST
- FORD
- 1/4" = 5 miles

SPECIAL ENCOUNTERS

Although you may encounter a Random Encounter anywhere, when entering certain *specified* areas a *particular* encounter is sometimes what must happen. Any treasure for these encounters is up to the individual World Master, however, I suggest that some recompense be allowed, as these are *extremely tough encounters!*

% Chance
for the
Encounter

The General Area and Circumstances

The Encounter

50%
per day

The Dragon's Nest Forest is mostly of tall (100' or more) ironwood trees set very close together. There is usually room to ride beneath the trees but it is gloomy and dark in there and very, very quiet. Remember it is as its name implies; *dragons live there*. This is well known to those who live near it, but *you do* have to ask!

Roll a D12, if a 9-12 is rolled you have come upon a dragon by surprise. Roll *any other number* and the dragon has surprised *you!* It is a 15 HD, 150 HP *Adult Violet Dragon*. His dex is 16, and his AC is 2+4 (+2) (See AG III). There is a 75% chance he'll hesitate 1D3 melee rounds and a 05% chance he'll talk to you. Roll!

Special*

The forest of Fear is comprised of 45' to 60' tall moss hung cypress and Banyon trees. The branches are so low that a person must stoop to walk under them half the time. It is very dark, moist, and oppressive in there. The people at the *Winged Elf Inn* can only tell you stories of a haunted treasure in the center of the forest.

In the center of the forest is a 45' diameter clearing in the center of which is an aeons old sarcophogus of cracked black stone. It is worn, but horrific carvings may still be seen on it. *Open it and out comes a *Black Wind!* (See AG II) It is 10 HD, 80 HP, dex 24 and AC 2+2. Free! Free at last! This 20' cloud of ebon death is now after you!

75%
per
day

The Silver Forest is the home of a VALYPYR (see AG II) named Khor-mankai. He never leaves the forest as he was cursed by the Elves who used to live there (most of whom he slew, the rest fled) to forever wander, lost among the trees. This is all a dim legend known to the owner of the *Laughing Dragon Inn*. As is the lost treasure of the Elf King.

There is a 50/50 chance you'll surprise him or he'll surprise you. After all, it is a dense forest of beautiful silver pine, silver oak, and silver linden trees, (80' to 120' tall). He is 10+1 HD, 90 HP, dex 20, AC 2+5 (+2). His attacks are all at plus six to hit due to strength and expertise, but who knows, show him the way out and he may (20% chance) let you live!

60% per
day in
the forest
or a flat
15% chance
at *The Ford
of Bering-
ere*

The Bereingere Forest is comprised of spruce, pine and eucalyptus trees set fairly far apart (you can ride between them easily). Unbeknownst to anyone, a large, demented TRYVERN (See AG I) has taken up residence there. It was the captive of a mage for years, and now hates all mages insanely. It always attacks mages on sight, otherwise it only attacks 90% of the time.

It is 12HD, 96 HP, dex 15, AC 2(+1). roll a D12; a 1-6 means you both see each other simultaneously some 30 yards apart. A 7-10 means you surprise him from behind at 15 yards distance and an 11 to 12 means he has snuck up behind you for a sneak attack! Surprise!

SPECIAL ENCOUNTERS (con't)

% Chance
for the
Encounter

The General Area and Circumstances

The Encounter

100% at
The Tomb
or 50%
per day
otherwise

The Forest of the Moon is comprised mainly of tall (180' to 320') Redwoods spaced far apart. There is a moderate amount of fern-like under-growth but riding through it is relatively easy. Anyone in the land can tell you of the legend of Princess Mairee (an Elf) and of how she died in the forest mysteriously a thousand years ago. There she is still supposedly buried with all of her jewels and other treasures under a large blue pyramidal rock. But it's just a legend, right?!

In the forest, near the *Misty Moon River* is the tomb (under the large blue pyramid-shaped rock). Haunting the tomb and the surrounding forest are seven *BLUE WRAITHS* (see AG III). (one always guards the tomb, but roll a D6 to see how many show up elsewhere). They are 9 HD, 72 HP, dex 19, AC 2+5 (+2) and *always surprise their victims*. They cannot leave the forest.

40% per
day in
the forest
and a flat
15% chance
at the ford

The Iron Thorn Forest is the home of a band of Highwaymen led by one Selvar Blue Hand. This is general knowledge throughout the land, as is his usual ambush areas at the *Ford of Talen*, in *fast foot pass*, or on *the Broken Road*. He usually takes prisoners and holds them for ransom, however, he hates Elves and always kills them on the spot! All are mounted.

The leader wears chain mail and carries a shield [AC 4 (+2)] and the magik sword "Flashfast." It is plus five to strike (his attack is plus ten to hit!). He is 10th level, 6+1 HD, 54 HP and has a dex of 16. He has ten hench men, all wear banded leather and carry shields (AC 5). Four have swords, four have axes and two have maces (all are plus two to hit). Each is 2nd level, 4+1 HD, 36 HP and have dexs of 14.

35% per
day in
each!

Small Swamp, *The Fens of Sallow Bane*, and *Moon Marsh* all harbor slimy, horrible *MAGGOTHS*. Each also has some legend or other about a lost party of travellers and some fabulous artifact or treasure they were carrying. Riding is impossible in them, and walking is very difficult (1/4 speed). There is a chance of quicksand or drowning as well.

The *MAGGOTHS* are generally alone and 12+1 HD, 108 HP, dex 9, AC 7 horrors. There is a 65% chance they'll rise up out of the mud to surprise the party. Otherwise you'll probably see it coming 10/100 yards away.

10%
per
day

Brownfoot Marsh, *Tremble Step Marsh*, *Dragon's Blood Marsh*, and *Mist Fang Marsh* are all areas where a single huge *SILVER SLYTH* hunts. It is always seen by the party after it has started tracking them at a range that depends on the terrain. Usually 100 to 500 yards away. It never stops tracking its prey* (See AG III).

The thing is probably the hugest thing you will ever have the misfortune to run across. It is about 200' long, 60 HD, 500 HP, dex 12, and has an AC that varies from 2+5 on its cilia to 2+1 on its immense body. Its one saving grace is that it *will not* * enter the forests, lake, or mountains, so run as fast as you can!

SPECIAL ENCOUNTERS (con't)

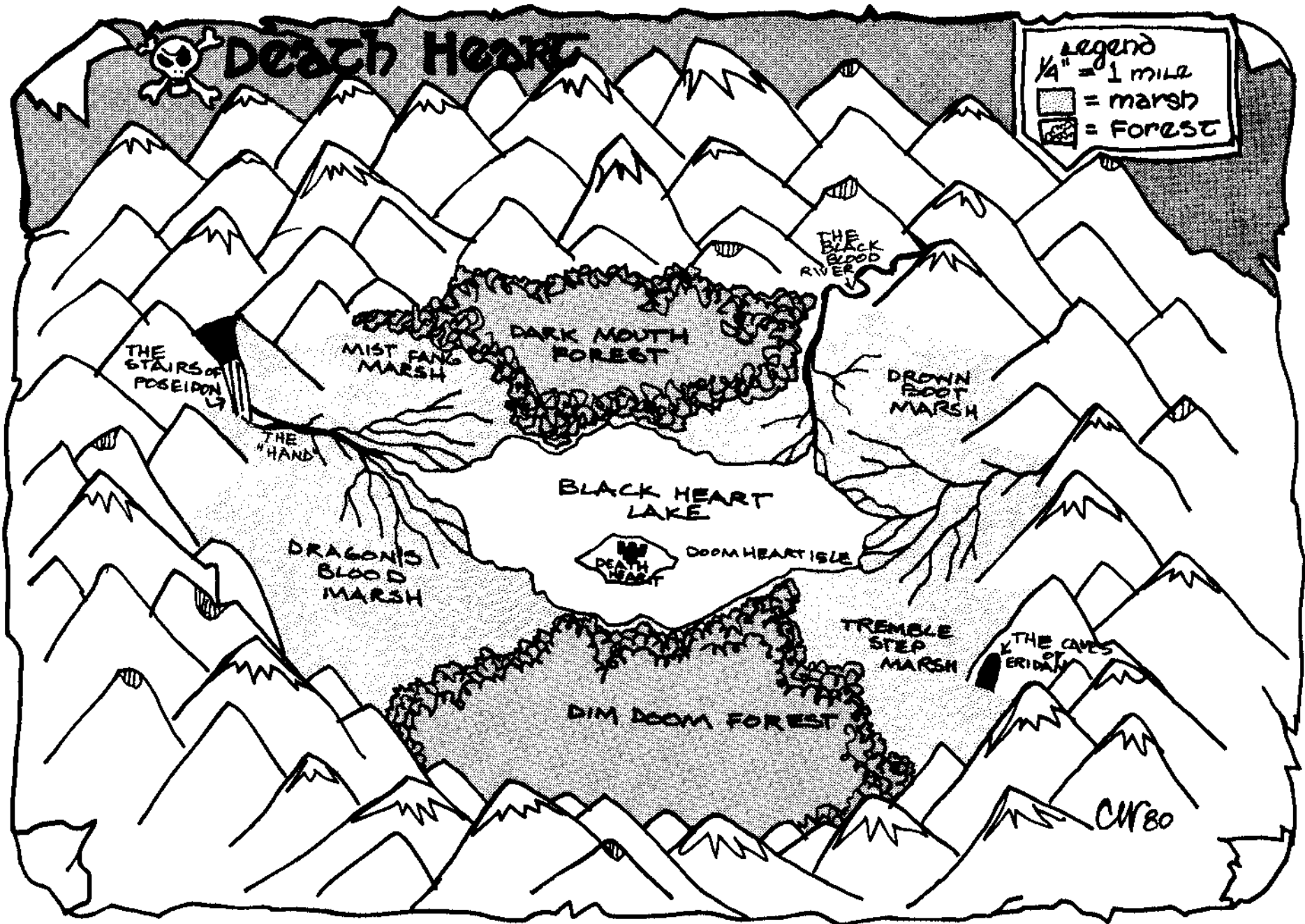
% Chance for the Encounter	The General Area and Circumstances	The Encounter
On the lake, a 50% chance per hour. Near the lake a 10% chance per day.	<p><i>Black Heart Lake</i>, nearly bottomless, frigid and murky, is plagued with a nearly constant black fog (80% of the time) on its surface (10' to 20' thick) that hides what lurks below.</p>	<p>A huge, 13 armed kraken lives here. It is 34 HD, 280 HP, dex 14. Its arms are 95' long and can hit for 6D10 (80%) or wrap and crush for 10D10 (20%) each turn. Its bite? Well, let's just say it is instantly fatal to anything up to the size of an elephant! It attacks with 1D12 +1 tentacles each turn.</p>
25% chance per day	<p><i>Dim Doom Forest</i>, and <i>Dark Mouth Forest</i> each are the homes for a single I bathene (See AG I). The huge (200' to 400') redwoods and soft fern undergrowth make it easy for those behemoths to move around. Neither will enter the marsh, nor approach the lake, fearing what lurks there.</p>	<p>Each is 33 HD, 250 HP, dex 10 and has an AC ranging from 2+1 (overall) to 3 (eye-stalk). They are 88' and 85' long respectively and are always hungry. Their tongue alone can reach 33' (it does 3D6 crush damage) and their bite does 7 to 70. Each claw (there are two) does 4 to 48 or they can tail smash instead for 5 to 60. All in all I'd recommend you avoid them!</p>





Death Heart

Legend
 $\frac{1}{4}'' = 1 \text{ mile}$
 [stippled box] = marsh
 [textured box] = forest



THE STAIRS OF POSEIDON

THE "HAND"

MIST FANG MARSH

DARK MOUTH FOREST

THE BLACK BLOOD RIVER

DROWN FOOT MARSH

BLACK HEART LAKE

DEATH HEART

DOOMHEART ISLE

DRAGON'S BLOOD MARSH

TREMBLE STEP MARSH

THE CAVES OF ERIDAN

DIM DOOM FOREST

CW80

RANDOM ENCOUNTER CHART
FOR THE AREA AROUND DEATH HEART

DIE ROLL	General Circumstances	Encounter and Treasure
1	<p>In the rocks around you faint tinkling bells are heard. The air seems charged with electricity and sparks jump and dance from every metal object. The wind dies and a blue glow spreads across the rocks until you are surrounded by the intense light (<i>all attack/defense is minus two due to the glare</i>). The encounter starts now!</p>	<p>A horrendous stench assails your nostrils and suddenly it's there! A <i>Star Spyder</i> (see AG III)! It is 20 HD, 160 HP, dex 18 and AC 2+4 (+3) arms/2+2 (+4) body/ 7 (+4) eye. It will take one of your party then fade away. If not slain it will reappear every 1D20 hours to take another until <i>all are gone</i> or it is slain. Good luck!</p>
2	<p>The grassland around you is difficult to move and see in. The 8' tall grass cuts and scratches and constantly trips up man and horse (move at 1/3 speed). Suddenly you come to a 30' diameter clearing with a small pool of water in its center (10' across, 1' to 3' deep). The encounter begins as you cross the clearing.</p>	<p>A pride of <i>Black Lions</i> lie in wait. There are two males of 8+1 HD, 72 HP, dex 18, AC 3 (+4) and three females of 6+1 HD, 56 HP, dex 19, AC 3 (+4). Roll 1D5 to see how many attack at one melee round intervals thereafter. Roar!</p>
3	<p>The veldt-like savannah you are crossing is dotted with stumpy trees and herds of grazing animals. One such herd blocks your path, about 50 yards ahead. There is no way around them if you are to stay on the faint trail you've been following. Approach within 20 yards and the encounter begins!</p>	<p>It is a herd of <i>POWERHORNS</i> (see the appropriate card in this set). Roll a D 20 to see how many attack. These are all young bucks, so they are 4+1 HD, 40 HP, dex 16, AC 7 (+2) critters. Then roll to see how many of that number charge each turn until all have come at you. They don't quit you know!</p>
4	<p>You are riding around a small but dense grove of large Oak trees festooned in hanging moss. The air smells strongly of honeysuckle, and a strange bird twitters weirdly from the grove. Suddenly a woman's voice groans loudly: "Oh gods, help! Help me! Aieeee! Oh, help!"</p>	<p>If you go into the trees to investigate, the encounter begins 1D10 melee rounds thereafter. You'll see what appears to be a very beautiful (Charisma 17) <i>nude woman</i> lying in a small clearing. In fact it's a <i>MANSTER</i> (see AG II) of 8 HD, 64 HP, dex 18, AC 2 (+4) that can use first level magik! Watch out!</p>
5	<p>A sudden fierce rain shower hits your party. You can keep going, seek shelter in the trees 100 yards ahead or duck into the small cave in the hill to your right about ten yards away. Either choice will start the encounter, because they're at <i>both</i> locations.</p>	<p>Surprise! There are 2D12 <i>HAGGORIM</i> (see AG II) living here! All are 3+1 HD, 27 HP, dex 15, AC 4 (+1) and carry cudgels, stone axes, flint axes or obsidian tipped spears. And they think you're dinner!</p>

RANDOM ENCOUNTER CHART

FOR THE AREA AROUND DEATH HEART (con't)

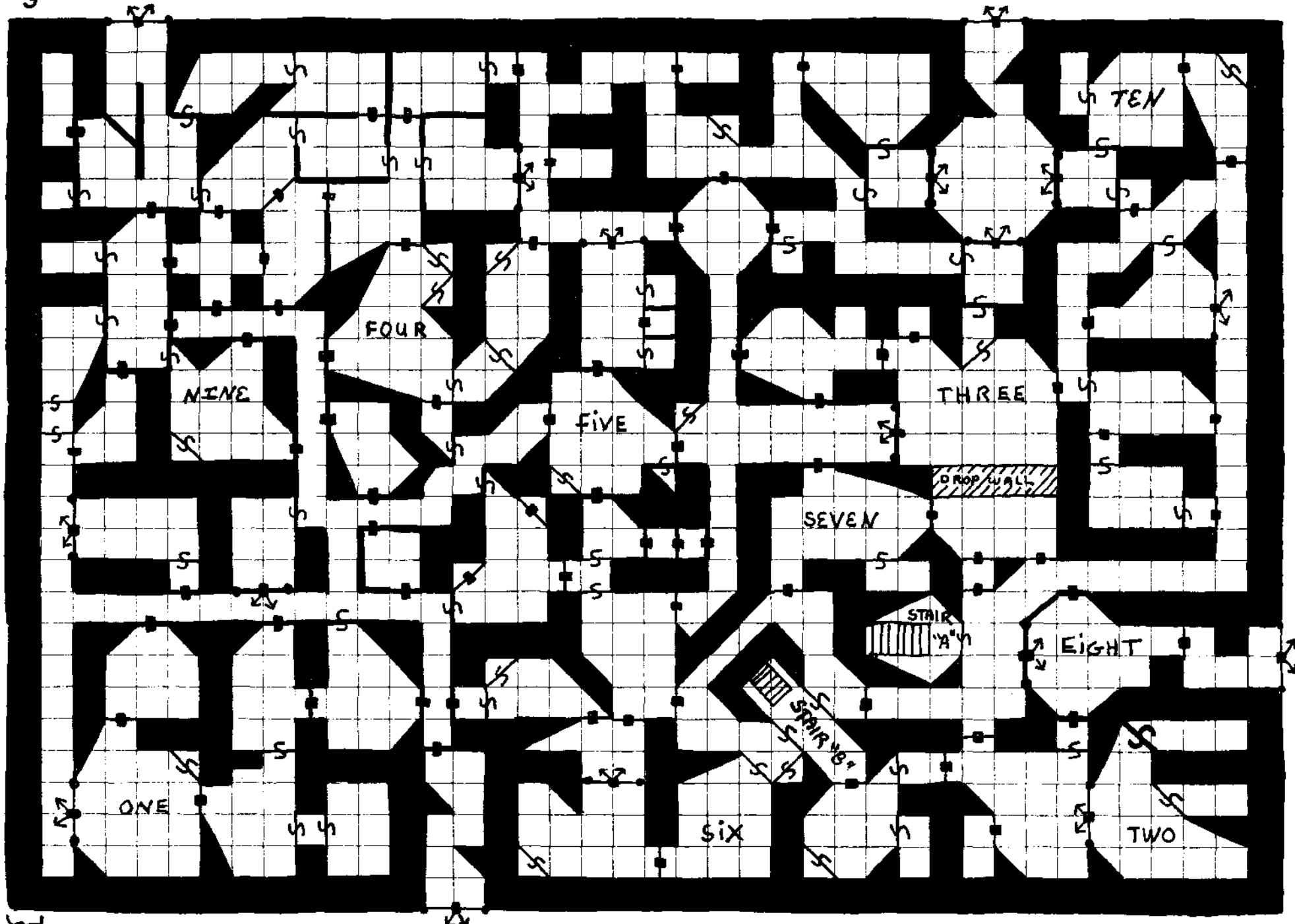
Die Roll	General Circumstances	Encounter and Treasure
6	The small brook (6' wide by 2' deep) you are crossing seems to have <i>hot water</i> flowing in it, causing wisps of steam to rise. If you stop to investigate it, the encounter will begin. If you don't stop there is still a 20% chance for the encounter anyway!	With <i>total surprise</i> 1D4 <i>Thermites</i> (see AG I) erupt from the ground (with a 10% chance, each, they'll be <i>directly under</i> a victim!). Each is 5+1 HD, 45 HP, dex 15, AC 3 (+1) and are glowing hot! No wonder the water's warm!
7	You've been spotted by a flight of hungry <i>Griffons</i> ! Roll a D12 to see if you spot them! 1-4, no, they surprise you. 5-8, you see them in time to draw weapons. 9-12, you see them as soon as they see you.	Each of the four Griffons is 6+1 HD, 54 HP, dex 17, AC 2 (+3) and gets five attacks! 2 claws for 1D8 each, One bite for 1D10 and 2 wing buffetts for 1D4 each. If you give each one a horse they'll let you go!
8	One of your party has contracted the dread "Red Rot" while passing this way. Roll to see who the unlucky one is (see AG III, under monsters).	The victim begins turning to red goo (4D6 <i>initially</i>) at 1D12 per hour. It is painful and quite horrible to look at! Yuck! It <i>is not</i> contagious.

TREASURE CHEST TRAP MATRIX

DIE ROLL	RESULTS
1	The trap sticks (and fires 1D6 melee rounds later). It's a 7D8 poisoned steel needle.
2	Chunk! A 3' long (plus eight to hit) sword blade stabs out!
3	Crackle - Zap! A 5D8 electrical charge just fried you!
4	Hisssss! GAS! A 30' diameter cloud of 10D6 potency is now surrounding you. Gasp!
5	Rrrriipp! - A whirling saw blade slashes out (4D6 damage) to cut you down!
6	Whap! A plus ten to hit heavy crossbow bolt has just fired!
7	Lucky you! The trap is broken!
8	Splaat! 8D6 acid has just sprayed you!
9	It's that old poisoned needle again! 6D8 this time.
10	Even luckier - It isn't trapped at all!

ENTRY LEVEL, DEATH HEART

W
N
S
E



100

ENTRY LEVEL

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M O N E	<p>The entire room, from floor to 30' ceiling is of pale blue marble. The air is bitterly cold (-10°) and has a heavy smell of roses. In the secret compartment in the northwest wall is the following treasure: 20 small bags of s.p. (50 in each) and a 6" square wooden box containing 3 small crystal vials. One contains 3 doses of "double speed," one contains one dose of "permanent Infra-vision," and the last contains a 100 HP poison. None are labeled. Each dose lasts one hour.</p>	<p>Someone has locked a pair of <i>GORSWAMPUS</i> in the room as guardians. Boy, are they awfully mad (and hungry)! Each is 8+1 HD, 72 HP, AC 5 (+1), dex 15 and has a pair of 20 lb. iron balls to throw (they attack as heavy catapults). See the appropriate card in this set for other information.</p>
R O O M T W O	<p>The red sandstone floor is damp from the constant dripping from the slimy granite ceiling 30' up. The black basalt walls are covered in faint arcane runes drawn in some reddish substance. There is a heavy odor of corruption and rot. A fungus-covered human skeleton in the rusted remnants of chainmail lies heaped in the southeast corner. The sole treasure is on its fingers: a gold ring of total protection versus disease.</p>	<p>The sole guardian of this room is a 5+1 HD, 45 HP, AC 6 dex 12 <i>SLIME SLUG</i>. This 15' long thing can spray a 30'x10' cone of fuming acid (4D8 potency) every third melee round. It can also bite for 1D6. It moves 60' per turn over all surfaces and is 100% acid proof.</p>
R O O M T H R E E	<p>A hot, sticky, green fog (visibility 1-10 feet) fills this red sandstone room from floor to 45' ceiling. The fog smells like burnt honey and cinnamon. Each guardian has a one-carat black opal imbedded in his forehead (worth 440 g.s. each).</p>	<p>There are 13 <i>zombies</i> in the room. Each with a large spiked cudgel. They are all 3+1 HD, 27 HP, AC 6 and have dexs of 12. They have all been coated with a substance that makes them totally fire proof. Of course, they're all bright pink now because of it!</p>
R O O M F O U R	<p>From floor to 25' ceiling the room is of smooth, slick, black obsidian. The floor has a 13' silver pentagram inlaid in it (500 s.p. worth). In the two secret compartments in the northeast wall are the following: 66 silver bars (each weighing 30 lbs) and the strange artifact <i>THUNDER-THING</i> (see appropriate card in this set).</p>	<p>Exploring the room are five <i>khai-zirin</i> (see the appropriate card in this set). The three females are 4+1 HD, 36 HP, AC 6 (+4), dex 20. The pair of males are 3+1 HD, 27 HP, AC 6 (+4), dex 21. All have three curved daggers, three throwing darts, and one rapier each. It's 50/50 whether they'll attack or run.</p>
R O O M F I V E	<p>The floor is polished bronze, the walls polished steel and the 33' ceiling is natural green crystal that mysteriously glows from within, filling the room with an emerald light (1/2 daylight). In the secret compartment in the room's southwest corner is a very large leather sack containing a large assortment of jewelry (worth</p>	<p>There are six <i>Whisper Wasps</i> (see Arduin Grimoire II) in the room. Each is 1+1 HD, 9 HP, AC 3 (+4), dex 21. However, they are hidden in an <i>invisible</i> nest attached to the center of the ceiling. They emerge on a die roll of 9-12 on a D12 (roll for</p>

ENTRY LEVEL (con't)

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M F I V E (con't)	6,875 g.s.) and a plain, plus two to hit, magik broadsword called "ARGYRE" From floor to 20' ceiling, this room is of rusted and crumbly iron. The air smells heavily of hot mustard. A 7'x5'x4' brassbound oak chest sits in the northwest corner. It contains: 1,920 g.s. and 280 r.s. In a secret compartment in its bottom are the following: a <i>SunStone</i> (see AG II), a <i>Ring of Remembering</i> (see AG I), and a scroll of four spells (each usable but once); they are: <i>Thurldon's Reversal</i> ; <i>Skorzandon's Mirror</i> ; <i>Muscle Spasm</i> ; and <i>Torozon's Slippery Field</i> . (See AG III for all of them).	each wasp), or if the next is disturbed. The treasure's sole guardian is a <i>Wraith Wyvern</i> . It is 7+1 HD, 63 HP, dex 20, AC 2+4 (+3). It will materialize into the room as soon as the chest is opened (see AG II for further information). The lock on the chest is <i>trapped</i> . It will fire a spring loaded 8" long needle out of it if tampered with. It is coated in a 10D8 potency venom.
R O O M S I X	The entire room is paneled in polished cherry wood, from persian-carpet covered floor (value 880 g.s.) to 20' ceiling. There is a 3' diameter globe suspended from a 3' bronze chain from the ceiling. It casts a pearly-white light throughout the room. The treasure is behind the secret door on the south wall. The room's guardian is wearing <i>The Armor of Gwillam the Mad</i> (see appropriate card in this set).	The guardian is an <i>insane</i> warrior of the 14th level. He is 7+1 HD, 63 HP and has a dex of 17. His AC is 2+4 (+3). He is wielding a two-handed sword and he is plus eight to hit, plus 1D8 to damage on his attack due to his strength/training. He always attacks.
R O O M S E V E N	This room has walls of lavender jade, a floor of white marble, and a 33' red carnelian ceiling. All of which is covered with the vile muceous of the room's guardian. Yuck! The treasure is in a 4' square iron chest in the southeast corner of the room. In it are 6,000 g.h.c. and in a hidden lid compartment is <i>The Hand of Doom</i> (see appropriate card in this set).	The sole guardian is a 13+1 HD, 117 HP <i>HORRAGUS</i> (see the appropriate card in this set). It has a dex of 17, and an AC of 2+2 (+3). It is <i>always</i> hungry.
R O O M E I G H T	This room is of plain rough granite, from floor to 15' ceiling. All of which is scorched and soot-stained. The treasure is behind the secret door in the southwest corner. It consists of: 8 sacks of 400 g.c. and 100 h.g.c. as well as complete set (4) of <i>Ruby Crystal Horseshoes of Flying</i> (See AG III).	In a puddle in the middle of the floor is an 8+1 HD, 72 HP, dex 10 <i>Emerald Ooze</i> . Its AC is 2+4 and it is 24' across (see AG I). It cannot leave the room, although it <i>can</i> reach out of it to grab visitors.
R O O M N I N E	This room is entirely of pale yellow marble, floor to 13' ceiling. There is a pale pink mist in the room (visibility 1-12') that smells like raw fish. The guardian is carrying the treasure in the form of a small blue velvet pouch contain-	The sole guardian is a 10+1 HD, 90 HP <i>DOOMGUARD</i> . (See AG I) Its AC is 2+4 (+ any dex bonus it may receive) and its dex is always equal to its <i>fastest</i> opponent. It has a two-handed
R O O M T E N		

ENTRY LEVEL (con't)

Room
Number

Room Description and Treasure

Guardians and Monsters

R O O M

ing 60 blue pearls worth 135 g.s. *each*.
The sole black pearl is magikal (a one use
teleportation device).

sword *in each hand*, and
has a plus four to hit attack.

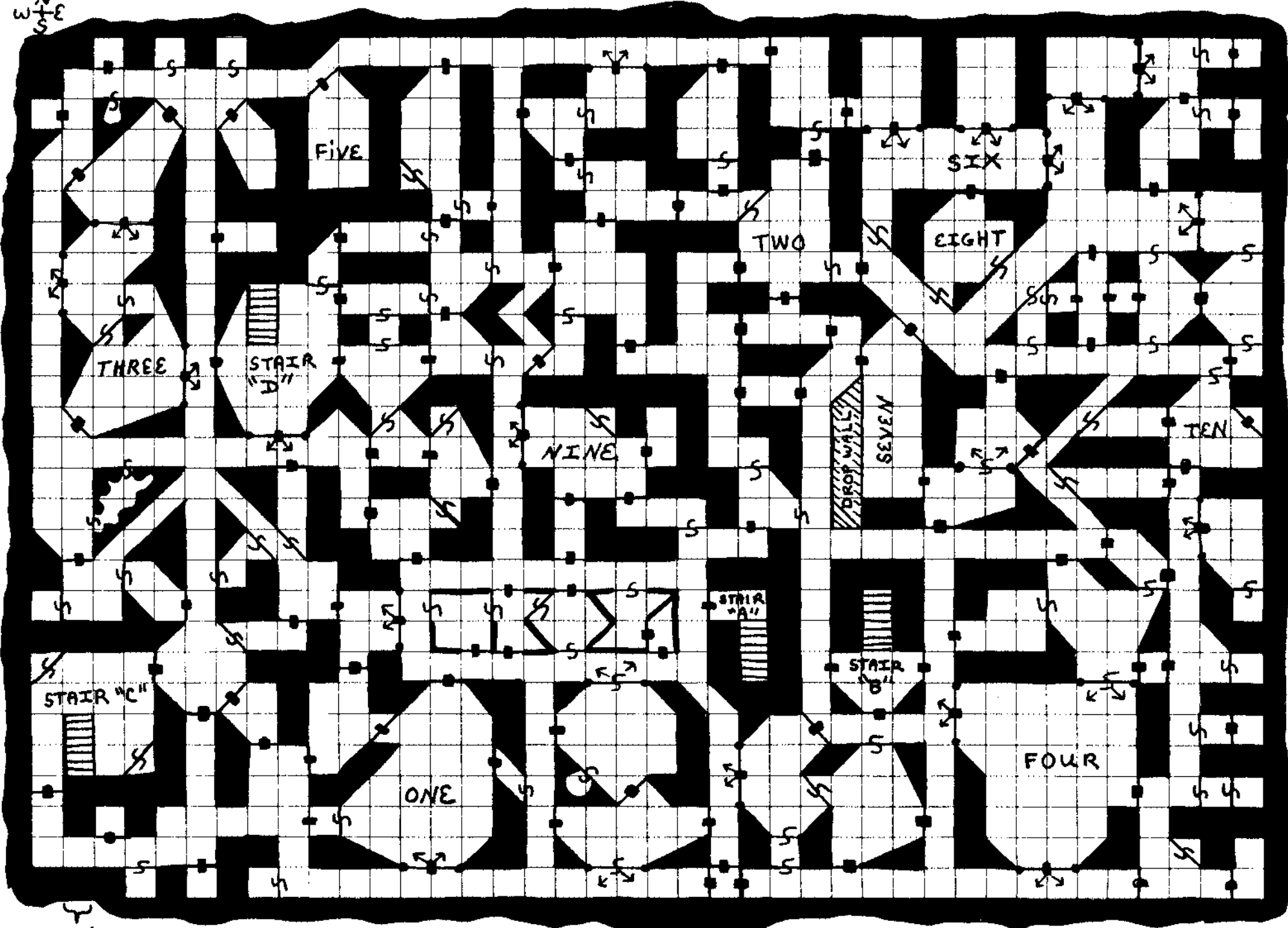
T E N
(con't)



"NICE KITTIE !"

LEVEL ONE, DEATH HEART

3
2
1
E



10
9
8
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4
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1
W

LEVEL ONE

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M O N E	<p>The floor is dusty granite, the walls are dark yellow marble, and the 45' ceiling is of red sandstone. There is an eye-watering grey mist in the air (visibility 1-20') that smells like burning leaves. In a 6' diameter rose quartz sphere, suspended 15' from the ceiling by an iron chain, is the treasure. It consists of: the mystic amulet <i>SKULLSTAR</i> and <i>PRISON DRING</i> the magikal ring.</p>	<p>Inside the sphere is the main guardian; <i>THE HAND OF SET</i>. However, in the room as guards are a trio (3) of <i>Great Black Scorpions</i>. Each is 15+1 HD, 135 HP, dex 18, AC 2 (+4) and 18' long. They are hungry and angry at being locked in here!</p>
R O O M T W O	<p>The entire room is of bone-white porcelain, from its bone and debris littered floor to its 20' ceiling. There are 20 iron pegs protruding 18" out from the walls some 10' up and spaced equidistant around the room. There is a 4' iron cube of a treasure chest in the room's center containing: 3,500 h.g.c. and a pouch of 4 <i>Hobbit Stones</i> (see AG II) in a false lid.</p>	<p>Thirteen <i>ZOMBIRDS</i> roost in this room. Each is 1+1 HD, 9 HP, dex 20, AC 4 (+4). They will sit and watch <i>unless</i> either they or the treasure chest is molested. The 13th one will flee (if all others are slain) to warn its master. (See appropriate card this set).</p>
R O O M T H R E E	<p>With a wall of brilliant purple marble and a floor of sky-blue jade, the 20' ceiling of polished granite looks a bit out of place. However, hanging from it by a 7' iron chain is a 4' wooden cube-like chest containing 4,000 s.p., 200 g.c. and the magik mace called "TERROR." It is plus four to strike and <i>always</i> does 4D8 damage regardless of what it hits. Wham!</p>	<p>The sole guardian is a 5 HD, 45 HP, dex 17, AC 3 (+4) <i>Chaeronyx</i>. (See AG II). It is carrying a plus two to hit <i>flaming sword</i> (1D8 fire damage) called "FIRESONG." His attacks with it are plus eight to hit, plus six to damage, due to strength and expertise.</p>
R O O M F O U R	<p>This huge room has a floor covered in gold leaf (2,000 g.s. value), <i>solid silver</i> walls (!) and a 75' ceiling of black jade. In its center is a 15' cube of red jade that is used as an altar (there are teak wood stars on its south side). A 13' tall black flame roars out of a 3' hole in its top. The sole treasure is the thirteen 13 carat black diamonds (worth 9,300 g.s. each) that line the rim of that flaming hole!</p>	<p>The priest is a <i>Lash lich</i> (see the appropriate card in this set) with a dex of 20. He is accompanied by thirteen swamp saurig acolytes (see AGs I and III). Each is 5+1 HD, 45 HP, AC 6 and have dexs of 13. They attack with fang, claw, and tail (doing maximum damage). They worship Cthulhu-los.</p>
R O O M F I V E	<p>This room has a floor and walls of dull red crystal (sharp and jagged) and a ceiling of burnished copper. The air smells strong of mint and hay. There is a large steel 10'x8'x6' chest against the south wall. It contains: 11,600 c.p., 3,400 s.p. and in a hidden floor compartment is the magik flail <i>Kill Serpent</i> (see appropriate card in this set), and a red carnelian runed ring of <i>invisibility</i>.</p>	<p>The guardians are a pack of seven <i>Thunderbunnies</i>. Each is 1+1 HD, 9 HP, dex 18, AC 6 (+4) and raring to get out! In the chest is a single 3+1 HD, 27 HP, dex 19, AC 5 (+4) <i>grey horror</i> (see AG I for both). It, too, is very hungry!</p>

LEVEL ONE (con't)

R O O M
S I X

This huge room has a rough concrete floor, walls, and 90' ceiling. All are vividly painted, depicting horrific scenes of murder, mayhem, and slaughter. Against the north wall, between the two large double doors is a steel chest 10'x7'x5' containing 100 solid gold bars, each weighing 76 lbs. Lying atop them is a beautiful iron wood longbow called "ARAMAX." It is plus five to hit. There is also a quiver of twenty +1 to hit arrows.

The room's sole guardian is a 10+1 HD, 90 HP, dex 20, AC 3(+4) *MANTISAUR* (see appropriate card in this set). Its attacks are maximum for its type. In the treasure chest is a single 1 HD, 8 HP, dex 18, AC 2(+4) *Freeze Bee* (see AG III).

R O O M
S E V E N

The room has walls of grey rock, a floor of tin (over granite) and a 15' ceiling of rough, blue quartzite. There are about a dozen torches in sconces around the room at shoulder height. The treasure is in a large steel chest 9'x5'x4'. It consists of 4,000 g.s., 4000 s.p. and in a secret side compartment, a seven use scroll of the "Ritual of Raising Those Who are Newly Dead."

There are a dozen goblin warriors to guard this room. All wear studded leather and carry scimitars and daggers as well as three light javelins. Each is 3+1 HD, 30 HP, dex 14, AC 4. Their leader also has one (1) Javelin of Devestation, maximum size. (see AG I). They all attack at +3.

R O O M
E I G H T

This room is entirely of polished steel, from floor to 13' ceiling. The air smells faintly of lilacs and Elves become dizzy if they linger more than two melee rounds; fainting in six. The treasure sits in plain view on the floor in the northwest corner; a single, huge, shimmering, 1,105 carat Moonstone! (worth 293,375 g.s.)

The guardians are a mated pair of *Yaanthas* (see AG II). Each is 8+1 HD, 72 HP, dex 14, AC 6. Each has a silver nose ring of "deflecting all spoken spells that disintegrates when the wearer dies. They also have natural "True Seeing."

R O O M
N I N E

This room is a green painted granite from floor to 15' ceiling. The treasure is behind the secret door in the northeast corner. It consists of: an intricate silver bracelet of "Deflecting All Normal Missiles," a dagger called "WYREX" that is plus four to strike and 2,165 g.c. piled haphazardly on top of a fine cloak of Elven make.

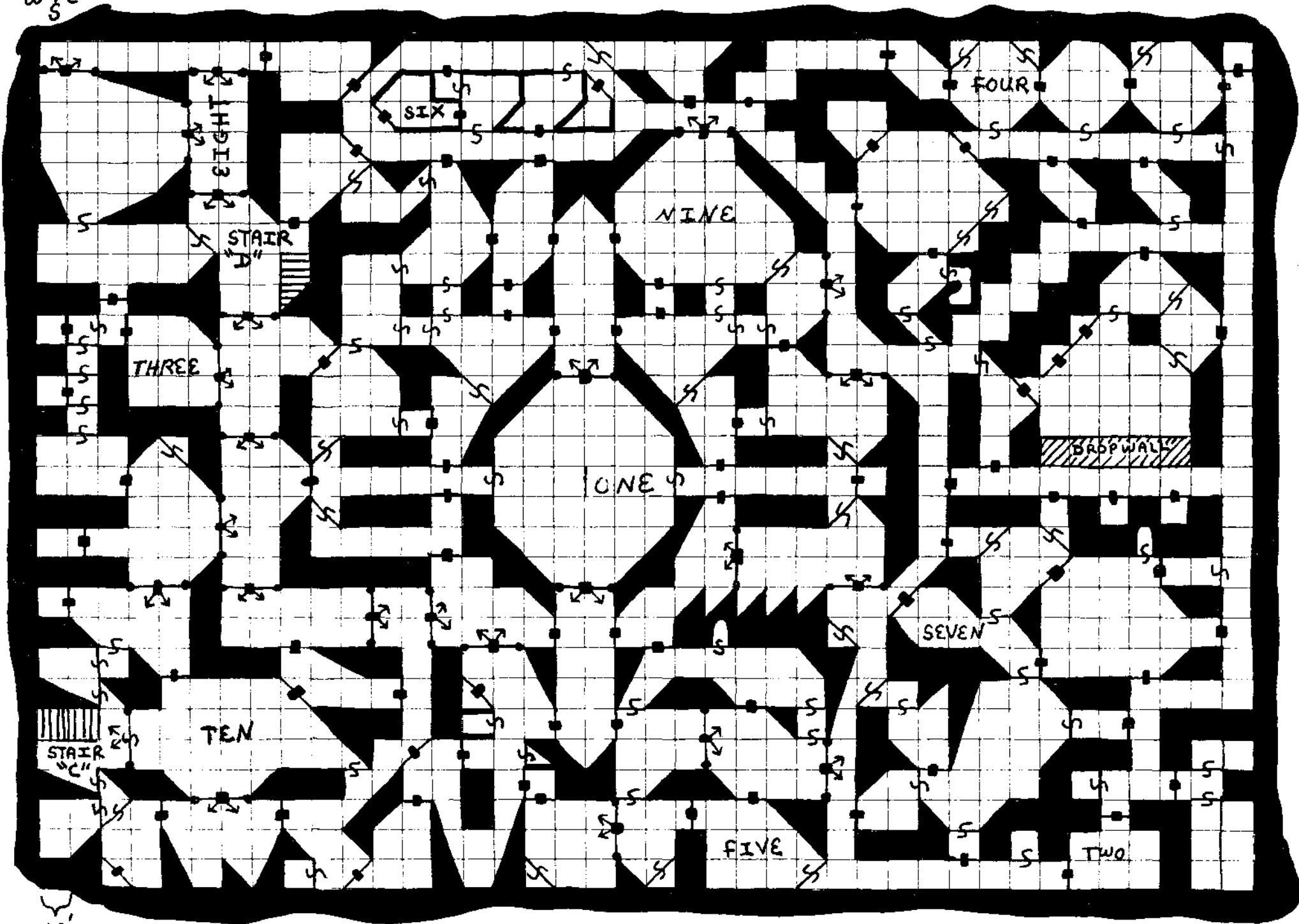
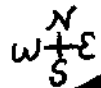
The guardians are a pair of 6+1 HD *Phandelions* (see AG III). Each is 54 HP, dex 18, AC 4 (+4) and neither friendly nor unfriendly. Just don't mess with the treasure!

R O O M
T E N

The room has tan shale walls (crumbly sort) and a floor of black basalt. The 15' ceiling is of pure silver (1" thick) and deeply carved with arcan runes. The treasure is behind the secret door to the southeast and consists of: *A Hood of Thievery* (AG III), *A Tome of Time* (AG II) and seven sacks of 250 g.s. each

The guardian is a single 9+1 HD, 81 HP, dex 17, AC 5+2 (+3) *AIR SHARK* (See AG I). It hasn't been fed in weeks!

LEVEL TWO, DEATH HEART



LEVEL TWO

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M O N E	<p>This is the "Heart" of the catacombs, the place where the ages-old riddle has meaning. The walls, floor and 75' ceiling are all of the blackest jade. Equidistant around the center, some 50' up, are 13 glowing "stars" of the purest white light. In the center of the room is a huge throne carved from a single, gargantuan, primeval red pearl (see the illustration in this book). The air is frigid (0°) and smells strongly of cloves. Throughout, the pulsing beat of the guardian's heart beats like the drums of Hell. The treasure is inside the pedestal and consists of only one item: <i>THE BOOK OF AEONS</i> authored by Ardaemus himself. This huge tome (54" tall, 39" wide and 40" thick, weighing 150 lbs!) contains <i>every spell in the Arduin Trilogy</i>.</p>	<p>The guardian is a minor demonic entity called <i>DEATH HEART</i> (see illustration in this book). It is 13' tall, has skin as white as milk, and has a 100 carat rainbow diamond imbedded in its skull. Its eyes are pits of ruby flame and its breast is translucent, so that its pulsing heart is clearly visible. Its crown and girdle are of orichalcum and its weaponry is adamantine. It is 13+1 HD, 143 HP, dex 20, AC 2+5 (+2). It gets four physical attacks (plus eight to hit) for 4D6 each, and one magikal spell (up to 13th level) per turn.</p>
R O O M T W O	<p>This room has corrugated tin walls, oak plank floor and a 20' concret ceiling. There is a distinct odor of rotted fish and Dwarves will become nauseous in two melee rounds and unconscious in six. The treasure is wedged behind the tin south wall. It consists of 35 bags of 50 s.p. each, a plus one to hit spear called "BARANG" and a one use scroll of the spell <i>The Crimson Bands of Cytorakk</i>.</p>	<p>The guardians are four <i>Moondogs</i>. (See AG II). Each is 4+1 HD, 36 HP, dex 16, AC 5 (+2) and wear spiked leather collars. They are led by an <i>ogre</i> in chain mail that carries a huge spiked maul. His AC is 2, and he has 7+1 HD, 63 HP and a dex of 13. He's nearsighted.</p>
R O O M T H R E E	<p>This room has blue marble walls and floor, and a green marble 25' roof - on which is painted (in white) a large eight-pointed star. The treasure is in a small 6" square tin box under the rags, old bones, and other debris that covers most of the room. In it is a pound of opium and six small yellow pearls worth 55 g.s. each.</p>	<p>The guardian is a trio of skeletons wearing chain mail and carrying a shield and a battle axe each. They are 2+1 HD, 18 HP, dex 17 and AC 3 (+3). Due to magikal augmentation their attacks are all at plus eight to hit and do 2D6 damage as well as normal weapons damage. They can move 95' per turn.</p>
R O O M F O U R	<p>This room has dirty grey rock walls and floor, but the 18' ceiling is painted a brilliant white. Scattered about the floor are 30 to 40 large rat skeletons (intact) and the skeletons (gnawed) of two humans. The treasure is on/around them and consists of: A silver ring of protection plus two versus magik, a gold necklace and amulet of total protection versus fire, and a pouch of 44 r.s.</p>	<p>The guardians are three <i>Crumblers</i> (see AG III) that simply look like piles of dirt or sand in amongst the other junk. Each is 1 HD, 8 HP, dex 10, AC 2. Their sonic attacks are of 2D6+1 (30' radius) or or 5D6 (40' beam) potency. They will attack 1D6 melee rounds <i>after the room is entered</i>.</p>

LEVEL TWO (con't)

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M F I V E	<p>This room has walls cherry-red with heat (it's 180° in here!) and an ice-cold floor and 30' ceiling! The result is a shimmery, steamy fog (visibility 1-10') and the smell of scorched rock. The treasure is 847 g.s. frozen (stuck) to the floor and a red hot iron mace called "<i>Thunderfist</i>" hanging from the wall. It is plus three to strike and to damage.</p>	<p>The guardian is a golem of carved blue stone about 8' tall. It is 6+1 HD, 54 HP, dex 10, AC 2+2. It hits once each turn for 4D12 and it can shoot its fingers like plus four to hit heavy crossbow bolts as well (<i>instead</i> of a blow, and only until it runs out of fingers!)</p>
R O O M S I X	<p>A simple room, floor to 12' ceiling, tan adobe all around. A wooden plank table and two plank benches are in the center of the room. On it are rough wooden mugs, bowls, forks, etc. The treasure is in a pottery jug there. It is an <i>elixir</i> that restores all lost life levels, heals all wounds, cures all disease, etc. There are 24 doses there!</p>	<p>The sole guardian is the <i>Ghost</i> of the former prisoner of this room. It is 4+1 HD, 39 HP, dex 19, AC 2 (+4). It strikes for 1D6 plus one life drain. Oh, by the way, it is: <i>invisible</i></p>
R O O M S E V E N	<p>This room is lined from floor to 20' ceiling with sticky, blue-grey spider web. It is highly flammable, but gives off toxic fumes (8D8 potency) while burning. Scattered throughout are the wizened husks of its victims, sucked dry and mummified. Also, there are the various treasures: a battleaxe that is plus two to hit and to damage called "DRING", a set of chainmail that gives <i>plus four protection</i>; a gold ring that gives the wearer "true seeing" and various coins, jewelry, etc. valued at 2,627 g.s.</p>	<p>The guardian is a huge <i>wolf spider</i> of 9+1 HD, 81 HP, dex 20, AC 5 (+4). It moves 120' per turn and can leap up to 40' or climb walls, etc. It gets three attacks per turn: two leg strikes for 1D10 each and one bite for 1D6 plus 4D8 venom (that also paralyzes). It is ferocious and <i>will pursue its intended meal relentlessly.</i></p>
R O O M E I G H T	<p>This room is entirely of blue steel, from scratched and dented floor to its polished 45' ceiling. The treasure is in a 9'x7'x5' steel chest next to the east wall. It consists of: 5,000 g.s. and in a secret floor compartment these magikal items: The sword <i>DEATH TONGUE</i> (see the appropriate card in this set), a blue jade amulet of <i>Total Protection Versus Dragon Breath</i>, and a scroll containing four spells, each usable thrice. They are: <i>The Flames of Doom</i>, <i>Teleport</i>, <i>Fly</i> (240' per turn for one hour) and <i>Become Invisible</i> (One hour).</p>	<p>The sole guardian is a <i>Black and Red Hydra</i> (see AG III). It is 9+1 HD, 81 HP, dex 15, AC 2+1 (+1), and has nine hungry heads. There is a 10% chance you'll catch him asleep if you're very, very quiet!</p>

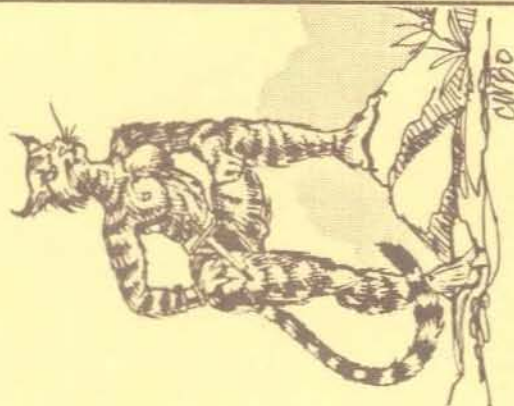
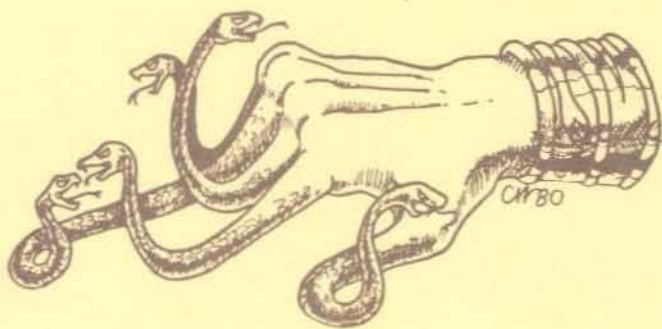
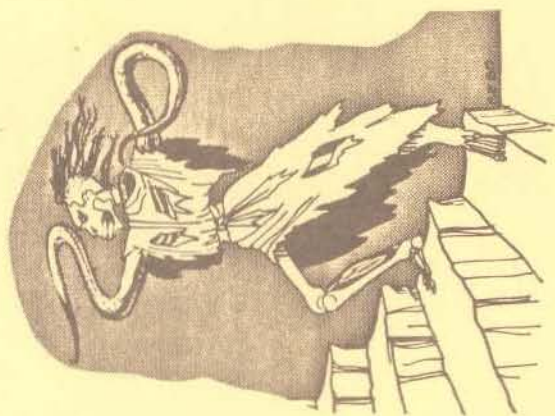
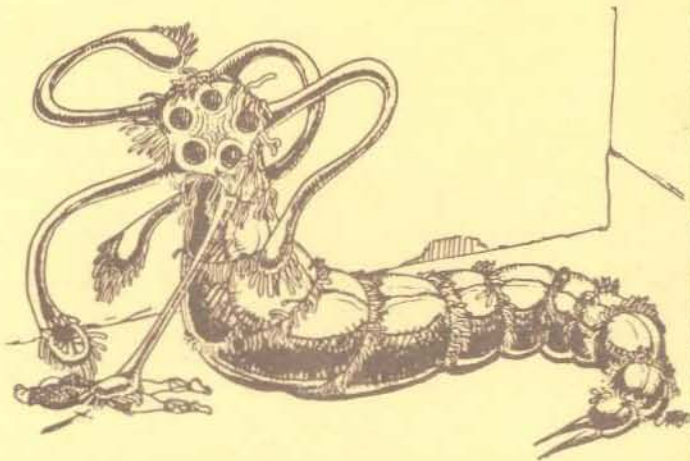
LEVEL TWO (con't)

Room Number	Room Description and Treasure	Guardians and Monsters
ROOM NINE	<p>This large room has a floor of turquoise, walls of red marble and a 90' ceiling of lavender jade. In the center is a 15' square 9' high altar of black basalt. Atop it is a 13' tall standing statue of <i>GOM the great Troll God</i>. Heaped about its feet are offerings, including: 826 h.g.c.; 455 g.c.; 720 g.s.; 984 s.p.; 250 c.p.; a rolled <i>Cloak of Fire Protection</i>; various jewelry valued at 4,850 g.s.; a silver dagger; a <i>Lorlei Lyre</i> (see AG II) and <i>The Belt of the Paladin of the Web</i> (see the appropriate card in this set).</p>	<p>The guards are six <i>DEODANTHS</i> (See AGs I and II). Each is 7+1 HD, 64 HP, dex 19, AC 2 (+4) and carries a hand and a half sword and a long dagger. Their attacks are at plus eight to hit due to their expertise and strength, and do 1D10 extra damage. They are led by a 10th level Priest-Mage (1/2 orc) that is 5+1 HD, 45 HP, dex 15, AC 6 (+1) who has a Doomfire Wand (see AG I) with 20 charges.</p>
ROOM TEN	<p>This large room has 45' floor to ceiling tapestries depicting gardens, love, peace, etc., around its entirety, soft rug-covered wooden floor and a dark blue painted roof. There are six 9' tall tripod glowing braziers equidistant around the room, that send spicy, aromatic vapors out constantly. The treasure is heaped in the room's center and consists of: several dozen pieces of jewelry worth 19,995 g.s., a large circular bronze shield of <i>plus four protection</i>, a fine pair of boots of Elven make, and a beautiful composite bow called "<i>Death Wing</i>" (and 20 silver arrows) that is <i>plus six</i> to hit.</p>	<p>The guardians are nine <i>bandits</i>. Four are wearing chainmail, and have broadswords (AC 5), three are wearing studded leather and carry shields and scimitars (AC 5) and two are in padded cloth armor (AC 8) and carry short bows and daggers. Each is 4+1 HD, 80 HP and dex 14. They also have a pair of trained <i>war dogs</i> with them that are 1+1 HD, 9 HP, dex 17, AC 7 (+3) and can bite for 1D6</p>

This work is dedicated to all of those people who have striven to make fantasy role playing a dream that has really come true.

DEATH HEART TRAP MATRIX

Trap Designation	Type of Trap	Description of Trap
A	10' wall section	A 7' sword blade swings out 75% of the time it is passed. It is plus ten (+ 10) to strike and does 8D6 damage.
B	10' floor section	A simple trap door that opens 90% of the time its <i>center</i> is stepped on. The fall is 30' to jagged rocks (5D6 damage).
C	10' ceiling section	A simple dead-fall that triggers 60% of the time it is passed under. The falling section weights 500 lbs and does 10D8 damage.
D	The door itself	When the beautiful crystal door knob is turned <i>to the left</i> a 7D6 electrical shock is delivered 90% of the time.
E	10' wall section	50% of the time this section is passed, a 6D8 spray of acid covers the 10' area next to it.
F	10' floor section	Another trap door that opens 80% of the time its center is stepped on. The fall is 100' to rough rock for 12D6 damage.
G	10' ceiling section	This entire section fires a 100 point heat ray (20% of the time it's passed under) straight down.
H	10' floor section	This section <i>disintegrates completely</i> under foot 60% of the time it is walked upon. The drop is 6' into a pool of acid that does 4D8 damage per turn (5' deep).
I	10' floor section	The floor here fires a cold blast (6D8 potency) straight up 50% of the time it's walked upon.
J	10' ceiling section	This section fires a random teleport beam on whoever <i>first walks upon it</i> each day.
K	10' wall section on both sides of the corridor	These two wall sections smash together 20% of the time they are passed between, doing 13D6 damage. They separate and <i>reset</i> in 1D10 minutes.
L	10' section of floor and ceiling.	These two sections instantly do one of two things (50/50) when walked on/under: either fire a pink <i>magik nullification ray down</i> or a green <i>whimsey ray up</i> . This works 35% of the time.
M	The door itself	The door shape changes into a <i>bronze ooze</i> of 6 HD, 48 HP, AC 2, dex 13 and <i>falls on the entity attempting to open the door</i> . All it covers is transmuted to bronze at 3HD in size per turn. It can move 60' per turn and has infra red sensors with a 90' range. It is 100% immune to fire, fear, confusion, stoning or all psychic attacks or probes.



MANTISAUR

Type: Magical Giant Mantis-Allosaurus hybrid HD: 9+1 to 13+1 Size: 2' tall and 3' long per HD in size AC: 3 (+4) Dex: 18 to 23 Speed: 180' per turn (240' charge). Number: Usually alone Attacks: 1 tail bash for 1D12 to 2D12 or 1 kick for 1D8 to 2D8 and 2 "grab" claws for 1D4 to 1D8 each. If both claws "grab" the victim is bitten (meat torn) for 2D6 to 4D6 (all damage is swallowed!) Looks: A bright green mixture of scales and chitin (see this card) with brilliant orange compound eyes. Notes: This critter can leap up to 60' horizontally or 45' vertically and will pursue its chosen prey for up to 1D20 days (if need be) before tiring!

FR

POWER HORN

Type: Large Animal HD: 4+1 to 7+1 Size: 6' to 9' tall at the shoulder AC: 7 Dex: 14 to 18 Speed: 195' per turn (+50% charge) Number: 1 to 20 Attacks: Two hooves for 1D4 to 1D8 each, and one horn slash*(1D6 to 1D10) or one horn stab* (1D8 to 1D12). Looks: Like an oversized, single-horned Okapi. Notes: Normally docile and shy, the males go berserk during mating season and attack everything that moves! Oh, their mating season is ten months long! * The horn generates a high frequency vibration, allowing it to attack all AC's as AC5! The vibration also does DB water damage. They are 100% "sonics" resistant.

HORRAGUS

Type: Highly magical, ancient and primeval life form HD: always 13+1 Size: 20' to 30' long AC: 2+2 Dex: 15 to 18 Speed: 90' per turn (9' per minute through solid rock!) Number: Usually alone Attacks: Five tentacles that can either: bash (60%) for 1D8, crush (30%) for 2D8 or bite (10%) for 1D10 that drains one life level per turn. There is a 5% extra chance it will tail smash for 3D6. Looks: Mostly black and red in rippling and shifting bands of dull color. Notes: These things were alive before all other life on the world, and their evil is as ancient as the stars. They are the minions of Cthulhulos and may be summoned by the Priest-Mages who worship him! They regenerate all damage at 2 points per turn and are totally immune to poisons, venoms, acids or "holy water." They are mindless, so suffer from no form of psychic attack, fear or confusion. They exist only to devour all they can catch!

GORSWAMPUS

Type: Mutated gorilla HD: 8+1 to 10+1 Size: 8' to 10' forelegs to top of head AC: 5 Dex: 12 to 16 Speed: 90' per turn (180' charge), half that in water. Number: 1 to 12 Attacks: Two claws for 1D10 to 2D8 each and one bite for 1D8 to 1D10. If both hands strike there is a 50% chance they will "hug" their target for 2D8 to 4D6 crush damage or (20% chance) they'll kick for 1D10 to 1D12. They have also been known to throw their victims 10' to 40'! Looks: Pale green furred centaur-like gorillas. Notes: These normally peaceful marsh dwellers usually hide or flee from adventurers. However, for some biologically weird reason, the mere smell of an Elf sends them into a ram-paging and maniacal fury! They swim better than humans.

LASH LICH

Type: Undead Priest-Mage of Cthulhulos HD: always 13 Size: Variable AC: 2+4 (+3) Dex: 20 to 24 Speed: 120' per turn Number: always alone Attacks: Two lash like tentacles that can stretch to 13' and hit for 1D20 damage as well as draining two (2) life levels! They strike like +3 two-handed flails. Looks: Slimy, mouldering skeletons with a pair of inky, oozy black tentacles and dancing black flames for eyes! Notes: What a "lucky" Priest-Mage of Cthulhulos may become in reward for years of service! These abominations may use two (2) magik spells per melee turn of any kind (up to 20th level) but prefer the more horrific and painful ones. They are soul-less and know no fear, consorting with demons and other foul things as a matter of course. They are totally immune to psychic probe or attack, life drains/blasting and cold. Holy water "burns" them like acid/fire at 1D8 per vial and is the only damage they do not regenerate at 3 points per melee round. They can become ethereal at will and have natural "true seeing." They are evil incarnate and exist only to destroy! destroy! destroy! They are very rare.

STONING/CH/CF

THE HAND OF SET

Type: Undead/magikal construct HD: 5+1 Size: variable, but usually as for a human hand plus 3 to 5". AC: 2+7 Dex: always 19 Number: usually singly or a pair (left and right) Attacks: Each "finger" bites as if it were a 13HD serpent, inflicting 1D3 points damage and injecting a venom that does 5D8 damage and causes: paralysis (1D20 hours); blindness (1D4 hours) and insanity (10/100 days) FOUR SAVES MUST BE MADE (one for each). Notes: The "hand" flies at up to 360' per turn and never rests until it has slain its ordained victim. The victim must specifically be named or "to attack who-so-ever opens this door" type of orders must be given to it. They regenerate all damage at 1 point per turn and cannot be life drained/blasted.

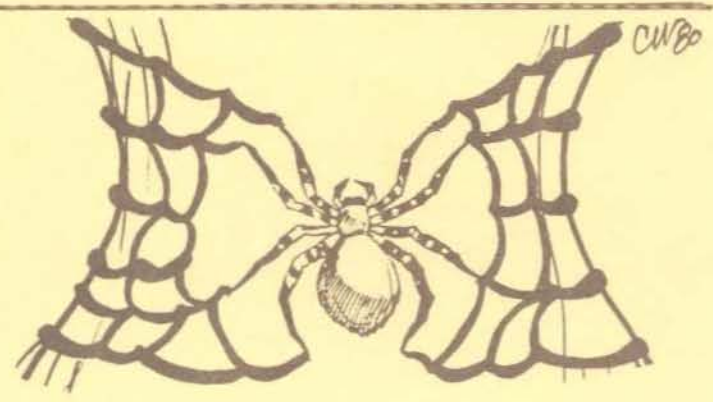
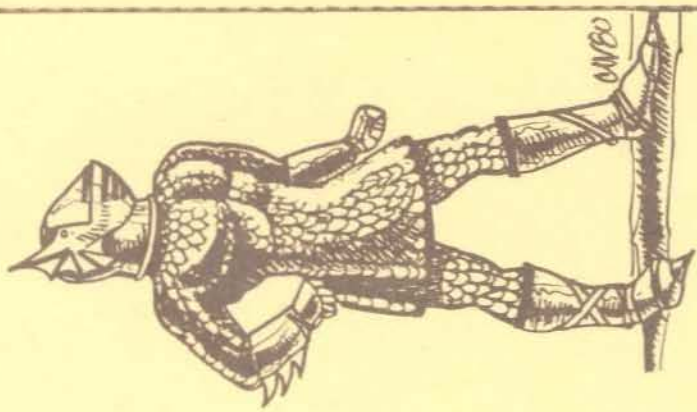
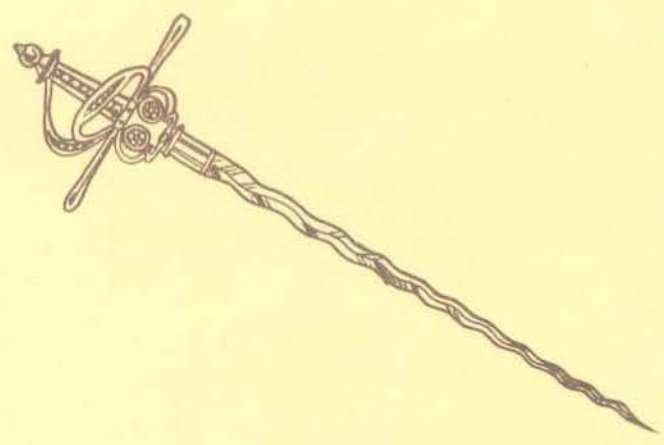
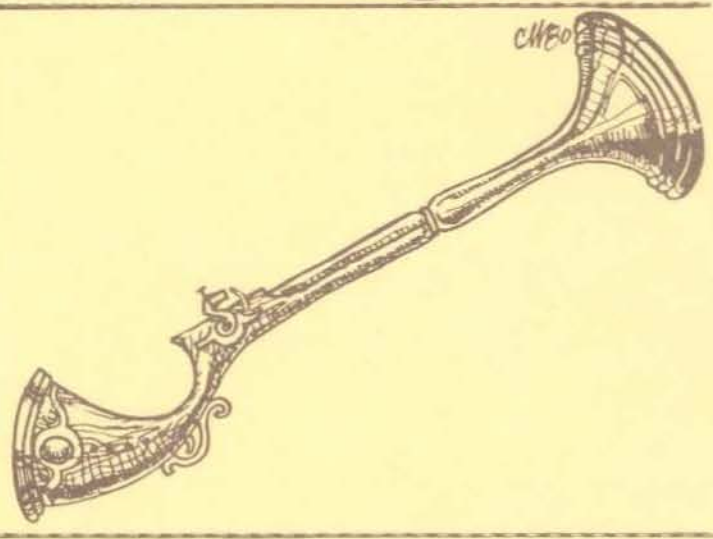
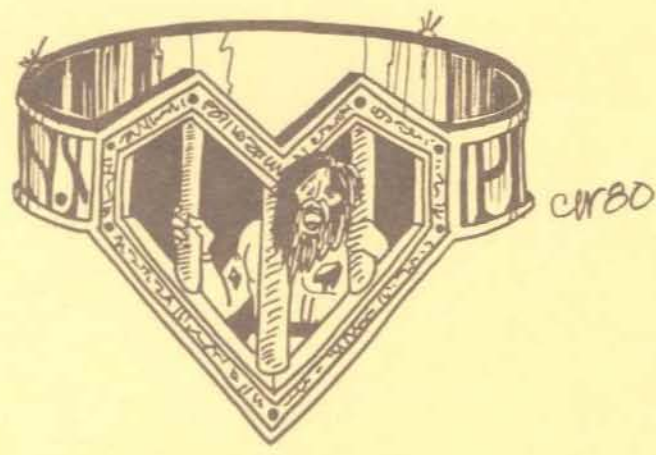
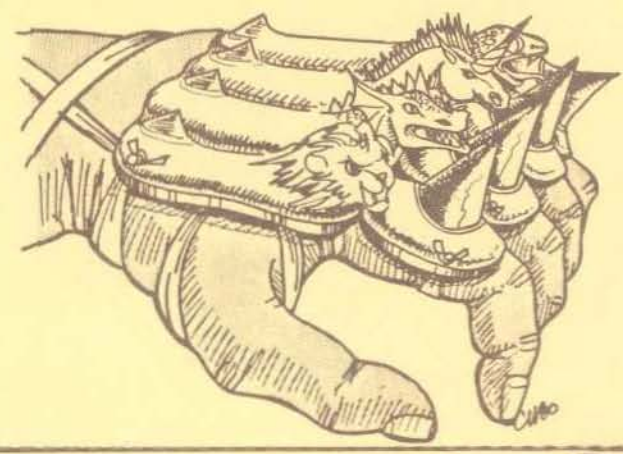
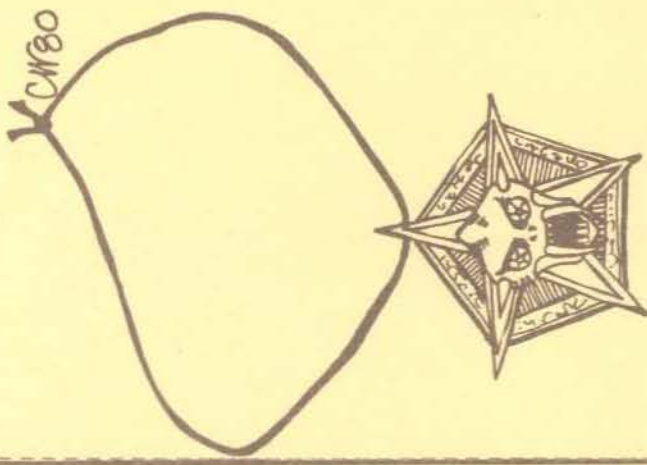
CF/F

ZOMBIRDS

Type: Undead avian. HD: 1+4 Size: 20" to 24" tall AC: 4 (+4) Dex: 18 to 20 Speed: 330' per turn (air)/ 30' ground. Number: 1 to 20 Attacks: 2 claws for 1D3 each, and one bite for 1D4. However, all hit must "save" versus poison or fall into a stuporous trance.* Looks: Dusky grey skeletal, partially feathered rooks with fiery blue glowing eyes and a nauseating smell. Notes: These creatures are "undead" spys and messengers of evil liches and other un-savory types. *Those in the "trance" become zombie-like slaves of the zombird's master for 1D4 hours.

KHAI-ZIRIN

Type: Intelligent feline HD: 3+1 to 6+1 Size: 5' to 7' tall Dex: 18 to 22 AC: 6 (+4) Number: Usually alone or as a mated pair. Attacks: by weapon type and/or 2 claws for 1D4 to 1D6 each and one bite for 1D6 to 1D8. If both claws hit there is a 50% chance they'll "grapple" striking with their two hind claws as well. Speed: 150' per turn Looks: Usually honey blonde to (black to red stripes) dark brown with either green or violet eyes and bright red claws. Notes: The degenerated remnants of a star faring race they now prefer using rapiers, daggers and throwing darts but do recognize and occasionally use technological items as well. They detest humans and dwarves, tolerate Elves, and just love hobbits! They climb and hear like the "cats" they are and hate water passionately. They also have infra-vision and a keen sense of smell.



MAGIK ARTIFACT: THE HAND OF DOOM (MAGIKAL CESTUS)

Value: 40,000 g.s. **Composition:** Troll hide, adamantite and carved dragon bone. **Age:** 50,000 years **Looks:** See illustration. **Size:** Fits all normal humanoid hands. **Weight:** 1 1/2 lbs. **Magik Powers:** When used to strike with, it attacks as a plus five (+5) to hit maul. Each of the carved beasts store power obtained from the "cosmos" and can fire a charge once per day. The unicorn fires *cold*; the Dragon fires *flames*; the lion fires a *sonic blast*; and the serpent spews *acid*. Each "shot" is a cone 15' long by 5' wide and does 25 points of damage. They may be fired singly or in any combination. **Notes:** There is a 3% chance each time one is fired it will *instead* detonate the carved figure (destroying it) and, of course, harming the wearer.

MAGIK ARTIFACT: SKULL STARR (MYSTIC AMULET)

Value: 48,500 g.s. **Composition:** Orichalcum and fire demon bone. **Age:** 10,000 years. **Looks:** See illustration. **Size:** 4 1/2" across. **Weight:** 15 ounces. **Magik Powers:** The wearer of the amulet has three powers and abilities: Regeneration of all damage at one point per turn; "True seeing;" and the ability to *double* his dexterity during combat. Its only drawback is its composition (it emanates evil).

MAGIK ARTIFACT: THUNDER THING

(SubAtomic Stasis Compacting Field Generator/Projector)

Value: Unknown **Composition:** Engraved titanium-boron alloy. **Age:** 800 years **Looks:** See illustration, generally metallic blue overall. **Size:** 77" long. **Weight:** 18 1/2 lbs. **Finer Details:** Nuclear Pellet **Maximum Charge:** 100 **Maximum Range:** 120 yards. **Notes:** When the "striker" is cocked, a 3' diameter stasis compacting field forms "bubble-like" from the muzzle. Any non-sentient thing in the field is immediately stasis compacted/loaded into the gun! When the gun is fired the "charge" leaves the muzzle at 500 feet per second, rapidly expanding to its normal size. Damage caused to targets aimed at would, of course, depend on just what the "missile" was! It sounds like a cannon going off when it fires. Have fun with this one!

MAGIK ARTIFACT: PRISON DRING (RING OF INESCAPABLE TRAPPING)

Value: 100,000 g.s. **Composition:** Mithril with adamantite "bars" **Age:** 100,000 years. **Looks:** See illustration **Size:** Fits all "humanoid" fingers. **Weight:** 3 1/2 ounces. **Magik Powers:** It will "trap" and imprison any single sentient being within 30' if it is pointed at the intended victim and the words "Barzak oul Amairik!" are shouted loudly. However if there is already a "prisoner" in the ring, that being is immediately ejected to make room for the new victim. There is no "save!" Any victim may be conversed with and in fact is totally alive, needing food and water, etc.

MAGIK ARTIFACT: KILL SERPENT (MAGIK SHORT FLAIL)

Value: 25,500 g.s. **Composition:** Oak, iron and living serpents' heads! **Age:** 2,000 years **Looks:** See illustration **Weight:** 7 1/2 lbs. **Size:** 30" hant **Magik Powers:** It is plus three (+3) to strike and to damage. All hit are bitten 103 times by the serpent heads. The venom does 3D8 damage and causes confusion (minus three to attack and defense) for 1D6 melee rounds thereafter. **Notes:** The serpents hiss and squirm constantly and snap at all but the wielder if they come near.

MAGIK ARTIFACT: DEATH TONGUE (Mechanically Augmented Magik Sword)

Value: 20,000 g.s. **Composition:** fine steel, gold, silver and mithril **Age:** 1,500 years **Looks:** See illustration **Weight:** 6 1/2 lbs. **Size:** 38" (44") blade. **Magik Powers:** It is plus two (+2) to hit and to damage. **Other Specials:** The blade is *spring loaded* and thus has 6 hidden inches of length. Surprise! If it is triggered *as it strikes* an opponent the damage is *doubled*. However, it takes a full melee turn to re-set.

MAGIK ARTIFACT: THE BELT OF THE PALADIN OF THE WEB

Value: 45,000 g.s. **Composition:** Spider silk and live spider! **Age:** Unknown **Looks:** See illustration, but basically black, grey and red. **Size:** Fits all waists from 20" to 48". **Weight:** One lb. **Magik Powers:** The wearer can shape change into a spider the same size as his/her own HD. It has a dex of 24, AC of 5 and a speed of 180' per turn. Its venom does 1D8 per HD of size and its bite does one point per HD in size. At all times the wearer is totally immune to all arachnidae venom and no web will ever stick to them. The spider bites whoever puts it on; if a "save" vs venom is failed it is **DEATH**. A save means the belt is yours.

MAGIK ARTIFACT: THE ARMOR OF GWILLAM THE MAD

Value: 75,000 g.s. **Composition:** Mithril and spider silk (lining) **Age:** 1,150 years **Looks:** see illustration, a pale shimmering blue-white over all. **Size:** Fits all humanoids 6' to 6'2" tall, and 175 to 195 lbs. **Magik Powers:** The AC of this outfit is 2+4 and the helm gives "true seeing" and "Elven hearing." While worn, the wearer is totally impervious to cold, and all acids. The wearer may also "walk on any liquid." Its only drawback is that it is imbued with the "soul" of poor, mad Gwillam, and all who wear it have a 5% chance each month of becoming as bonkers as he was!

The Trap Matrix may be used one of two ways: first, the Dungeon Master may assign these traps to specific locations as he wishes or indicate a trap is there than random roll the type; second, for totally random placement (and to keep the players guessin!, roll a D20 and this will be the number of squares the party will travel before encountering a new trap. If the second system is used, remember to keep track of the trap placement for that run. It needn't be the same on later adventures. Remember too, traps can also have treasure!

FANTASY GAMERS

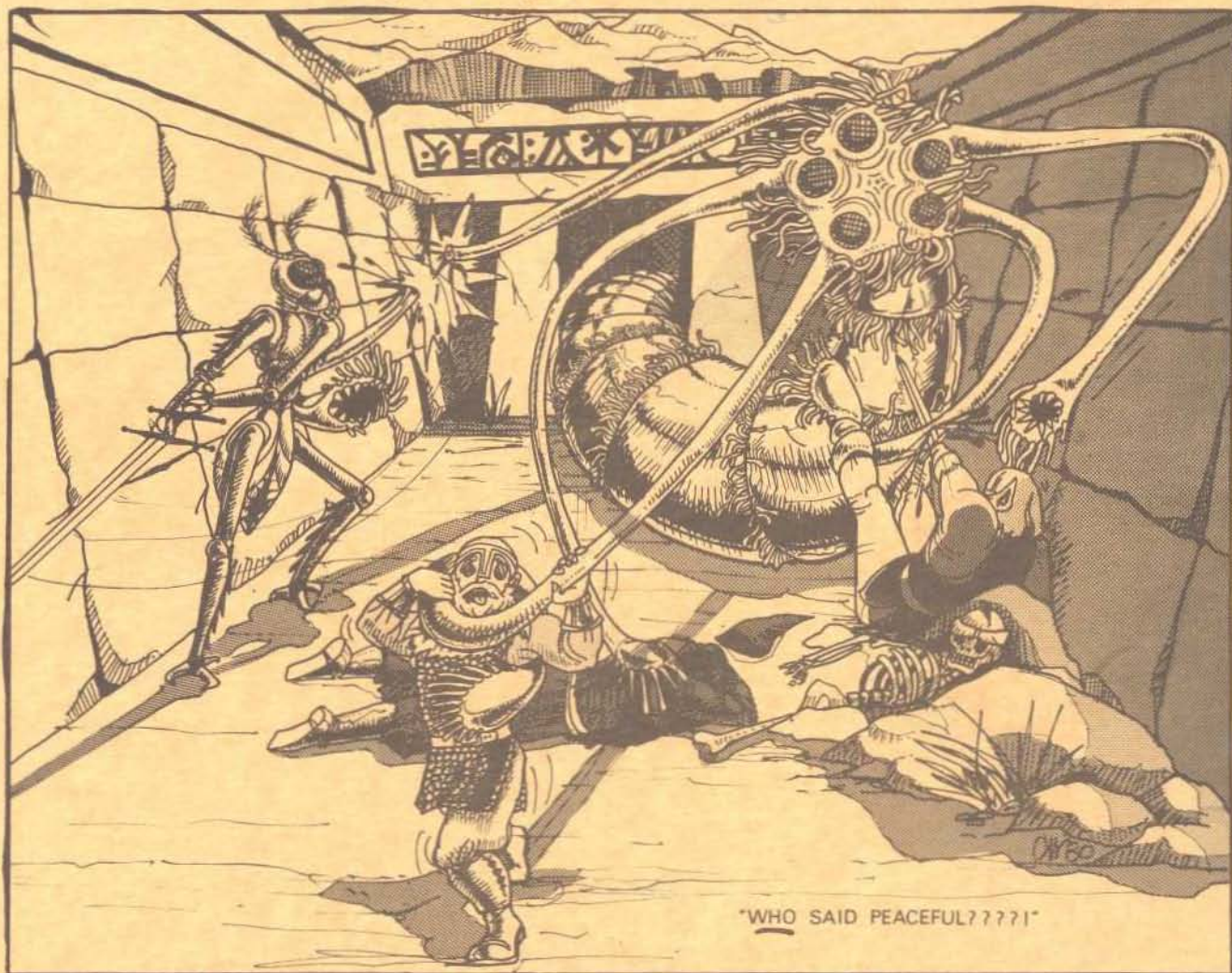
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