

# ARDUIN DUNGEON #1

*Design Rating: Character Levels 8+*



• CALIBAN •

By David Hargrave

Compatible with most Fantasy Role-Playing Systems

## OPENING COMMENTS

This dungeon was deliberately constructed as a very dangerous and high level adventure. For those of you requiring one of lesser hazards (but as much fun!) you can look forward to my next project: THE HOWLING TOWER.

Remember also that each new adventure will have all new treasure and artifact cards as well as at least eight new monsters. Speaking of which, the below codes will help you understand those cards completely.

## IMMUNITY CODES

(The presence of any of these codes indicates that the creature is 100% invulnerable to anything represented by the code.)

FR = FEAR	CH = CHARM
F = FIRE	CF = CONFUSION
SL = SLEEP	C = COLD
S = SONICS	P = PARALYSIS
LB = LIFE LEVEL BLASTING	PO = POISON
LD = LIFE LEVEL DRAINING	V = VENOM
L = LIGHTNING	A = ACID

## ABBREVIATIONS

HD = HIT DICE	DEXT = DEXTERITY	AC = ARMOR CLASS
I = INTELLIGENT	MR = MAGIK RESISTANCE	

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The cover artwork for this dungeon was done by Brad Schenck (a.k.a MORNO), the interior pieces by Michio Okamura. Both are remarkable talents.

All artwork for the cardsets was done by Greg Espinoza.

## FANTASY GAMERS

For the convenience of Arduin Fans, the following items may be ordered by mail if they are unavailable from your local retailer. Please list the number of each item desired and enclose a check or money order for the total amount. Add 50¢ for postage and handling. California residents add 6% state sales tax. Please make the check or money order payable to *Grimoire Games* and allow 3-4 weeks for delivery. The following are currently available:

The ARDUIN GRIMOIRE <i>Volume I</i>	\$8.50 ea.	Arduin Artifact Cards — 24 magik artifacts	\$3.50 ea.
WELCOME TO SKULL TOWER <i>Arduin Grimoire Vol. II</i>	\$8.50 ea.	Arduin Weapon Cards — 24 magik weapons	\$3.50 ea.
The RUNES OF DOOM <i>Arduin Grimoire Vol. III</i>	\$8.50 ea.	Arduin Monster Cards — 24 monsters from the Arduin Grimoire	\$3.50 ea.
CALIBAN <i>Arduin Dungeon #1</i> Level 8+	\$6.50 ea.	Arduin Treasure PAK — 72 combined monster, weapon and artifact cards.	\$7.95 ea.
The HOWLING TOWER <i>Arduin Dungeon #2 Lev. 1-4</i>	\$6.50 ea.	Arduin Character PAK — 24 illustrated Arduin characters. All different with blank stat cards.	\$6.50 ea.
CITADEL OF THUNDER <i>Arduin Dungeon #3 Lev. 5-8</i>	\$6.50 ea.	Arduin Character PAD — 40 blank character statistics sheets.	\$3.50 ea.
DEATH HEART <i>Arduin Dungeon #4. Combined dungeon and overland adventures. All levels.</i>	\$6.50 ea.		

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Room Number	Room Description and Treasure
ROOM SEVEN	The room is entirely of black basalt with a "Hell Spiral" inlaid in pure silver on the floor. The 20' ceiling has a red jade inlaid fanged mouth surrounded by writhing tentacles. The Mouth is over the center of the Hell Spiral but the arms touch all corners of the room. The spiral Gate goes to the 21st plane of hell. In the southwest corner is a steel sphere 4' in diameter (this is the treasure container). It is opened by unscrewing the halves. In it are the following: A "Pouch of Powders," a "Ring of the Titans," a pair of "Saddlebags of Holding," a "Staff of Black Wizardry" and a bag of assorted gems (ad lib) worth 89,980 G.S.

ROOM EIGHT	The room is entirely of grey granite covered by a 4" thick layer of glass. Visibly moving behind the glass is the "Guardian." Up against the north wall is an iron chest 4' by 4' by 3'. In it is 7500 G.S. and 3 bags of "firestars" gems (30 gems, each 10 carats, total value of 265,500 G.S.!). In a secret lid compartment are a "Cload of Cleverness," a pouch of "Dream Dust" (20 pinches) and a "Wand of Time" with 30 charges. In a false bottom compartment are a pair of "Gauntlets of Gripping" and a magik dagger named "Zyra." It has no sentience but is neutral-evil in alignment. It is +5/+5 and has the ability to detect all mechanical traps within 30' (90% accurate).
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ROOM NINE	The entire room is rusty, flaking iron, however on the 10' ceiling a faint cabalistic design of unknown origin is just barely visible. In the secret, small room to the south east the following treasure is lying in a jumbled mess: 34,500 silver pennys, 3,965 G.S., a "Cloak of Never" and a roll of "Life Savers"! This is the sole treasure.
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ROOM TEN	The room is of solid granite, however it is 100% totally dark due to a "full wish," and is thus un-lightable. In the center of the room the following treasure is piled: 60,000 copper pennys, 15,000 silver pennys, and 5,000 G.S. Also there are 3 magik items: The "Dragon Throat" horn, a "Skeleton Key" and a Demondring" (see the appropriate cards in this set). Remember, no one can "see" in that magikal darkness!
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Guardians and Monsters

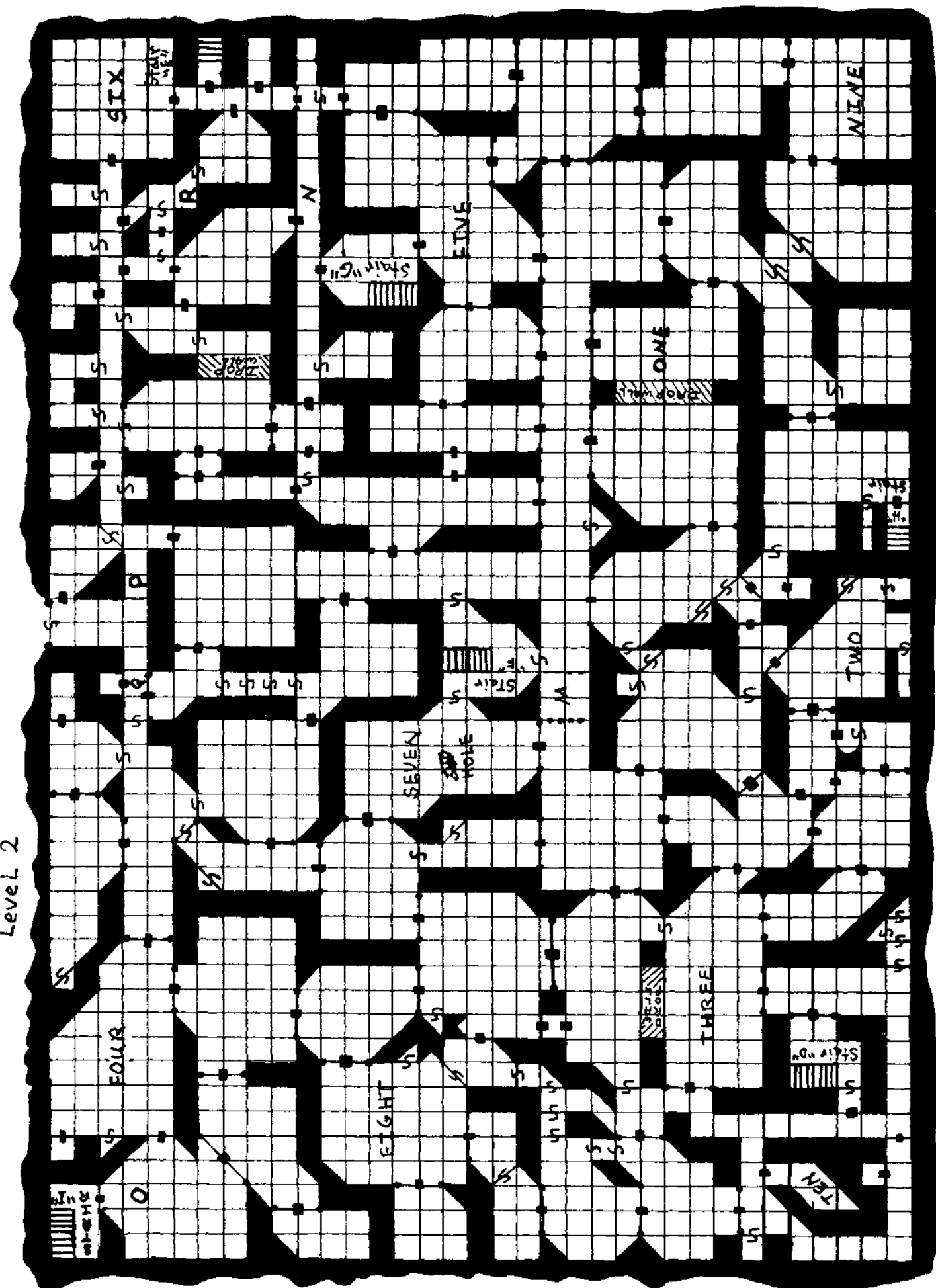
The sole guardian is a 20HD, 160 hit point, dext. 20 Star Spyder, It appears blocking the doorway the intruders entered by, as soon as the treasure is disturbed. The "Treasure Sphere" is filled with an 10D8 poison gas (75' cloud).

The sole guardian is an 18+1 HD, 162 hit point Gold Slime, with a dext. of 15. Remember the slime glows like molten gold, covers all the walls and ceiling and constantly writes and moves. However it is not readily identifiable as a "monster."

The guardians are a mated pair of Chaeronyx. Both are 5D8, 40 hit points with 14 dexts. Each has a +1 flaming sword (no other powers) that does 1D8 extra fire damage.

The sole guardian is a 12D10 (120 hit point), dext. 20 Night Demon! And it can see in the magikal darkness! On an oricalcum chain about its neck is a 3" diameter red crystal sphere, the "key" to his Hell and his lair! Remember to ad lib an appropriate treasure there, if any survive to reach it!

Level 2



## LEVEL TWO

**Room Number** Room Description and Treasure

**R O O M**  
**O N E**

The room is entirely of pearl grey stone, and 20' up the walls (10' from the ceiling) are torches in brass sconces (every 10' or so). The doors are solid bronze. In the Southwest corner is a 12' square steel chest. The lock is on top of the chest. Inside it are 100,000 silver pennys and a +2/+2 spear (8' long) of no other powers or sentience. Its name is "Tallus." In a secret sidewall compartment is a pouch of seven one carat rubys. One is a "Ruby of Romance," one is a "Ruby of Runaway Regeneration" and one is a "Ruby of Total Regeneration." The rest are not magik.

**R O O M**  
**T W O**

The room is entirely built of yellow marble with dull iron doors. On the 20' ceiling is a fresh "splat!" of blood, some 15' across, that's dripping onto the floor. In the slender secret room on the southwest is the following treasure: 3 bags (1,000 each) of Gold Sovereigns, a pair of "Boots of Banana Peel," a flask of "Whimsy Wine," a "Shield of Defense," a "Ring of Rapid Transit" and a "Staff of the Druids" The small room is filled with invisible, 8D8 poison Gas!

**R O O M**  
**T H R E E**

The room has a lavender marble floor, pale green marble ceiling (90' high), and blood red jade walls. The doors are silver plated steel 22" thick, and 50' high! The room is filled with a glowing golden fog (visibility is 1D6 feet at all times). In the southwest corner is a 10' by 6' by 4' chest of silver (12,000 G.S. value) with two locks. The left lock, if tampered with, spews a fatal contact poison (if a "save" is made, the person still loses permanently 1D6 off all attributes!) The right hand lock, if tampered with, fires three consecutive spells at the tamperer: Morgorn's Spell of the Red Death, Disintegrate Magik Metal, and The Curse of The Hounds of Tindalos! In the chest is 100,000 G.S. and the following magik treasure: ten tins (10 doses each) of Golden Centaur Salve, A Wind Staff, three maximum power javelins of Devastation and a Wand of Wizardry (15 charges each of: Angborn's Abyssamal Itch, Torozon's Slippery field and Querdloe's Clumsy Field).

## Guardians and Monsters

The guardian is an 18+1 HD, 162 hit point, AC 2+2, Dext. 20 Great Black Scorpion. On his back (controlling it) is a 12HD, 96 hit point, dext. 19, Shadow Titan. He will use these spells; Disintegrate Magik Metal, Thunderball, Thunderbolt, and The Crimson Bands of Cytorakk.

The guardians are seven Air Sharks. Each is 5+1 HD, 45 hit points with dexs. of 17. Controlling them is a 9+1 HD, 81 hit point, dext. 19 Deodanth wearing a "Ring of Improved Invisibility" and "Misty Boots of Silent Speed." He carries a +5/+5 magik rapier called "Sting Death" of no other powers or sentience.

The guardians are six 12+1 HD 108 hit point, Doom Guards. Two have 2 handed swords in each hand and two have a 6' halberd in each hand! Their strength is 19 so they hit for 1D10 strength damage extra. They are led by a 10+1 HD, AC 2 (+4 for dext.). 90 hit point, Phraint with a dext. of 48 (he is magikally speeded up). He carries three maximum power Javelins of Devastation and fights with a +1/+1 magik bastard sword in each hand. The swords have a 1D8 "aura of intense cold" for extra damage but are otherwise non-magikal and have no sentience. They work as a pair and are called "Snicker" and "Snack." The Phraint telepathically controls the "Drop Wall."

## Room Number

## Room Description and Treasure

## Guardians and Monsters

**R O O M**  
**F O U R**

The room is completely built of cracked, crumbling tan sandstone. Parts of the 50' ceiling continually trickle down. In the south east corner are three huge leather sacks, sewn shut. In one is 20,000 silver pennys. In another is a complete set of +2 full plate armour, a +2 kite shield and a magik +1/+1 battle axe named "Death's Edge." It is not sentient but it is of True-neutral alignment. The armor fits all humanoid males 5'9" to 5'10" tall and 155 to 165 lbs. In the last bag is a +4 long bow and a quiver of 21, +1 arrows as well as a pair of scrolls. One, tied with a white ribbon is blank. The other, tied with a gold ribbon is the following curse (which falls on the person opening the scroll); "May you forever stutter, whenever you utter, words of magikal lore!" Thus, the one cursed could never safely speak spells again, (although if the hapless soul was brave he or she, could try, rolling on the "Magik Fumble Table" each time!).

**R O O M**  
**F I V E**

The room is constructed all in pale violet marble, with white swirls and golden sparkles throughout. The low, 7' ceiling, has four 6" wide bars of bright glowing crystal, that span the entire width of the room, filling it with radiant light. In the north west corner of the room is a 7' steel cube with no discernable cracks or openings (it's lifted up, there's no bottom!). In it are 4 pouches of jewels (ad lib) worth 28,000 G.S. total. Wrapped in a spider silk cloth, tied with steel wire, is a "Pulsonic Disruptor" (see the card in this set for full stats.). This is the sole treasure.

**R O O M**  
**S I X**

The floor is of polished copper as is the ceiling and the walls are all of blue pained concrete. Charging down from the 25' ceiling by a 5' rod of steel is a 3' diameter glass sphere filled with glowing red neon gas that fills the room in blood-red light. Hidden in the neon light globe is a pouch of red silk containing a vial carved from a 33 carat Rainbow Diamond. In that vial is a single "Golden Drop of Heavenly Essence." It is the sole treasure.

The room is full of a cloud of Screaming Scarlet Itchies! The last bag listed in the left has a 10HD, 80 hit point AC 2 (+4 for Dext), Dext. 20 Vampire in it! The vampire is wearing a carved crystal skull "Amulet of Protection Versus Clerical Magik" This device works only when worn by undead. He also has a blue jade "Ring of Missile Deflection" that deflects all non-magik missiles 100% of the time and magik ones 20% of the time. Usuable by all.

The 1st guardian is a 12+1 HD, 108 hit point Boogie Man. When it is destroyed, a pair of 5+1 HD, 45 hit point, dext. 21 Morghouls teleport in to do battle. When they are destroyed, the final defender appears. It is a 10+1 HD, 90 hit point, dext. 21 Valpyr. It knows these spells: Basic Web (2), Ball of Fire (2), Crimson Bands of Cytorakk (2), Querdloe's Clumsy Field (2) and Dar-Thom's Doomlight Spell (2).

The sole guardian is a five bodied Shydra with a dext. of 18. Each head has these three identical spells: Super Web, Thunderbolt and Disintegrate. The Shydra will not leave the room it is set to guard. The spells are usually fired in the order listed above.

Room Number	Room Descriptions and Treasures	Guardians and Monsters
R O O M O N E	The entire room is of black velvet covered granit, and the doors are of burnished copper. The 75' ceiling also has sequin sparkle stars all over it (a bit gaudy!). In the small secret room on the south side the treasure is stacked. It consists of: 12,500 silver pennys and 12,500 G.S. (in 25 bags), a "Slaver's Lash," a vial of "Oil of Instant Obedience," and a "Mighty, Mystical Silver Sling Shot of Slaying" (which is mixed in <i>among</i> one of the bags of silver pennys). The secret door, when opened, fires a <i>one use</i> , +8/+8 heavy crossbow bolt at the opener.	The main guardian of this room is Black Lotus Dust. It coats everything, yet is nearly invisible on the black velvet! <i>In the chest itself</i> is a trio of Freeze Bee's with 8 hit points and dexts. of 15 each.
R O O M T W O	The room is completely built of green obsidian, with doors of dull iron. The ceiling, 45' up, glows from within casting an eerie green glow throughout the room. Against the south wall is an iron chest, 12' by 8' by 4' tall. In it is 100,000 silver pennys and underneath them, wrapped in an oil-cloth, is the magik sword, "KELWON." It's intelligence and ego are 12 and 18 respectively and it is chaotic-evil in alignment. It is +3/+3 and has 3 powers: telepathy, flight at 225' per turn and invisibility for 3 hours daily. It can speak: chaotic, Arduinian, low demonish, Balrog and the language of the Centaurs. In a secret floor compartment, protected by an 8D6 poison coated needle, are: a small silver ring box of four rings. A gold "Ring of Righteousness Resistance," a silver ring of "Elemental Summoning," a Mithril "Ring of Before" and an ivory "Ring of Invisibility." However, when the ring box is opened a disintegrate spell is cast <i>on the opener!</i>	The guardians, which <i>only</i> appear if the chest is <i>approached</i> , are a pair of Shadow Golems. Each has a dext. of 15. When they are destroyed a pair of Golems of Light appear! Each has a dext. of 18. See AG I for complete stats.
R O O M T H R E E	The room is rough, grey granite and the floor is covered in loose dirt. The doors are of an old, tarnished copper sheathed iron. The 90' ceiling has patches of a purple-green lichen on it that has a faint phosphorescent glow. In the south east corner is a 12' tall, 4' by 4' steel chest (the lock is <i>on top!</i> ). Inside it is 50,000 G.S. and a small wooden box with a "Bang Stick" (4-48) in it. In a false bottom, protected by a spell of "Elric's Acid Rain" that fires on the opener, are the following: a bag of assorted gems (ad 1lb) worth 50,000 G.S., a "Lorlei Lyre," a "Map Morph," a "Rod of Righteous Retribution" and a pair of "Boots of Time."	The sole guardian is a 15+1 dice, Ancient Dragon Wurm with a dext. of 16. See the card in this set for full stats. This guardian is buried in the dirt floor and will erupt from it to do battle <i>only after</i> the chest is opened!

Room Description and Treasure	Guardians and Monsters	
R O O M F O U R	The room is entirely of fire brick (as in a kiln) and the 75' ceiling has a hot, 6" long gas jet of blue flame <i>in each square foot!</i> The room temperature is 180 degrees, the floor is so hot that all on it must keep moving or get <i>cooked</i> feet! All combat is -4 attack and defense for intruders! In the secret room on the west wall (it's <i>cool</i> inside) are four magik treasures: a "Cloak of Time," "Boots of Time," an amulet of +7 save versus all "time related" magik and a "Ring of Teleportation" that works thrice daily up to 120 miles. In the small regular room (west side) is 88,000 G.S. and 12,000 silver pennys.	The sole guardian is a 15+1 HD ancient Sun Dragon. Its dext. is 17 but he can magikally <i>double</i> it in one melee round if necessary. Its first five spells will be: Thunderclap, Pyroman's Pinwheel, Morgualt's Magik Missile of Slaying (All Mages), Disintegrate Magik Metal and Morgorn's Spell of the Red Death. It is <i>insane</i> and hates elves with a passion. But for some weird reason it will <i>never harm a Hobbitt!</i>
R O O M F I V E	The entire room is of brilliant green crystal with little glowing points of light moving, continually through its substance. Thus the room is lit by a very dim, flickering glow. The 120' ceiling seems to have about twice as many of the lights as the rest of the room. In the center of the room is its <i>sole</i> treasure: "Hell Watcher," about which see the appropriate card in this set.	The guardian is an 18+1 HD, 146 hit point, dext. 20 Windego and twenty four 1+1 HD, 9 hit point, dext. 18 Schockbones. Each Schockbone will throw a heavy dart like a <i>light catapult</i> before it closes to do hand to hand battle. The darts have a 3D8 venom on it with a 1 melee turn delay.
R O O M S I X	The floors are of small, multi-colored, 1" squares of porcelin making a mosaic depicting a great battle between demons and elves. The 88' ceiling is of deep purple marble and the grey granite walls are totally hidden by 1" thick, floor to ceiling, deep purple silk drapes. The two doors are 20" thick brass bound oak with carved ivory skulls as door knobs. In the northeast corner is a 5' brass cube of a chest. In it is 20,000 silver pennys and 1,000 Gold Crowns (coins). The lock, if tampered with, casts a "Teleport Others" spell onto the tamperer to send him/her off to room nine of this level (90% chance) or to room five of the next level down. In a secret lid compartment by a 12D8 poison coated needle, are four magik treasures; <i>un-holy</i> robes of saffron hue, an AC of 2 with a +4 save vs magik as well as 100% protection versus: fear, confusion, paralysis and "blinding by magikal means." It also has the power of flight at 480' per turn usable up to 3 hours daily. There is also a +6 long bow and a quiver of 21 plus 1 arrows. Finally there is a red jade runed ring of ESP with a 120' range.	The defenders are eight elves all 6th level with 50 hit points and dexts. of 17. They all have silver washed chainmail and +3 shields so their AC's are 2+3 (+3 for dext.). All have +1 bastard swords of no other magik or sentience. Their attacks are all +5 not counting their swords "pluses" due to their expertise, etc. (+6 total). They are geased to "defend to the death" the room. When they are slain the last guardian teleports in <i>within</i> 1D10 feet of the highest level character's rear! It is an 8D10, 80 hit point, dext. 20 Wind Demon that knows the following spells: Basic Web (3), Muscle Spasm (2) and Lockjaw (1). It also has a "Slaver's Lash" in its left hand and will use it to obtain new guardians for the room!

Room Number Room Description and Treasure

ROOM SEVEN The room is entirely of wet, lichen and moss, slimy coated grey granite. It's a constant drip and splash from the 50' ceiling. There is a low ground fog (1' to 3' visibility) about 3' deep throughout the room. There is a strong smell of licorice and an "oily feel" to the very air. In a 3' square chest (hidden by the fog) in the room's middle is: 5,000 G.S., a "Wand of Angborn's Abyssamal Itch" with 43 shots, a scarlet "Cloak of +6 Fire Resistance" and a +3/+3 cutlass of rather plain looks, no sentience or alignment but possessing the power of detecting gold at 90% accuracy with 33' range. Its name is "Glitter Getter."

ROOM EIGHT The entire room, except for the 45' ceiling, is of milky white rough quartz, with iron pyrite sparkles throughout. The ceiling is of silver plated copper. In the north west corner is a 4' by 5' by 3' copper chest with a lock protected by a spring loaded, collapsible, 8' spear (attacks as a heavy catapult, +4) coated in 6D8 poison. In it are 20,000 silver pennys and a pouch of thirty red pearls worth 350 G.S. each (10,500 G.S. total) There is no magik treasure.

ROOM NINE The entire room is old grey iron swathed in festoons of tattered spider silk (webs). In the southeast corner, hidden in the webs, is a withered husk of a body of a mage. On it are the treasures: a "Ring of Telepathy," "Rose Colored Spectacles of Delusion and Un-True Sight," a "Wand of Detect Magik" with a 90' range, 88% probability and 98 charges as well as a single permanent scroll with two spells on it: conjure Storm Elemental and Gandolyn's Gates. Lastly is a pouch with a single 130 Dune Star ruby (79,850 G.S.) in it.

ROOM TEN (con't) The room is entirely of grey granite but is totally covered by a huge, seamless mirrored surface! The following treasure materializes into the room after the guardian is slain: 300 one thousand once bars of silver (crunch!), a pair of "Boots of Walking on Any Real Surface" and a +2/+2 magik mace named "Bardyx" that has no sentience or alignment, but can "Detect

Guardians and Monsters

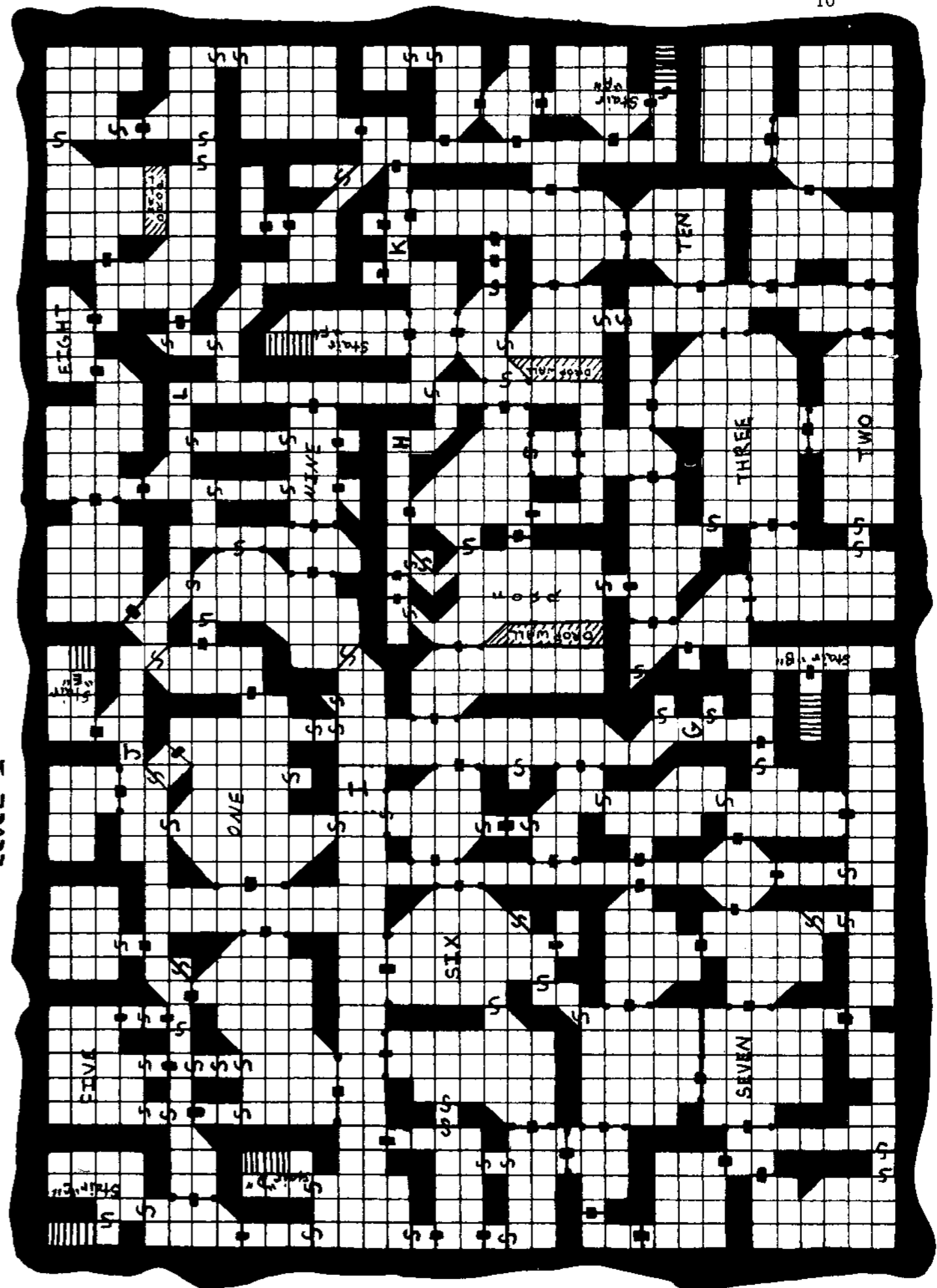
The guardian is a 13+1 HD, 117 hit point, AC 5, dext. 15 Maggoth. It's lair is the fog hidden hole you see on the room map. Another treasure down in its slimy depths may be ad libbed but so too should a new guardian be thus set.

The guardians are six 5+1 HD, 45 hit point, AC 7, dext. 22 Red Fangs. In the chest is a small Teng swarm (1D20 insects, roll) that bullets out as the chest is opened.

The guardian is a single 18+1 HD, 142 hit, AC 2+3, dext. 23 Sprga. It knows these spells: Fiery Flash, Lockjaw, Muscle Spasm, Silence Around Self, Self Invisibility (there's a 75% chance it will be invisible when the doors are opened) and Teleportation of self. It loves to surprise attack.

The guard is a 9+1 HD, 81 hit point Vampire wearing mirror silk robes that cover all but his eyes! So all that is visible is his eyes! His dext. is 20 and he can use three "Fiery Flash" spells.

Level 1



Room Number	Room Description and Treasure
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ROOM NINE	The room has walls of blue marble, a floor of red carnelian and a ceiling of white marble. The doors are all of brass bound seasoned oak and 18" thick. Behind the secret door is a titanium alloy steel chest 7' square. In it are 50 gold bars that are 1,000 ounces each (1,000 G.S., and 62 1/2 lbs. each!). Laid atop them is a magik two handed sword named "Valiant Fire." It is +3/+3 and flames in battle for 1D8 extra heat damage. Its ego and intelligence are 10 each, it speaks: Neutral and Dwarvish and is lawful-good in alignment. The chest's lock has two traps; the 1st is a 5' silver coated sword blade that shoots straight out (doing 1D10 extra points for its strong impact) and a ball lightning spell that fires a 30' diameter, 10D6 electrical blast (each works once).
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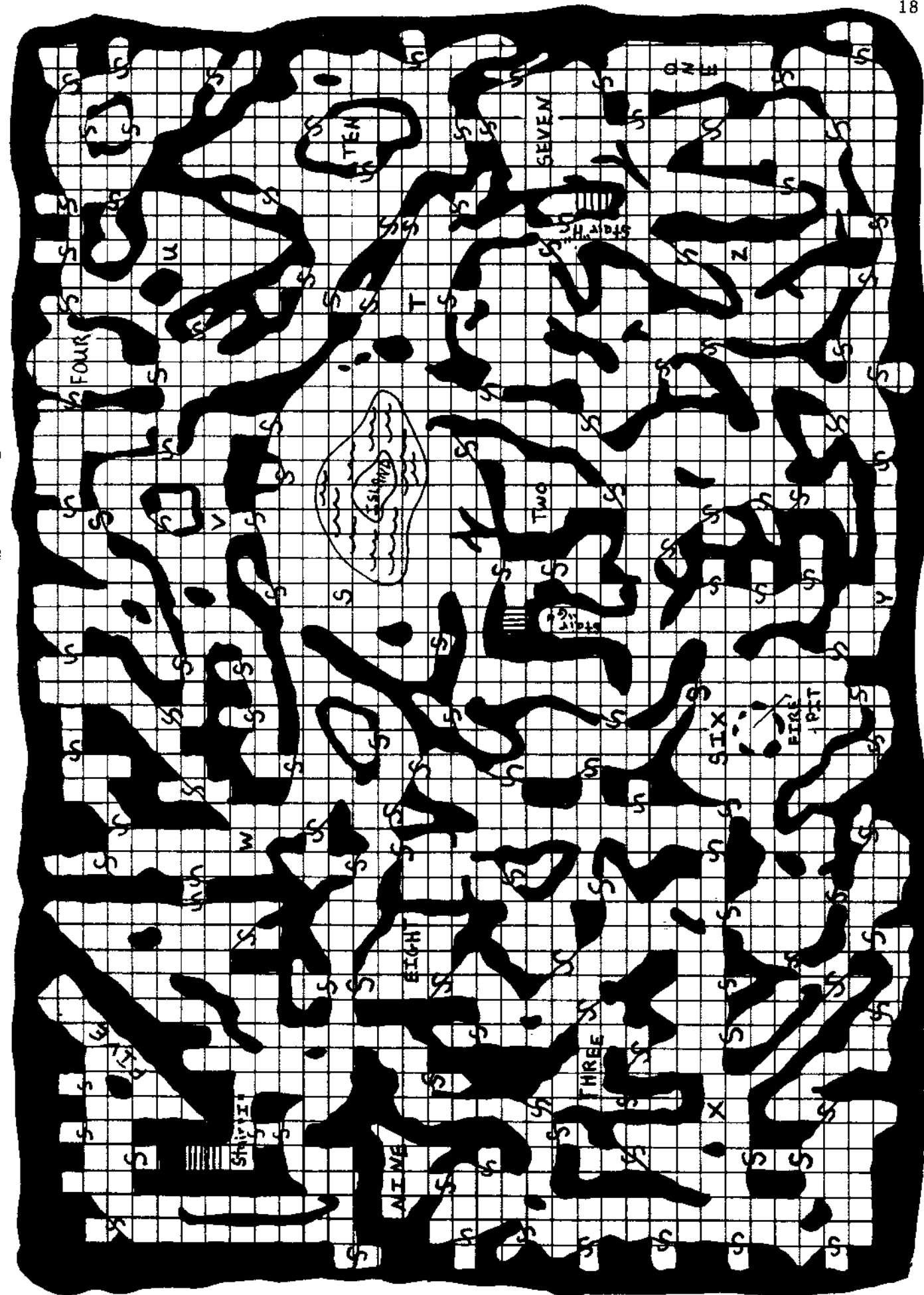
ROOM TEN	The room is completely built of pale green jade (but is dirty and streaked). The floor has 4' of loam (dirt) on it and giant 20' tall ferns (that reach halfway to the ceiling), bushes, and other assorted foliage abounds (it's very dense). Hidden (half buried) near the center of the room is an old, rusted iron chest (15' long, 9' wide and 7' high). Whoever tampers with the lock sets off a single shot, 50 point (penetrate AC 2+7), laser crystal with a 120' beam, 1" diameter. In the chest is 57,000 G.S. and 42,500 silver pennies. In a hole, wrapped in rotting burlap, under the chest are the following: a carved emerald dragonfly ("Figurine of Fabulous Power"), a pouch with 10 one carat star tear gems (1,125 G.S. value each, 11,250 G.S. total), a "hobbit stone," "Occam's Razor," a "Ring of Before," a beautiful carved oak, ivory and red jade "Staff of Stupidness," a "Sky hook" and a "Repeating Scroll." Scattered in with it are the fragmented remains of an elven skeleton.
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### Guardians and Monsters

The Guardian is a Wardroid. See the card in this package for full particulars. This droid has been pre-programmed to give "No Quarter," and to "pursue and destroy" all who open the door(s) to the room!

The Guardians are Death Stalkers and are hidden amongst the foliage. Six are 3+1 HD, 27 hit points with Dexts. of 19. Four are 5+1 HD, 45 hit points and Dexts. of 18. And two are 8+1 HD, 72 hit points and dexts. of 17. In the chest itself is a 12+1 HD, 108 hit points, dext. 16 Black Slime. If all guards are slain, there is a 10% chance a random lesser demon will appear. If one does, ad 1lb a suitable (and portable!) treasure it will be carrying.

Level 3



Room Number	Room Description and Treasure	Guardians and Monsters
	Undead" at 60' range with 90% accuracy.	
LEVEL THREE		
ROOM ONE	The room is of glitterin mica with strange green swirls of copper ore throughout. The 18' ceiling has stalactites so long, at points they nearly reach the floor (which is unnaturally smooth). Up against the east wall is a rough grey stone coffer (chest) 8' by 6' by 4'. In it is 24,600 silver pennys and 400 G.S. In a hidden side wall compartment, protected by a 7Db poison coated needle, is a black jade "Ring of +6 Intelligence."	The guardian is a pair of 7+1 HD, 63 hit point, dext. 22 Yellow Peril. In the coffer itself is another one, but it is 3+1 HD, 27 hit points and has a dext. of 20.
ROOM TWO	The room is of dull red quartz with a 12' ceiling lit from within by a pale glow, thus filling the room in a dim pinkish light. The treasure is piled haphazardly in the northwest corner and consists of: 18 bags of 150 G.S. each, 7 bags of 300 silver pennys each, a 15" long silver tipped ebony "Wand of Thunderbolts" with 46 charges and a +3/+3 two-handed magik sword named "Adona." It has an intelligence of 14, an Ego of 16 and is True-lawful in alignment. It has three powers: Detect Enemys at 85% efficiency up to 60' range, See All That is Invisible and Silence for Self. This weapon detests Dwarves and can speak six languages: High and Low Elvish, Centaur, Law, Faerie and Arduinian.	The defenders are nine 3+1 HD, 27 hit point, AC 5, dext. 14 Goons. Hidden in the pile of bags is a 3 hit point, dext. 18, AC 8, Viper that has 8D8 venom.
ROOM THREE	The room (see the Guardian text) is of black obsidian throughout and has a heavy, sickly sweet scent of lily's (the moths' odor). In the secret room to the south the following treasure is piled: A pair of "Gauntlets of Ice and Fire," a "Skyhook" with a 120' long coiled spider silk cord, a "Tantivy Wand" with 50 charges, and a blue leather pouch with 13 "Mar-Vexiañ Magik Beans" in it. The room itself is filled with a cloud of 7D8 paralyzing poison gas.	The guardians are a flock of 88 Hell Moths each with a dext. of 15. They cover the entire room's walls, ceiling, etc. in a living carpet. However at first glance, most characters would only see a strange velvety black and red colored room.
ROOM FOUR (con't)	The room is entirely of green nephrite (a quasi-jade) and the low, 4', ceiling is covered in faded painted hieroglyphics of old and unknown types. Up next to the north wall is a 4' square, non-trapped, chest containing 8,800 silver penns and 1200 G.S. In a secret lid compartment is a rolled "Carpet of Flying"	The guardians are three, one to start, the next appearing as the 1st is destroyed, and the last appearing as the 2nd is done in. They are, in order of appearance, a 9+1 HD, 81 hit point, dext. 21 Wraith Wyvern, a 20+1 HD, 180 hit

Room Number	Room Description and Treasure	Guardians and Monsters
ROOM SIX	The room is completely paneled in beautifully polished cherrywood and has bookcases, overstuffed chairs, a table, kerosene lamp (it's lit) and a fine wool oval rug. In fact it's a library with over 700 books! Within that mass of varied literature (of many languages) are three books of potent power: "The Tome of Time," "Manual of Constructing Orichalcum Golems" and "The Grimoire of Guillame the Lame" which has the following spells in it: "Charonard's Wraith Hold, Noad's Bane, Sporing's Wall of Whimsey, Xundomyre's Vigilant Eye, Eiric's Thunder Ball, Green Death, Hadrag's Horror and Caowyn's Spell Catcher. The book is protected by an "aura of fear" upon it and the first page which has a "Symbol of Stoning" upon it that effects all who see it within ten feet. Hidden behind it on the bookcase is also a Ninthla that will attack the person who pulls the book out. Remember the room is highly flammable and there's a lit kerosene lamp in it.	The guardian is a 12HD, 96 hit point Blue Wraith. It has a dext. of 24, and AC of 2+5 (+4 for dext.) and its hit drains 4 life levels per hit! It appears in the room only if the books are bothered and will attack all Mages first, Clerics second, Paladins third and Thieves after that. Warriors and others it ignores until the last, though it will pursue its victims remorselessly.
ROOM SEVEN	The room is all of pale yellow marble with doors of highly polished bronze. Hanging from the 45' ceiling are four chandeliers with 24 oil lamps each, thus lighting the room nicely. In the center of the room is a black basalt coffer (chest) 12' long and 6' wide and high. The lock, if tampered with will fire four .38 calibre bullets (one use only). Inside the chest is 50,000 copper pennies. In a secret floor compartment is a pouch of 30 moonstones, each 3 carats and valued at 525 G.S. (15,750 G.S. total). Also there are a pair of "Boots of Time" and a fine red silk pouch of "Dream Dust" (10 pinches). The red secret compartment is trapped so that when opened four silver tipped, +2/+2 heavy crossbow bolts shoot straight out.	The guardians are five 3+1 dice, 27 hit point, dext. 12 and three 5+1 dice, 45 hit point, dext. 11 Sluggoths. They are led by an 8+1 dice, 72 hit point, dext. 10 Sluggoth Mage. This Mage has 5 spells: Thunderbolt, Super Web, Flash, Disintegrate, and invisibility (it will be invisible at the start of the melee. It wears an "Amulet of Spell Eating, and an "Amulet of Anti-Web Aura." They control the "Drop Wall."
ROOM EIGHT	The room is a smelly, swampy mess, covered in lichens, moss and slimy gunk of foul and nauseating looks and coloration. The floor is covered in 3' of brown, mucky water. However, in the north corner a slime covered iron chest (5' square) is just barely noticeable. In it is 7,500 G.S. and 2,500 silver pennies. Buried under the coins is a pair of "Gauntlets of Ice and Fire." In a secret sidewall compartment are an "Assassin's Cloak," a "Conjure Crystal" and a "Ring of the Titans" in a small silver ring box. Only that ring box is trapped; with a poison needle that has an 8D8 spider venom on it (one use).	The Guardians are four 4th level 30 hit point Zombies, each in chain mail (AC 4) with dexts. of 12 and carrying a heavy crossbow, hand axe and dagger. They also have a quiver of 15 regular bolts and 5 shock bolts each (which they fire first. They lay hidden under the water until the room is entered.



Room Number Room Description and Treasure

ROOM THREE (con't)

It can do this but once. However, as the chest is opened, a cloud of red itching mist fills the room. All in it are -4 on all attack and defense for 8 hours after due to its effects! In the chest is: a pouch of 10 emeralds, each 1/2 carat in size and valued at 375 G.S. (3,750 G.S. total). Also there is the magik dagger "Aeolian." Though it has no alignment or native intelligence it has three powers. The owner may fly at 300' per turn, may see in the dark as a Dwarf and may hear as an Elf. Its attack is +5 as is its damage. It is made of Mithril silver.

ROOM FOUR

The floor and ceiling are of mirror polished steel and the walls are of blue fur! It smells like ozone and lilacs and there is a continual tinkling like wind chimes. The wall, if touched, will jiggle like a waterbed and will snicker, giggle and even laugh (if prodded enough) as it is alive! Behind the secret door the treasure is piled. There is: a "Sunstone," a fancy ivory and silver walking stick, a "Shimmer Shield" and a rolled "Cloak of Never." There are also three canvas sacks with 1,000 G.S. in each as well as a small ivory and silver snuff box (it matches the walking stick) that has a "Ruby of Runaway Regeneration" in it wrapped in red silk. The silk, when opened has a "Rune of Insanity" on it that effects all who see it within 10'.

ROOM FIVE

The entire room is of dusty granite with an old and worn aptina. The doors are of old, fire blackened iron and the ceiling, 75' up, has a very faded but still visible pentagram of ornate and sinister design.

Next to the west wall is an old, rusted (it is a really tough lid to open as the lock is rusted shut!) chest some 5' square. Inside the chest is: 18,000 silver pennies and 2,000 gold crowns (coins). In a secret lid compartment is a set (4) of "Ruby Crystal Horseshoes of Flying," a wand of winds with 49 charges and an "Amulet of Anti-Web Aura." When tampered with the secret lid ejects an acid spray (15' long by 3' in diameter) of 7D8 potency. Finally, behind the chest in a dark cranny is a forgotten "Ring of Efrete Abilities."

## Guardians and Monsters

Although dead, he can still throw two spells: "Super Web" and "Thurldon's Reversal." Its blows still paralyze even through the mace.

The guardians are a mated pair of Phandelyons each of which is: 7+1 HD, 63 hit points, AC 4 and with a dext. of 8. They phase in to attack singly in alternate melee rounds. If one is killed the other goes "berserk" with all attendant factors. There is a 10% chance they'll both phase out and leave.

The guardian is an adult Yellow Dragon 11 HD in size. It has these spells: Lock Jaw, Muscle Spasm, Basic Web, Flash, Torozon's Slippery Field, Timaharn's Blind Spot Spell, and Angborn's Spell of the Abysmal Itch. The dragon is always invisible for at least the first melee round!

Room Number Room Description and Treasure Guardians and Monsters

ROOM FOUR (con't)

(275' per turn in speed and 1,000 lb. weight capacity). It is 7' long by 40" wide. There is also a "Dancing Wand of Super Webs" with 70 charges, a "Shimmer Shield," a "Helm of Wizardry," and a red coral runed "Ring of Summoning Fire Deomons," which may do so once per lunar cycle. No control, just summoning!

ROOM FIVE

The cavern area has a floor of fine red crystal sand and walls of coal. The 30' ceiling is solid tan granite. The treasure is on the Guardian Spectre Mage and consists of: a full charged Staff of Black Wizardry, a "Ring of Elemental Summoning," (left hand), a "Ring of 'Righteousness' Resistance" (right hand) an "Amulet of Aura of Armour class 2+2" (usable by all), red spiga silk robes of AC 3 and 100% fire and acid resistance, and a red jade runed "Headband of 100% protection from all Psychic Probe."

ROOM SIX

The cavern is of black basalt shot through with silver and gold flecks. The floor is of black sand and the eerie green flames in the fire pit (13' deep) leap 75' into the air, barely touching the ceiling above. There is an odor of burnt pepper and foul sulphur in the air and a faint, continual sound like a distant waterfall. Hidden in the fire pit's flames is an 8' fireproof cube full of the following treasure: 100 ten carat Black Opals, 50 five carat Snow Tears, 50 twenty carat Moonstones (total value of 659,400 G.S.), a "Hood of Theivery," a "Theif Skin," a "Helm of the Sea King," a pair of "Gloves of (Secret) Ogre Power," a set (4) of "Mithril Horse Shoes of Triple Speed" and a gold "Ring of +5 Protection."

ROOM SEVEN (con't)

This cavern is entirely of grey'green malachite and is virtually covered from floor to 45' ceiling in rows and layers of toadstools 6" to 12" high that glow a sickly blue. The odor of rotted meat is so intense as to cause all to gag and vomit on a 25% chance roll. In the small secret cave in the north east the following treasure is scattered about: a solid 17" long, turpuoise "Wand of Paralysis" with 43 charges, a silver plated "Helm of Infra

point, dext. 16 silver slime, (it drops, filling the room!) and finally a 5+2, 50 hit point, dext. 18 Gryflisk. The Silver Slime has a one melee turn delay before it drops.

The sole "guardian" is an 18th level specter Mage of 80 hit points and AC 2+7. He has a dext. of 20 and will attack all intruders on sight. His favorite spells are: Morgorn's Spell of the Red Death, Masayuki's Mist of Maevolent Misery, and Gandolyn's Gates. He is an evil and just a little insane and his name is "Ohmron."

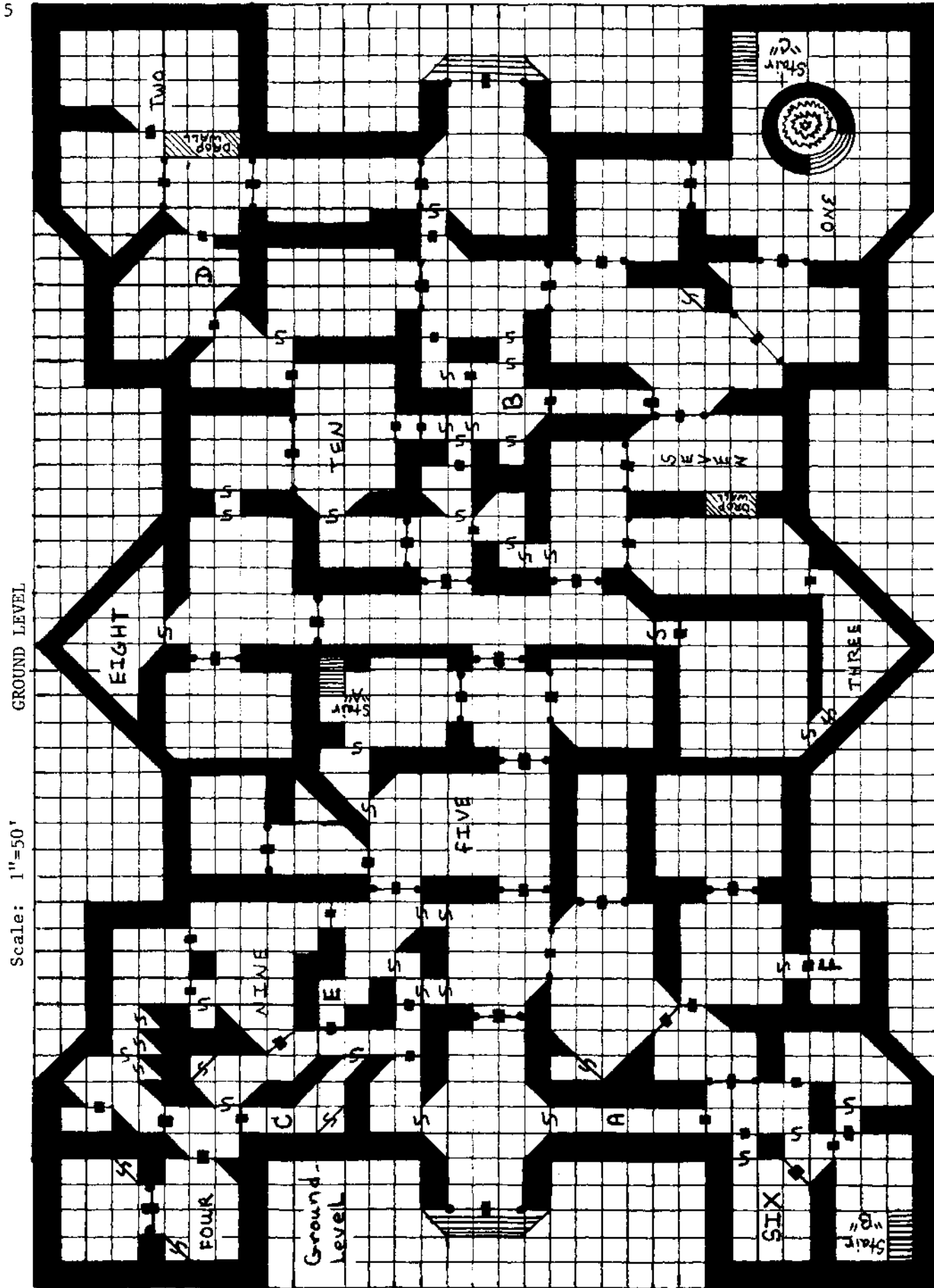
There are seventeen ghouls, all 3+1 HD, 27 hit points, dext. 15, kneeling and standing about the fire pit in prayer. As the last few are destroyed they will call out "Oh Great God of Ours, Avenge Us!" In 1D20 melee rounds the Greater Demon "Ralkull" will appear to do just that! Note his optional appearances in AG III, to see if he sneaks in or storms in fighting. In either case, he will avenge the destruction of his followers!

The guardian is a 12-headed 120 hit point, dext. 15 Black and Red Hydra. It is lying, not moving in the cavern, and has mushrooms and assorted fungi growing on it. It is thus virtually undetectable until it moves. In the secret treasure room is a 7+1 HD, 63 hit point, dext. 20 Blastaar. This creature is

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M S E V E N (con't)	Vision and +3 Hearing," a shimmering irredescent "Cloak of Complete Protection Versus Prismatic Magik," and a magik +3/+3 broadsword named "Sotar." The sword is True-Neutral in alignment and has an intelligence and ego of 12 each. It speaks: Law, Chaotic and Neutral as well as Arduinian. Its two powers are those of invisibility and levitation (at 33' per turn) which it may use for one hour each daily.	trapped in the room and is not a "guardian Per Se." However it will attack all in its way as it leaves.
R O O M E I G H T	The entire room, from the smooth floor to the ragged roof 50' up, is all of pale blue unquarried marble. In the north west (a) and south west (b) corners are two (one in each) 3' square steel chests. In "a" is 2,000 G.S. and two magik items: a fine tooled leather "Belt of Ogre Power" with a silver buckle that acts as an "Amulet of Arua of AC 5." In "B" is another 2,000 G.S. and two other magik items: a pair of beat up, but servicable, "Moccasins of Leaping and Jumping" (30' horizontally and 20' vertically) and a "Ring of Improved True Sight." The ring looks like a silver and a gold serpentine intertwined together holding a one carat black star sapphire in their jaws.	There is a 9+1 HD, 81 hit point, AC 4, dext. 15 Pybra coiled around each chest. However the 1st line of defense are nine 5+1 HD, 45 hit point, dext. 16 Moon Dogs. Inside each chest is the last line of defense; a 5+1 HD, 45 hit point, dext. 12 White Slime.
R O O M N I N E	The room is hewn out of iron ore and has a strong, bitter and metallic odor. In the north east corner a "Stasis Bag of Stupendous Holding" is jammed. It will hold all up to 4,000 lbs. total and has inner dimensions of 40' by 30' by 20'. Inside it is the following: a spool of 300' of nylon 40lb. test fishing line, an "Amulet of Flight" (It is a small silver hawk) that gives a 450' per turn flight speed, a pair of "Boots of Walking on all Liquids," a pair of "Gauntlets of Gripping" a "Conjure Crystal," and an "Amulet of the Amazon Mother." Also in it are 50 bags (200 G.S. each) of Gold Sovereigns as well as a complete, disassembled, light bolt thrower and 30 6' bolts.	There are three main guardians: A Silver Golem with a dext. of 15, a Gold Golem with a dext. of 12 and a Mithril Golem with a dext. of 14. As each Golem is destroyed it splits apart and then crumbles to inert and worthless dust. However as they split apart a 3+1 HD, 27 hit point, dext. 22 Whisper Wasp flies free and attacks also!
R O O M T E N (con't)	The room is like a roughly hollowed out diamond and is lit by the glow of its guardian, thus making it very difficult to see inside of. Piled in the southern corner are the following: 89 bags (200 G.S. each) of Gold Sovereigns, 11 bags of assorted jewelry worth some 77,875 G.S., a com-	The 1st defender is an Ail-Lorai with 96 hit points and a dext. of 40 (it is magikally speed up). Upon its destruction there is a one minute delay and then a single 24+1 HD, 216 hit

## GROUND LEVEL

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M O N E	Every square inch of this large room's black onyx walls and ceiling are carved in obscene and foul pictographs depicting every imaginable horror. Only the red marble floor is smooth, but is inlaid with arcane and cabalistic runes of eldritch power. The white marble pillar rises fifty feet to meet the ceiling, and its smooth polished surface is broken only by the green malachite steps that lead to its altar of flame. Hidden in the flames, 8' down, is a fire-proof silver metal chest 3' square. The lock, if tampered with, shoots a 10' long (1' diameter) jet of flame that does 3D12 points damage (up to three times). Inside is: 4,000 Gold Sovereigns. In a secret floor compartment of the chest is: a "Hawk Helm" and six tins of "Doctor John's Salve." In a secret lid compartment is a "Witchfire Wand" with 50 charges and a pair of rings in a small ivory box; a "Ring of Ruthlessness" and a "Ring of Remembering." Both secret compartments are protected by poison (8D8) coated needles that spring out.	Four 4th level Desert Saurig Warriors. Each has a dext. of 13, a shield, +3 spear, scimitar, AC of 5 and 39 hit points. They are led by a 5th level, dext. 12, AC 4 Ogre with a maul and 50 hit points. Ten melee rounds after the last of the above die, a 5+1 HD, 45 hit point Morghoul with AC 3 (+4 for dext.), dext. of 18 and wearing a green crystal amulet of protection versus "Clerical Turn Away." It only works for undead types. The Morghoul can haste himself three melee turns after he appears. These are the guardians.
R O O M T W O	The room is completely constructed of red, crumbly, sandstone. There is dust over everything. In the corners, high up near the 30' ceiling, are huge, old and tattered masses of cob webs. Up against the east wall is an old, verdigris covered bronze chest. It is 10' long, 4' wide and 3 1/2' high. Inside is: 12,000 silver pennies. In a secret side-wall compartment is a "Doomfire Wand" with 34 charges and a "Ring of Night." The compartment, when opened, spews out a 45' diameter cloud of laughing gas! The drop wall comes down when the Grey Horror decides to pursue its prey.	A 10+1 HD, 90 hit point, AC 4 Grey Horror is in the room. Also there, hidden in the corner cob-webs are 9 giant spiders. Each is 1 HD, 8 hit points with AC's of 7, dexts. of 17 and a speed of 75' per turn. They bite for 1D4 and have a 1D12 potency venom. These are the guardians.
R O O M T H R E E (con't)	The room is all of milky white marble with shiny and polished torch sconces set at 3' intervals (10' up, half way to the ceiling). The torches burn with a sickly sweet honey and roses smell that leaves faint wisps of smoke throughout the room. In the room's exact center is a triangular steel chest, 20" on a side and 3' tall. The lock fires a 10th level, 10D6, bolt of lightning 33' long and 3' wide (yes, it does ricochet!) if tampered with.	The guardians are six 3+1 HD Moondogs each with a dext. of 17, AC 5 and 27 hit points. Leading them is a 4+1 HD Ghoul wearing full chain mail with shield and a solid silver mace. He has an AC of 2, a dext. of 16 and hits for 1D8 extra due to his strength.



Room Number

Room Description and Treasure

Guardians and Monsters

R O O M  
T E N

plete head to foot set of Mithril chain mail (AC 5+5) that fits all humanoids 5'10" to 6' tall and 160 to 180 lbs., a +5 round shield with an enameled red dragon (blue background) upon it, a set (4) of "Orichalcum Horseshoes of One Half Weight" (Thus the horse only has half the weight to carry so is 50% faster and is fatigued only after twice the time!), an "Amulet of +7 versus all Spoken Magik" in the shape of a silver lion's paw, a blue jade runed "Ring of 100% Protection Versus all Noxious Fumes and Poison Gasses," a red jade runed "Ring of Extra Strength" (+4), and a magik +5/+5 morningstar named "Death Star," This weapon is lawful-good in alignment and has an intelligence and ego of 18 each. It can use telepathy with its owner and can understand and speak all languages. It's spiked ball wails like a lost soul and glows a blinding blue-white in battle and all 4th level and below who face it must save versus "fear" at -8 or flee in abject terror! All higher levels have -2 on their attacks if facing it. Its only other power is that all hit by it must save vs paralysis at -4.

point Doom Guard appears. It is wielding a +5/+5, flaming (for 2D8 extra heat damage) two handed sword in each hand. Its strength is 24 so it strikes for an additional 4D6 strength damage. The swords dissolve as soon as the Doom Guard is slain. When it is, there is a three minute delay and then a 50 HD, 180' long 400 hit point Silver Slyth approaches from the Western Tunnel. It has a dext. of 13 and is hungry! Lastly, as soon as it dies a cloud of Red Death (see AG III) pours out of its carcass and with a 1D6 melee turn delay, gathers itself and then attacks. Due to the extremely heavy defenses of this room extra treasure should be freely ad libbed by the DM.

## CALIBAN TRAP MATRIX

Trap Designation	Type Of Trap	Description of Trap
A	Floor	The <i>solid</i> 10' square section dissolves 1D6 melee rounds after being stepped on. There is a 30' drop to a 10' deep vat of 24D8 potency acid.
B	Ceiling	Any time someone or something <i>passes beneath</i> this 10' square section, there is a 65% chance of a 30 hit point, 10' square, infra-red heat beam firing.
C	Wall	This 10' square section of wall has 100 jets hidden by plaster that fire <i>liquid oxygen</i> 50% of the time as people pass by. These jets do 16D8 damage to <i>all</i> hit.
D	Ceiling	There is a 25% chance <i>each time</i> someone passes under this 10' square section that a "Whimsey Ray" will fire (with some very weird results).
E	Floor	The <i>3d</i> person who steps onto this 10' diameter section causes it to become a 500 hit point, dext. 30 Blue Gunky! A sticky mess I'd say!
F	Ceiling	This 10' square section is actually a 3 ton stone block that will fall on a 15% chance each time someone passes below. Those hit are <i>dead</i> .
G	Wall	These two 10' square wall sections will generate a technological "Magnetic Warp Field" that will do 8D6 damage to all in it. It fires 30% of the time people pass it.
H	Floor	This 10' square section disintegrates entirely the 1st time its center is stepped on. There is a 120' fall into molten lava below. Death is <i>instant and permanent</i> .
I	Floor	This 20' square section becomes a giant, one shot teleportation device (no saving roll allowed) to a random, lower, dungeon area 90% of the time it's entered.
J	Ceiling	This 10' square area becomes highly charged with electricity (10D8 in power) as soon as it is crossed causing it to arc onto the next mettalic object that passes.
K	Ceiling	The 10' square section turns into a rain of 6D6 acid on an 80% chance each time people pass below it.
L	Floor	This 10' square section of floor fires a blast of magik nullification so that <i>all</i> magikal items it hits must save versus magik at -4 or be totally non-magik thereafter! It works 30% of the time.

The bright legions of Khaer-Mideon strove mightily against the Dark hordes with sword and spell and for a time held their lands free. But as century after century passed, those immortal warriors were winnowed by the constant warfare, and the silver mailed ranks thinned to a mere shadow of its former might.

As the power of the Elven kingdom ebbed, so did the shield of its spells begin to weaken and flicker. And the hand of Caliban pressed closer, its grip like a black storm cloud surrounding a dying bonfire.

No longer joyous as in their early days of their youth, the Elves, grimly determined to destroy their nemesis once and forever.

Withdrawing to their heartlands central stronghold, they ignored the nightmare that gleefully engulfed their once bright lands, for they were forging the mightiest rune the world had ever seen.

Every single living inhabitant of Khaer-Mideon formed the essence, the driving force of the mighty rune. The Elves were laying their very existence on the line, in supreme effort to destroy Caliban.

As the climactic moment arrived and the rune of doom was evoked, Caliban, not unaware of its enemies plans, cast a counter rune. A rune powered by the eons of souls it had possessed and eaten.

The forces unleashed by those opposing runes were so awesome that the very planet lurched, stumbling in its orbit about the sun and the rotation of the world slowed, permanently, by one hour. Time and space reeled and buckled, the astral plane was aflame, and every single Elf ceased to exist.

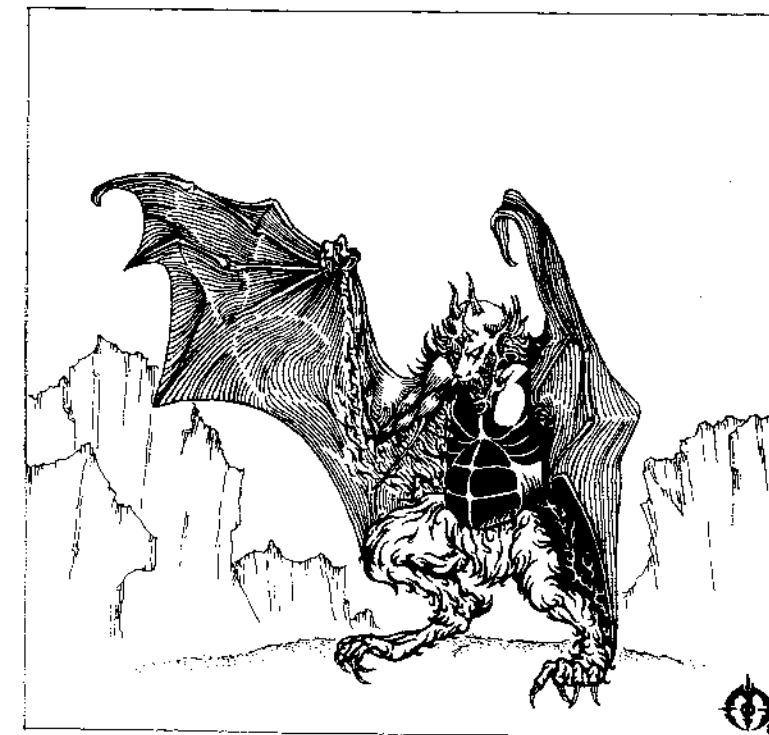
Caliban was bathed in agony, awash in the power of the self-annihilating runes, and in fear for the first time in its long existence. Caliban retreated into time in a desperate attempt to save itself, but only partially succeeded. For although Caliban still existed, there was no longer any consciousness, no hate, no living evil. Only a residue, a shell of what was. Or so it seems.

Now, adrift in time and ghosting through distance, Caliban is like the flying dutchman of dungeons.

Seldom seen, even less visited, Caliban now wanders aimlessly, awaiting only the gods know what.

Caliban is here. Dare you enter?

This a moderately high level dungeon, recommended for levels eight or higher.



Boogie Man

## CALIBAN

As the three moons cast ominous conflicting shadows across the land, the strange figure all in red raised skeletal hands heavenward in silent supplication.

Lightning flared with a thunderous sound, as if the world itself had cracked. Indeed, the black basalt cliffs shuddered and trembled and shed dragon-sized boulders that ricocheted and hurtled into the chasm blackly yawning below. So far their fall, that only the largest was even faintly heard in its shattering death impact.

Though no sound would ever come from the gaunt and spectral being in the cowed red robes, a faint at first, but steadily rising chorus of wails and howls would surround and enfold it.

Ragged blasts of light and sound would increasingly send jagged echos and shadows racing madly about as the lightning increased in its frequency and ferocity.

The cliffs shook and rent themselves heaving and twisting in time to the cacaphony in the skys above. Writhing as if alive, the black stone began to glow an eerie penumbrial violet and to slowly flow like thick black blood.

Humping insanely moonward, the apparently living rock strove to form itself into some fang-like projection, all the while the obscene symphony of sound and fury careend around it.

Tiny tongues of pale violet flames danced a tune of madness as the glowing stone humped higher and higher, elongating like some psuedopod from the depths of hell.

Minutes or eternitys passed, as time and space twisted to accomodate this new birthing, this new spawn of blackest magik.

And thus was born a tower. The who or why it was so created is lost to this time, beyond only what was written as you've just read.

For eons evil gathered and receded from the grim black hell-tooth of what was now recognizably a haven of sorts, for all that was foul and evil.

Yet with each cycle of the ages some of the evil lingered, building upon itself to become, eventually, a presence, a reality, of its own; a second birth. And with it, came a name: Caliban.

Empires and kingdoms ebbed and flowed as the cycle of life waxed and waned. Yet central to each was the stark fact of Caliban. A brooding pestule of chaos and entropy that sent hellish death to all corners of the land, and when hard pressed, protected its evil own as a mother would guard her own children.

And Caliban ever was, a lasting thing that outlived even the dynasties of the immortal Elves. Then came a new dawn, these 20,000 years ago, when a kingdom of Elves, called Khaer-Mideon, rose into full flower, and the lands rejoiced. Or so they tried, for Caliban had now begun to hate.

It hated with all the dark essence of itself, all those fleeting beings which passed before the centuries of its eyes like smoke, some bending, some breaking, yet none to ever worship itself as it so darkly deserved.

So Caliban went to war, sending out of itself those creatures, both live and dead, which were its children, its very life blood. Caliban went to war to prove its Godhood, its omnipotence over all the land and all that dwelled within it.

## CALIBAN TRAP MATRIX (con't)

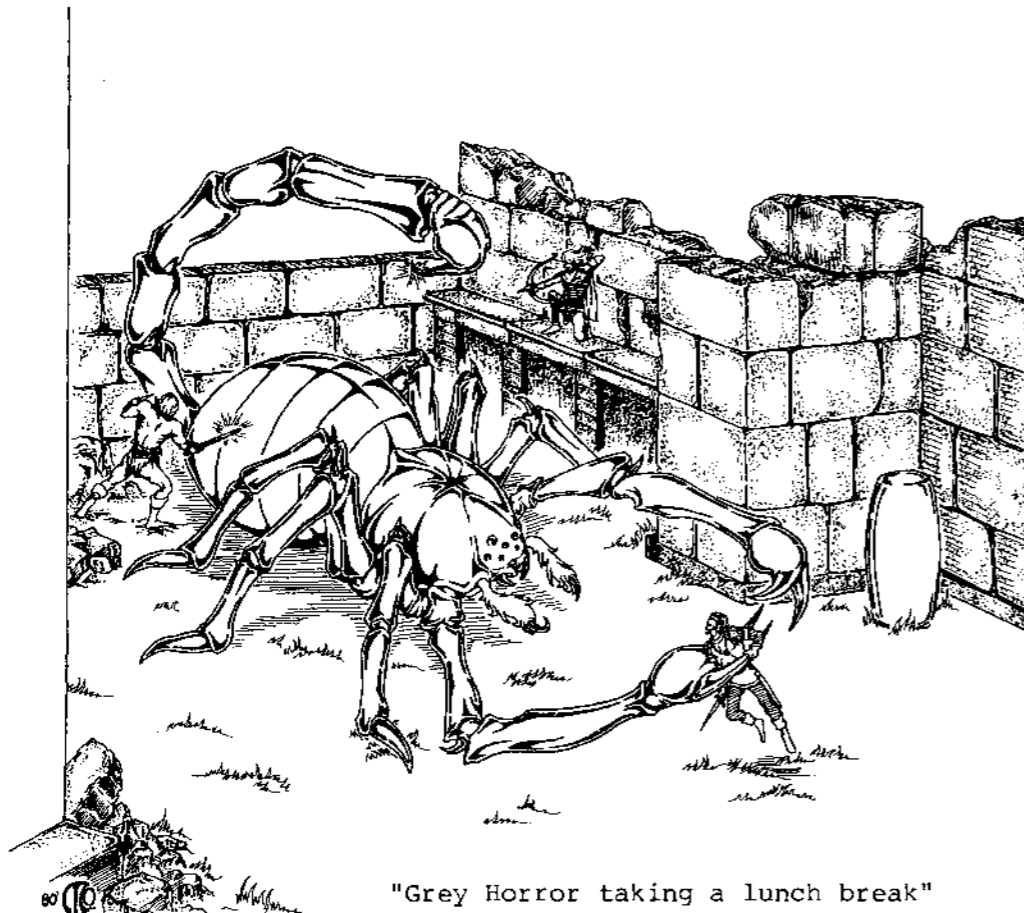
Trap Designation	Type Of Trap	Description of Trap
M	Ceiling	This 20' square section becomes a huge, single shot "Sun Gun" that flash blinds all in it as it fires. It always fires and those thus blinded have a 20% of it being permanent, otherwise it lasts 1D20 minutes.
N	Wall	This 10' square section disappears 10% of the time as people pass, revealing a direct gate into deep space! It only lasts one second so only those next to it are GONE!
O	Floor	This 10' square section will fire a sex (gender) change blast 75% of the time it's stepped on. A save is allowed but at -6 (Elves may not save and Dwarves are only -4).
P	Wall	This 10' square section of wall becomes transparent for one melee round, exposing a Medusae's head trapped within. One look and it's stone face time! This always works.
Q	Ceiling	This 10' square section becomes a 9+1 HD, 81 hit point, dext. 15 Black Slime and drops on passers by 45% of the time.
R	Wall	This 10' square section fires a blast of "anti-magik" and all magikal items thus hit that save versus magik have their magik abilitys permanently REVERSED! Only if they fail to save will they be all right. This fires 45% of the time.
S	Floor	This 10' square section fires a bolt of disintegration 75% of the time it is stepped on. This energy is technological, so no save is allowed. It will destroy up to 36 hit points to all in the area.
T	Floor	This 10' square section disappears as the 3d person passes over it on a 90% chance. There is a pool of 3 1/2' deep 6D8 acid that has a 15% chance of exploding into a 12D6 fireball upon contact with the air.
U	Ceiling	This 10' square section will cast a spell of "Morgorn's Spell of the Red Death" to the 5th person crossing it 35% of the time. It re-sets itself in one minute.
V	Ceiling	This 10' square section will fire 1,000 small steel fleshettes (3" long darts) straight down doing 10D6 damage to the area as a whole. It will fire 50% of the time it is entered and re-arms in 2 melee rounds.
W	Ceiling	This 10' square section disappears 1D6 melee rounds after it is passed under, releasing a Teng Swarm (50 of the little yappers!) 40% of the time. However there is an additional 5% chance only a Fire Demon appears!

## CALIBAN TRAP MATRIX (con't)

Trap Designation	Type Of Trap	Description of Trap
X	Ceiling	This 10' square section fires a maximum power spell of "Rhyton's Release" causing all magik in it to <i>immediately</i> discharge (fire!). It works on the 3d person to step on it.
Y	Wall	This 10' square section spews forth a 90' cloud of "Aphrodesiac Aura" so powerful that all in it get a save at -6! There is a 5% chance it will effect a person permanently! It works 80% of the time.
Z	Wall	This 10' square section fires a "full wish" upon the 4th person stepping next to it that causes an <i>immediate</i> re-incarnation! The magik is so powerful that all saves are at -10. It works 80% of the time and re-sets in one hour.

## SPECIAL TRAP NOTES

These traps are only a small way this or any other "dungeon" may be added to. Add your own as well as using these and remember; *Traps Can Have Treasure Also!*



"Grey Horror taking a lunch break"

## INTRODUCTION

This is the first of a series of "dungeons" based on the best selling "Arduin Trilogy." Contained within each new dungeon will be: four separate maps, eight new monsters and eight new magik treasures (all on handy pocket sized cards), a capsule history of the dungeon and other "goodies" unique to each separate release.

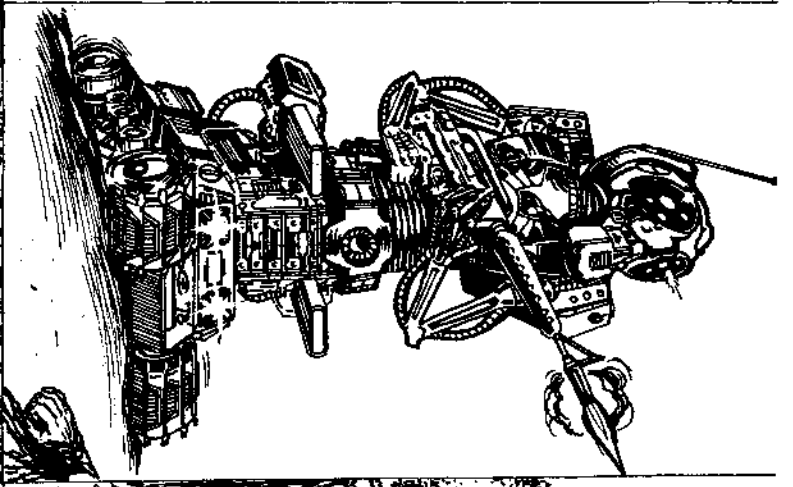
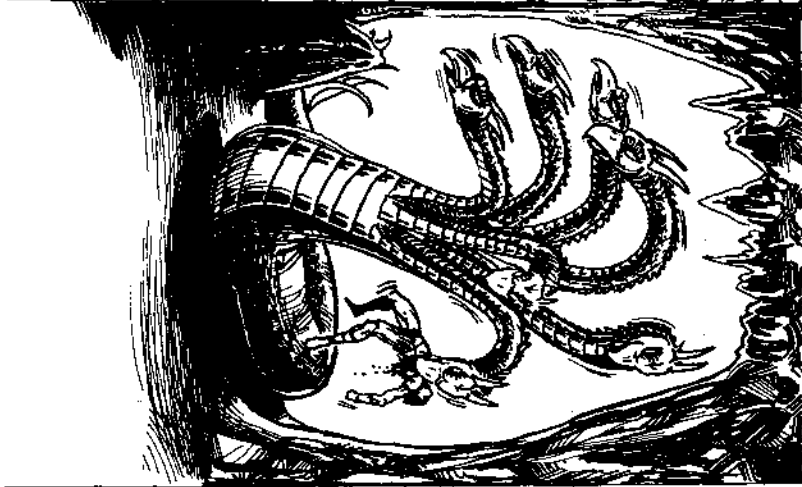
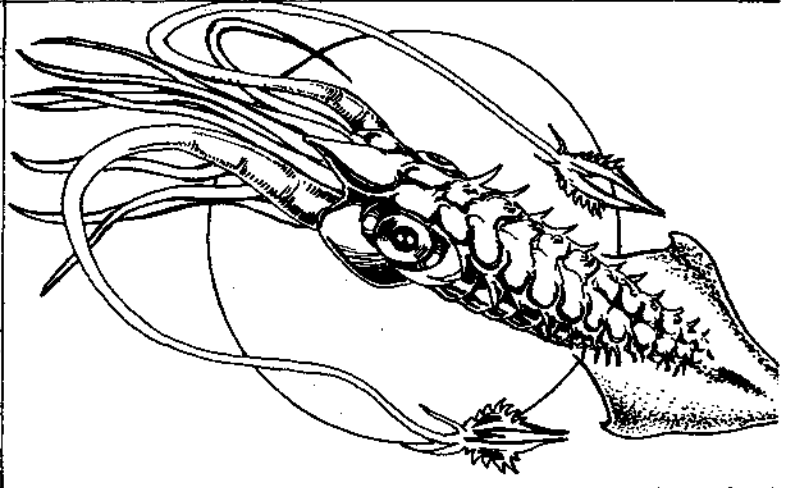
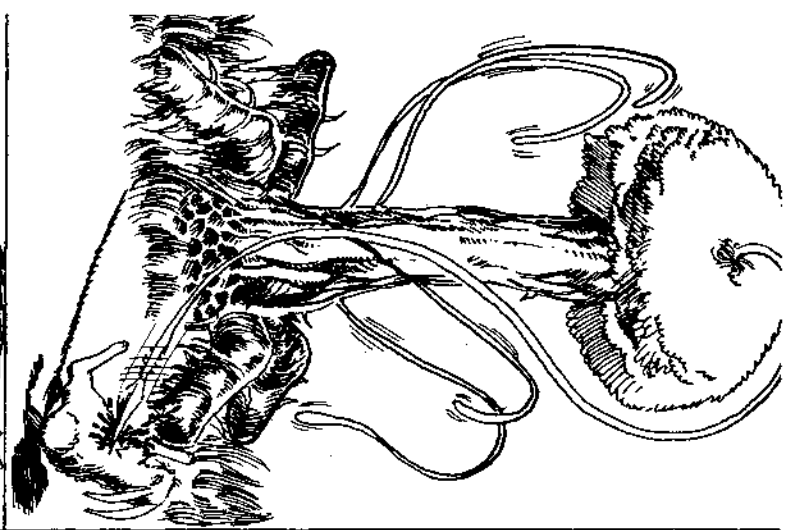
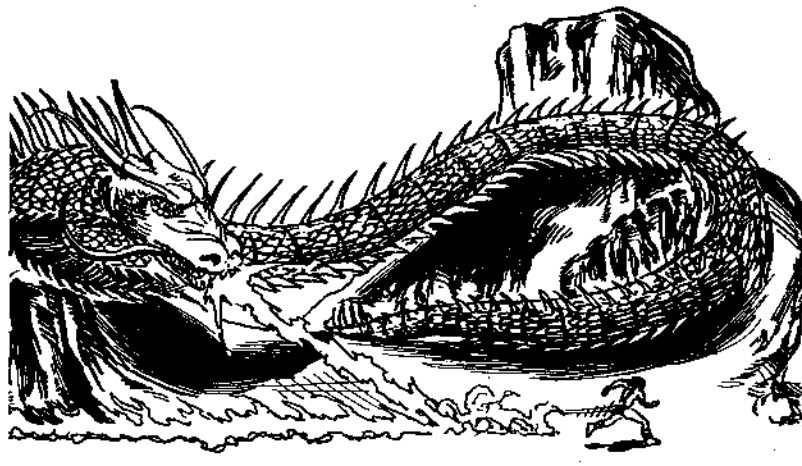
The dungeon maps are all *hand drawn* by David A. Hargrave, author of the three Arduin Volumes: "The Arduin Grimoire," "Welcome to Skull Tower," and "The Runes of Doom." This was done to preserve the authentic "feel" of the maps and to add a personal touch so often lacking in slick, over processed games and game products.

This dungeon is stocked but has room for much, much more. The idea is to utilize not only what is provided but to *add your own ideas* into it, thus making it truly unique. The three Arduin books are packed with monsters, treasures and stocking charts, and ideas to help you in this. We also recommend "Wizard's Aide" from Grimoire Games and "Runequest" from the Chaosium.

This high level dungeon is designed for use with the Arduin Grimoire Game system. However, with minor modifications, it is compatible to most other FRP systems. Due to the great dangers presented by this dungeon, it is highly recommended that *only* characters of an 8th level or greater enter it.

## DUNGEON KEY

	Double Leaf Doors
	Regular Door
	Secret Door
	Movable or Drop Wall
	Stairs



## DEATH STALKER

Type: Semi-intelligent vegetoid with limited mobility. *HD:* 3+1 to 8+1 *Size:* 3' tall per *HD* *AC:* 6 *Speed:* 25' per turn with a 3 melee turn charge capability of 35' per turn. *Dext:* 16 to 19 *Number:* 1 to 100 *Attacks:* 4 to 8 sticky wrapping tentacles (each will hold victims double its own *HD* size) and 1 sting for *LD4* to *LD10* plus a venom that totally paralyzes all hit (save at -8). A victim that fails its paralysis saving roll is dragged under the plant and an acid like sap (*LD8* per melee round) breaks the flesh down into assimilable components (food!). The whip-like sting has a 5' reach per *HD* of the creature. *Looks:* See illustration. *Notes:* They have the chameleon like ability to change color to match their surroundings. Fire does only 1/2 damage but cold does triple damage.

FR/SL/CH/CF/E/A/V/PO

## KHARKONEN

Type: An armored Kraken (Giant Squid) mutated by magik and hard radiation. It's extremely intelligent. *HD:* 9+1 to 18+1. *AC:* 2+2 *Size:* 7' long per *HD*. *Speed:* 30' per turn per *HD*. *Dext:* 14 to 17. *Liar:* 98% *Attacks:* 8 tentacles for *LD8* to *6D8* each and 2 claws for *LD10* to *4D10* each melee round! Failure to "escape" a tentacle means double damage from constriction and a 20% chance that the victim will be bitten for *2D8* to *8D8*. *Looks:* Glowing like red hot metal (they're not) they have blazing green eyes that cast a search light like glow of sickly green (1/2 daylight in strength) for 10' per *HD* in size, before them. *Notes:* They regenerate at 1 point per melee round all except electrical damage which heals only at 1 point per day for them.

FR/C/P

## WARDROID

Type: Battle droid with the living brain of a warrior. *HD:* 88 hit points. *AC:* The droid has a base *AC* of 2+2 but has a magnetic reflector shield that stops or deflects all normal missiles up to .50 calibre in size and detonates 5' away all larger ones. *Speed:* 35 mph on road and 15 mph cross country (that's about 700' per melee round maximum). *Size:* 7'6" tall and 910 lbs. *Dext:* 30 *Liar:* Varies with controlling brain. *Sensors:* Infra red, ultra violet, and light amplification visual types out to 500 yards; radar out to 1 mile and listening devices that are 90% effective within 150 yards. *Armament:* One .50 calibre machine rifle that fires 100 rounds per melee turn maximum (although 10 to 20 round bursts are usual) with 1,000 rounds. A 40 mm Grenade Launcher with a 700 yard range (100 rounds, 1 round per melee turn) and a chemical flame thrower that fires a *4D8* flame cone 60' long by 30' wide shots). It can fire any or all of its weapons at up to 3 separate targets each melee round. *Notes:* This droid, though with a living brain, is programmed for combat and will engage all humanoids on a 95% chance. They never show quarter unless pre-programmed to do so (10% chance). Cold, Fire and Acid only do 1/4 damage. Sonics only do 1/2 but lightning does double damage.

V/PO/SL/CH/F

## WARKWHEEL

Type: Huge wheel-like semi-intelligent magikal construct. *HD:* 5+1 to 12+1 *Size:* 2' tall per *HD*. *AC:* 2(rim) 4(sides and tentacles), 7(eye). *Speed:* 40' per turn per *HD* *Dext:* 15 to 18 *Attacks:* 1 roll-over-crush for *LD6* per *HD* size and 2 tentacles for *LD4* to *3D6* each. *Looks:* Usually steel grey rim, pale ochre sides and blue eyes! *Notes:* Their rolling charge is usually impossible to stop (+12) but it can be dodged as these creatures tend to move in straight lines. They always attack humanoid types on sight and never run away.

FR/F

## DRAGON WURM

Type: A wingless, legless, very serpentine type of Dragon. They are radiation mutations of "real" dragons. *HD:* 8+1 to 15+1 *AC:* 2+4 *Speed:* 80' to 150' per turn (1/2 that through the ground!) *Dext:* 13 to 16. *Liar:* 50% *Attacks:* 1 Bite for *3D6* to *10D6* or one "breath." This breath is a flaming acid that does *LD6* (half fire, half acid) damage per *HD* in size. The breath is 10' long and 1' wide per *HD*. It may be used up to seven times a day but only every third melee round. *Notes:* These dragon kind can vibrate their bodies to such a degree that they can rapidly tunnel through the earth encased in a rock disrupting "sonic cocoon." During combat, if they commence this vibration (they cannot then attack), no physical attack may reach them! Venoms and Poisons only do 50% damage to them. They can use up to third level magik, three spells from each level. Usually a dull bronze color with emerald eyes.

S/F/A

## PHOENIX

Type: Mythological Bird-like dragon kind. *HD:* 5+1 to 9+1. *AC:* 2+5 *Speed:* 30' per turn (ground and 500' per turn (air)). *Dext:* 17 to 22 *Liar:* 10% *Attacks:* Two wing buffets for *LD4* to *2D6* each, 2 claws for *LD6* to *2D8* each and 1 bite for *LD8* to *3D6* each turn. *Looks:* A bird-like creature of flame and fire. *Notes:* The beast is always aflame, and all flammables it touches instantly (no save!) burst into flame! Its own body fire does an additional *LD12* damage per hit. If, after its death, its remains are subject to naked flame there is a 15% chance per *HD* of said Flame that the creature will spring fully resurrected from the flames! There is also a 5% chance the phoenix will not attack the person resurrecting it but instead grant them a wish! Ordinarily though these creatures are capricious, treacherous and very, very violent.

## DEATH HYDRA

Type: Undead Hydra. *HD:* 7+1 or 13+1 *AC:* 2+3 *Speed:* 20' per turn per turn per *HD* in size. *Dext:* 17 to 22. *Liar:* 90% *Attacks:* one bite per head for *LD8* or *2D8* each plus either *LD3* or *LD6* life drains per bite. Once per day each head may, instead of biting, "breath" a bolt of black lightning that does either *3D8* or *6D8* electrical and blasts either 1 or 2 life levels. These bolts are 10' long by 1' wide per *HD* of the hydra. *Looks:* They are translucent black with silver sparkles throughout and have ghostly green glowing eyes. *Notes:* These Hydras have been magikally rendered the undead equivalent of spectres. However they do have corporeal bodies (which only silver or magik harms). They move totally silently and wait, banshee like, in combat.

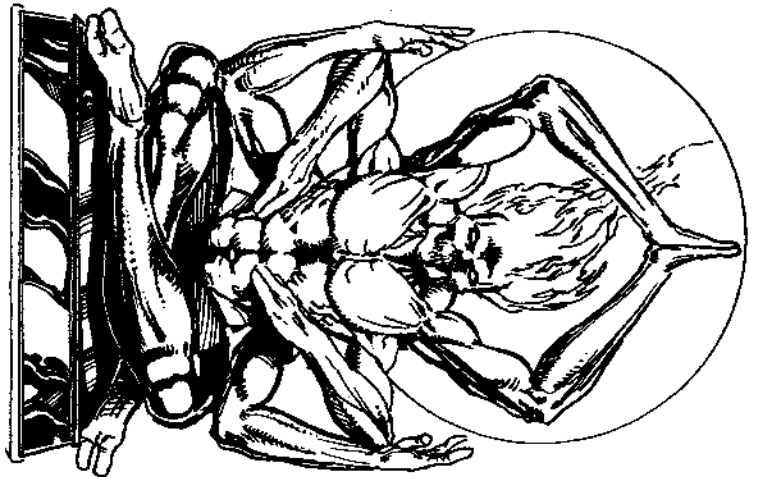
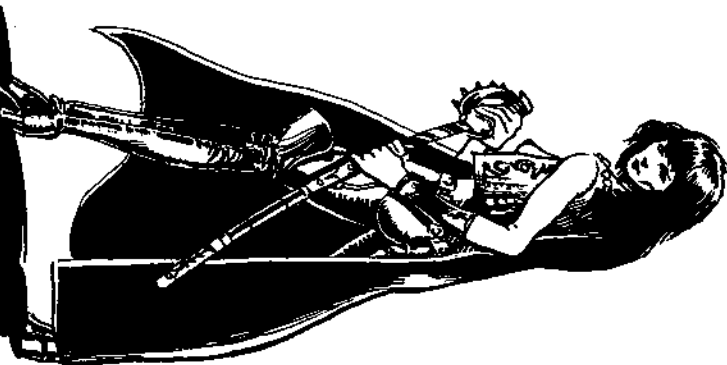
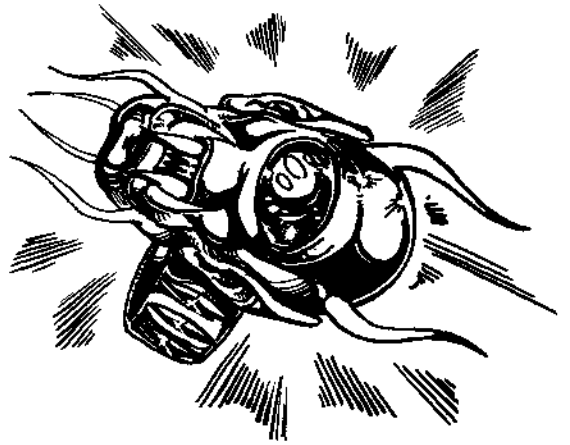
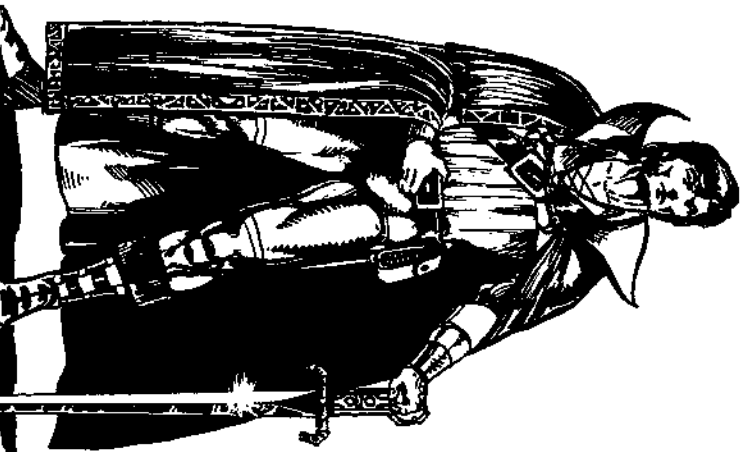
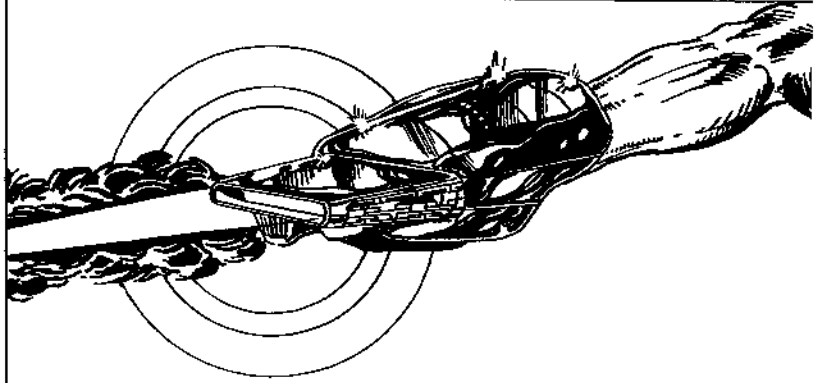
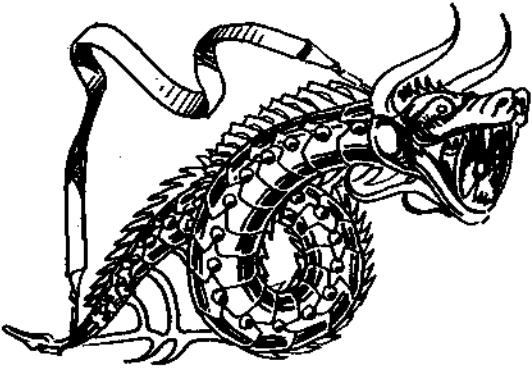
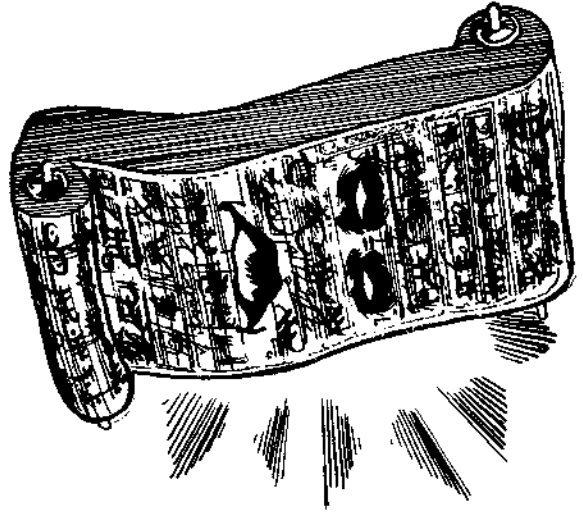
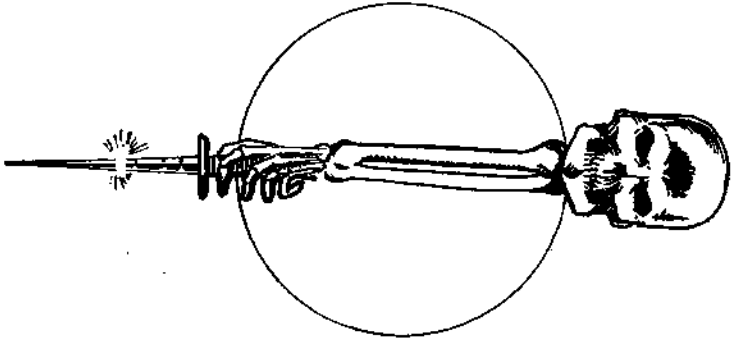
FR/L/LD/LB/V/PO

## QUETZOCOTLE (DRAGON BIRD)

Type: A dragon-roc hybrid. *HD:* 8+1 to 13+1 *AC:* 2+1 *Speed:* 60' per turn (ground), 440' per turn (air). *Dext:* 15 to 18. *Liar:* 25% *Attacks:* 2 wing claws for *LD8* to *1D20* each and 1 bite for *LD10* to *2D10* each turn. Once per day it may "breath" the equivalent of whatever dragon type it is. *Looks:* They have brilliant plumage usually denoting their dragon heritage's own color. *Notes:* less violent than regular dragons, these creatures tend to like people and seldom bother them unless sorely provoked. However once angered they will pursue their enemies to the ends of the universe to exact their vengeance! They have all the immunities of the dragon type they are descended from but are only 25% magik resistant.

FR/SL/CH





MAGIK ARTIFACT: BLACK BELANA'S OWN

Value: 50,000 G.S. Composition: leather, mithril, gold, ivory, silk and silver brocade. AGE: 390 years. Looks: (see illustration) All is black with ivory, mithril and gold accoutrements. The cutlass blade is mithril runed steel of a fine blue sheen. Weight: 15 lbs. Total Size: Fits all slender humanoids 5' 7" to 5' 9" tall and 125 to 135 lbs. Magik Powers: the boots give the ability to leap 45' horizontally or 15' vertically; the cloak gives +7 resistance to fire and acid; the bracers give an "aura of AC 3" the cutlass is +4/+4 and can, once per day, let its owner leap up to one mile safely. It has no sentience or alignment but is named "Azahar." The outfit as a whole gives +2 resistance to all forms of normal missilefire. Notes: this set, keyed for Amazons, female brigands, pirates, outlaws or the like, will cause any other type putting them on to wither and die (-8 save). If they don't die, they will age 1D20 years immediately!

MAGIK ARTIFACT: THE SILVER CAT'S LEGACY

Value: 50,000 G.S. Composition: Spidersilk, silver, steel, leather and satin. Age: 500 years. Looks: (see illustration) All is black with silver accoutrements. The sword blade is solid, gleaming silveel (silver-steel). Weight: 18 lbs. Total Size: Fits all humanoids 5' 10" to 6' tall and 170 to 195 lbs. Magik Powers: The boots give silent, double speed; the cape is a "bat cloak"; the sword is +5/+5 and can teleport its owner once per day (it has no sentience or alignments but is named "Cat's Claw"); and the clothing as a whole are AC 5 and give a +5 save vs all fire, cold, paralysis or acid. Note: this is a set, keyed for thieves, assassins or bards only. All others donning them are fatally poisoned (no save!).

MAGIK ARTIFACT: DRAGONS THROAT (HORN)

Value: 125,000 G.S. Composition: Orichalcum, emeralds, rubies and ivory. Weight: 15 lbs. Size: 39" long. Magik Powers: The horn will give forth, when blown, with "breath" of a dragon (random as to color/type) thrice daily. It will also, when blown in other than combat, "summon" all dragons within a 5 mile radius, and can be actually heard up to 100 miles away!

MAGIK ARTIFACT: SKELETON KEY

Value: 10,000 G.S. Composition: Varies, usually mithril and Ivory. Looks: as illustration. Weight: Varies, usually 3 to 5 ounces. Size: 3 to 5 inches but can vary. Magik Powers: This key will fit all locks regardless of size, type or composition. It also has a 50% chance of de-activating any magical trap or 90% for any mechanical one. It is usable either once per day or 13 times per lunar cycle depending on type. It can also be used like a poison needle as it will exude, upon command, a 1D8 poison. Notes: The key attracts (30% chance) all undead within a 90' radius!

MAGIK ARTIFACT: HELLWATCHER

Value: 1,595,000 G.S. Composition: Living black jade. AGE: 100,000 years. Looks: The eyes glow a hellish red and the skull is wreathed in pale green fire. Weight: One ton Size: 8' tall. Alignment: Chaotic Evil. Ego: 18 Intelligence: 18 Languages Spoken: High and Low Demonish, Dragonish and Elvish, Chaotic and Elderin (the Elder "Black Tongue"). Magik Powers: If a living, sentient being is sacrificed to the Idol it "eats" the soul and comes to "life." It will then either teach its worshipper one spell or open any one of the Gates to Hell. If two such sacrifices are made it will summon a lesser demon for 1 hour's servitude and if three are sacrificed to it, it will summon any single Greater Demon and will guarantee you 3 minutes to talk to it (thereafter if you've made no deal, its your life and soul to pay!). AC: 2+7 HD: 12D10 (120 hit points) Notes: This idol or being is itself a lesser demon with all of the powers of a night demon) but more physical attacks due to its greater number of arms! It must be "fed" a life of at least 1 HD in size each and every day and once per lunar cycle a sentient life (irrespective of the above information) must be fed to it. Fail to do so and it comes to life to devour its "failed" worshipper! For you must worship it! There is only one Idol of Doom!

MAGIK ARTIFACT: DEMONDRIING (The Ring of Demonic Power)

Value: 375,000 G.S. Composition: Demon bone and rainbow diamond (the eye). Weight: usually about 2 ounces. Size: fits all normal sized humanoids. Magik Powers: The wearer may take on the aspect and full powers of the lesser demon type it is keyed to! Notes: These rings are so evil that any one even touching one has a 10% chance of becoming evil themselves! A wearer has a 100% chance (no save versus of becoming chaotic evil) and the ring takes a "full wish" to remove! There is also a 2% weekly chance that the ring will "summon" a demon (as it's keyed to) to slay the wearer (this chance increases to 10% each time the shape changing power is used)!

MAGIK ARTIFACT: PULSONIC DISRUPTOR (HELL HAND)

Value: 250,000 G.S. Composition: Titanium, Gadolinium, boron filaments and some silver. Looks: (see illustration) usually a metallic blue overall. Weight: 6 lbs. Power Source: Nuclear Pellet. Maximum Charges: 177 Maximum Range: 150 yards AC Penetration: 2+5 Damage per shot: 25 points. Size: fits all normal sized humanoid arms. Notes: This weapon, once put on is irremovable (until its power source runs down) by anything less than a "full wish." All hit by it are dizzy, nauseated and stunned for 1D10 melee rounds (20% chance) or are at -4 attack/defense for 1D6 turns. The devices own AC is 2+2 and it is immune totally to any form of sonics. Cold or heat only does 1/4 damage to it. For every shot fired from it there is a 2% cumulative chance the wearer will be driven insane from the "back lash." At any rate the radiation from this technological device will do the same in a year! It's a "no win" situation.

MAGIK ARTIFACT: LIVING SCROLL

Value: 10,000 G.S. base plus for magik thereon. Composition: living flesh. Looks: Tan with golden glowing runes, blue tongues, lips etc. and white (no iris) eyes. Weight: 10 lbs. Size: 18" by 9" by 4" thick. Alignment: varies. Magik Powers: These scrolls will memorize one spell for each intelligence point over 8 they have. They can memorize any level spell read or shown to them completely. However once used the spell must be re-memorized. AC: 6 HD: 8 points plus 1 per each intelligence point over 9. Notes: These items may be constructed by anyone who can construct a Homonculus. And like a Homonculus, if the scroll is destroyed, then the owner/maker suffers equivalent damage! Remember, these scrolls are sentient, and thus have feelings, beliefs and all such attendant problems and benefits.