

Ruby Mountain

A Basic Fantasy Role-Playing Game Adventure
For 4 to 8 Player Characters, Levels 4 to 8

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Release 1

Credits

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Introduction

Ruby Mountain is a large-scale dungeon adventure for the **Basic Fantasy Role-Playing Game**, intended for 4 to 8 player characters of levels 4 to 8.

Notes About Game Statistics

This module was written specifically for use with the **Basic Fantasy Role-Playing Game** rules, but it is also intended to also be compatible with the **Labyrinth Lord™** role-playing game system and **OSRIC™ (Oldschool System Reference and Index Compilation)**. Therefore, monster statistics are given in a form that is compatible with all three systems.

In general, each monster is described with statistics as follows:

AC (armor class) is given as two numbers separated by a slash. The first, larger number is the Basic Fantasy RPG (BFRPG) AC value, and the second is the Labyrinth Lord™ (LL) and OSRIC™ value. **HD** (hit dice) is given next, followed by **#At** (number of attacks per round), and **Dam** (damage per attack). **Mv** (movement rate) is next, given in LL format; use the parenthesized second number as the BFRPG movement rate. For OSRIC™, divide the first number by 10 and use the result as the movement rate in scale inches. **Sv** (save as) comes next, and **MI** (morale) appears last. The morale figure is

compatible with both BFRPG and LL; for OSRIC™, use the following conversion:

6 or less = "Conscript"; adjust OSRIC morale -5%.

7 = "Regular"; figure OSRIC morale normally.

8 = "Veteran"; adjust OSRIC morale +5%.

9 = "Elite"; adjust OSRIC morale +10%.

10-11 = "Superhuman"; adjust OSRIC morale +15%.

12 = "Fearless"; do not check morale.

On the lines that follow, the hit points of each monster are listed, with handy check boxes to mark off damage as it is applied.

Monster alignments (used in LL and OSRIC™) are not given herein, and must be looked up in the appropriate rulebook if needed.

Please note that all monsters are given as they appear in the **Basic Fantasy Role-Playing Game** core rules; many monsters will differ in some details between game systems, such that Game Masters of other games who want complete consistency with their chosen rulebook will have to do their homework before using this module.

*If you might be a player in any of these adventures, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

GM's Introduction

More than a hundred years ago, a dwarvish delegation descended from Mount Parranis to attend the court of the Baron of Wellonas, human lord of the territory. They told him they wished to build a new delve within the mountain, and that they wished him to cede it to the dwarvish kingdom for that purpose. The Baron asked why he should do such a thing, when they made him no offer of taxes or tribute. The dwarves replied "We plan to mine rubies deep within the mountain, and we will sell them to your merchants; them, you may tax as you wish."

Wisely the Baron agreed to their plan, and soon his small barony on the edge of the kingdom became a wealthy place indeed. The dwarves were happy to sell most of the rubies they found within their mountain to the humans (keeping the best for themselves, of course), but it was not for precious stones that they came to Parranis. Rather, it was for rich veins of a metal which, if not unknown, is at least unfamiliar to humans, a metal both light and strong and much sought-after within the dwarven kingdom. They did not tell the Baron, or any human, of this metal, for they intended to use it all themselves.

The Baron, and his son, and his son after him, became very wealthy and important within the kingdom. Then came the day when a merchant returned to town empty handed, telling all that the dwarves had closed their gates and would not answer. Soon it was discovered that they had left, evacuating the delve completely; and many of those humans who sought them within did not return to tell what they had seen.

So the Barony of Wellonas found itself in hard times, falling from riches back into rags. The ruby merchants left, of course, as did all those who catered to their needs or wants; the Baron, grandson of the Baron who made treaty with the dwarves, disappeared, and many believed he had killed himself. Since then Wellonas, or what remains of it at least, has been administered by a governor appointed by the Duke of the region.

What became of the dwarves, no man knows.

South Gatehouse, Level 1

1. ENTRANCE:

The gateway to the interior of the mountain, though obviously in disrepair, still presents a formidable appearance. Peering into the arrow slits, you see nothing in the gloom. The great doors are slightly ajar.

2. GAUNTLET:

With the main door forced open, you see a wide passageway heading straight into the mountain. At the far end you see another large set of double doors. It isn't easy to see through the dust you've stirred up, but this second set of doors appears to be tightly closed. The rest of the passageway is bare, but you notice that about half way down its length the stone floor is discolored. It looks like large patches of the floor have been bleached to a lighter color.

The descriptive text assumes the characters enter during the day and let daylight in when they open the main door. If characters enter at night, the second set of doors would be barely visible at the edge of their torch or lantern light.

The floor discoloration is from the acid trap being used in the past. If the characters take a closer look at the passageway, they will see the arrow slits in the walls and the grating in the ceiling.

3. PASSAGEWAY:

Two massive timbered doors, reinforced with thick iron bands dominate this room. Darkened hallways lead off to the east and west. Debris of various sorts litters the floor, although a large clear pathway leads from the doors to the entry hall. Smaller pathways lead to the eastern and western hallways. The doors appear to be shut tightly and other than the piles of debris, the chamber looks to be empty.

This chamber is in fact empty, most of the debris has been dumped here by the gnolls, searching through the debris the party finds several broken weapons (not of dwarven make, too crude) and several splintered logs which appear to have been used in a vain attempt to batter down the doors.

The doors themselves show typical dwarven craftsmanship, solid, durable and stout (Hardness 8, 75 HP). Scrapes and dents show the signs of an unsuccessful attempt by the gnolls to force the doors

open. The PCs will have no better luck than the gnolls at using brute force to open the doors. There is also no sign of a keyhole or lock. An Iron pull ring is attached to each door, although they appear to open inwards.

The doors are in fact barred from the inside, with magic being the best and perhaps the only way to bypass these doors.

4. EAST HALL:

5. EAST TOWER:

6. WEST HALL:

7. WEST TOWER:

8. GUARD ROOM:

4 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)

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11  □□□□ □□□□ □
9   □□□□ □□□□
3   □□□
8   □□□□ □□□
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9. BARRACKS:

5 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)

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11  □□□□ □□□□ □
6   □□□□ □
9   □□□□ □□□□
10  □□□□ □□□□
12  □□□□ □□□□ □□
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10. MESS HALL:

11. KITCHEN:

2 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)

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12  □□□□ □□□□ □□
15  □□□□ □□□□ □□□□
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12. GRAND HALL:

Descriptive text to come

This room, once the grand hall of the south gatehouse, is now home to Borr, a powerful ettin. Borr settled here a decade ago, long before the gnolls. When the gnolls did arrive, they attempted to batter the doors open, which served only to awaken Borr from a nap. In a foul mood he flung the doors open, and with clubs in hand waded into the gnolls, killing several before they managed to flee into the smaller side tunnels.

Since then the gnolls have taken great care to avoid the ettin. Borr, for his part, pays the gnolls little attention, as long as they stay out of his way. He is content with going down the mountainside every few days, and hunting the wild sheep that live further down the mountainside. (When he departs his room, he makes sure to carry his treasures with him, carrying all his belongings in a large hide sack.)

Borr, Ettin (AC 18, HD 13, #At 2 great clubs, Dam 2d6/2d6, Mv 30', Sv F13, MI 9)

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12a:

13. PASSAGEWAY:

The passage opens up into a large rectangular room. The room was hewn out of solid granite, would have been a very grand entrance to something at one time. The floors are lined with polished marble and the walls are covered by intricate carvings, inlaid with various metals and crystals. The walls are lined with sconces holding oil lamps which fit in with the carvings, and there are ornate chandeliers hanging from the 20' ceilings. Despite the built in features for supplying light, none of them are in use. Unfortunately the room has seen better days. The northeast and southwest corners are filled with refuse. In a quick glance broken timbers, shreds of cloth, bones, dented armor and parts of broken swords, axes and other weapons are readily visible. In the center of the room is a fire, around which are 3 **gnolls**. Two of the gnolls are sitting on small casks (one containing acid, the other beer). They are sitting so as to face the towards the south east corner. They appear to be cooking something over the fire, that or torturing their next meal, since whatever it is seems to be moving (it is a giant rat that is pretty near death). The gnolls continually make furtive glances to the south east corner. In the south east corner is a mirror that is aimed to look down the the passage way leading out of the north west corner of the room.

The gnolls are paying far more attention to the mirror than they are to the south entrance (though from their position it is readily visible). If the party quietly approaches from the south, they may not be seen arriving (though they won't get surprise). If they are making any noise (even as much as would happen normally walking in metal armor), they will be heard by the gnolls (though they may not be who the gnolls are expecting).

From the middle of the room looking at the mirror you can see down the passageway leading off to the north. The passage way goes a short distance and ends in an ornate dark gate. It is too far away to make out any details, but it seems that the gate is secured with a heavy lock.

3 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)

11 □□□□ □□□□ □
 14 □□□□ □□□□ □□□□
 10 □□□□ □□□□

Each gnoll has a small pouch containing 10 sp and 6 ep. Two are armed with crossbows, which they will use in the first round if they have the initiative (1d8 damage).

The passage has been trapped by gnolls. Nothing elegant (they are gnolls after all). About every 3' down the passage way is a trip wire running across the passage. for a total of 5 trip wires. The trip wires do the following things in order from room 13 to the gate.

1. 5 flaming bolts are fired from the south wall of room 13 towards the gate, at least one will hit in the vicinity of the floor where the trip wire #3 dropped the oil.

2. 5 flint tipped bolts are fired (if they hit metal armor they will create sparks) and 3 steel tipped bolts are fired at the stone of each wall (they are angled to have glancing blows on the wall, making sparks)

3. oil spills across the end of the passage (near room 13), 4 flasks worth, as well as 5 flasks worth of oil dropping from the ceiling onto what ever is below

4. 2 crossbows mounted in the shadows of the ceiling will fire. The bolts will come from the direction of the gate, and are aimed to hit 3 1/2 feet above the trip wire. The bolts are poisoned with a weak poison save at +4 or take 3d6 damage and lose 1 pt strength for 24 hours, successful save for half damage and be sick for 24 hours.

5. 2 spears are aimed to hit 3½ feet about the wire. They are poisoned with the same poison as the bolts.

14. STAIRWAY:

The gate is made of finely wrought iron, and is very ornate. It is secured with a large heavy lock. The gate is inset into a large stone arch. The arch has the following phrase carved into it, in dwarvish:

Welcome friends, Foes beware, the glory of the dwarves is upon you.

The lock is very strong and probably can't be broken, though the GM is encouraged to consider any inventive solutions the party comes up with. Of course, it could be picked by a thief.

Once the lock on the gate is opened, the gate is still locked. On the inside of room 14 on the wall well out of reach (5' from the gate) is a large wheel which controls the locking mechanism of the gate. The wheel needs to be turned counter clockwise 2 full turns to unlock the gate. The wheel is stiff from lack of use (plus the pounding that the gate has taken), but will turn with effort.

The room beyond the gate is dusty and dirty from disuse. There are foot prints and tracks in the dust leading to and from the opening in the north wall to the gate, occasionally also over to the wheel. The room is bare aside from sconces similar to those in room 13 (though without the chandeliers) on the walls, though the floor is covered with dust and small stone chips (the largest are about fist sized, there are also several dark spots that could be old blood stains. If the room were cleaned and polished it would probably gleam and sparkle in light, but as it is, it looks dingy and dark. There is a cool humid light breeze coming from opening in the north wall. There is a foul feeling coming with the breeze

There are 2 pressure plates in room 14. One is in the center of the floor, and the other is just inside the north opening. The one inside the north opening can be pushed in and secured, and if this doesn't happen prior to the one in the center of the room being depressed, when the one on the floor is released a large block of stone (8'x8'x2' thick--doing 4d6 to all in the area of effect who fail a saving throw) will fall from the ceiling to crush what is below (between the pressure plate and the stairway). There is an audible click when the pressure plate in the floor is activated.

15. MURDER HOLES:

Two **gnolls** are stationed in this area to guard the main entrance. One is carrying 11sp and 5gp, while the other has 11sp and 3gp.

They are sleeping, but it is impossible to enter the gatehouse without waking them up, unless magic is used. If the main entrance is forced open, they will wake up. At this point one of the gnolls will sneak down the stairs to alert the gnolls in area (???). The other will stay to operate the acid trap. There are two dwarf sized barrels of acid here, and if the characters walk under the grating the gnoll will dump one of the barrels on them. Any character under the grating will take 1d8 points of damage from the acid. Each

character can save vs dragon breath to take half damage. A character that fails the saving throw should make additional saving throws for armor and backpack, if any are worn. A failed saving throw for armor results in a -1 penalty to AC. A failed saving throw for backpack renders the backpack unusable.

Unfortunately for the gnoll, he has never been allowed to practice with the acid trap. When he dumps over the barrel, he splashes as much acid on himself as he does down the grates. He takes 1d8 points of damage, with a saving throw vs dragon breath for half damage. If he survives the acid, he runs down the stairs squealing like a hyena, trying to follow his partner for help.

2 Gnolls (AC 15, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 30', Sv F1, MI 8)

7 □□□□ □□
8 □□□□ □□

South Gatehouse, Level 2

WANDERING MONSTERS

Check for wandering monsters every 3 turns. They will appear on a roll of "1" on 1d8. If a wandering monster is indicated, determine on the following table:

1 - 3d6 Plague rats: Plague rats are normal rats (AC9, hp1) that carry a virulent pneumonic plague. They will flee the party, but any character who has been within 10 ft of them must save vs. Poison or become infected, as if affected by a **Cause Disease** spell.

2 - 2d4 Stirges, hp 6 each.

3 - The party hears approaching footsteps, but they are a trick of the echoes and will die away.

4 - Green slime: The ceiling ahead is coated with green slime (hp9).

1. CORRIDOR:

This corridor is lined with shelves. Atop the shelves is an assortment of books, scrolls and bottles. The books are in the dwarfish tongue and relate to the history and dwarfish genealogy of the area; there are also several biographies of notable dwarfs. In all the party can recover 3d6 books, each of which could sell for (2d6x20)gp if a wealthy dwarfish purchaser can be found. The scrolls are clerical, and represent the stronghold's reserve of healing; there are 2d6 scrolls of **Cure Light Wounds**, 1d2 scrolls of **Cure Serious Wounds**, a scroll of **Cure Blindness**, 1d4 scrolls of **Cure Disease**, 1d2 scrolls of **Dispel Magic** and a 50% chance of a scroll of **Raise Dead**. The bottles contain

a pint each of holy water, and 2d4 of them will be found.

2. TROLL CHAMBER:

This chamber is enormously blood-spattered. It contains three trolls. They are elaborately and very securely chained to the floor, walls and ceiling, and have no effective attack unless released. There is also a large wooden block in which is embedded a very sharp hatchet, and a stone water-fountain on the wall.

This chamber is used as a feeding-chamber by nearby creatures. When hungry they will come here and hack a limb off a troll to cook and eat. The trolls also eat each other.

They are extremely insane from prolonged agony and if released, will seek death--perhaps by attacking a strong party of adventurers?

3. KITCHEN:

Once the kitchen for this part of the stronghold, the kitchen contains the usual facilities: fireplace, brazier, spit, cauldron, skillet, wooden plates and bowls, drinking horns, ladles, steak knives, chopping board, a wooden table with six wooden three-legged stools, etc. The fireplace is magical and always lit; it does not consume fuel and remains at a constant temperature. Creatures come here to cook their troll-steaks.

There are no monsters or treasure in this room.

4. LOUNGE:

Long-disused, the lounge was once a resting-place, meeting-place and social venue for the dwarfs. It contains sturdy wooden reclining chairs, a few low tables, and a stone barrel once used for the storage of ale. Hobgoblins have vandalised the chairs and walls, carving their initials and various obscene pronouncements into the rock; but they tired of this sport some time ago and everything in the room is now coated with dust and spider-webs.

A character sitting on one of the chairs has a 25% chance of disturbing a tiny but extremely poisonous spider that nests in a crack in the wood. If this happens, the character will be bitten and must save - vs- poison or die.

There is no treasure in this room.

5. CHAPEL:

This was once a chapel to the dwarfish gods, and bronze or iron statues of the major deities of the dwarfish pantheon will be found at the north end of the chamber. These statues are now used by the hobgoblins and gnolls as urinals. They have also been defaced and smeared with faeces. Any dwarf who sees this room and, in the GM's opinion, convincingly role-plays being driven into a righteous fury by this action receives a +1 bonus "to hit" against hobgoblins and gnolls in this complex for the next 24 hours.

There are no monsters or treasure in this room.

East Gatehouse

1:

This large tunnel is carved straight into the granite of the mountain. The opening is large and the walls and ceiling are ornately carved. A great deal of work went into making this an elegant entryway into the Ruby mountain. There is a large wrought iron chandelier lying broken and twisted on the floor off to the side. There are 2 more hanging precariously from the vaulted 20' ceiling. Every 5' a pilaster is carved into wall. The pilasters are humanoid statues depicting the dwarven pantheon. The tunnel ends in large iron bound wooden doors set into a ornately carved stone arch. Each of the doors has a large iron ring for pulling it open, low down in the center. The door will open easily and noiselessly when the rings are pulled.

2:

The large tunnel continues in here, going back and making a sharp turn after a short distance. On the north and west walls are evenly spaced arrow slits all along the length of the hall. There are more of the wrought iron chandeliers lining the hallway here. These are in better shape than the ones in area 1, but they have been damaged as well. The south and east walls are covered by what were once elegant murals. The murals have been abused and are now covered with scratches and the paint is chipped in many areas, the paintings have been defaced and turned into vulgar mockeries of the original works. If the party moves quietly (eg no metal armor, no talking, trying to be quiet), they may not disturb the guards in area 3. If they do make noise, then they will alert the guards. The other end of the hall ends in heavy iron doors. The doors are barred from area 4.

3:

This is a guard room. There are 5 arrow slits on the south wall and 5 on the east wall. There are 4 hobgoblins (hp 5, 6, 7, 7; AC 14 each has 15 sp and 10

ep). 2 are patrolling the south corridor and 2 are patrolling the east corridor--the 2 in the east corridor aren't actually patrolling, if the party is silent, they will be sleeping, the other 2 will be quietly talking and not being very diligent in their duties. The hobgoblins are armed with short bows and short swords. If the hobgoblins hear the party in area 2, they will hide behind the arrow slits and riddle the party with arrows. If they aren't making much progress (or if 2 are slain), one will flee for help (which will most likely be in area 4 waiting when the party gets through the iron doors).

4:

This is an extension of the long entrance hallway. At one end are the barred iron doors going into area 2 and at the other end are stone doors. This hallway is grand. The floor is polished granite as are the walls. The walls have relief carvings on them inlaid with various metals and stones. The chandeliers from areas 1 and 2 are also in here but in all their grandeur. Some even still have candles in them. Any light source will be reflected off the walls and ceiling and cause the hallway to gleam. The area is dirty (from neglect), but otherwise quite presentable. The floor is coated with dust but there are tracks in the dust leading from end to end and a smaller track leads to the center of the north wall. Depending on how things went in area 2, there may be a band of hobgoblins here waiting for the party. If there are hobgoblins here, they will be armed with short swords and short bows. There will be 10 of the (hp 8, 7, 5, 6, 4, 8, 3, 6, 7, 7; AC 14, and each has 10 sp and 8 ep). If there are any remaining hobgoblins from room 3, they will join as well (the hobgoblin that ran for help will be with the previous listed 10, so adjust hit points on one as necessary).

11:

This room was once a guardroom for a squad of dwarfs. An inscription in dwarfish on the door can still faintly be read--it says "Squad Stonehelm" in runes.

If the door is opened, a foul stench will emerge, as of very ripe rotting meat, and some faint scuttling and scratching noises will be heard. The room itself is under a continual darkness spell so nothing will be seen within.

In fact, the room contains the corpse of a cow brought in from outside the dungeon some weeks before. A couple of giant cockroaches were picking at it, but they slipped into a crack between the flagstones for safety when the door was opened, so there are no monsters and no treasure of interest to a player character party herein.

12:

This room was once a guardroom for a squad of dwarfs. An inscription in dwarfish on the door can still faintly be read--it says "Squad Ironhammer" in runes.

If the door is opened, the room is dark and silent. It is under a continual darkness spell.

If the darkness is dispelled or counteracted and the room searched, the party might (2 in 6) find a plain silver ring wedged between two stones in the wall. The ring has a limited power to absorb spell energy, and the next 1d4 spells cast at the wearer will fail. Note that this includes beneficial spells as well as hostile ones! Once its magic is used up the ring is worth 2 gp. It cannot be recharged or repaired in any way.

13:

This room was once a guardroom for a squad of dwarfs. An inscription in dwarfish on the door can still faintly be read--it says "Squad Goblincrusher" in runes.

If the door is opened, the room is dark and silent. It is under a continual darkness spell.

Seven **giant ghoulish cockroaches** (hp: 10 each) cling to the room's ceiling, motionless, hoping to smell a creature entering the room. They will drop on any such creature, achieving surprise on a base 4 in 6 (the GM should adjust this chance according to the precautions taken). 1d6 cockroaches will be in position to attack during the surprise time, and the remainder will be in position by the end of the round.

At the rear corner of the room, the corpse of a dwarf--actually a **cadaver**--lies motionless on the floor. It will pretend to be an ordinary corpse until the moment it judges most opportune--at which point it will stand and cast a silence spell at the middle of the party. It will then shriek for reinforcements, which will attract the attention of the ghouls and ghosts in room E1/14 unless they have been slain.

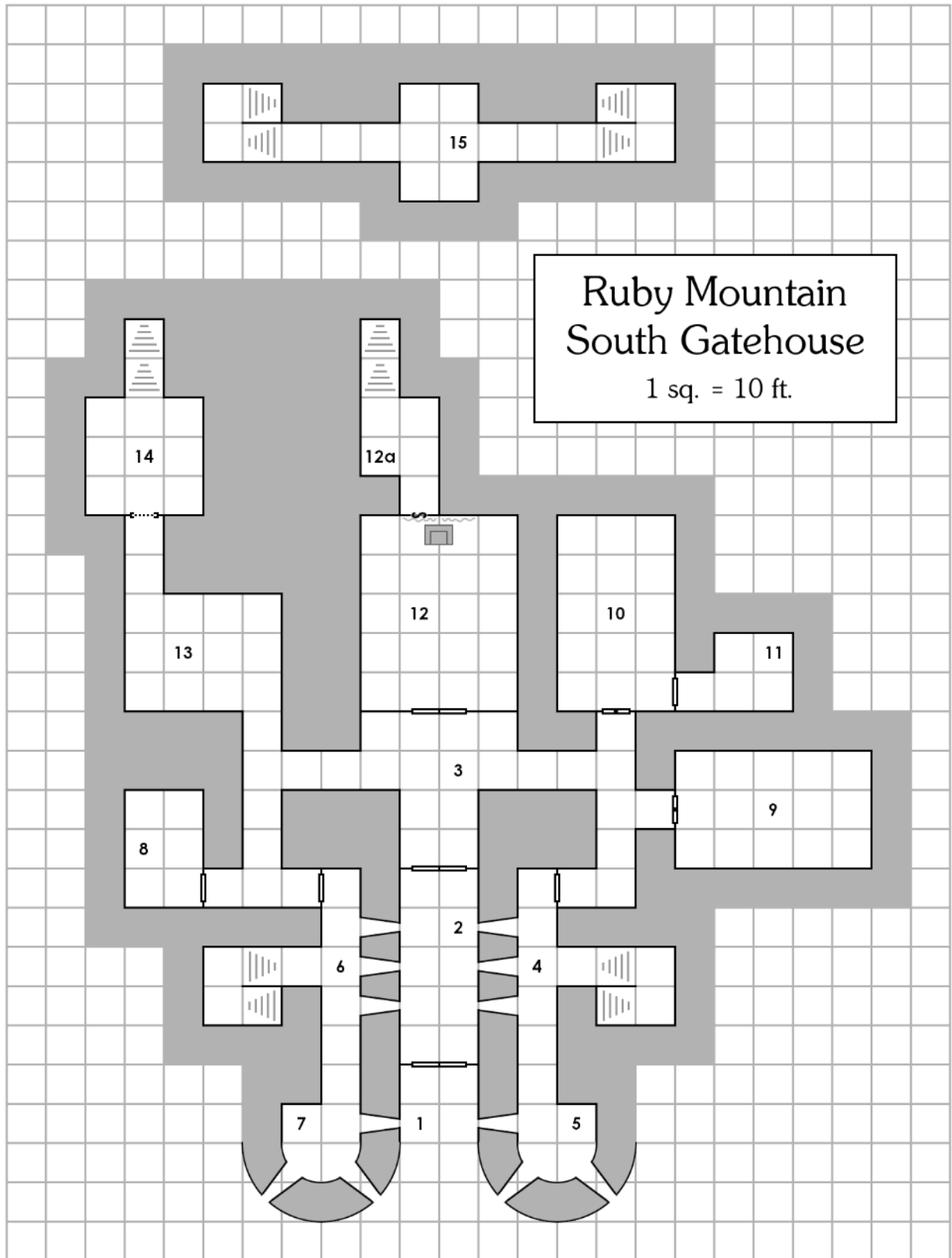
14:

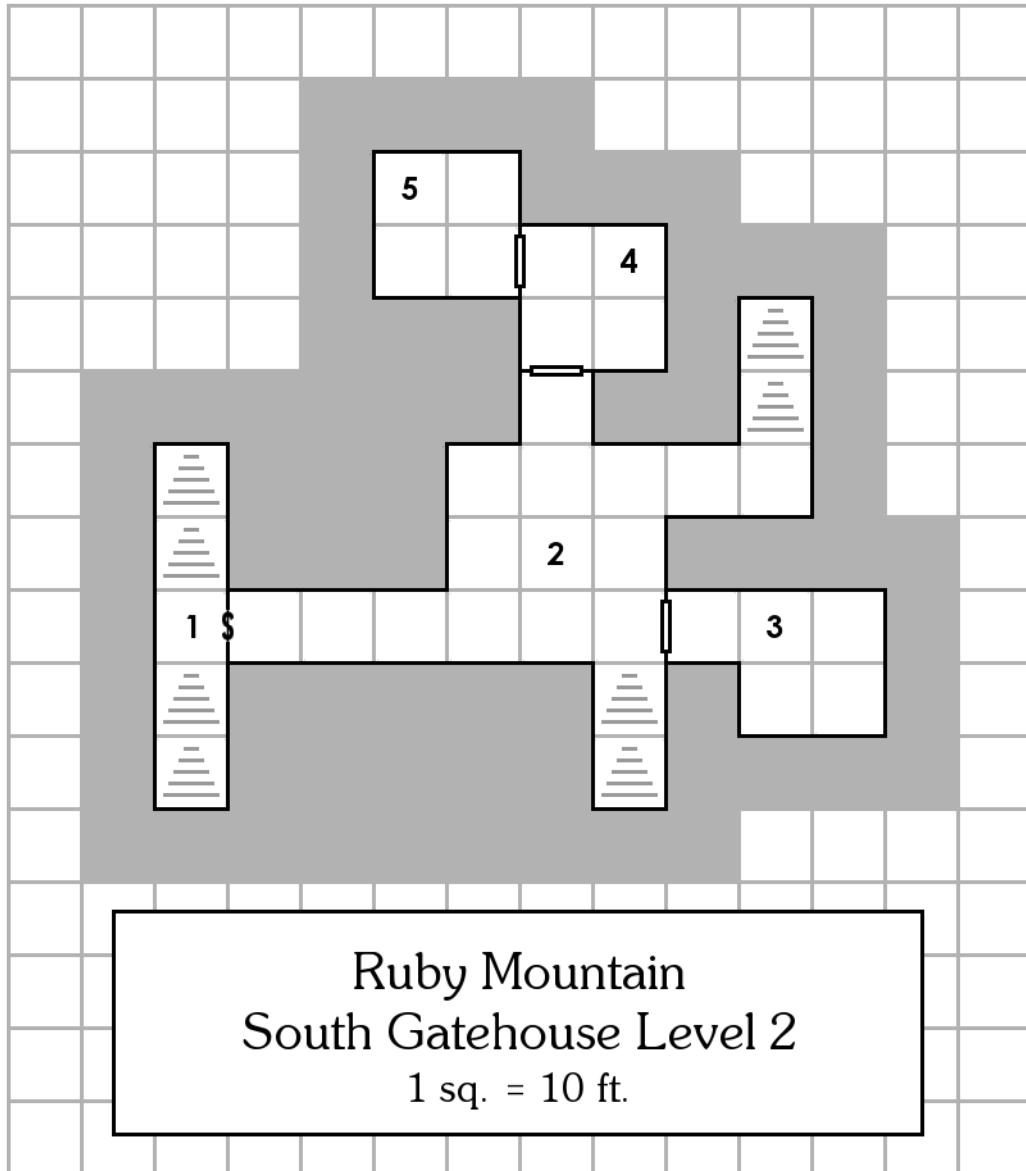
This room was once a guardroom for the leader of the dwarfs' platoon. An inscription in dwarfish on the door can still faintly be read--it reads "Platoon Commander's Office."

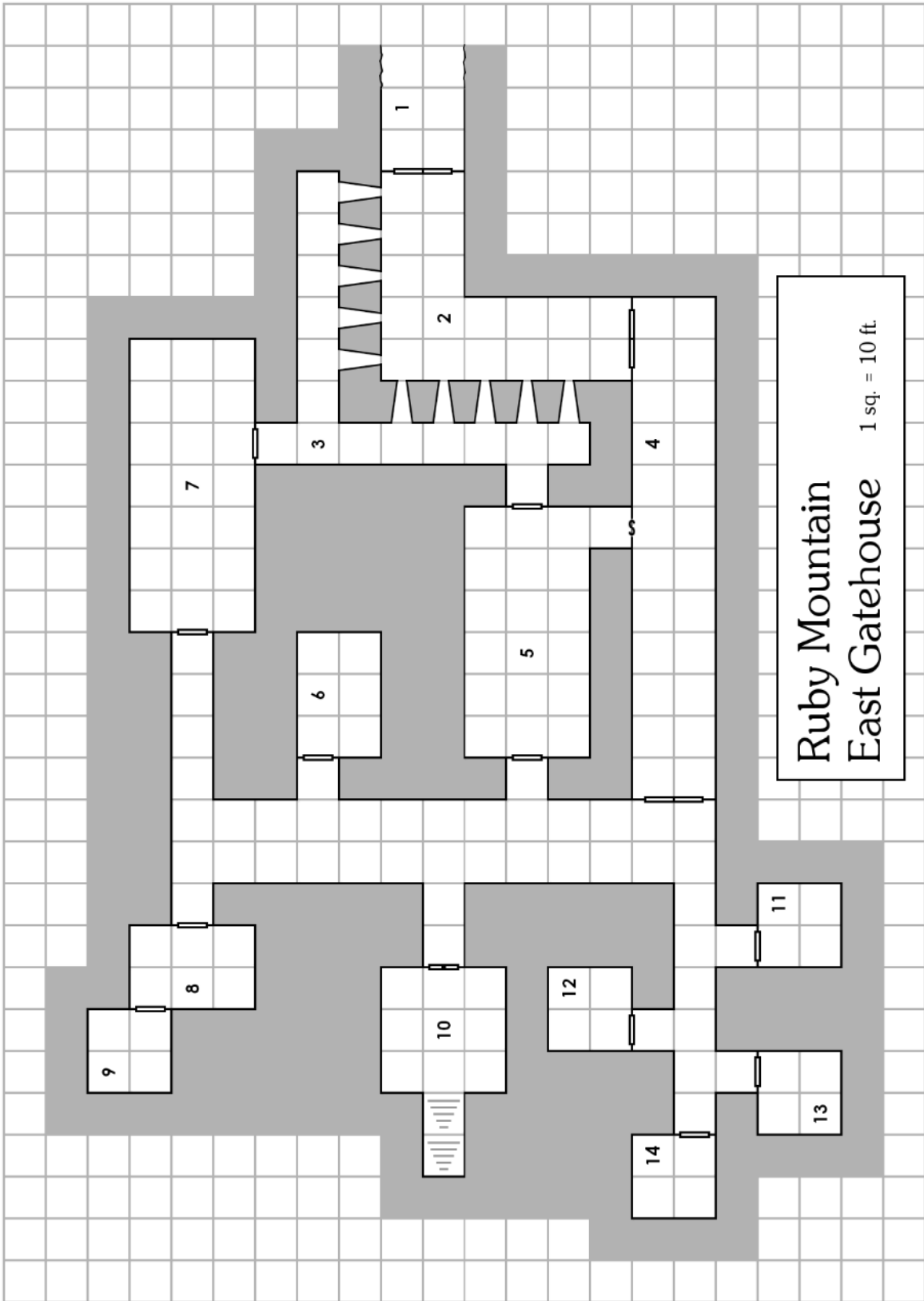
If the door is opened, the room is dark and silent. It is under a continual darkness spell.

Twelve ghouls (hp: 10 each) and two ghosts (hp: 21 each) lie motionless on the floor in this room. They are dwarf corpses, attired in mailshirt, helm and round shield (AC: 4), and they carry weapons (maces) at their belts, though they will not use these.

One of the ghouls' shields is a one-way shield. It appears to be a perfectly ordinary shield to everyone within a 180 degree arc in front of it. However, to characters behind it--which includes the user--it is completely permeable. (It looks like a shield made of glass.) Characters behind the shield can see through it, fire missiles through it or cast spells through it. It has negligible weight, but no magical bonus to AC.







The Delve

GM's Information

Delve Level 1 Key

1. GRAND HALL:

bucket

1a: stairs up to SG1

1b: stairs up to EG

1c: stairs down to D2

2 Caecilia, Giant (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 30 □□□□ □□□□ □□□□ □□□□
□□□□ □□□□

HP 29 □□□□ □□□□ □□□□ □□□□
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2. RESIDENCE:

3 Doppleganger (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 14 □□□□ □□□□ □□□□

HP 16 □□□□ □□□□ □□□□ □

HP 24 □□□□ □□□□ □□□□ □□□□
□□□□

3. CLOSET:

bloodstain, books, burned-out torch

Special

4. BEDROOM:

1 Gray Ooze (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 9 □□□□ □□□□

5. CLOSET:

fungus, utensils, engraving

3 Wraith* (AC 15, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12)

HP 15 □□□□ □□□□ □□□□

HP 17 □□□□ □□□□ □□□□ □□

HP 25 □□□□ □□□□ □□□□ □□□□
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6. RESIDENCE:

teeth, box, broken or rusty weapons

2 Owlbears (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 31 □□□□ □□□□ □□□□ □□□□
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24 □□□□ □□□□ □□□□ □□□□
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7. CLOSET:

anvil, sack

8. BEDROOM:

chains, bloody cleaver, markings

9. RESIDENCE:

corpse, runes, branding iron

1 Ochre Jelly* (AC 12, HD 5, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12)

HP 21 □□□□ □□□□ □□□□ □□□□
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10. BEDROOM:

fungus, urn

Empty with Treasure: 700 EP, 1000 GP, 100 PP, Bracelet (800 GP value), Earring (1200 GP value)

11. BEDROOM:

rivulet, belt with pouch

1 Ochre Jelly* (AC 12, HD 5, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12)

HP 23 □□□□ □□□□ □□□□ □□□□
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12. STAIRS:

These stairs go up to the Temple level.

puddle of water

6 Minotaur (AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 40', Sv F6, MI 11)

HP 31 □□□□□ □□□□□ □□□□□ □□□□□
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13. STAIRS:

These stairs go down to Delve Level 2.

bottle, trophy

14. RESIDENCE:

broken glass

1 Caecilia, Giant (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 18 □□□□□ □□□□□ □□□□□ □□□

15. CLOSET:

pole, razor, horn

1 Gray Ooze (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 11 □□□□□ □□□□□ □

Treasure: 1200 SP, 700 GP

16. BEDROOM:

nonmagical scroll

Trap: large net

Treasure: 600 SP, Pearl (100 GP value), Chalcedony (50 GP value), Aquamarine (375 GP value), Sardonyx (50 GP value), Garnet (500 GP value), Turquoise (5 GP value)

17. RESIDENCE:

rivulet, flask

Trap: water floods room

1 Gray Ooze (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 11 □□□□□ □□□□□ □

18. CLOSET:

pole

1 Ochre Jelly* (AC 12, HD 5, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12)

HP 17 □□□□□ □□□□□ □□□□□ □□

19. RESIDENCE:

blanket

1 Owlbear (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 25 □□□□□ □□□□□ □□□□□ □□□□□
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20. BEDROOM:

bucket, ash, sack

Treasure: 1300 CP, 1700 EP, 2300 GP, Bracelet (1300 GP value), Brooch (600 GP value), Brooch (900 GP value), Choker (900 GP value), Cup (400 GP value), Goblet (1100 GP value)

21. RESIDENCE:

Special

6 Doppelganger (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

HP 24 □□□□□ □□□□□ □□□□□ □□□□□
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HP 16 □□□□□ □□□□□ □□□□□ □

HP 13 □□□□□ □□□□□ □□□

HP 22 □□□□□ □□□□□ □□□□□ □□□□□
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HP 15 □□□□□ □□□□□ □□□□□

HP 19 □□□□□ □□□□□ □□□□□ □□□□□

22. CLOSET:

sack, burned-out torch

23. CLOSET:

4 Wraith* (AC 15, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12)

HP 6 □□□□□ □
 22 □□□□□ □□□□□ □□□□□ □□□□□
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24. RESIDENCE:

slime, tools

5 Lycanthrope, Werewolf* (AC 15, HD 4, #At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv F4, MI 8)

HP 13 □□□□□ □□□□□ □□□
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25. COCKATRICE PEN:

claw marks, mug

3 Cockatrice (AC 14, HD 5, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7)

HP 30 □□□□□ □□□□□ □□□□□ □□□□□
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 HP 31 □□□□□ □□□□□ □□□□□ □□□□□
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 HP 18 □□□□□ □□□□□ □□□□□ □□□

with Treasure: 2300 GP

26. RUST MONSTER PEN:

claw marks, clothing

3 Rust Monster* (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
 HP 30 □□□□□ □□□□□ □□□□□ □□□□□
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 HP 20 □□□□□ □□□□□ □□□□□ □□□□□

27. RESIDENCE:

markings, bellows

Trap: illusion over pit

28. BEDROOM:

This room appears to be the residence of a dwarven woman. Furnishings include a four-post bed large enough for a small human, a large dressing table with a broken mirror, two large armoires and a large chest. Attractive tapestries hang on the wall in several places, some with abstract patterns and others depicting colorful natural caverns. In marked contrast to the rest of the dungeon, this room is spotlessly clean and appears to be in good repair, except for the mirror.

This room is enchanted to stay clean. If any of the furnishings or decorations from this room are removed, they will undergo forty years of decay instantly.

The armoires contain gowns and robes appropriate to a young dwarven woman of the upper middle class. The chest is filled with undergarments and other feminine things. The drawers of the dressing table contain combs and brushes, a variety of ribbons, pots with screw tops filled with cosmetics, and, in the lower right-hand drawer, a small pouch of gold and silver coins (15 gp, 12 sp). The pouch will decay if removed from the room, but the gold and silver will of course remain.

29. BEDROOM:

mold

1 Wraith* (AC 15, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12)

HP 19 □□□□□ □□□□□ □□□□□ □□□□□

30. BEDROOM:

musical instrument, rags

Empty with Treasure: 300 GP

31. BEDROOM:

This room appears to be the residence of a dwarven woman. Furnishings include a four-post bed large enough for a small human, a large dressing table with a large mirror, two large armoires and a large chest. Attractive tapestries hang on the wall in several places, some with abstract patterns and others depicting colorful natural caverns. In marked contrast to the rest of the dungeon, this room is spotlessly clean and appears to be in good repair.

This room is enchanted to stay clean. If any of the furnishings or decorations from this room are removed, they will undergo forty years of decay instantly.

The armoires contain gowns and robes appropriate to a young dwarven woman of the upper middle class. The chest is filled with undergarments and other feminine things. The drawers of the dressing table contain combs and brushes, a variety of ribbons, and pots with screw tops filled with cosmetics. One of the combs is silver plated with gold, worth 750gp.

The mirror is specially enchanted. Anyone looking in the mirror must save vs. Spells or be dressed instantly in one of the gowns from one of the armoires. Of course, it is unlikely that many player characters will actually fit one of the gowns, so the gown will likely be torn in the process. Also, the victim will find himself or herself wearing the dwarven girl's makeup, and if the character's hair is long enough, it will be braided elaborately.

32. FAKE DWARVEN PARTY:

The doors to rooms 33 and 34 are spiked from this side (by the dopplegangers, to keep the monsters imprisoned).

5 Doppelgangers (AC 15, HD 4, #At 1, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10)

- HP 16 □□□□□ □□□□□ □□□□□ □
- HP 16 □□□□□ □□□□□ □□□□□ □
- HP 10 □□□□□ □□□□□
- HP 23 □□□□□ □□□□□ □□□□□ □□□□□
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- HP 24 □□□□□ □□□□□ □□□□□ □□□□□
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33. RUST MONSTER PEN:

1 Rust Monster* (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

- HP 19 □□□□□ □□□□□ □□□□□ □□□□□

34. GRAY OOZE PEN:

1 Gray Ooze (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

- HP 13 □□□□□ □□□□□ □□□

35. RESIDENCE:

5 Hellhounds (AC 15, HD 4, #At 1 bite or 1 breath, Dam 1d6 or 1d6 per Hit Die, Mv 40', Sv F4, MI 9)

- HP 14 □□□□□ □□□□□ □□□□□
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36. CLOSET:

flint and tinder, engraving

Empty

37. BEDROOM:

4 Cockatrice (AC 14, HD 5, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7)

- HP 22 □□□□□ □□□□□ □□□□□ □□□□□
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38. RESIDENCE:

A tattered and very fragile-looking dwarf-sized robe hangs from a metal hook to the right of the entryway.

3 Caecilia, Giant (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

- HP 39 □□□□□ □□□□□ □□□□□ □□□□□
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39. CLOSET:

Fake necromantic books, hook, rags.

40. BEDROOM:

1 Gray Ooze (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 10 □□□□□ □□□□□

41. CLOSET:

2 Wraith* (AC 15, HD 4, #At 1 touch, Dam 1d6 + energy drain (1 level), Mv Fly 80', Sv F4, MI 12)

HP 13 □□□□□ □□□□□ □□□
16 □□□□□ □□□□□ □□□□□ □

42. RESIDENCE:

Trap: spiked pit

43. CAVE BEAR LAIR:

mud, rags

1 Bear, Cave (AC 15, HD 7, #At 2 claws/1 bite + hug, Dam 1d8/1d8/2d6 + 2d8 hug, Mv 40', Sv F7, MI 9)

HP 31 □□□□□ □□□□□ □□□□□ □□□□□
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Room 44: sack, bottle, rivulet

Trap: pit

Room 45: mug, lamp

4 Owlbear (AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9)

HP 32 □□□□□ □□□□□ □□□□□ □□□□□
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46. RESIDENCE:

4 Cockatrice (AC 14, HD 5, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7)

HP 24 □□□□□ □□□□□ □□□□□ □□□□□
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47. CLOSET:

teeth

48. BEDROOM:

1 Gray Ooze (AC 12, HD 3, #At 1, Dam 2d8, Mv 1', Sv F3, MI 12)

HP 15 □□□□□ □□□□□ □□□□□

49. CLOSET:

Empty.

50. SHATTERED DOOR:

There was a wooden door here, but it was ripped from its hinges and now is leaning across the opening blocking it.

This room is now the lair of a cave bear.

Cave Bear (AC 15, HD 7, #At 2 claws/1 bite + hug, Dam 1d8/1d8/2d6 + 2d8 hug, Mv 40', Sv F7, MI 9)

HP 40 □□□□□ □□□□□ □□□□□ □□□□□
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51. EMPTY ROOM:

This room is empty. However, note the secret door in the back of the room, connecting to the staircase from South Gatehouse Level 2.

52. STORAGE ROOM:

This small closet, looks like it was used for storage at one point. The walls are lined with shelves. Under the bottom shelves are 4 casks and 3 chests. The casks held beer at one point, though it has turned into a foul smelling sludge. Two of the chests have been smashed open and are empty. The 3rd chest is locked and secured to the floor. The chest is trapped. A bolt will fire out of the wall facing the chest (into the opener's back) doing 1d8 damage. The mechanism triggering the trap is inside the chest and can't be disarmed from outside the chest. The chest contains a scroll (a map or perhaps clues to something else in the delve, if not, then it contains a spell that will be useful at a later point in the adventure, not sure what yet), a bag of 175 sp, a bag of 225 ep, and a silver cup with 4 small rubies around the rim (worth 150 gp). The shelves contain little of value. They are covered with the rotting remains of various linens and other household items. There are 2 dozen candles, a 4 flasks of oil, 4 empty flasks, 3 pouches with unidentifiable contents, a wooden comb and a small loom, 3 large leather bound books (one is unwritten in, one is a ledger (full) detailing the accounts of some business,

and the third is a partially filled out ledger (half the pages are still blank)), There is a pen with 3 extra quills and a bottle of what was once ink, but it has dried up.

53. EMPTY ROOM:

This door has been opened using an axe. Part of the door hangs askew, with the remainder leaning against the wall and spread over the floor in pieces. The room is devoid of anything of value and contains only trash (careful examination will reveal bones, broken pieces of weapons and armor and shards of pottery; nothing of practical use or value).

54. TROLL RESIDENCE:

This was once a relatively nice dwelling, but it has been destroyed. The floor was at one time polished granite, but the granite has been scuffed and chipped to the point that it is a rough uneven surface. The walls had figures carved into them, but now the figures are just unidentifiable shapes. Even the iron hooks in the ceiling where lamps once hung have been twisted and deformed to the extent that they wouldn't hold anything.

The room has 2 doors, one in the center of the west wall (still intact and in reasonable condition) and one on the southern side of the east wall, which has been ripped from its hinges and smashed to bits. The room is littered with debris. If the party looks long enough they will find pieces of the door, pieces of the lamps that used to light the area, remnants of furnishings, and other trash and debris, including bit of stone and wood. Without much searching the it is readily apparent that there are many bone fragments, some still holding the rotting flesh of the creature that it came from. Scattered throughout the trash are coins (a total of 287 gp and 153 sp). There is also a small tapestry that has somehow escaped the damage of everything around it, worth 200 gp.

Guarding all this lovely trash are 2 trolls (hd 6--27 and 25 hp, ac 16. dam 1d6/1d6/1d10). The trolls are hungry and will start fighting as soon as they notice the party. They will first target anyone carrying fire and attempt to extinguish the fire. Within 2 rounds of a fight breaking out in room 54, 3 more trolls from room 55 will join in the fight.

55. TROLL RESIDENCE:

This room is in even worse shape than room 54, though the trash is concentrated in one pile in the corner rather than strewn everywhere. There are 3 trolls in here (hd 6 (46 hp, 41 hp, 33 hp), ac 16, 1d6/1d6/1d10).

There is a small wooden chest is bolted to the floor in the corner opposite the pile of trash. The chest is closed and trapped. There is no way to disarm the trap, all the mechanism is inside the chest. The best that can be hoped for is avoiding the axe and bolts. When the chest is opened an axe swings down across the front of the chest inflicting 2d8 points of damage. Three seconds later 4 heavy bolts are fired from behind at the front of the chest, each bolt inflicting 1d8 damage. The chest contains 2 potions of extra healing, 600 gp, a sliver cup that has 4 small emeralds around the rim (worth 150 gp) and a gold chain (worth 25 gp).

Delve Level 2 Key

1:

slime, pouch

Empty

2:

box, puddle of water, fungus

6 Troll (AC 16, HD 6, #At 3, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10)

HP 33	□□□□□ □□□□□ □□□□□ □□□□□
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3:

bellows

1 Hydra, 6 Headed (AC 17, HD 6, #At 6 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F6, MI 9)

HP 15	□□□□□ □□□□□ □□□□□
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4:

2 Lycanthrope, Weretiger* (AC 17, HD 5, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 50' Human Form 40', Sv F5, MI 9)

HP 27	□□□□□ □□□□□ □□□□□ □□□□□
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29	□□□□□ □□□□□ □□□□□ □□□□□
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5:

fungus, lantern, candelabra

Empty

6:

nonmagical scroll, pole

1 Displacer (AC 16, HD 6, #At 2 blades, Dam 1d8/1d8, Mv 50', Sv F6, MI 8)

HP 33

with Treasure: 1900 GP, Mace +1, Potion of Animal Control, Potion of Healing

7:

4 Basilisk (AC 16, HD 6, #At 1 bite/1 gaze, Dam 1d10/petrification, Mv 20' (10'), Sv F6, MI 9)

HP 29

HP 28

HP 22

HP 22

8: razor

4 Mummy* (AC 17, HD 5, #At 1 touch + disease, Dam 1d12 + disease, Mv 20', Sv F5, MI 12)

HP 20

HP 20

HP 19

HP 19

9:

Trap: portcullis with Treasure: 700 GP, Hand Axe +1/+3 vs. Undead

10: mud, pottery, possibly broken, bones

Empty

11: bottle, slime

Trap: falling block

12: backpack, animal nest

Trap: large net

13:

empty scroll case, markings

2 Caecilia, Giant (AC 14, HD 6, #At 1 bite + swallow on 19/20, Dam 1d8 + 1d8/round if swallowed, Mv 20' (10'), Sv F3, MI 9)

HP 24

HP 34

with Treasure: 1100 GP

14:

Trap: pit

15:

1 Black Pudding* (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)

HP 49

16: bones, claw marks, nonmagical scroll

4 Basilisk (AC 16, HD 6, #At 1 bite/1 gaze, Dam 1d10/petrification, Mv 20' (10'), Sv F6, MI 9)

HP 35

HP 27

HP 29

HP 29

with Treasure: 2200 EP, 3800 GP, 1300 PP, Chrysoberyl (150 GP value), Chrysoprase (25 GP value), Topaz (500 GP value), Turquoise (50 GP value)

17: key, backpack, clothing

1 Basilisk (AC 16, HD 6, #At 1 bite/1 gaze, Dam 1d10/petrification, Mv 20' (10'), Sv F6, MI 9)

HP 30

18: nonmagical scroll, box

4 Rust Monster* (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 17

HP 16

HP 32

HP 14

19: anvil, ropes

2 Spectre* (AC 17, HD 6, #At 1 touch, Dam Energy drain 2 levels/touch, Mv Fly 100', Sv F6, MI 11)

HP 25

HP 26

with Treasure:

20: belt, skull, playing cards

4 Rust Monster* (AC 18, HD 5, #At 1, Dam special, Mv 40', Sv F5, MI 7)

HP 24

HP 21 □□□□□ □□□□□ □□□□□ □□□□□ □
HP 26 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □
HP 27 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

21:

4 Salamander*, Flame (AC 19, HD 8, #At 2 claws/1 bite+heat, Dam 1d4/1d4/1d8+1d8/round, Mv 40', Sv F8, MI 8)

HP 27 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 42 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 35 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 37 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

22:

straw

6 Vampire* (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)

HP 32 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 32 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 27 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 34 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 34 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 39 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

23:

1 Hydra, 7 Headed (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)

HP 33 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

24:

2 Purple Worm (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)

HP 45 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 49 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

25:

1 Black Pudding* (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)

HP 43 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

26: sack

1 Purple Worm (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)

HP 46 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

27: cleaver, teeth, backpack

4 Giant, Hill (AC 15, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8)

HP 38 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 37 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 52 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
HP 37 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

28:

1 Vampire* (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)

HP 35 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

29: fungus, dust

Empty with Treasure: 2000 SP, 900 GP

30: cleaver

Empty

31:

2 Lycanthrope, Wereboar* (AC 16, HD 4, #At 1 bite, Dam 2d6, Mv 50' Human Form 40', Sv F4, MI 9)

HP 7 □□□□□ □□
HP 20 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

32: ropes

1 Black Pudding* (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)

HP 48 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

33:

books, straw, dust

1 Giant, Stone (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)

HP 34 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

34:

1 Black Pudding* (AC 14, HD 10, #At 1, Dam 3d8, Mv 20', Sv F10, MI 12)
 HP 49 □□□□ □□□□ □□□□ □□□□ □□□□
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35:

Trap: water floods room

36: spike

1 Purple Worm (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)
 HP 58 □□□□ □□□□ □□□□ □□□□ □□□□
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37: spike, corpse

1 Hydra, 7 Headed (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)
 HP 39 □□□□ □□□□ □□□□ □□□□ □□□□
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 with Treasure: 2900 CP, 2400 SP, 1000 GP

38:

3 Salamander*, Flame (AC 19, HD 8, #At 2 claws/1 bite+heat, Dam 1d4/1d4/1d8+1d8/round, Mv 40', Sv F8, MI 8)
 HP 34 □□□□ □□□□ □□□□ □□□□ □□□□
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 HP 35 □□□□ □□□□ □□□□ □□□□ □□□□
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 HP 36 □□□□ □□□□ □□□□ □□□□ □□□□
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 with Treasure: 600 SP, 800 EP, 3200 GP, 3 Amethyst (100 GP value each), Aquamarine (500 GP value), Spinel (375 GP value), Tiger Eye (10 GP value), Map to 3 Magic Items, Map to 4 Magic Items, Potion of Clairaudience, Potion of Heroism, Scroll of Protection from Lycanthropes, Staff of Healing

39:

1 Giant, Stone (AC 17, HD 9, #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9)
 HP 43 □□□□ □□□□ □□□□ □□□□ □□□□
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 with Treasure: 1400 CP, 1600 EP, 6000 GP

40: pouch, cold spot

Empty with Treasure: 1000 EP, 1600 GP, 100 PP, Aquamarine (500 GP value), Carnelian (50 GP value), Jet (150 GP value), Lapis Lazuli (10 GP value), Jet (100 GP value), Amethyst (100 GP value), Jade (75 GP value), Tourmaline (100 GP value)

Temple Level Key

Room 1: cleaver, drum

Room 2: razor, box

2 Giant, Hill (AC 15, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8)

HP 31 □□□□ □□□□ □□□□ □□□□
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 HP 39 □□□□ □□□□ □□□□ □□□□
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Room 3:

4 Giant, Hill (AC 15, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8)
 HP 37 □□□□ □□□□ □□□□ □□□□ □□□□
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 HP 44 □□□□ □□□□ □□□□ □□□□ □□□□
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 HP 18 □□□□ □□□□ □□□□ □□□□ □□□□
 HP 47 □□□□ □□□□ □□□□ □□□□ □□□□
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Room 4:

Room 5:

1 Chimera (AC 16, HD 9, #At 2 claws/3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)
 HP 26 □□□□ □□□□ □□□□ □□□□
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Room 6:

Trap: illusion over pit
 with Treasure: 2200 SP, 1300 GP, Pin (900 GP value), Crown (600 GP value), Chain (1200 GP value), Chain (800 GP value), Cup (600 GP value), Brooch (800 GP value)

Room 7:

4 Vampire* (AC 18, HD 7, #At 1 weapon or special, Dam 1d8 or by weapon or special, Mv 40' Fly 60', Sv F7, MI 11)
 HP 23 □□□□ □□□□ □□□□ □□□□ □□□□
 HP 29 □□□□ □□□□ □□□□ □□□□ □□□□
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 HP 23 □□□□ □□□□ □□□□ □□□□ □□□□
 HP 34 □□□□ □□□□ □□□□ □□□□ □□□□

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with Treasure: 1400 SP, 3200 GP, 1300 PP

Room 8: ropes, insects, clothing

1 Purple Worm (AC 16, HD 11, #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10)

HP 50 □□□□□ □□□□□ □□□□□ □□□□□
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Room 9:

1 Hydra, 7 Headed (AC 18, HD 7, #At 7 bites, Dam 1d10 per bite, Mv 40' (10'), Sv F7, MI 9)

HP 36 □□□□□ □□□□□ □□□□□ □□□□□
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with Treasure: 1700 CP, 1600 SP, 700 GP

Room 10: cleaver

Empty

Room 11: bits of wood, skull, branding iron

Room 12:

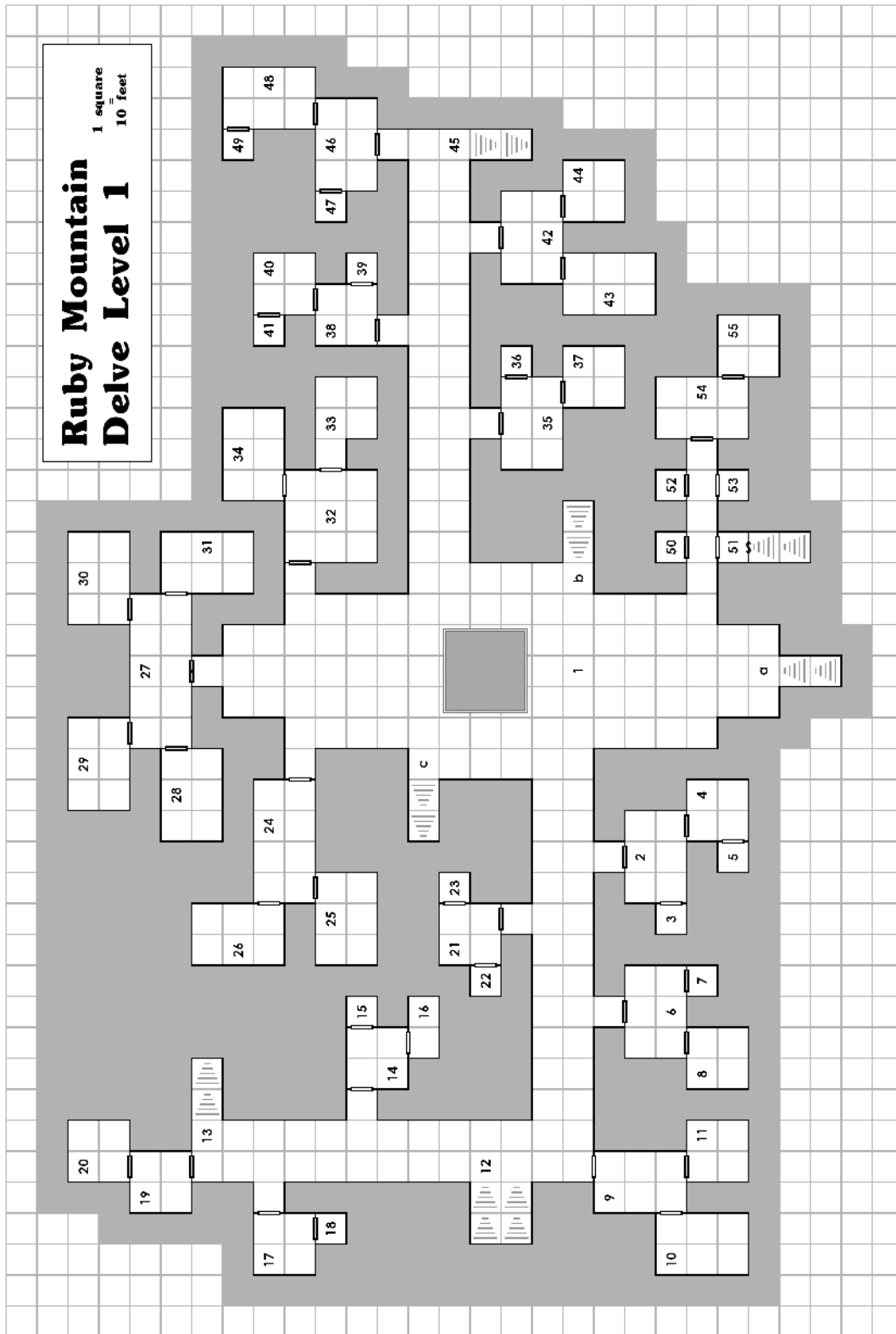
1 Chimera (AC 16, HD 9, #At 2 claws/3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9)

HP 48 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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with Treasure: 2900 GP, 200 PP, Map to Type A Treasure, Potion of Gaseous Form, Potion of Treasure Finding

Room 13:

Wizards' Bedroom



New Monsters**CADAVER**

FREQUENCY: Very Rare

NO. ENCOUNTERED: 1d4

SIZE: Man-sized

MOVE: 60ft

ARMOUR CLASS: 4

HIT DICE: 6d8hp+12

ATTACKS: 1

DAMAGE: 1d6

SPECIAL ATTACKS: Spells

SPECIAL DEFENCES: Spells; immune to sleep, charm and hold

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 75%

INTELLIGENCE: Low (but cunning)

ALIGNMENT: Neutral evil

LEVEL/XP: 5/525+5/hp

The conditions that create cadavers are uncertain, but sages think they arise in areas of strongly-concentrated negative material plane energy—often in areas of dungeons or ruins that have been rich in undead for long periods. Cadavers are corporeal undead creatures bearing a physical resemblance to ghouls, though they do not stink.

Cadavers have all the powers and spells of an evil cleric of 5th to 8th level (1d4+4). This includes the power to affect undead (including the ability to counteract a good cleric's turning ability). The cadaver itself can be turned as a mummy. The GM may select the spells the cadaver uses, but they will typically include:

First level: Command, Cure Light Wounds*, Curse, and/or Darkness

Second level: Silence 15ft Radius

Third level: Animate Dead and/or Dispel Magic

* The cadaver's healing magic can affect undead creatures.

Cadavers are believed to subsist by eating the flesh of other undead creatures.

COCKROACH, GIANT GHOUL

FREQUENCY: Rare

NO. ENCOUNTERED: 2d6 (nest 2d100)

SIZE: Small (up to 4' long)

MOVE: 120ft

ARMOUR CLASS: 3

HIT DICE: 2d8hp

ATTACKS: 1

DAMAGE: 1d6

SPECIAL ATTACKS: Bite causes paralysis (as ghoul) and disease (as giant rat)

SPECIAL DEFENCES: Immune to sleep, charm and hold

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 20%

INTELLIGENCE: Non-

ALIGNMENT: Neutral

LEVEL/XP: 2/20+2/hp

The process by which a giant cockroach becomes a ghoul is unknown, but is thought to be associated with ancient evil (such as the former site of an evil temple). They can be turned as Class 3 undead, the same as normal ghouls.

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