

Adventure Module BF5

# Megadungeon

A Basic Fantasy Role-Playing Game Setting

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**Release 7**

## Credits

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## Introduction

### A Little History

The classic "megadungeon" doesn't begin as a giant dungeon; rather, it begins as a "normal" dungeon, from two to perhaps four levels. A group of beginning player characters enter it for their first adventure, and after several playing sessions, they've mostly cleaned it out, gained a few levels, and are ready for that first wilderness adventure.

Later, the player characters find themselves recalled to the dungeon, which in the interim has become reinfested with monsters. But beside the new inhabitants, the dungeon itself has changed. Perhaps the new monsters have built new areas, or opened up neighboring caverns. Possibly there were previously unsuspected areas or even whole levels. Traps previously sprung may have been renewed or replaced, and new traps have been built.

The player characters clear away the new evil, of course, and in time move on to another adventure.

But the dungeon remains, and in time it gains new inhabitants and grows larger and deeper again.

This is the genesis of the traditional megadungeon, and this is the progression you will see with this module. This edition represents the starter dungeon, as playtested by my group. When, in the fullness of time, they return, I'll rebuild it and release a new version; with luck, there will be a third edition, and perhaps even more.

### Using the Megadungeon

This module contains virtually no background material, and thus can fit in to almost any Basic Fantasy RPG campaign. The author has used as the dungeon beneath an inhabited castle; the Baron of that castle put out a call for adventurers to clear it, for the good of the Barony. It would work just as well as a forgotten delve in the wilderness somewhere.

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*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!*

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## NPCs

### Bandit Party

**Skotia:** Human Fighter 3, AC 14, #At 1, Dam 1d8, Mv 40', MI 9 (STR 13 (+1) DEX 7 (-1) CON 14 (+1))

Equipment: Chain Mail, Longsword

HP 11 □□□□□ □□□□□ □

**Ennis:** Human Thief 3, AC 13, #At 1, Dam 1d6, Mv 40', MI 9 (STR 8 (-1) INT 15 (+1) CON 13 (+1) CHR 7 (-1))

Equipment: Leather Armor, Shortsword

HP 12 □□□□□ □□□□□ □□

**6 Human Fighter 1:** AC 12, #At 1, Dam 1d6, Mv 40', MI 9 (STR 13 (+1) INT 6 (-1) WIS 14 (+1) DEX 7 (-1) CON 13 (+1))

Equipment: Leather Armor, Shortsword

HP 9 □□□□□ □□□□□  
 4 □□□□  
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 2 □□  
 5 □□□□□  
 3 □□□

**5 Human Thief 1:** AC 13, #At 1, Dam 1d8, Mv 40', MI 9 (STR 13 (+1) INT 13 (+1) WIS 14 (+1) CON 15 (+1) CHR 13 (+1))

Equipment: Leather Armor, Longsword

HP 5 □□□□□  
 3 □□□  
 2 □□  
 4 □□□□  
 1 □

### Adventurer Party

**Revlis Quinlan:** Human Cleric 1, AC 18, #At 1, Dam 1d8, Mv 20', MI 9 (INT 6 (-1) CON 15 (+1))

Equipment: Plate Mail, Shield, Mace

HP 6 □□□□□ □

**Valvinder Nollaig:** Human Thief 1, AC 14, #At 1, Dam 1d8, Mv 30', MI 9 (DEX 13 (+1))

Equipment: Leather Armor, Scimitar

HP 3 □□□

**Korrin:** Human Cleric 1, AC 20, #At 1, Dam 1d8, Mv 20', MI 9 (INT 8 (-1) WIS 13 (+1) DEX 13 (+1))

Equipment: Plate Mail, Shield +1, Mace

HP 5 □□□□□

**Endil:** Human Fighter 1, AC 17, #At 1, Dam 1d10, Mv 20', MI 9 (WIS 8 (-1))

Equipment: Plate Mail, Two-Handed Sword

HP 5 □□□□□

**Thorus:** Human Fighter 1, AC 16, #At 1, Dam 1d6, Mv 20', MI 9 (STR 16 (+2) WIS 8 (-1) DEX 5 (-2) CHR 15 (+1))

Equipment: Plate Mail, Shield, Shortsword

HP 6 □□□□□ □

**Manu:** Human Thief 1, AC 12, #At 1, Dam 1d6, Mv 30', MI 9 (STR 13 (+1) INT 15 (+1) DEX 6 (-1) CON 8 (-1))

Equipment: Leather Armor, Shortsword

HP 2 □□

### Dwarf Party

**Shobog Azus:** Dwarf Cleric 1, AC 15, #At 1, Dam 1d8, Mv 20', MI 9 (INT 14 (+1) WIS 13 (+1) CHR 8 (-1))

Equipment: Leather Armor +1, Shield, Mace

HP 4 □□□□

**Quinlan:** Dwarf Fighter 1, AC 19, #At 1, Dam 1d6, Mv 20', MI 9 (STR 16 (+2) INT 13 (+1) WIS 14 (+1) DEX 13 (+1) CHR 7 (-1))

Equipment: Plate Mail, Shield, Shortsword

HP 5 □□□□□

**Zaagan:** Dwarf Thief 1, AC 14, #At 1, Dam 1d6, Mv 20', MI 9 (STR 15 (+1) INT 17 (+2) CON 13 (+1) CHR 8 (-1))

Equipment: Leather Armor +1, Shortsword

HP 4 □□□□

## Dungeon Key

### Wandering Monsters

Unless otherwise noted, the GM should check for wandering monsters every third turn, with a chance of an encounter equal to 1 on 1d6. If an encounter is indicated, roll on the relevant wandering monster table for the dungeon level to determine what is encountered. Wandering monsters are often taken from the keyed rooms, but some are only encountered in the corridors.

If the adventurer or dwarf party is indicated, they have just arrived in the dungeon. The GM must decide what they do, and decide on the results; so if they enter a room the player characters haven't entered yet, they will encounter any monsters within. It is not necessary to run a full combat or roll for other results; rather, the GM should simply decide on whatever results he or she finds most interesting.

### Level 1

#### WANDERING MONSTERS

1. **1d4 Spitting Cobras** (from room 8, below)

2. **2d4 Orcs** (from rooms 17-19, below)

3. **2d20 Bats** (69 total)

AC 14, HD 0, #At Confusion, Mv 3' Fly 40', Sv NM, MI 6

Each checkbox below represents a single bat:

HP 69

4. **2d6 Giant Rats** (22 total)

AC 13, HD  $\Omega$ , #At 1 bite, Dam 1d3 + disease, Mv 40' Swim 20', Sv F1, MI 8

1 in 20 chance of disease for those bitten.

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5. **1d4 Giant Bees** (from room 13, below)

6. **3 Goblins and 6 Wolves** (from room 10, below)

7. **Adventurer Party** (or Dwarf Party – 25% chance)

8. **Bandit Party**

#### 1. GRAND HALL:

The broad staircase descends to a large room, extending out of range of your light. The floor is covered in flagstones and littered with dirt and a few smaller rocks. The air is a bit chilly and damp. So far as you can see, the room appears unoccupied.

The floor of the room is littered here and there with a variety of random items; as the party moves through the room, they should find a badly decayed trophy (made of cheap metal, with an illegible inscription), a rusty, dull razor, and a handful of damaged and worthless weapons (a broken spear, a rusty dagger, and a broken shortbow).

The room is otherwise empty.

#### 2. ALCOVES:

This room has three ten-foot-square alcoves on the far side. Chained to the walls of the alcoves are skeletal figures; each alcove contains two, except for the one straight across from the door, which contains three.

Scattered on the floor are various chunks of broken pottery. The right-hand wall has a large patch of yellow-green mold growing on it.

The skeletal figures are, in fact, animated skeletons. They will slip out of their shackles and attack 1d6 rounds after the room is entered (or immediately if attacked themselves).

**7 Skeletons** (AC 13, HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 12)

HP	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	<input type="checkbox"/> <input type="checkbox"/>
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**3. CLOSET:**

This small room is obviously a closet. The only item you see within is a rotten-appearing keg, upright with the end removed.

Within the keg is a rusty branding iron, in the form of a serpent (S shaped) crossed by an arrow.

**4. SECRET CLOSET:**

This chamber is effectively a featureless box, with walls of dressed stone, a flagstone-covered floor, and a solid stone ceiling.

This small room is carefully made so that all four walls look identical when the secret doors are closed, and all four secret doors open the same way (by means of a loose stone in the upper right corner of the door). The doors are so made that only one at a time can be opened.

The real surprise comes when the only open door is closed. At that moment, all within the room will be spun around violently by a magical vortex. Each character should save vs. Death Ray or suffer 1d6 points of damage; this damage may be considered subduing damage if the GM so wishes.

The vortex lasts only a single round, but when it ends, all within the room are facing in a different direction. The GM should roll 1d6, secretly, to determine which secret door the characters are facing:

- 1-2 Room 3
- 3-4 Room 5
- 5-6 Room 6

Note that they will never be left facing room 7. If a door is opened, and then closed, the vortex will arise again. The player characters may want to attempt to mark the walls; any items attached to the wall or laid on the floor will be dislodged by the vortex, but in a way can be discovered to make an actual mark on the wall, this will allow the player characters to discover the door to room 7.

**5. MORE SECRET CLOSET:**

The floor of this small room is littered with the bones of many small animals, rats perhaps, along with a few tattered and rotten items of clothing. In the far right corner of the room you see a scroll case.

Looking around, you note three open-mouthed stone faces, seven feet from the floor, centered in each wall.

The scroll case is empty. The room, obviously, appears to be a trap, but in fact there is nothing at all dangerous about it; any trap associated with the stone faces broke down long ago.

**6. SECRET PASSAGE:**

This passageway is constructed much the same as the other corridors you've seen thus far. The floor is thick with dust, and shows no sign of having been disturbed recently. Near the corner you see a skull, possibly human.

This area is effectively empty.

**7. TREASURE ROOM:**

This large room is illuminated somehow by magic, though you cannot see the source. The floor is thickly coated with dust, and centered against the far wall is a large chest.

It is very likely that any player characters entering this room will expect a trap, but there isn't one. The chest is filled with treasure (detailed below) but the lock is so corroded, it can't be unlocked. The chest is not terribly sound, however, and will break open if treated at all roughly.

The treasure within is as follows:

- **2,402 gp** in loose coins.
- **6 gems**, with values as given in parentheses: an alexandrite (50 gp), an amethyst (100 gp), a piece of jade (100 gp), a moonstone (50 gp), a large piece of rock crystal cut cabochon (50 gp), and a piece of smoky quartz (50 gp).
- **3 magic items:**  
**longspear +2, casts light 30' on command**  
**potion of clairvoyance**  
**scroll of protection from magic**

**8. SNAKES:**

This room appears to be empty. The floor is dusty, and in the dust are the sort of trails left by serpents.

A group of cobras makes this room their lair; they have a nest of rags and rat-bones in the alcove where the secret door is located. They will attack if the room is entered, but will "lie low" otherwise.

**4 Spitting Cobras** (AC 13, HD 1, #At 1 bite or 1 spit, Dam 1d4 + poison or blindness, Mv 30', Sv F1, MI 7)

HP 1 □  
 7 □□□□□ □□  
 4 □□□□  
 8 □□□□□ □□□

**9. UNFINISHED PASSAGE:**

This passageway ends abruptly, as if unfinished. A bag lies on the floor at the far end.

A scything blade hidden in the right-hand wall will spring out if anyone enters the last 10' of the passageway (where the bag lies). Any such victim must roll a successful save vs. Death Ray or take 1d8 points of damage. The trap automatically resets, but only activates when the area is entered. Inside the rotten bag is 333 sp.

**10. GOBLIN LAIR:**

This room is the lair of three goblins and their wolf "pets." If not surprised, they will send the wolves into battle, then use their spears to attack over the wolves' heads. The room stinks of goblins and wolves and rotten food, and the floor is littered with bones. Each goblin is adorned with a necklace made of human teeth.

**3 Goblins** (AC 14, HD 1-1, #At 1 weapon, Dam 1d6, Mv 20', Sv F1, MI 7)

HP 7 □□□□□ □□  
 6 □□□□□ □  
 2 □□

**6 Wolves** (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 60', Sv F2, MI 8)

HP 12 □□□□□ □□□□□ □□  
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 7 □□□□□ □□  
 9 □□□□□ □□□□  
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 9 □□□□□ □□□□

The goblins have the following treasure in a small sack: 1,660 sp, a faceted piece of chalcedony (50 gp value), a large, raw piece of jade (75 gp value), and a square tile of lapis lazuli (10 gp value).

**11. PIT TRAP:**

This room appears to be empty.

The pit trap in this room is covered by a magical illusion. The pit will open if 100 pounds or more of weight is placed in the central area (i.e. a man walks across it). Anyone on the pit space when it opens must save vs. Death Ray or fall 20' (taking 2d6 damage). Any character making the save will have jumped clear to a randomly chosen space.

Complicating matters is the presence of a stirge in the room. The monster will only attack after someone enters the room past the pit, or when the pit is triggered.

**Stirge** (AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9)

HP 4 □□□□

**12. SECRET ROOM:**

On a shelf on the far wall of this otherwise-empty room is a small box containing a brooch (1,500 gp value) and a clasp (500 gp value).

**13. THE HIVE:**

Note: The door to this room has three holes in it, each about a foot in diameter. The rims of the holes are slightly greasy looking and appear to have been gnawed on. Despite this abuse, the door is still quite stuck and will require the usual roll to force it open. If anyone attempts to listen at the door, they will hear buzzing within.

This octagonal room is obviously a hive for giant bees... which are even now flying to attack you!

**5 Giant Bees** (AC 13, HD 1d4, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9)

HP 3 □□□  
 2 □□  
 1 □  
 4 □□□□  
 2 □□

**14. WINE CELLAR:**

The walls of this room are lined with decrepit wine racks. A few bottles lie shattered on the floor, and a few more are still in the racks, but for the most part the wine racks are empty.

Lying approximately in the center of the floor is a pile of clothing, a robe perhaps, also quite decrepit and old.

Other than the things described above, this room is empty. The secret door is, of course, hidden by a wine rack; pulling on one of the remaining bottles opens it.

**15. SECRET ROOM:**

This appears to be a storeroom; the far wall is lined with shelves containing boxes and jars, while larger boxes and kegs line the right wall. The left wall has strange runes painted all over it in red.

At some time in the past, a wizard used this room to store the results of some of his experiments. Mostly, this consists of bad-smelling substances in the jars, strange dessicated animal parts in the smaller boxes, and larger but still strange items in the kegs and large boxes.

However, there are several more interesting items here. First, each jar opened will contain (roll 1d6):

- 1 oily substance
- 2 powder
- 3 pills
- 4 watery substance
- 5 viscose, sticky liquid
- 6 special, see below

which is (roll 1d4):

- 1 tasty but harmless
- 2 mildly poisonous\*
- 3 nasty tasting but harmless
- 4 bland or tasteless

\* a mildly poisonous substance requires anyone tasting it to save vs. Poison at +2 or suffer 1d4 points of subduing damage.

**Special Jar Contents**

(roll 1d4, once only for each item):

1. A sticky, stringy, sour-smelling blob explodes from the jar, becoming firmly stuck to the victim. For 24 hours, or until the blob is removed with wine or soap, the afflicted character will attract flies, which become stuck and cannot escape. The flies have no particular effect on the character, other than being disgusting.
2. An oily liquid which will explode if ignited, engulfing a 5' radius in flames which do 3d6 points of damage (save vs. Death Ray for half damage).
3. A sweet-smelling ointment which causes any character who applies it to his or her skin to become very beautiful. Male characters will appear effeminate if affected by this ointment. The ointment lasts 2d6 hours, after which time it is reversed, causing the affected character to appear warty and wrinkled for another 2d6 hours.
4. A jar labeled "hair tonic" in slightly archaic language. The oily substance within (exactly resembling item #2, above) causes hair to grow if applied to a character's skin. At first, the hair growth is moderate and restricted to the area anointed, but within a turn the character will grow hair **all over**. Besides the obvious effect on his or her appearance, this hair growth will obstruct vision, applying a -2 penalty to attack rolls until removed. Cutting the hair is only a temporary measure, as it will grow back within a turn. An application of this substance will last 2d6 hours, after which time the magically created hair will fall out. At the GM's option, it may return sporadically for a few days, lasting a few turns at a time and growing in limited areas (from the nose or ears, for instance).

Similarly, each small box opened will contain (roll 1d4):

- 1 small animal or animal parts, dried
- 2 powder
- 3 lumps or chunks
- 4 special, see below

**Special Box Contents**

(roll 1d8, once only for each item):

1. A strong-smelling substance sprays from the box; the character opening it must save vs. Death Ray or be sprayed with the substance, as must anyone standing near that character. If any character is sprayed, for the next 36 turns (6 hours) monster encounters will occur on 1 on 1d6, checked each turn, rather than the usual rate.



2. This box contains a fortune in small, perfectly cut gemstones of various types. Describe the beauty of them in detail to the characters, and expound upon their wondrous value... but as soon one of them is exposed to daylight, it dissolves into gray ash.

3. This box contains what looks like a mummified monkey's paw with the fingers stretched out. Picking it up and waving it or trying to make a wish from it causes the user to suffer a magical shock. Such a victim must make a saving throw vs. Spells or run around madly for 1d6 turns, gibbering and chortling like an enraged monkey. If the victim makes the save, he or she is able to shake off the effect (and knows what would have happened had he or she failed to resist).

4. Immediately upon opening this box, 1d6+1 dull gray beetles scuttle out. If the box is being held by a character, the beetles attempt to get to the skin of the victim and burrow into it doing 1d2 points of damage each, attacking as 1 hit die monsters. They die after attacking (whether successful or not), leaving dessicated husks behind.

5. This is a green and blue colored box. Opening it reveals a smaller red and yellow colored box. Opening the smaller box causes the larger box to disappear. Inside the smaller box is a green and blue box, which if removed swells up to the size of the original green and blue box; as it swells up the smaller box disappears, and of course is now inside the green and blue box.

6. Inside this box is a fine white powder. Various tests can be performed, and if tested on the nose, violent sneezing occurs. This is a common spice which was accidentally stored here.

7. This box contains several (1d4 + 1d6) items that look like glass eyeballs. They are indeed eyes preserved by magic that has turned them into a hard glass-like substance. One is rather large and has prominent green colored veins; all the eyeballs detect as magical, but it is especially so. Once a week, if the iris is pointed at a victim and the eyeball is squeezed, it will emit a petrification effect exactly like that of a medusa or basilisk.

8. If this box is opened indoors, a fine, pretty voice will be heard singing a merry song, accompanied by a flute or fife. Nothing can be seen inside the box; it appears to be empty. If it is opened outside near any wooded area, a sprite will appear and flee into the trees (thus ending the boxes' magic).

Most of the kegs are empty, but one will be about half full of rancid lamp oil. There are six large boxes with the following contents (use 1d6 to choose randomly):

1. Mummified dragon heart, 2' in diameter, wrapped in linen cloth; may be hard to identify. This item is worth 100 gp to the right buyer (a wizard or sage, for instance).

2. Boots and shoes, roughly 50 each; but not a single matched pair. All are in good condition, and range from ladies' slippers to mens' riding boots.

3. Fragments of a statue of a cherub.

4. Chunks of a rubbery yet transparent yellow-orange material. This is solidified fire; if exposed to heat, it will suddenly burst into flame, doing 1d8 damage for one round to anyone touching it (and possibly igniting flammable objects in contact with it).

5. About a hundred whittled wooden sticks. These sticks are each carved with seemingly random lines and marks, and have no particular value.

6. A large (3' tall) marionette in the form of a jester holding a club. If touched, it suddenly animates, leaping out of the box and attacking. It is a wood golem:

**Wood Golem** (AC 13/7, hit only by magical weapons, HD 2+2, #At 1 fist, Dam 1d8, Mv 120' (40'), Sv F1, MI 12; vulnerable to fire, +1 damage per die, -2 on saving throws)

HP 8 □□□□□ □□□

It is defective, however, and is 50% likely to fall down each time it attacks, wasting an action each time. It will not leave the room, but will tirelessly attack anyone within the room.

#### 16. ILLUSIONARY WALL:

This large room appears to be empty. There is a small amount of broken glass and a few bits of fur near the back wall.

Note that the description is the same regardless of which direction the room is approached. The room is inhabited by a green slime, which hides within the pit and will appear to ooze out of the floor (if the player characters are in 16a) or out of the wall (if they are in 16). The pit triggers with 200 pounds of weight, and drops victims 20' to room 9 on the 2<sup>nd</sup> level; a save vs. Death Ray allows a potential victim to jump clear to a random space (possibly including the other side of the illusionary wall).

**Green Slime\*** (AC can always be hit, HD 2, #At 1, Dam special, Mv 1', Sv F2, MI 12)

HP 6 □□□□□ □

**17. ORC LAIR:**

This room contains little more than a group of orcs. They are allied with the orcs in 18 and 19, and will call out for support as soon as they see non-orcs at the door. However, considering the distance, there is only a 2 in 6 (1-2 on 1d6) chance per round that they will be heard if they call, (or, alternately, that they will hear if they are called).

There is graffiti in orcish scratched on the wall of the passageway, just to the left of the secret door giving access to the 10<sup>th</sup> level. The graffiti says "Long live King Funk." Note that the players should **not** find the secret stairs until later, when that level has been developed.

If surprised, the orcs will be found gathered around a large pot containing bad-smelling stewed meat, which they are eating.

**6 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)

HP 1 □  
 2 □□  
 2 □□  
 1 □  
 7 □□□□□ □□  
 3 □□□

**18. CLOSET:**

This room contains little more than a group of orcs. They are allied with the orcs in 17 and 19, and will call out for support as soon as they see non-orcs at the door.

**5 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)

HP 5 □□□□□  
 4 □□□□  
 8 □□□□□ □□□  
 8 □□□□□ □□□  
 2 □□

**19. ORC LAIR:**

This room contains little more than a group of orcs. They are allied with the orcs in 17 and 18, and will call out for support as soon as they see non-orcs at the door.

The diagonal section of wall is marked with strange runes of some sort; the marks were made of ash, from a charred wooden stick, and could easily be defaced. However, the orcs are too superstitious to touch them. Even a **read languages** spell won't allow them to be read.

**12 Orcs** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8)

HP 3 □□□  
 3 □□□  
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The orcs keep their treasure in a battered but sturdy chest; the orc leader (the orc with 8 hit points above) carries the key on a cord around his neck.

Within the chest is 1,216 cp, 2,106 sp, 988 gp, and a piece of topaz worth 250 gp.

**Level 2**

**WANDERING MONSTERS**

1. **5 Lizard Men** (from room 7, below)
2. **4 Gnolls** (from room 2, below)
3. **2d4 Hobgoblins** (from rooms 10-11, below)
4. **1d10 Giant Bats** (12 total)  
AC 14, HD 2, #At 1, Dam 1d4, Mv 10' Fly 60', Sv F2, MI 8  

HP	6	□□□□□□
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	7	□□□□□□ □□
	9	□□□□□□ □□□□
	15	□□□□□□ □□□□□□ □□□□□□
	9	□□□□□□ □□□□
	11	□□□□□□ □□□□□□ □
	11	□□□□□□ □□□□□□ □
	12	□□□□□□ □□□□□□ □□
	8	□□□□□□ □□□
	14	□□□□□□ □□□□□□ □□□□
	14	□□□□□□ □□□□□□ □□□□
5. **1 Giant Black Widow Spider** (5 total)  
*This monster will have a web across the corridor where it is encountered. Characters will be surprised on 1-3 on 1d6, and if surprised, at least one character will be trapped in the web.*  
AC 14, HD 3\*, #At 1, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8  

HP	8	□□□□□□ □□□
	14	□□□□□□ □□□□□□ □□□□
	10	□□□□□□ □□□□□□
	8	□□□□□□ □□□
	14	□□□□□□ □□□ □□□□
6. **1d6 Giant Flies** (12 total)  
AC 14, HD 2, #At 1, Dam 1d8, Mv 30' Fly 60', Sv F2, MI 8  

HP	13	□□□□□□ □□□□□□ □□□
	10	□□□□□□ □□□□□□
	10	□□□□□□ □□□□□□
	5	□□□□□□
	11	□□□□□□ □□□□□□ □
	9	□□□□□□ □□□□
	12	□□□□□□ □□□□□□ □□
	12	□□□□□□ □□□□□□ □□
	7	□□□□□□ □□
	12	□□□□□□ □□□□□□ □□
	5	□□□□□□
	6	□□□□□□ □
7. **Dwarf Party** (or Adventurer Party – 25% chance)
8. **Bandit Party**

**1. GOLEM:**

This room is empty, save for a strange wooden object, somewhat man-shaped, which leans against the far wall.

The wooden figure is a wood golem, programmed to defend the door to room 3.

**Wood Golem** (AC 13, hit only by magical weapons, HD 2+2, #At 1 fist, Dam 1d8, Mv 40', Sv F1, MI 12; vulnerable to fire, +1 damage per die, -2 on saving throws)

HP 12 □□□□□□ □□□□□□ □□

**2. GNOLL LAIR:**

If the gnolls within this room are surprised, read the following:

Within this room you see four jackal-headed humanoids sitting on buckets playing cards over a barrel. In the far right corner of the room you see a pile of ash.

The gnolls will almost certainly be hostile, unless the player characters come up with a very novel approach. They are armed with curved swords.

**4 Gnolls** (AC 15, HD 2, #At 1 weapon, Dam 1d8+1, Mv 30', Sv F1, MI 8)

HP	8	□□□□□□ □□□
	6	□□□□□□ □
	8	□□□□□□ □□□
	11	□□□□□□ □□□□□□ □

They have the following treasure, stored within their barrel: 1,448 cp and a scarab brooch (500 gp value).

**3. ZOMBIES:**

Four foul-smelling corpses lie in a rough pile in the middle of the floor. The room is otherwise empty.

The zombies will arise and attack 1d6 rounds after a living creature enters the room, or immediately if disturbed.

**4 Zombies** (AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12; Ω damage from blunt weapons, arrows or bolts do 1 point only)

HP	5	□□□□□□
	10	□□□□□□ □□□□□□
	7	□□□□□□ □□
	9	□□□□□□ □□□□

**4. LIGHTNING TRAP:**

This large room is unusually warm and humid, and the air is full of tiny insects which buzz and whine. In an alcove in the far wall you can see a large chest.

The chest is not locked, but the latch is a circular silver medallion which emits a blast of lightning if touched. The character touching the medallion suffers 2d6 points of lightning damage, with a save vs. Death Ray allowed for half damage; other characters within 10' must save vs. Death Ray or suffer 1d6 points of lightning damage (suffering no damage if the save is made). This trap automatically resets indefinitely.

If some means of opening the chest can be discovered, those opening it will find the following treasure: 114 cp, 737 sp, 326 ep.

**5. SECRET CLOSET:**

This small room has bookshelves against the right, left, and opposite walls. The bookshelves contain a great many books, all in seemingly good condition.

On the floor in front of the bookshelf opposite the entrance are a pair of boots.

There are 214 books, of which only three are interesting, the remaining being either works of fiction or dry histories of minor kingdoms. The interesting books include:

1. A magic-user's spellbook. It is somewhat worm-eaten, but still contains legible versions of the following spells: **detect magic**, **magic mouth**, **protection from evil\***, **sleep**, and **detect evil**.
2. A dreadfully boring book on the history of a great religious leader; pressed within the pages of the book are three clerical scrolls, each with a single spell: **detect evil**, **find traps**, **cure blindness**.
3. A book containing a magical trap. If it is opened, the book bursts into flame, doing 1d8 points of damage to the character holding it as well as 1d8 points of damage to each character within 5' (the latter being allowed to save vs. Death Ray for half damage). If the book is opened within 5' of a bookshelf, there is a 65% chance that the books on the shelf will be ignited also.

In general, if a cursory examination is done, assign a 2% chance that any random book examined is one of those above. A thorough search will take 3 man-turns to complete, and will find all of the above books.

The boots are human sized and badly dry-rotted, and have no particular value. Inside one boot is a single silver piece.

**6. FUNGUSES:**

The walls, floor, and ceiling of this room are covered in yellow-white mold. The room appears to be empty, except for a large, irregular lump on the far side; it is so covered in mold that you cannot make out what it is.

The mold is harmless, though walking through it will stir up spores, causing each character in the area to save vs. Poison or sneeze a few times (suffering no particular harm from the sneezing).

However, to the left and right of the entranceway, hidden from view until a character actually enters the room, are three shriekers. One is on the left, the other two on the right. Anyone entering the room past the shriekers will cause them to shriek for 1d3 rounds (roll for each individually). This will attract the attention of the lizard men in room 7, who will cautiously come to investigate.

The object on the far side of the room is nothing more than a pile of rocks.

**3 Shriekers** (AC 13, HD 3, #At special, Dam none, Mv 5', Sv F1, MI 12)

HP 17    □□□□ □□□□ □□□□ □□  
           9    □□□□ □□□□  
           10 □□□□ □□□□

**7. LIZARD MEN:**

This room is the lair of a group of lizard men. They are mortal enemies of the hobgoblins in rooms 10 and 11, but as they are outnumbered, they are avoiding open warfare. They are alert for attacks, and so unlikely to be surprised.

Besides their bedding and a few scraps and bones, the only other object in the room is an empty bucket beside the door.

**1 Lizard Man** (AC 18, HD 2, #At 1 weapon, Dam 1d8+2, Mv 20', Sv F2, MI 11; **chain mail +1**, **longsword +1**)

HP 11    □□□□ □□□□ □

**4 Lizard Men** (AC 15, HD 2, #At 1 weapon, Dam 1d6+1, Mv 20', Sv F2, MI 11)

HP 6 □□□□□ □  
 9 □□□□□ □□□□  
 10 □□□□□ □□□□□  
 10 □□□□□ □□□□□

**8. SECRET ROOM:**

Two statues of men clad only in loincloths stand on either side of a large stone box, three feet wide and two feet square at the end. The statues are made of a whitish crystal, like quartz, and they stand in the sort of poses used by gladiators to show off their muscles, with fists clenched.

These are living crystal statues, guarding the stone box. The box lid is heavy, but any two characters of at least average strength can open it by lifting off the lid. Within the box is 500 sp, 100 ep, a **potion of invisibility**, and a whetstone. The whetstone is of no particular value; someone simply left it in the box with the treasure.

**2 Living Crystal Statues** (AC 16, HD 3, #At 2 fists, Dam 1d6/1d6, Mv 30', Sv F3, MI 12)

HP 21 □□□□□ □□□□□ □□□□□ □□□□□ □  
 17 □□□□□ □□□□□ □□□□□ □□

**9. PIT TRAP:**

This room may be accessed from the pit trap in room 16b on level 1, or by the secret door (which is hidden on both sides). The pit trap here, sprung by 200 pounds of weight, drops victims who fail a save vs. Death Ray 20' to room 3 on the 3<sup>rd</sup> level. The usual 2d6 points of damage will apply to anyone who falls.

Six pit vipers are in this room, initially in the bent section. Note that they don't weigh enough to open the pit if they cross it. They will approach and attack any injured character (for instance, one which fell in from above...)

**6 Pit Vipers** (AC 14, HD 2, #At 1 bite, Dam 1d4 + poison, Mv 30', Sv F2, MI 7)

HP 5 □□□□□  
 9 □□□□□ □□□□  
 11 □□□□□ □□□□□ □  
 13 □□□□□ □□□□□ □□□  
 9 □□□□□ □□□□  
 8 □□□□□ □□□

**10. SECRET ROOM:**

The hobgoblins in this room are associated with the hobgoblins in room 11. If the door to room 11 is forced, they will probably hear (1-4 on 1d6, check each time the door is tried) and will wait 1d8 rounds before rushing out to attack the party from behind.

**6 Hobgoblins** (AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8)

HP 5 □□□□□  
 4 □□□□□  
 3 □□□□□  
 7 □□□□□ □□  
 4 □□□□□  
 5 □□□□□

The hobgoblins have the following treasure in a large sack: 441 cp, 3,740 sp, 836 gp.

**11. BENT ROOM:**

The hobgoblins in this room stay entirely in the bent end of the room; however, if they are surprised (not likely) 1d6 of them might be in the "front" part.

It's unlikely they will be surprised because they have barred the door. To force it open, the usual door-opening roll must be made on 1d8 rather than 1d6. Also note that the hobgoblins in room 10 are listening for anyone trying to force the door to this room.

**1 Hobgoblin** (AC 15, HD 1, #At 1 weapon, Dam 1d8+1, Mv 30', Sv F1, MI 8; **leather armor +1**)

HP 7 □□□□□ □□

**6 Hobgoblins** (AC 14, HD 1, #At 1 weapon, Dam 1d8, Mv 30', Sv F1, MI 8)

HP 3 □□□  
 6 □□□□□ □  
 2 □□  
 7 □□□□□ □□  
 2 □□

**12. STAIRCASE DOWN:**

This staircase goes directly to the 4<sup>th</sup> level of the dungeon. The short section of hallway leading to the stairs is lined with yellow-white mold. The mold is harmless, though walking through it will stir up spores, causing each character in the area to save vs. Poison or sneeze a few times (suffering no particular harm from the sneezing).

**Level 3**

**1. ENTRANCE:**

As you enter this room, you see four men entering from the door opposite. They are all clad in chainmail and carry longswords. One man, the largest, steps forward. "Well met, fellow adventurers. We are returning to the surface... is the way clear?"

The four men are actually doppelgangers. They are using the names Samuel, Lars, Frederick, and Robert. They will do whatever they need to do to convince the player characters that they are merely fellow adventurers. If the player characters permit them to pass, they will wait until the player characters move on, then double back and follow them until they find an opportunity to waylay one or more of the adventurers and take their places.

A broken urn in the northeast corner is the only item of interest in this room.

**4 Doppelgangers** (AC 15, HD 4, #At 1, Dam 1d12 or by weapon (1d8 for swords), Mv 30', Sv F4, MI 10)

HP 24    □□□□ □□□□ □□□□ □□□□  
           □□□□  
 18    □□□□ □□□□ □□□□ □□□  
 14    □□□□ □□□□ □□□□  
 18    □□□□ □□□□ □□□□ □□□

**2. PRISON:**

There are three tentacle worms in this area. 1d3 of them will be in 2 when the area is entered, with the remainder in 2a; they can squeeze their boneless bodies between the bars in 3 rounds, during which process a worm has AC 11 rather than the usual 13.

The bars are steel, and badly rusted; it's no longer possible to pick the lock. The bars can be bent with a successful "open doors" check made on 1d10; up to three characters can attempt this.

**3 Tentacle Worms** (AC 13, HD 3, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9)

HP 13    □□□□ □□□□ □□□  
           8    □□□□ □□□  
 20    □□□□ □□□□ □□□□ □□□□

**3. FINAL PIT ROOM:**

This octagonal room is nearly empty. A blanket lies in a heap against the northwest wall, and above it you see some sort of marks or runes. They seem to have been written with ashes.

The blanket is old and rotten, and covers the skeleton of a former victim of the pit trap. He was dressed in leather armor, now rotten, and armed with a dagger, now rusted. Lying under the blanket with him is a tarnished silver flagon, embossed with a bas relief of three mounted men chasing a trio of goblins; it's the work of an ancient master and worth 1,200 gp.

**4. OCTAGONAL ROOM:**

Five ugly statues of horned, winged, demonic-looking creatures stand against the back and side walls of this room. The floor of the room is covered in sand, and near the back wall it's crawling with beetles of some sort. You also see a scroll tube and a sack lying near the feet of the statue on the right.

Three of the five statues are actually gargoyles. They will attack when they are certain the player characters no longer suspect them.

The sack contains their treasure: 1,875 cp, a shield +2, and a warhammer +1. The beetles are of no significance, and the scroll case is empty.

**3 Gargoyles** (AC 15, magic weapons needed to hit, HD 4, #At 2 claws/1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11)

HP 11    □□□□ □□□□ □  
 24    □□□□ □□□□ □□□□ □□□□  
           □□□□  
 17    □□□□ □□□□ □□□□ □□

**5. ROOM WITH A CHEST:**

At the far north end of this room is a very large iron-bound oaken chest, five feet long, four feet high, and four feet deep. Ashes are scattered on the floor in front of the chest, and the chest itself has a large scorch-mark on the front. A rusty meat cleaver lies on the floor before the chest.

The chest is not locked, but has a hook-type latching mechanism, and is securely latched. If, despite all the warning signs, the adventurers choose to open the chest, they deserve what they get... four wights.

**4 Wights\*** (AC 15, HD 3, #At 1 touch, Dam Energy drain (1 level), Mv 30', Sv F3, MI 12)

HP 10 □□□□ □□□□  
 20 □□□□ □□□□ □□□□ □□□□  
 21 □□□□ □□□□ □□□□ □□□□  
 □  
 14 □□□□ □□□□ □□□□

**6. GREAT ROOM:**

There are six giant tiger beetles in this room, which will rush to attack (unless surprised) as soon as the door opens. Once they have been dealt with, describe the room as follows:

The floor of this room is damp, with scattered patches of mud. All three doors show marks around the latches, as if some clawed creature had been operating them. Scattered near the west door is a pile of books.

The books are account ledgers, and are badly water damaged. What can be read indicates that they are over a hundred years old.

**6 Giant Tiger Beetles** (AC 17, HD 3+1, #At 1, Dam 2d6, Mv 50', Sv F3, MI 9)

HP 17 □□□□ □□□□ □□□□ □□  
 13 □□□□ □□□□ □□□  
 15 □□□□ □□□□ □□□□  
 13 □□□□ □□□□ □□□  
 9 □□□□ □□□□  
 17 □□□□ □□□□ □□□□ □□

**7. SECRET ROOM:**

The walls and ceilings of this room are lined with cobwebs; they muffle the sounds in this room. In the alcove you can see an old-fashioned oil lamp lying on its side.

Other than the items described above, this room is empty.

**8. STATUE:**

This room features a large statue of a robed man, his right hand upraised in an attitude of blessing; the head of the statue is missing. However, it's not the statue that commands your attention, but rather the pony-sized ants which are even now charging toward you.

Note that the ants will only be surprised if the characters are all silent in their approach, due to their

excellent sense of hearing. They lair in rooms 8, 9, and 10, but are able to operate the doors throughout this dungeon level (including the secret doors). They are guarding and tending a queen larva in room 9. 2d4 of the ants will be in this room when it is entered, and the remainder will enter from 9 and 10 as the fight proceeds. Their morale is 7 within this room, but if they fail a morale check, they will retreat into room 9 where their morale becomes 12.

Lying beside the statue, amid the shattered bits of its head, is a tinderbox in serviceable condition with flint and steel but no tinder inside.

**9 Giant Ants** (AC 17, HD 4, #At 1, Dam 2d6, Mv 60', Sv F4, MI 7)

HP 12 □□□□ □□□□ □□  
 17 □□□□ □□□□ □□□□ □□  
 19 □□□□ □□□□ □□□□ □□□□  
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**9. LARVA:**

A four-foot-long, pasty white larva lies in the middle of this room, on bedding apparently made of loose, moist dirt. The far wall and part of the ceiling are covered with yellow-white mold. A pole of some sort, perhaps a staff, lies broken on the floor near the larva, and nearby you see a small sack with something lumpy inside it.

The larva is effectively helpless, and can be slain with an edged weapon in a single round.

The sack contains the following treasure: 17 cp, 9 sp, 14 gp, a gold anklet (300 gp value), a platinum belt (600 gp value), a ruby earring (1,100 gp value), and a gold necklace with an emerald pendant (900 gp value)

**10. ANT LAIR:**

A large scorch mark in the center of the floor is the only thing noteworthy in this room.

This room is empty.

**Level 4**

**1d3 Cockatrices** (5 total) (AC 14, HD 5, #At 1 beak + special, Dam 1d6 + petrification, Mv 30' Fly 60' (10'), Sv F5, MI 7)

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 30 □□□□ □□□□ □□□□ □□□□  
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 28 □□□□ □□□□ □□□□ □□□□  
 □□□□ □□

**Room 1:**

dust, bits of fur, twine

Empty

**Room 2:**

**Room 3:** bones, mud, pole

Empty

**4. MINOTAUR LAIR:**

**4 Minotaurs** (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 30 □□□□ □□□□ □□□□ □□□□  
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 32 □□□□ □□□□ □□□□ □□□□  
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**5. WATERY DOOM:**

*Note: Any character attempting to open the door to this room will notice a significant coldness when touching the door.*

This large room appears to be empty, save for a large chest centered on the far wall.

If the chest is disturbed in any way, a rusty iron plate will fall from the ceiling just inside the door, blocking the exit. At the same time, water will begin to pour into the room from cleverly-hidden vents high up in the east wall. The room will fill completely with water within a turn, giving the characters some time to get themselves out.

Lifting the metal plate requires an "open doors" roll, made on a d12 rather than the usual d6; further, characters having less than 13 Strength automatically fail. The door is actually made of cast iron, and might be able to be broken if it is struck repeatedly with a heavy, blunt object; treat it as having a Hardness of 5 and 12 Hit Points (see the Vehicles rules for an explanation of these figures).

The chest is empty. However, in a small space in the floor hidden beneath the chest is the following treasure: a piece of obsidian (10 gp value), a jasper (50 gp value), a piece of blue quartz (10 gp value), a citrine (25 gp value), a small but well-polished piece of star rose quartz (75 gp value), a very nice piece of rock crystal (50 gp value), and a small peridot (50 gp value).

**6. DOPPLEGANGER LAIR:**

In this dusty, moldy room, you have surprised a group of five adventurers. Several of them appear injured, and all show signs of battle-weariness.

One, wearing dirty chainmail armor and bearing a mace, stands as you enter. "Well met, strangers. Do you know the way out of here?"

All five of these "adventurers" are actually Doppelgangers. One appears to be a human cleric (as described above). Two appear to be fighters, one a human with a longsword and the other a dwarf with a battleaxe. Another appears to be garbed in leather armor, and might be taken for a thief; but if he is made to stand, he walks with a bad limp, and his right arm appears to be injured as well (giving him an excuse if he is called on to use thief abilities). The last is dressed as a magic-user, and also appears wounded, which accounts for his slow movement.

Note that all of their "equipment" is actually part of their bodies, and thus they cannot lay down or otherwise part with their weapons, armor, etc. The magic-user does have an empty scroll case on his "belt" which he picked up somewhere in the dungeon. They all have "reasons" why they can't use any class abilities (the cleric and magic-user claim to have used their spells already, while the thief has the aforementioned excuses).

The Doppelgangers will try to convince the party to join with them, claiming that they are not in good enough shape to get out of the dungeon without help. They'll sweeten the deal by promising to give



the party 500 gp which they say is being held for them by the proprietor of a nearby inn.

Of course, it's all a ruse. The Doppelgangers will attempt to get to the back of the party, then attack with surprise at some point when they believe they can win. They are not allied with any other monsters in this dungeon, however, and so will probably not attack the party while they are battling other monsters.

The Doppelgangers *do* have some treasure. The "thief" wears a real backpack, within which, muffled by a half-rotten blanket, are 47 sp and 384 gp.

The five Doppelgangers are as follows:

- **Cynric** the "human cleric,"
- **Thord** the "human fighter,"
- **Emil** the "human thief,"
- **Grimbold** the "dwarf fighter," and
- **Alain** the "human magic-user."

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

HP 18	□□□□□ □□□□□ □□□□□ □□□
13	□□□□□ □□□□□ □□□
13	□□□□□ □□□□□ □□□
15	□□□□□ □□□□□ □□□□□
18	□□□□□ □□□□□ □□□□□ □□□

**7. SECRET CHAMBER:**

**8. HIDDEN STAIR:**

**9. SECRET CORRIDOR:**

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)

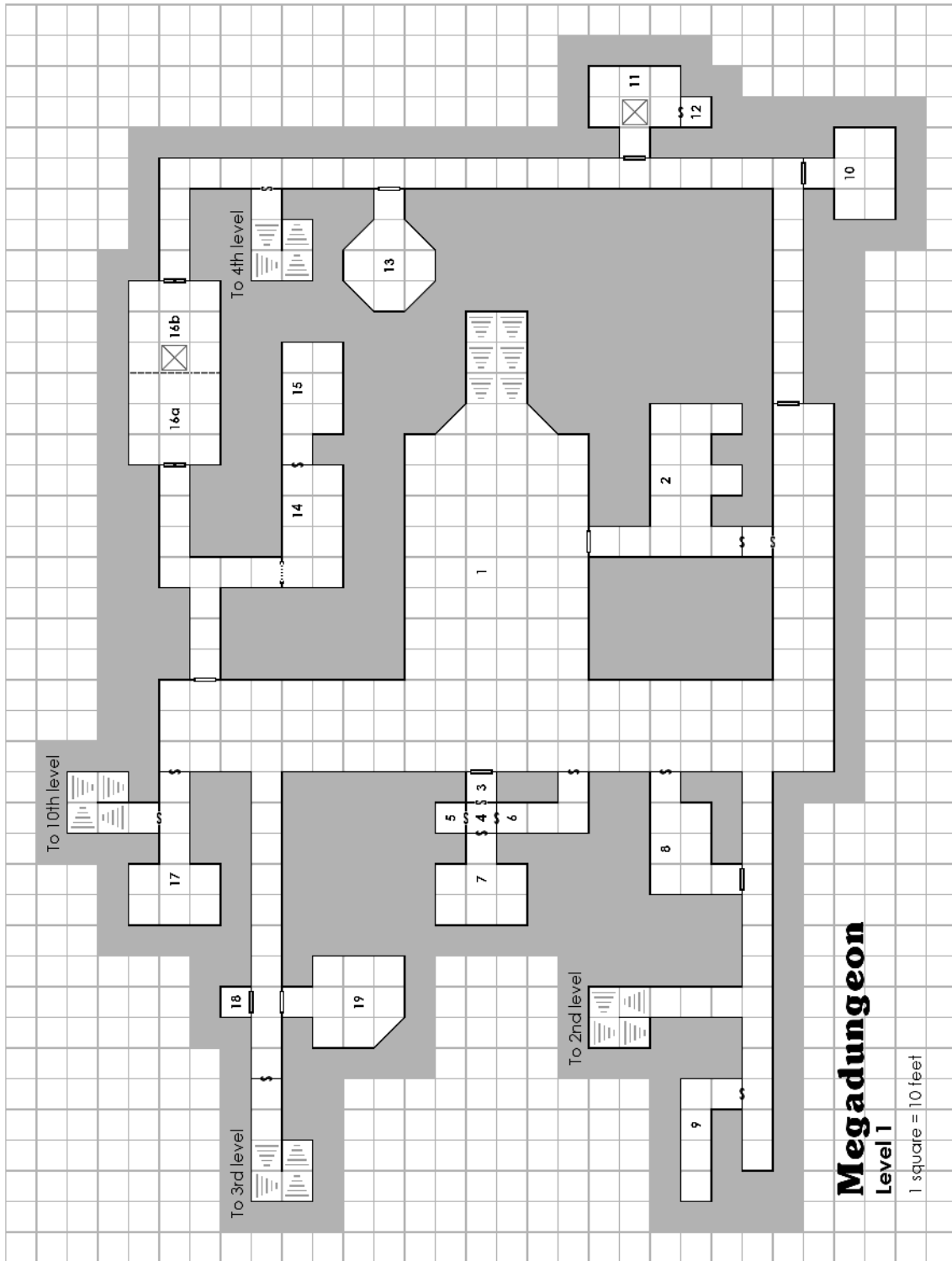
HP 20	□□□□□ □□□□□ □□□□□ □□□□□
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**Room 10:** scorch marks, graffiti, pot

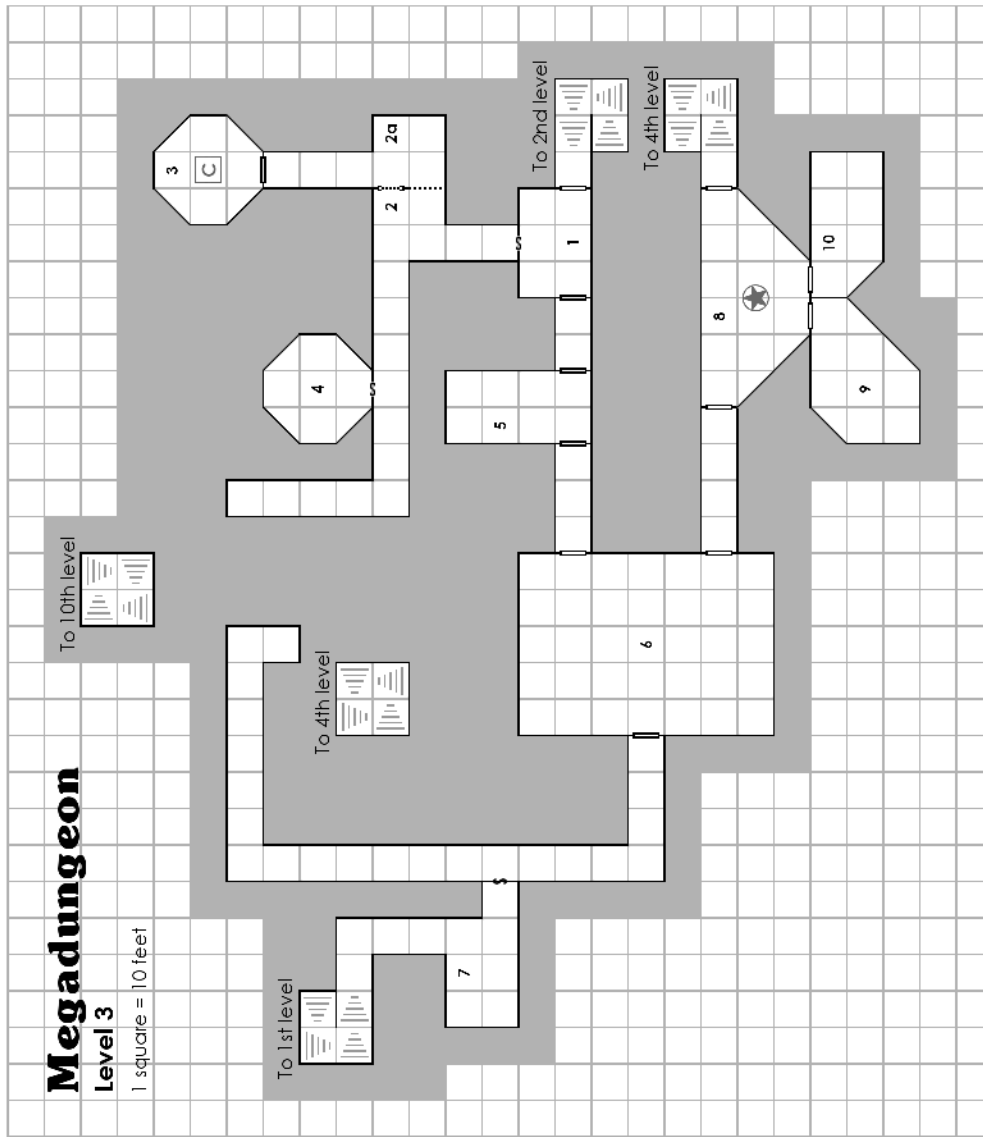
Trap: falling block

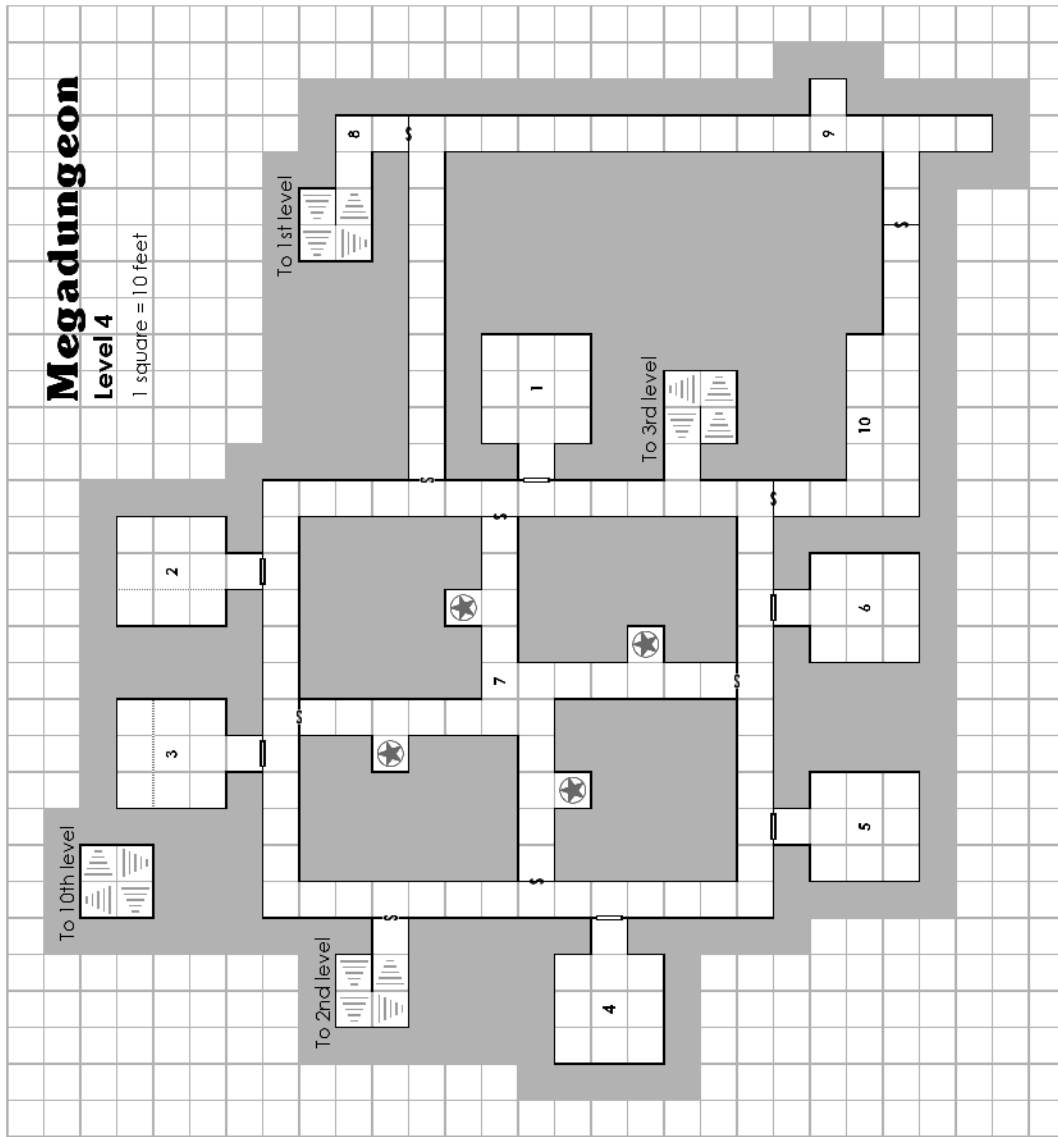
Trap: acid floods room with Treasure: 400 SP, 800 GP

# Maps









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