

DUNGEON LORD

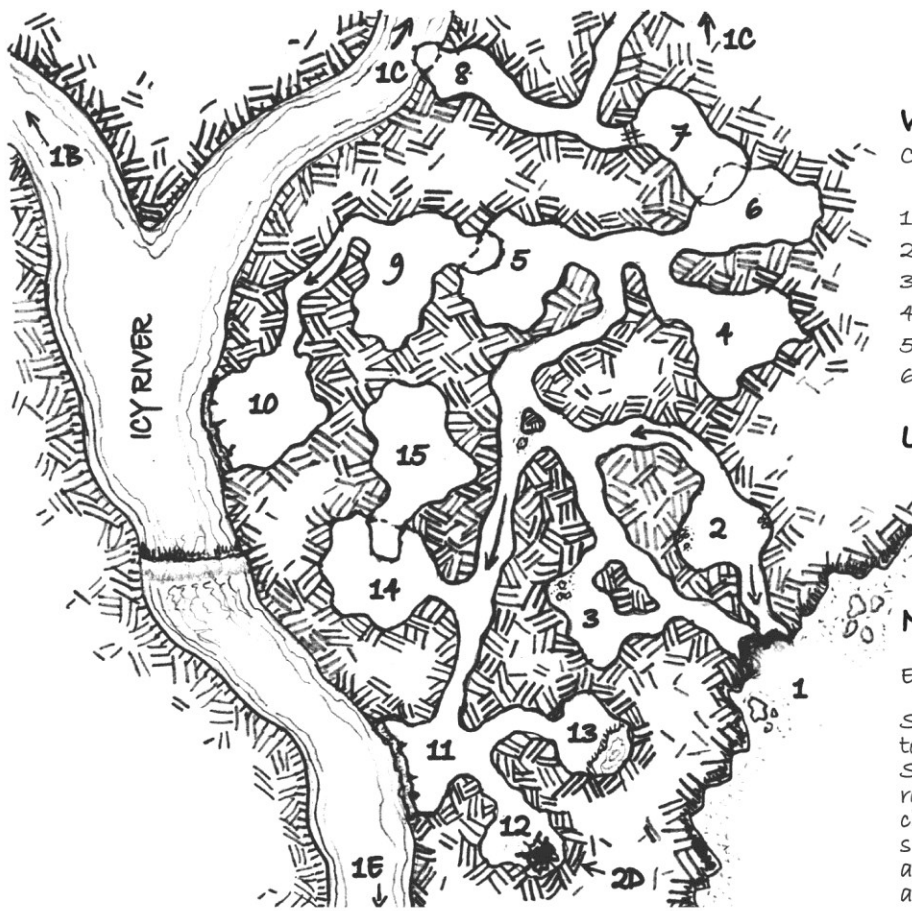
COMPATIBLE WITH
**DCC
RPG**



THE

FIRST

ISSUE



AREA 1A

Created by Ron Yonts

Wandering Monsters

Chance is 1 in 6 every two turns.

1. **STIRGES** (1d6)
2. **SPINERATS** (1d6+1)
3. Putrid stench from 6 & 7
4. **BANDITS** (2d4)
5. **SLIME YETI** (unique)
6. Cave-In! (save or take 1d6 hp)

Legend

- Arrow points down
- Natural pit

Notes

Exits to 1B, 1C, 1E, 2D & Surface

Sounds of dripping water with rushing water as the party gets closer to the river. Smells of moisture and sulfur. Slick, natural stone caves result in -5 penalty to climb checks. In addition, any fumble requires a successful saving throw to avoid slipping and being stunned (no offensive actions allowed) for 1d3 rounds.

Calcified Caves of the Slime Yeti

1. **ENTRANCE:** A dry streambed leads to the cave entrance. Signs of some human passage may be found.
2. **STIRGE CAVE:** A nest of 2d6 **STIRGES**. A dried corpse with an old pack containing 100' of rope (2 in 6 chance of breaking upon each use) and a **MAGIC ITEM**.
3. **CAMP:** An old campsite. Signs of a fight at some point in the past with dry corpses and stirge husks. A **SCROLL OF LUCK** was dropped amidst the debris.
4. **SPINERAT NEST:** 3d8 **SPINERATS** nest in these warrens. There is a 2 in 6 chance of there being a **MAGIC ITEM** here.
5. **EMPTY CAVE:** Hole in ceiling leads to dry caves.
6. **GARBAGE HEAP:** Refuse and waste. Searching requires a save vs. disease (or contract a rotting illness) to find a muck-covered **BRACELET** (100gp).
7. **REFUSE CAVE:** Corpses (sacrificial victims), spoiled food and other garbage releases a putrid smell, requiring all who enter the room to save or be nauseated for 1d6 turns. A wooden door is barred from the west side.
8. **WATERING HOLE:** A bucket dangles from a rope into a hole in the floor which overlooks the **ICY RIVER**. There are 5 empty casks lining the north wall.
9. **ACTIVE CAMP:** Bedrolls, crates and barrels of food, water and other sundries sit abandoned. Stacks of torches, 2 crates of oil (with 24 pints each), 12 weeks of preserved rations and a hidden **POTION OF HEALING** may be salvaged.
10. **CANOE LAUNCH:** Three canoes are tied here. Each canoe seats four people with a standard amount of gear. Eight oars are stored in a weighted barrel.
11. **LOWER RIVERSIDE:** Remains of destroyed canoe litter the ground. A half-buried backpack with rusty mining equipment and a **GOLD NUGGET** (20 gp).
12. **PIT ROOM.** A dark pit leads down into the depths. A rusty iron spike with a dangling, frayed rope is embedded in the lip of the pit. There is a 2 in 6 chance of the spike or rope giving out if used to climb down.
13. **POOL ROOM.** A pool of clear water fills the southeastern portion of the cave. Upon drinking, roll 1d6 to determine the effects (1-2: heal 1d6 hp; 3-4: immune to acid for 1d6 turns, 5-6: save or be at -1 to all activities for 1d6 turns). Can only be used once per day/character.
14. **FEED ROOM:** Stirge and rat bones litter the area. A few human bones are mixed in. The bleached bones are picked clean and some are calcified.
15. **YETI LAIR:** The **SLIME YETI** lives here. In a pile of debris is a **BRACELET** (200 gp), 3 **GEMS** (50 gp. Each), 8 **GOLD NUGGETS** (20 gp each) and two **MAGIC ITEMS**.

The **ICY RIVER** flows north to south, crossing over a waterfall that makes traversing the river by canoe impossible. Falling into the river causes 1d6 Constitution damage per round and requires a saving throw by the character each round until successful in order to escape the rushing waters.

MAGIC ITEM TABLE (roll when **MAGIC ITEM** is referenced in a room description. Remove from list as found).

1. Non-magical **DAGGER +1** not made from any known metal.
2. Broken artifact with a fully-charged **ENERGY CELL**.
3. **WAND OF SLEEP** (7 charges).
4. Silvery **SHIELD +1** that floats in water.
5. **POTION OF OGRE STRENGTH** grants 18 Strength for 2d6 turns.
6. **GLOWING CUBE** sheds light in 30-foot radius on command with 36 hours of charge.

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Welcome to the special Gen Con reprint issue of Dungeon Lord #1, "The First Issue"! This 'zine is inspired by the free-wheeling and noble spirit of Dungeon Crawl Classics RPG. It is inspired by everyone who ever experienced the joy of fantasy role-playing in such a profound way that the urge to create overcame them. It is inspired by and dedicated to all of the independent role-playing publishers, artists, writers, cartographers and gamers that have made something simply because they loved it. I aspire to live up to this spirit with this humble 'zine, in both principle and practice. I hope to one day inspire others as I have been inspired. If you are reading this 'zine, chances are YOU have what it takes to make something of your own. Well, what are you waiting for?

Go forth and conquer, ye chosen!

-Taylor Frank, the Dungeon Lord

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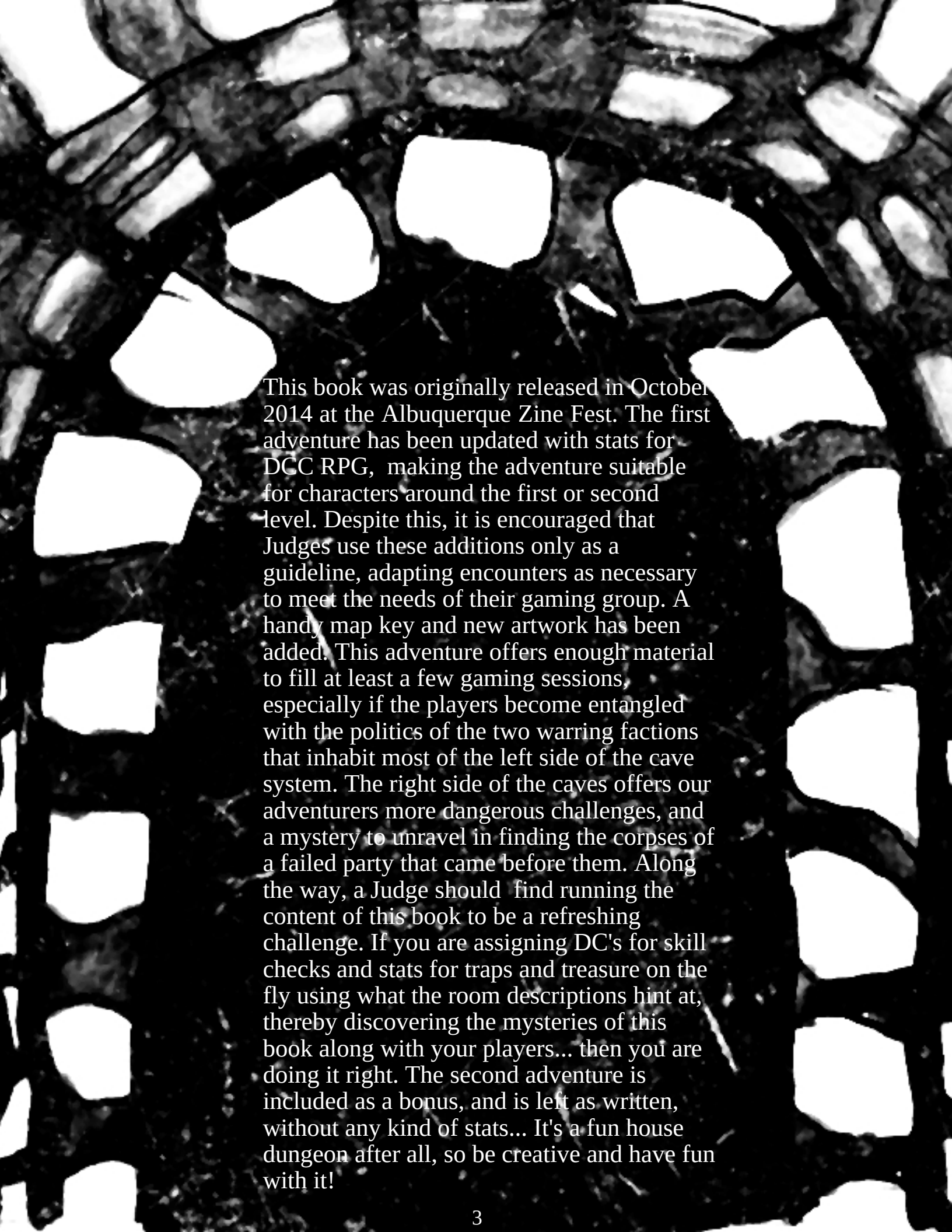
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(by Ron Yonts)

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(by Jason Pfiefer)





This book was originally released in October 2014 at the Albuquerque Zine Fest. The first adventure has been updated with stats for DCC RPG, making the adventure suitable for characters around the first or second level. Despite this, it is encouraged that Judges use these additions only as a guideline, adapting encounters as necessary to meet the needs of their gaming group. A handy map key and new artwork has been added. This adventure offers enough material to fill at least a few gaming sessions, especially if the players become entangled with the politics of the two warring factions that inhabit most of the left side of the cave system. The right side of the caves offers our adventurers more dangerous challenges, and a mystery to unravel in finding the corpses of a failed party that came before them. Along the way, a Judge should find running the content of this book to be a refreshing challenge. If you are assigning DC's for skill checks and stats for traps and treasure on the fly using what the room descriptions hint at, thereby discovering the mysteries of this book along with your players... then you are doing it right. The second adventure is included as a bonus, and is left as written, without any kind of stats... It's a fun house dungeon after all, so be creative and have fun with it!



Random Dungeon Elevation

In an effort to give a bit of depth to otherwise flat dungeon maps, the following technique may be used. Upon entering a new path or corridor, the Judge may roll a d3 or fudge die to see if the path:

- 1 or - Slopes downwards.
- 2 or 0 No change.
- 3 or + Slopes upwards.

The Judge may then roll the d3 or fudge die again to assess the gradient of the slope:

- 1 or - Heavy gradient. The path becomes very rough as it slopes upwards or downwards quite abruptly. Counts as difficult terrain, greatly slowing movement.
- 2 or 0 Medium gradient. The path noticeably slopes upwards or downwards, reducing movement.
- 3 or + Light gradient. The path is sloping gently, making the change in elevation barely detectable. No penalties to movement.

Some Ziggurat

*Some old ziggurat tortures the sky into storms,
A sharp shadow limned on the breast of the night.
Lightning soaked infidel message of the truth-
A hulk both the object and its black form.*

*Taut wracked beauty beneath the slaving knife
Ancient stones stacked by obscene hands,
Eras of litter in the dusty gutters,
I only want to be more than a man.*

*I only want to be less than a man,
The instrument of indifferent rage,
The call from a void neither dark nor bright
Flickering truth reaches out for the Lie.*

*Scent of ozone. The wound is near.
Times. Of all –end. Happens... here.*

By Julian Bernick



The Caves of the Sacred Seven

A Level 1-2 DCC RPG Adventure

Long ago, a stalwart group of seven adventurers traveled through space and time to confront an ancient enemy that had taken the form of a dragon. These legendary heroes gathered items of great power from the many realms and tracked their prey to the dawn of time, intending to use them to slay the wyrm. Unfortunately, the beast had been expecting them, fashioning a formidable lair out of a sprawling system of caves. This maze of tunnels held untold horrors that the seven heroes succumbed to one by one, leaving naught but their corpses to tell their tales. What became of their magic items? And what of the dragon? It is said that they may still be found deep in the darkest corners of the cursed caves, and indeed they may.

Many eons have passed and the world beyond the caves has begun to see the birth of life. Two competing groups of young races are locked in an endless struggle over the prehistoric caves.. an early form of man and a race of reptilian humanoids. Each race considers the caves to be a holy place, worshipping the legendary heroes as gods. Influenced by the evil of the dragon hidden deep in the ancient caves, they each believe that they are the rightful heir to the fallen adventurer's magic, and by extension the world. The time has come for survival of the fittest.



PLAYER INTRODUCTION

There are many ways to introduce our adventurers to the prehistoric caves of the Sacred Seven. Perhaps our adventurers are members of a hunting party from a nearby tribe, seeking the safety of the cave during a storm whilst unaware of its past? Could it be our adventurers are teleported to the entrance of the cave from another realm, perhaps by a botched spell or strange device? Maybe our adventurers have heard the tales of the Sacred Seven, following their path to these caves in an attempt to collect their missing magic items and slay the dragon once and for all? Whether they discover the secret entrance to dungeon, get teleported there, or simply fall into a hidden mine shaft, one thing remains clear: the only way to go is further down..

(1) Start Point: Our adventurers find themselves in a damp and dark cave of about 50' in circumference deep beneath the surface. Water is pooling around the feet of the party, flowing through an opening piled high with rocks on the west side of the cave that leads to area 2. The only light that can be seen is a little over 100' down the corridor to the north, shining through what looks like a door frame. This door is very difficult to open from this side, and leads to area 9.

(2) Reptilian Ambush: Prehistoric reptilian guards brandishing spears of bone are milling about this area. If the adventurers alert them, they will be waiting in ambush on either side of the narrow opening. There is a small stream of mineral water flowing through the center of the path, causing anyone caught in the stream to struggle for solid footing.

Reptilian Warriors (4): Init+1; Atk claws +1 melee (2d3), spear +1 melee (1d8), or by tail whip +1 melee (1d5); AC 12; HD 1d8; HP 3 each; MV 30', Act 2d16; SV Fort +1, Ref +1, Will -2, AC N

(3) Flooded Chamber: This sunken chamber appears to be flooded with stagnant green water. Any adventurer who wades into the water will discover an ordinary, dented iron long sword submerged in the green filth. Their boots and leggings will soak up the water and carry a strange odor that will alert any creatures of the adventurer's presence.

(4) Reptilian Sauna: This chamber is the source of the stream flowing through areas 1 & 2. The water appears to be originating from a small spring in the center of the room. A few reptilian females are bathing here, and will shriek with embarrassment and attempt to cover themselves if they spot the adventurers. If the adventurers attack or threaten the females, a frighteningly muscular female reptilian will rise from the water of the spring and lead the creatures in an attack against the adventurers.

Reptilian Female (3): Init+1; Atk claws +0 melee (2d3), or by tail whip +0 melee (1d5); AC 12; HD 1d6; HP 2 each; MV 30', Act 2d16; SV Fort +1, Ref +1, Will -2, AC N

Muscular Female (1): Init+1; Atk claws +2 melee (2d3), or by tail whip +2 melee (1d5); AC 12; HD 1d8; HP 5; MV 30', Act 2d20; SV Fort +1, Ref +1, Will -2, AC N



(5) Incubation Chamber: This chamber appears to be a sort of nesting area for the reptilians, with many eggs filling the various nooks and crannies of the cave. A few reptilian females and young will flee from the area when the adventurers enter. If they have made a sufficient commotion up until this point, the adventurers will draw the attention of the reptilian guards in area 6.

(6) Reptilian Encampment: This area is the main encampment of the reptilians, consisting of many huts, a sort of barrack, and a small armory stocked with wooden clubs, bone spears, and other crude weaponry. There are at least a dozen warriors milling about the ramshackle structures at any given time, with perhaps a few more slumbering in the huts and more still on patrol or guarding the chieftain.

Reptilian Warriors (18): Init+1; Atk claws +1 melee (2d3), spear +1 melee (1d8), or by tail whip +1 melee (1d5); AC 12; HD 1d8; HP 3 each; MV 30', Act 2d16; SV Fort +1, Ref +1, Will -2, AL N

(7) Reptilian Headquarters: This fortified chamber is the domain of the reptilian chieftain and his elite guards. The chieftain wields the **Barbed Blade**, a weapon that once belonged to the warrior **Barab** of the Sacred Seven. This weapon appears to be a normal long sword of exquisite craftsmanship, yet when struck against a surface the ensorcelled steel of the thirsty blade will grow barbs that pierce flesh and entangle weapons (+2 longsword, 1d8 damage or 1d12 against unarmored foes, Ref save on successful attack DC=to-hit roll or enemy is disarmed). The blade can also sense spilled blood and lead it's wielder towards it. The reptilian chieftain believes his possession of the weapon to be a sign that he alone may lead his people to victory against the men folk, and will not part with it unless slain or the men folk are eradicated. He is willing to negotiate terms with the adventurers, should they be willing to stand with them against the men folk. He accuses the men folk of coming to their village in the night with glowing eyes and kidnapping their young.

Elite Reptilians (4): Init+1; Atk claws +2 melee (2d3), spear +2 melee (1d8), or by tail whip +2 melee (1d5); AC 14; HD 1d10+2; HP 5 each; MV 30', Act 2d20; SV Fort +1, Ref +1, Will -2, AL N



Reptilian Chieftain: Init+3; Atk claws +2 melee (2d3), sword +4 melee (1d8,1d12 versus unarmored foes), or by tail whip +2 melee (1d5); SP: Disarm foes upon successful attack, DC=to-hit roll; AC 14; HD 2d6+3; HP 12; MV 30', Act 2d20; SV Fort +1, Ref +3, Will +2, AL N



(8) Battleground: This wide cavern is the front line for the protracted battle between the reptilians and the men folk. Many ill-equipped corpses of each race litter the area. There is a good chance that our adventurers will interrupt a battle taking place should they enter this area without caution, forcing them to choose sides or fight both groups!

(9) Gorp's Shop: This chamber is the home of a creature that seems to be a mix of both the reptilian and prehistoric human races. He will offer goods and information.. for a price. A doorway that leads to area 1 can be found here. It is locked from this side, and easily opened.

Gorp: Init-1; Atk bite +1 melee (1d3); AC 8; HD 1d3; HP 1; MV 40', Act 1d20; SV Fort -2, Ref +1, Will -2, AL N

(10) Main Entrance: This cavern appears to have been carved out the stone by skilled hands, with a large stairway leading out of the dungeon. This exit is often a battleground, and a few mangled corpses from either side are strewn about. If our adventurers use this exit to leave the dungeon, they run the risk of encountering a group of reinforcements from one of the young races blocking their path. If our adventurers inspect the entrance to the dungeon from the outside, they discover an image of a field of stars carved into the rock with three moons carved above it. The first two moons are waning but the third moon is full.



(11) Trapped maze This area is the entryway to the hive village of the men folk. It is filled with a complex system of wooden pathways that attempt to force intruders into dead ends containing lethal traps. Lucky adventurers or those with the foresight to employ a guide through the area will be able to follow the correct path and reach area 12 unscathed.



(12) Menfolk's Hive: This large chamber is the main encampment of the tribe of men folk. They live in multi-level wooden structures built into the walls of the caves, not unlike a hive of beams and tanned leathers. There are many women and children present, as well as nearly two dozen warriors equipped with hide armor and stone axes and spears. The chieftain of the men folk resides in a heavily guarded room at the highest point of the hive. He wears holy armor known as the **God's Flesh** that once belonged to the cleric **Carok**, one of the Sacred Seven. The armor is a glistening suit of plate mail that has the appearance of skinned flesh and is coated in a layer precious gold. This armor is blessed by an ancient and forgotten god, and is able to heal the wounds of its wearer (+1 hp per round) and grant them the ability to cast golden light from their eyes a few times per day, should they be worthy. The chieftain of the men folk believes his ability to shine in the dark from time to time and heal his wounds while wearing the sacred armor to be a sign that he alone may lead his people to victory against the reptilians, and will not part with it unless slain or the reptilians are eradicated. He is willing to negotiate terms with the adventurers, should they be willing to stand with them against the reptilians. If asked about the kidnappings of reptilian young, he will attribute the crimes to a group of madmen they once encountered deep in the tunnels.

Human Civilian (50): Init+0; Atk club +0 melee (1d4); AC 10; HD 1d4; HP 1 each; MV 30', Act 1d20; SV Fort -1, Ref +0, Will +1, AL L

Human Warrior (24): Init+1; Atk spear +1 melee (1d8) or javelin +0 missile (1d6); AC 10; HD 1d6; HP 3 each; MV 30', Act 1d20; SV Fort -1, Ref +1, Will +1, AL L

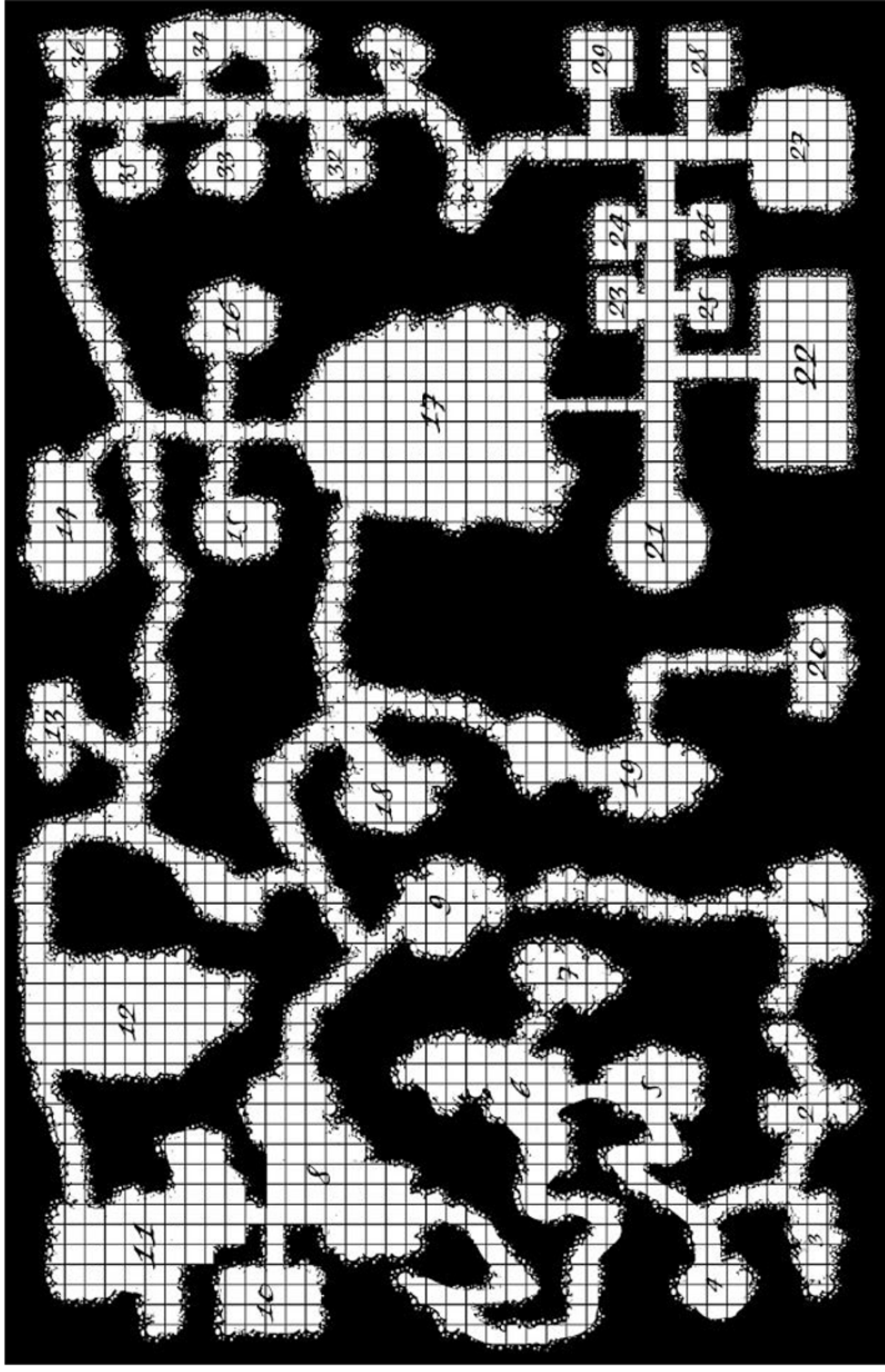
Human Elite (7): Init+1; Atk spear +2 melee (1d8) or javelin +1 missile (1d6); AC 13; HD 1d8; HP 4 each; MV 30', Act 1d20; SV Fort -1, Ref +1, Will +1, AL L

Human Master (1): Init-1; Atk great club +2 melee (1d10); AC 16; HD 2d8+3; HP 10; MV 30', Act 1d20+1d14; SV Fort -1, Ref 1-, Will +2, AL L

Human Chieftan (1): Init+3; Atk bone great axe +3 melee (1d12); SP +1 HP per round, may cast Color Spray (see DCC RPG core rulebook pg. 135); AC 18; HD 2d10+2; HP 12; MV 25', Act 1d20+1d16; SV Fort +1, Ref +3, Will +4, AL L



The Caves of the Sacred Seven



(1) Start Point	(14) Tiny Dino Encounter	(27) Chamber Of Horrors
2) Reptilian Ambush	(15) Campsite A	(28) Mariel's Portal
3) Flooded Chamber	(16) Fish Pile	(29) Sun Gem Altar
4) Reptilian Sauna	(17) Underground Lake	(30) Campsite B
5) Incubation Chamber	(18) Makeshift Workshop	(31) Cooking Chamber
6) Reptilian Encampment	(19) Mound of Bottles	(32) Bone Pile
7) Reptilian HQ	(20) Pike's Resting Place	(33) Fura's Contemplation Chamber
8) Battleground	(21) Mirrored Rotunda	(34) Spore Brambles
9) Gorp's Shop	(22) Dragon's Hoard	(35) Wild Men's Hovel
(10) Main Entrance	(23) Jala's Cell	(36) Barab's Throne Room
(11) Trapped Maze	(24) Empty Cell	(???) The Mirror Realm
(12) Men Folk's Hive	(25) Trashed Cell	
(13) Primordial Ooze Pools	(26) Locked Cell	

Beyond this point, it is recommended that the Judge use the 1d30 Random Corridor Generator presented here to give a sense of unpredictability and danger to the corridors themselves. It is important that the judge keeps detailed notes of the results for each corridor in the event that the adventurers wish to return to them, lure monsters to them, or use the various properties of the random corridors to devise traps and schemes.

1. Although the path ahead appears normal, it will grow a giant mouth and attempt to swallow completely any adventurers foolish enough to enter without caution.

2. The corridor is constructed of a strange alloy of alien metals. It seems to be shifting color ever so slightly, and is cold to the touch. Anything that touches the smooth metallic walls will leave an impression of ghostly light.

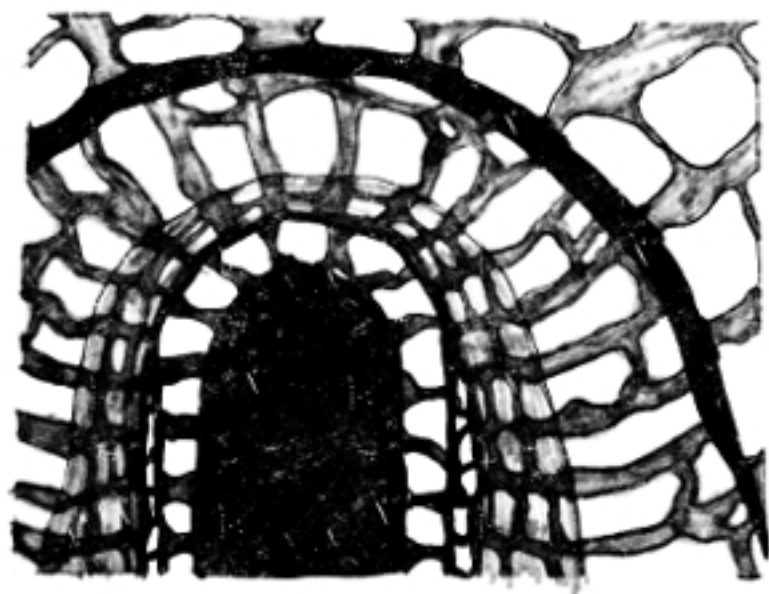
3. The corridor is made out of what appears to be solid gold. This material cannot be scratched, dented, or harmed in any way by any means.

4. The corridor is soft and spongy, and moves in and out as if it were breathing. If damaged in any way it will begin to speak. If these walls could talk...

5. The corridor is covered in a dizzying array of mirrors. Traversing this corridor reduces movement and may cause nausea or other adverse symptoms.

6. The corridor is carved out of rock salt or a similar sedimentary material, which may be broken off and collected if desired.

7. The corridor is similar to others in the dungeon but it is filled with rotting vegetables, waste, and other offal.



8. The corridor appears to be made of densely packed earth supported by a framework of wooden beams. The integrity of the framework may be compromised, causing a cave-in.

9. The corridor is hewn from the living rock and appears to have been carved by skilled hands many millennia ago. It is covered in a facade of ancient, incomprehensible runes.

10. The corridor has a few scattered stalactites and stalagmites, a clear indication that this area is a naturally occurring cave.

11. The corridor appears to be roughly carved from solid obsidian. With enough effort, the glassy black stone may be broken off and used as daggers or spear tips.

12. The corridor is similar to others in the dungeon, but it is filled with mushrooms and strange fungi that seem to grow from the walls themselves. Some of the mushrooms and fungi may have hallucinatory effects if ingested.

13. The corridor is constructed from hundreds of skulls and bones. If studied, the bones resemble those of a human. An astute or well-educated observer will notice that they are not quite consistent with human anatomy.

14. The corridor is hewn from the living rock and appears to have been done so by the hands of men or similar creatures, perhaps only a century ago. There are no embellishments besides mundane columns and archways.
15. The corridor is similar to others in the dungeon but there are several burnt out torches in sconces along the wall. A lucky group of adventurers may find a few of them to be salvageable.

15. The corridor is similar to others in the dungeon but there are several burnt out torches in sconces along the wall. A lucky group of adventurers may find a few of them to be salvageable.

16. The corridor appears to be a tunnel mined from iron ore. The iron is very dense and can cause an adverse reaction to any creature that is vulnerable to it. It may be collected if mined.

17. The corridor is constructed of large, smooth bricks arranged cylindrically. Each "ring" of bricks rotates so slowly that the movement is difficult to detect.

18. The corridor is similar to others in the dungeon but it is filled with a strange soupy, odorless mist. The mist obstructs vision similar to heavy fog.

19. The corridor is constructed from clear glass. Behind the glass is a swirling mass of phlogiston. Damaging the glass and releasing the phlogiston will cause a disturbance in space and time.

20. The corridor is actually a rope bridge suspended over a chasm. Over-encumbered adventurers and those wearing heavy armor risk breaking through wooden planks and falling to their doom. Too much weight upon the bridge may cause it to collapse.

21. The corridor is constructed entirely from logs, wooden beams and planks. This wood is dry and may be broken off or set aflame.

22. The corridor is constructed entirely of living vines and plants. Curious adventurers may find palm-sized spores that release an incapacitating gas when broken.

23. The corridor appears to be constructed out of unknown materials. A modern observer would see a common hallway with linoleum floors, rubber baseboards, concrete walls and a dropped ceiling with white panels. The corridor is lit by buzzing neon lights

24. The corridor is covered in ice and snow. Adventurers who spend too much time in this area risk hypothermia.

25. The corridor is constructed from a magnetized rock. Anyone wearing heavy armor or carrying large metal weapons or items will suffer from reduced movement. Any coins or small metal items that are dropped will require a great deal of strength to retrieve. Compasses will not function correctly in this area..

26. The corridor appears to have been burrowed out by some type of massive creature. Upon reaching the end of the tunnel, adventurers discover the remains of whatever it was that dug this area.

27. The corridor has what seems to be an endless supply of liquid silver cascading down the walls from the ceiling and emptying into an invisible edge along the floor. The metallic portions of a weapon dipped in the metal will be coated in silver for a time, but the overall integrity of the weapon is lessened.

28. The corridor is covered in thick slime and algae. Adventurers who are not sure-footed run the risk of falling while navigating the slippery surface.

29. The corridor is similar to others in the dungeon, but strewn about it are the remains of a less fortunate group of adventurers. Close inspection of their bodies may reveal information on potential dangers ahead, as well as d3 adventuring items at the Judge's discretion.

30. The corridor is filled with gold and jewels or other treasures! The lucky adventurers find a moderate stash of coin or other valuables as specified by the Judge.



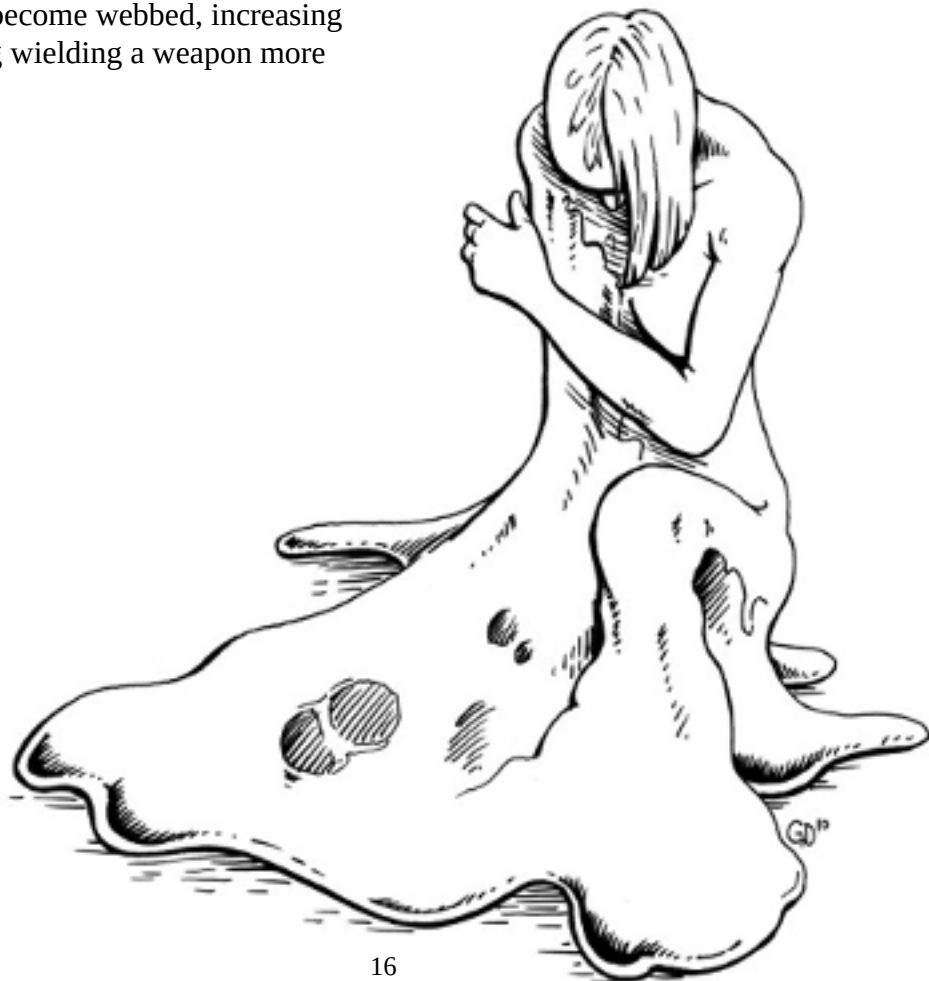
(13) Primordial Ooze Pits: This small chamber contains many pools of primordial ooze. Any adventurer that comes in contact with one of the pools will experience a change to their genetic structure. This causes them to either evolve or devolve depending on their luck, rolling a d7 on the appropriate table below:

Devolution:

1. The adventurer's eyes fog over and resemble large black pools. The adventurer is now nearly blind and cannot stand bright light, but gains a form of low light vision while in the dark. This ability differs from infravision in that it detects and intensifies low levels of light as opposed to the thermal energy.
2. The adventurer loses muscle mass and feels a loss in strength and endurance. This adventurer will also seem to lose a few years of age.
3. The adventurer feels sluggish, losing a measure of reaction time and dexterity. This adventurer will also seem to gain a few years of age
4. The adventurer feels their brow thicken, losing a great deal of intelligence
5. The adventurer feels a wide, tadpole-like tail burst from the seat of their pants, growing from the small of their back. This tail will be repulsive to most human and demi-human NPCs.
6. The adventurers arms lengthen nearly twelve inches, causing their knuckles to drag on the floor if they are short enough.
7. The adventurer's fingers become webbed, increasing swimming speed but making wielding a weapon more difficult.

Evolution:

1. The adventurer's eyesight seems to have evolved to be much more acute, allowing the adventurer to see further and more clearly than even the most eagle-eyed elven ranger.
2. The adventurer gains muscle mass and feels an increase to strength and endurance.
3. The adventurer feels spry, ready to take on anything. They gain a measure of reaction time and dexterity.
4. The adventurer feels their mind clear, gaining a great deal of intelligence.
5. The adventurer feels their feet change to resemble those of an ape. The adventurer now has a distinct advantage when attempting to climb as long as their feet remain bare.
6. The adventurer can feel gills develop behind their ears, granting them the ability to breathe underwater for several hours at a time.
7. The adventurer develops a rough ability to communicate telepathically as well as a keen ability to sense of the motives of others.



(14) Tiny Dino Encounter: This room has a lone, unarmed reptilian standing in the center of it, pleading for mercy. If the adventurers approach the helpless creature, a group of tiny, birdlike dinosaurs swarm the reptilian and devour his flesh in seconds, leaving only a skeleton in his place. Not content with their meal, the dinosaurs turn on the adventurers and attack!

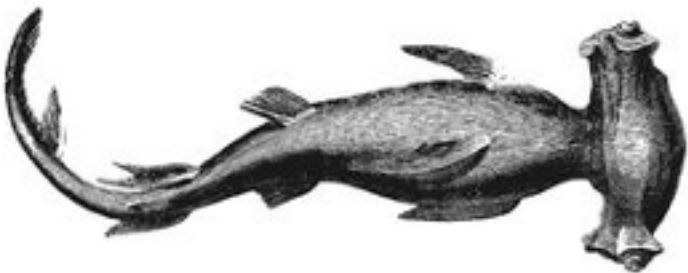
Tiny Dinos (15): Init+2; Atk bite+0 melee (1d3); AC 8; HD 1d3; HP 2 each; MV 40', Act 1d20; SV Fort -1, Ref +2, Will -1, AL N

(15) Campsite A: This room contains the remnants of a campsite once used by the Sacred Seven. Besides being a relatively safe area to rest, curious adventurers may find a few personal items that once belonged to the legendary warriors. One of the items is the iron-bound journal of **Carok** the cleric, which details some of the Sacred Seven's own exploits into the caves.

(16) Fish Pile: This room is full of rotting fish remains, many of which are piled high in the center of the room. Any adventurer that can stomach digging through the foul pile will find a large, waterlogged raft and a few cracked oars buried beneath it.

(17) Underground Lake: The northern path leading into this area seems to be a sort of beach made up of large stones. The open area in the center is an underground lake of dark, motionless water. The western side of the cavern has a similar stone beach leading to a path to area 18. The rest of the lake extends to the south, with steep stone walls around its perimeter. There is a hidden underwater tunnel that leads to the corridor outside of area 22 at the bottom of the lake. The seemingly calm and serene lake is actually the dwelling of a massive prehistoric shark that will attack our adventurers if they attempt to cross it.

Prehistoric Shark (1): Init+3; Atk bite +5 melee (2d6 +2); AC 13; HD 3d12+2; HP 30; MV 60' in water, 10' on land; Act 1d20; SV Fort +6, Ref +3, Will -1, AL N



(18) Makeshift Workshop: This chamber seems to have been used as some sort of makeshift workshop. The remnants of various woodworking tools and bits of lumber and rope are scattered about the room. A single wooden chest is sitting on its side with the opening against the ground in one corner of the chamber. If the heavy chest is tipped over on its side, it will reveal itself to be a monster with venomous fangs that will and devour the nearest adventurer. If attacked, the thing will grow legs and attempt to flee.

Mimic Chest (1): Init+5; Atk claws +2 melee (2d4+1) or bite +2 melee (1d8); AC 10; HD 1d12; HP 8; MV 30'; Act 1d20; SV Fort +1, Ref +3, Will +0, AL C

(19) Mound of Bottles: This room is full of empty glass bottles of many shapes and sizes. Upon closer examination, clever adventurers may realize that there are only a few different bottles that are duplicated many times over. Buried beneath the bottles is the crushed skeleton of the female elf **Jasela**, of the Sacred Seven. She wears a mithril hauberk and a leather satchel that holds a few potion bottles half full of healing tonics and a strange berry wine that enlarges the drinker. The bottles seem to match the rest that fill the room. Clutched in her bony left hand is **Doubler**, the legendary magic wand capable of duplicating items when combined with ritual magic and great concentration. The wand may not duplicate magic items or other things beyond the scope of the mundane world. This wand also amplifies the wielder's magical ability in general (+1 Caster Level) and may create a ghostly double of the wielder a few times each day. The doomed elf had probably forgotten the limitations of the wand's magic when she attempted to use it to duplicate her potions, most likely in desperation, creating a magical paradox that summoned hundreds of empty bottles that crushed her.

(20) Pike's Resting Place: The corpse of the noble knight **Pike** of the Sacred Seven lies in the center of this room, still wearing heavy plate mail emblazoned with a frog crest across the breastplate and a plumed helmet with the visor down. An astute observer will notice that the knight had been killed by many stab wounds that targeted the weak points of his armor, as evidenced by dried blood stains consistent with such an attack. It appears his assailants were many. Beside him lies a mighty halberd crafted of meteoric iron (+1) and the legendary Flammenschild, a towering shield that protects the wielder from fire by “eating” flames and absorbing heat (+2 AC, absorbs up to 2d6 fire damage). The wielder may also see through the shield while crouching behind it as if it were translucent. The floor of this room is blanketed with thick, heavy ash. Each time an adventurer takes a full step onto the ash, the footprints left behind spring to life and become those of a murderous ash spirit. These nearly invisible creatures attack anyone who sets foot in this chamber, stabbing and slicing at vulnerable areas as if they were wielding invisible daggers..



Ash Spirits (?): Init+2; Atk dagger +1 melee (1d4+1); SP: invisibility causes all attacks against them to have a -5 penalty (-2 if ashes, paint, etc. are thrown on them); AC 12; HD 1d5; HP 2 each; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -1, AL C

(21) Mirrored Rotunda: The walls of this circular room are covered with mirrors that run from floor to ceiling. Aside from a few wooden chairs and a small table, the room seems to be empty. If our adventurers possess at least four of the magical items of the Sacred Seven, a switch will appear in the center of the room that may only be seen in the reflection of the mirror. Immediately upon activating the switch, our adventurers' reflections step out of the mirror and attack them! Once defeated, these doubles become shards of broken mirror glass. A dark, humanoid figure clad in black leather and scaled armor will appear in the reflection of the mirror, sitting at the wooden table and beckoning the adventurers to come forth. The adventurers may now enter the mirror and travel to area ???.

(22) Dragon's Hoard: This room contains the treasure hoard of the dragon. Adventurers that pick up more than any one item or coin will find an invisible barrier of unbreakable magic energy seals the only exit. Our adventurers should quickly discover that they may only take one coin, gem, or valuable from this room. There are many priceless treasures beyond belief throughout the room, but thoughtful adventurers will be struck by the relative plainness of an old silver mirror on a table in the center of the room. The cracked mirror with the tarnished handle wrapped in black leather is actually the **Eye of Argalest**, a magical mirror once owned by **Mariel the Black**, warlock of the Sacred Seven. The owner of the mirror may use it to show the true image of anything reflected in it. The owner also may spend time gazing into it and pondering, receiving glimpses of the past, present, or future in the cracked face of the mirror. Powerful wizards may be able to use the mirror to reflect spells and summon creatures from the mirror world.

(23) Jala's Cell: This cell is locked. Behind the thick bars is the corpse of **Jala**, warrior-priestess of the moon and member of the Sacred Seven. She is wrapped in her raven-feather cloak, but otherwise appears to have been stripped and left to starve to death in this cell. Carved into the floor is a short magical sentence that can be read by a spell caster. If read aloud, the sentence lets the caster communicate with Jala for a fleeting moment. She will reveal that one of the Sacred Seven actually is the dragon, and they were led to these caves by a doppelganger of this person. She will not name the traitor or reveal anything about the mirror world. Her cloak is the **Ravenshroud**, a magical cloak that protects the wearer and offers them the ability transform into a raven and back at will. The wearer of the shroud may not transform during a new moon.

(24) Empty Cell: This cell is unlocked. Apart from a straw mattress and an old wooden bucket, it appears to be empty.

(25) Trashed Cell: This cell appears to have been forced open. There are many large scratch marks along the stone walls of the interior of the empty cell. The straw mattress has been shredded.

(26) Locked Cell: This cell is locked. If our adventurers have sustained heavy casualties there will be captives that may be rescued and utilized as replacements, otherwise the cell is empty.

(27) Chamber of Horrors: This room is blocked by a heavy wooden door that has been nailed shut and barred with chains. Pained whimpering can be heard from behind the door. If our adventurers choose to open the door they will be met with the horrific scene of **Carok**, the cleric of the Sacred Seven, still alive and suspended from chains with hooks through his flesh. The cleric begs for death as a Sadodaemon that worships pain calls him pathetic and weak while ordering the chains and hooks to tear the cleric asunder. The Sadodaemon then turns the many chains towards the adventurers, welcoming them to his church of agony. If our adventurers manage to slay the Sadodaemon, they will find a large circular gem that glows as if it contains moonlight among the remains of the cleric's shredded clothing.

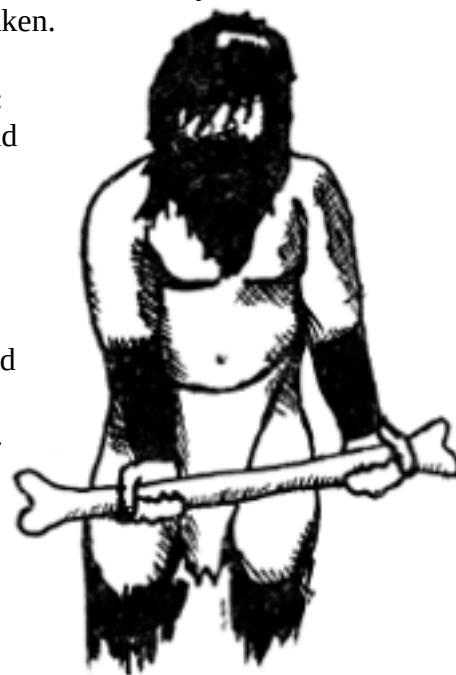
Sadodaemon (1): Init -1; Atk Rod of Pain +3 melee (1d10) SP: DC Fort save or knocked prone for d3 agonizing rounds; or flesh hooks +3 missile (2d6) SP: DC 13 Ref save or immobilized until broken free (chains = 12 HP) ; AC 15; HD 2d12+2; HP 18; MV 30'; Act 2d20; SV Fort +2, Ref +0, Will +4, AL C

(28) Mariel's Portal: This room is locked. Above the door is a carving of a field of stars with three empty depressions above it. The moonlight gem from area 27 and sunlight gem from area 29 fit the depressions perfectly. If the adventurers place the gems or any other object in the first two depressions, an acid bath trap is activated and the object or gem may be destroyed in the process. If either of the gems are placed in the third depression the door will open, revealing a few pages of **Mariel the Black's** journal and a portal that leads to and from a safe spot near the dungeon exit at area 10.

(29) Sun Gem Altar: This room is locked. There is a carving of a beaming sun above the door. The door may only be opened by holding a torch to the sun carving or heating the carving in some way. Any other attempt to open the door will cause a blinding flash of light and cold that will freeze the person closest to the door and may momentarily blind all within line of sight. Behind the door is an altar upon which there is a large circular gem that seems to contain the light of the sun.

(30) Campsite B: This offset passageway is host to another campsite used by the Sacred Seven, although this one seems to have been set up in a hurry and abandoned just as hastily. If the adventurers rest here there is a chance they will be attacked by random monsters when they awaken.

(31) Cooking Chamber: This room contains a band of wild men folk with glowing eyes, hallucinating from the spores in area 34. They are interrupted while eating bits of an uncooked reptilian corpse and turn to attack our adventurers. One of them is brandishing an elven blade made of mithril.



Wild Man (13): Init+1; Atk hand axe +1 melee (1d6) or javelin +0 missile (1d6); SP: may take a DC 10 Fort save for half-damage whenever it is inflicted against them; AC 10; HD 1d6; HP 4 each; MV 30', Act 1d20; SV Fort +1, Ref +1, Will +1, AL C

(32) Bone Pile: This room is piled high with reptilian bones and body parts. The floor is smeared with dark blood.

(33) Fura's Contemplation Chamber: This chamber is sealed by a large stone boulder with an eye carved onto its surface. The boulder may not be moved by brute strength but only by casting a spell or prayer of sight or divination near it. Beyond the boulder is a throne with a robed figure sitting upon it motionless, his face lacking eyes. The figure is **Fura**, ancient wizard of the Sacred Seven who has gone mad in the many eons of isolation spent in this cave. Having sealed himself in this chamber to wait for visions, he used the **Astral Cloth** to “wipe away” his eyes and “wipe” them onto the wall. His body will not move nor will he speak anything more than garbled nonsense, but his hand is gripping the cloth tightly. If the body is threatened, the eyes will appear on the walls and move independently of one another. The eyes are capable of firing beams of magical energy and casting other spells at the Judges discretion. The owner of the cloth may use it to “wipe away” body parts and “wipe” them onto any other surface, where they will be able to move independently. The cloth may also be used to wipe away body parts and organic matter from other sources and then be “wrung” out, thereby destroying the matter that had been “wiped”.

Fura's Body (1): Init -2; Atk arm flail -1 melee (1d3); AC 10; HD 1d5; HP: 5; MV 0'; Act 1d20; SV Fort -1, Ref -1, Will +2, AL C

Fura's Eyes (2): Init +2; SP: +5 Magic Missile or Strong Spell; AC 18; HD 1d10; HP: 2 each; MV 40'; Act 1d20; SV Fort -1, Ref +3, Will +2, AL C

(34) Spore Brambles: This area is overgrown with plants and vines. The brambles are thick and difficult to navigate or even see into. Any brave adventurer who risks the vines and brambles risks coming into contact with the spores inside. Inhalation of the spores causes immediate hallucination as well as an intense desire to eat raw flesh for several days after initial infection. The infection will pass naturally after a few days away from the spores.

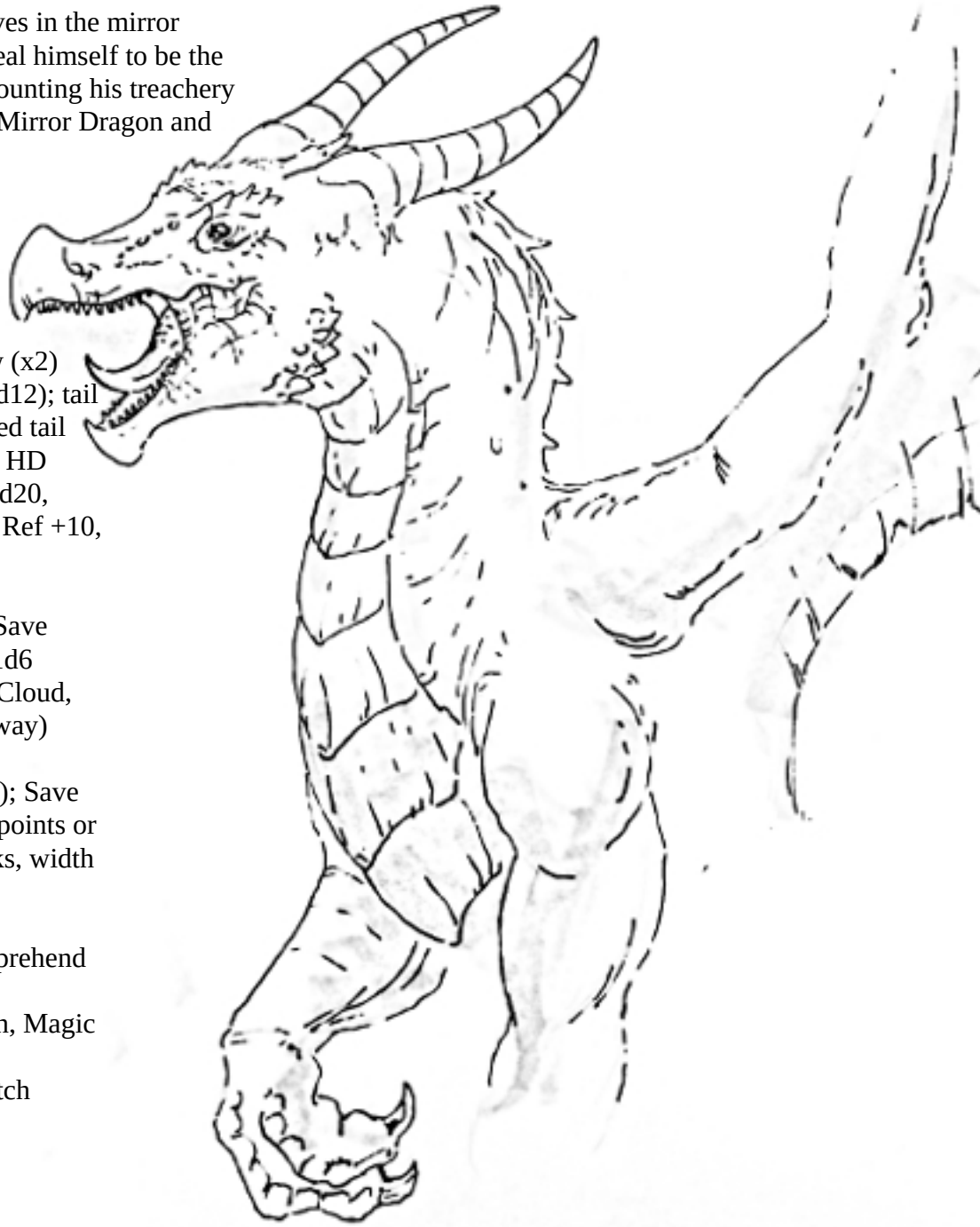
(35) Wild Men's Hovel: This room contains the living quarters of the band of wild men folk. There are several skulls of reptilians displayed around the room. There are a few clubs and spears strewn about, as well as a small cooking pot over a fire. The pot contains a mix of reptilian blood and the spores from area 34, and will cause extreme hallucinations and an increased hunger for flesh if ingested.



(36) Barab's Throne Room: This chamber has the corpse of **Barab** propped up on a chair in the center of the room. The chair and body are heavily booby-trapped, and any disturbance will result in a signaling of the band of wild men from area 31 as well as a flurry of poisonous darts. The corpse wears studded leather armor that is adorned with elaborate thorn stitching and a velvet cloak. Slumped in the lap of the corpse are a set of mastercrafted thieving tools in a leather shoulder satchel.



???: Our adventurers find themselves in the mirror realm. The shadowy figure will reveal himself to be the traitor. He will spend a moment recounting his treachery before transforming into a colossal Mirror Dragon and attack.



Mirror Dragon: Init +10; Atk claw (x2) +11 melee (1d8); bite +11 melee (1d12); tail slap +11 melee (1d20); poison barbed tail +11 melee (1d20 + poison); AC 20; HD 10d12 (43 hp); MV 50; Act attacks d20, spells ; SP see below; SV Fort +10, Ref +10, Will +10; AI L.

Breath Weapon: Type (Sleep gas); Save (Fort 20); Damage (Fall asleep for 1d6 hours, no effect with save); Shape (Cloud, radius 1d4 x 10', aimed up to 60' away)

Breath Weapon 2: Type (Electricity); Save (Ref 19); Damage (As dragon's hit points or half with save); Shape (1-4 line forks, width 5', total length 3d6 x 10')

Level 1 Spells: Find Familiar, Comprehend Languages, Magic Shield

Level 2 Spells: Invisible Companion, Magic Mouth, Scare

Level 3 Spells: Gust of Wind, Eldritch Hound, Transference stone.

Martial Power 1: Throw spines. The dragon's hide is filled with barbed spines that can be hurled as an attack. This takes the place of one claw attack, and the attack is made at the same attack and damage roll with a range of 100'. A dragon has enough ammunition to throw up to 4 spine attacks per day.

Martial Power 2: Hurl rocks. The dragon can use its claws to pick up and throw small boulders. The attack requires one action die and is treated as missile fire at the same attack bonus with a range of 100' for average size dragons, 200' for large dragons, and 300' for godlike dragons. The hurled stone does 1d12 damage.

Unique Power 1: Glass walking (at will). The dragon can walk across glassy surfaces as if they were normal ground.

Unique Power 2: Earth to mud (1/hour). The dragon can transform an area of earth into sticky mud. The area transformed can be up to 50' x 50' in size. The mud, up to 3' deep, slows movement to half speed for all within.

Unique Power 3: Earth to Mirror (1/day). The dragon can transform an area of earth into mirrored glass. The area transformed, up to 100' x 20' x 5', is permanently changed into mirrored glass.

The Tomb of Zarfulgar The Lost

Long ago, a great and powerful wizard known as Zarfulgar attempted a summoning ritual to bring forth an ancient being of malevolence from the voids of chaos so that he might tame the being. Unfortunately, Zarfulgar made a slight miscalculation while performing this ritual, having to imprison the being in his own mortal body lest it be set loose upon an unsuspecting world. After this, Zarfulgar slowly lost his grip on reality and surrendered control to the malevolent being. Although trapped in the body of a human wizard, the being was able to amass a horde of evil creatures enthralled to its dark magics and wage war on the rest of mankind from a mysterious ziggurat.

After decades of brutal conflict, a council of five great and powerful magic-users combined their energies and, with the sacrifices of many brave warriors, were able to seal Zarfulgar into a sarcophagus in his cursed ziggurat. With the last of their combined strength, the council were able to exile the ziggurat and its surrounding lands into the heavens, leaving a massive crater in its place. The magics surrounding the ziggurat were strong enough to coalesce the raised earth around it and draw moisture from the upper atmosphere, creating a small planetoid with a tiny sea and single desert island. Zarfulgar was sealed in his tomb, buried beneath the sands of the desert island in his cursed ziggurat for millennia before the planetoid passed through a belt of radiation strong enough to stir the mummified wizard.

Zarfulgar had lost much of his memory and sanity, but retained enough of his wizardry to separate his soul from his body, leaving a mirror image of both himself and the chaos being in the tomb, along with many lesser duplicates.

The radiation has changed the magical ziggurat into a strange and dangerous place. The planetoid itself has begun to transform into a planet-ship capable of traveling among the stars. Both the spirit of the true Zarfulgar and the chaos being posing as him have been drawing adventurers and strangers from other realms to this planet. Both Zarfulgars welcome adventurers to their halls and will proposition them to kill the other Zarfulgar. The chaos being retains his memory and wishes to have the true spirit of Zarfulgar vanquished in hopes that he may then return to the wizard's body, take control of the planet-ship, and rule the stars from beyond the grave. The true Zarfulgar simply wants peace, but can't seem to remember that the secret to freeing his soul and banishing the demon is destroying his own mortal body.

Player Introduction

Our adventurers awaken on a desert island, separated from one another and feeling groggy and confused. They can't be sure how long they have been here and have no idea what brought them here. They wander for what seems like the better part of a day in the heat of strangely colored suns before they meet near an entrance to the ancient ziggurat. The adventurers stand together at the doorway and, through some sort of strange sorcery, are able to recall their companions final memories leading up to the one they all seem to share.. everything going black, a sinking feeling, and awakening alone on this island. The entrance to the ziggurat beckons them to enter the dungeon below..

A: The Adventurers enter the dungeon by descending a stone stairway that leads to a corridor of about 60' in length. At the upper point of the "A" there is a large, translucent mass of acidic jelly lying in wait. This cube-shaped creature moves about 5' per turn and will attempt to envelop and devour any unwary adventurer. The creature will not make chase beyond the tip of the "A". At the bottom right of the "A", just past the path to "B", a group of strange, small humanoid creatures have built a ramshackle barrier not unlike a gate. The creatures attempt to extort a toll from the adventurers, allowing them to pass through their meager camp beyond the gate.

Z: Beyond the encampment of the strange humanoids, a hooded figure can be seen sitting beside an iron claymore against the back wall on the upper left of the "Z". The figure will not respond to any attempt at communication, as it is a magical double of Zarfulgar. This double is extremely powerful, and wields its massive blade telepathically. It will only attack if an adventurer gets too close or attempts to backtrack after moving further through the "Z". The rest of this area is filled with nearly one hundred similar doubles standing perfectly still, although most are purely superfluous. A number of them roughly equal to the number of adventurers are alive, and will wait until the adventurers are surrounded before firing beams of magical energy at them. If the adventurers attack them before entering, they will spend a turn channeling their energy together, unleashing a powerful beam attack in unison at the next opportunity. The doubles are vulnerable to the sight of their own reflection and the sound of their own true voice. Upon the destruction of each living double, their robes and bandages burst and all that is left is a pile of metallic components that do not fit together in any discernable way.

N: The narrow path directly towards the base of the "E" is actually a false floor, concealing a spiked pit about 30' across. A single wooden beam is suspended near the ceiling. Perhaps our adventurers might be able to use this beam to secure a rope and swing across? The upper path of the "N" leads around the spike trap, but is filled with large sticky spider webs. A pair of giant, venomous spiders will attack anyone attempting to pass through this area. Buried beneath the spider webs are the remains of Zarfulgar's private quarters. Atop a nightstand sits his nearly incomprehensible diary of the days leading up to the summoning of the chaos being. Inside the locked and booby-trapped drawer of the nightstand is a rusted iron ring, an artifact of unknown magical properties.

B: This chamber contains a number of playful beings made of light. These beings seem friendly and are immune to any spell or ability that might detect their true nature. Once seen, the beings will attempt to lure the adventurers one by one into the corners of the chamber. Once an adventurer is alone with the beings, they will bludgeon the adventurer to death with their own shoes and devour their soul. No save allowed.

Q: A giant bull possessed by a wild demon furiously charges around the "Q". In the Tail of the "Q" is an armory which, ransacked it may be, contains a few useful weapons and pieces of armor. The entire area gives off the smell of livestock.

□ = 10 ft



I: This area opens up into a great hall which houses a massive oaken table, upon which an opulent feast has been laid out. Delicacies from several worlds and many varieties of strong drink are offered to the adventurers by a robed figure covered in bandages sitting at the head of the table.

He claims to be the legendary wizard Zarfulgar the Lost, and will welcome the party and offer them magical rewards if they would be willing to find his double and destroy him. He will offer minor weapon enchantments or a few potions to adventurers suspicious of his motives. He cannot leave this room, as if he is magnetically opposed to something else in the dungeon. This being may not be destroyed by conventional means, only banished to the chaos realms by knowing his true name or destroying Zarfulgar's body.



N: The narrow path directly towards the base of the "E" is actually a false floor, concealing a spiked pit about 30' across. A single wooden beam is suspended near the ceiling. Perhaps our adventurers might be able to use this beam to secure a rope and swing across? The upper path of the "N" leads around the spike trap, but is filled with large sticky spider webs. A pair of giant, venomous spiders will attack anyone attempting to pass through this area. Buried beneath the spider webs are the remains of Zarfulgar's private quarters. Atop a nightstand sits his nearly incomprehensible diary of the days leading up to the summoning of the chaos being. Inside the locked and booby-trapped drawer of the nightstand is a rusted iron ring, an artifact of unknown magical properties.

E: The first dead end at the bottom of the "E" is piled high with corpses. Hidden behind them is a secret passage leading to upper portion of area "T". The second dead end has a large wooden table covered with blood and various implements for butchering meat. The final dead end hides a furnace, where a massive brute is disposing of corpses, likely unaware of the party unless they approach haphazardly. This brute is the Necro Butcher, an evil being that living dungeons may summon to help dispose of the many corpses that tend to pile up in such places. He is equipped with a massive cleaver that curses any it cuts and a reinforced apron. He wears a black leather mask over his hideous, snarling face. Climbing up the chimney of the furnace is extremely difficult. Any adventurer that manages to climb 100' feet will find a secret exit to the surface where a previously undiscovered campsite lies abandoned, overlooking the island. A rope ladder has been rolled up and secured at the top of the chimney and may be lowered to create a shortcut between the dungeon and the surface.

F: Buzzing sounds can be heard while approaching this room. The room is roughly 20' wide and 80' in length. Large, deadly saw blades extend from all surfaces of the corridor for about 60' of its length. It is extremely difficult, although not impossible, to maneuver through the whirring blades unharmed. At either end of the "F" there is a pressure plate hidden under one of the floor tiles that disengages the horizontally and vertically spinning blades, respectively. The equivalent weight of an adventurer must be maintained on the pressure plate to prevent the blades from reactivating.

E: A long path covered in foreboding hieroglyphics leads to the upper portion of the "E". The first dead end is piled high with gold and jewels. The second dead end contains the sarcophagus of the mummified corpse of Zarfulgar the Lost. As soon as the party approaches, the lid of the sarcophagus slides open and the mummy emerges, wielding an ancient battle-axe. The mummy immediately casts an enlargement spell upon himself and attacks!

S: The path to "E" is blocked by a locked iron gate. The switch that opens the gate is at the upper tip of the "S". A deep chasm lies between either end of the "S". To get there, one must climb along the sheer surface of the walls, or walk along a set of shaky wooden planks that have been set up as a crude bridge. The unlucky adventurer who activates the switch will find that several flesh eating grubs fall loose from the ceiling and land on their outstretched arm.

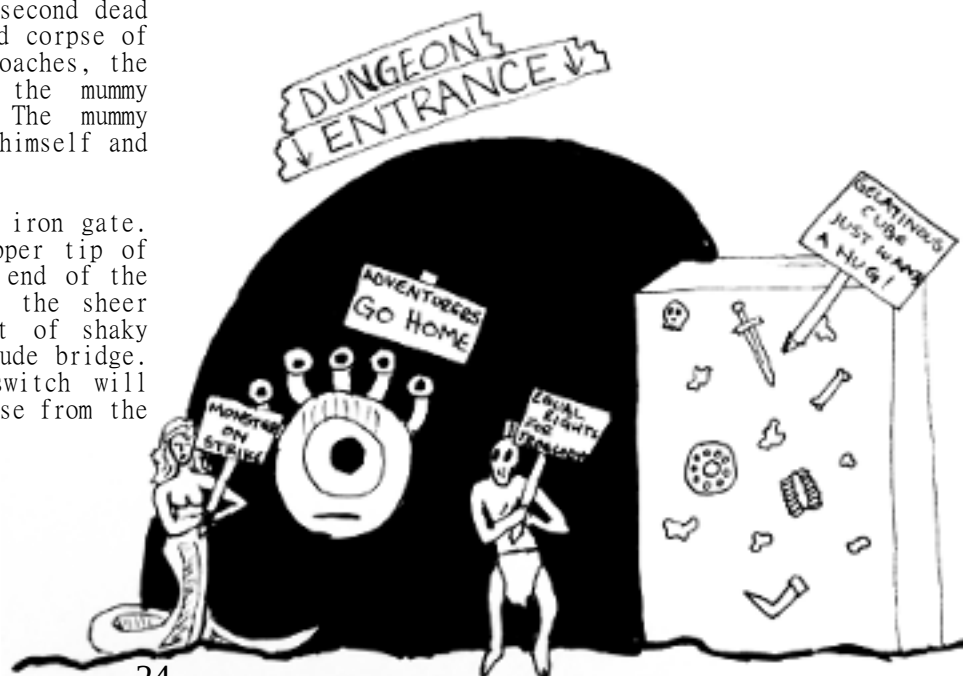
T: The upper portion of the "T" is sectioned off from the lower portion by a false wall that isn't easily detectable, but does seem different from the other walls of this dungeon upon close inspection. This area has rations and bedrolls and seems like a safe place to set up camp. If the adventurers choose to do so, an Ogre will awaken them by smashing down the wall and attacking! Otherwise, the Ogre is leaning against the lower side of the false wall, asleep.

2: This chamber contains nearly one hundred more doubles of Zarfulgar. They do not move and actually are quite friendly and apologetic if spoken to, despite having no useful information. One of the doubles is actually an evil shape shifter that may attack unlucky or disrespectful adventurers. This doppelganger is extremely powerful and will take the shape of its foes in order to confuse them.

0: A gnome with a large treasure sack runs in terror from the adventurers upon entering this area. If the gnome is cornered, the sack will grow sharp teeth and expand in size. The bag will attempt to eat adventurers while the gnome retreats and casts illusion spells. Otherwise, the gnome will cower in fear as the adventurers pass.

1: This room contains yet another feasting table, at the head of which sits the true spirit of Zarfulgar. He extends a similar offer as his double. He reveals the true way to save his soul if he is sufficiently helped to remember in some way. He is similarly bound to this area, and can only be defeated by magical means.

4: A putrid stench wafts from this room. It is flooded with filthy muck that comes up to the knees of an average man. This black, goeey liquid is mildly acidic. The upper left portion of the "4" has a raised platform with a treasure chest upon it. The chest is guarded by several floating gas spores, whose gas can cause hallucination and sometimes asphyxiation. The chest contains the various jars housing the vital organs removed from Zarfulgar's mortal body. The upper right portion of the "4" has a doorway that leads to the secret entrance to "T".



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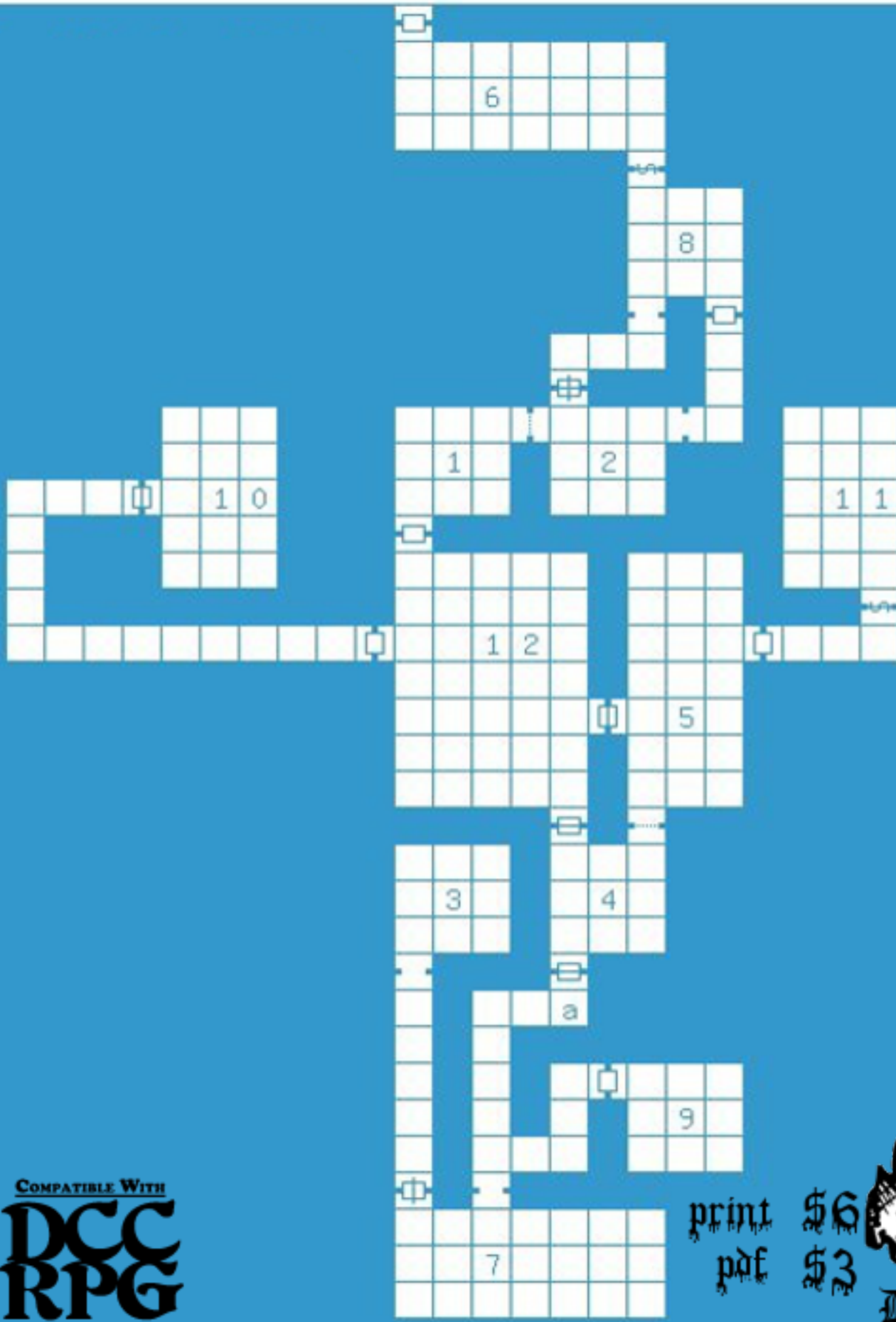
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