

B1
INTRODUCTORY MODULE

DUNGEONS & DRAGONS®



Dungeon Module B1 In Search of the Unknown

by Mike Carr

This package (a cover folder with maps and descriptive booklet within) forms a complete module for use with BASIC DUNGEONS & DRAGONS®. It is especially designed as an instructional aid for beginning Dungeon Masters and players, specifically created to enable new Dungeon Masters to initiate play with a minimum of preparation. With only minor modifications, this module is also eminently suitable for use with ADVANCED DUNGEONS & DRAGONS® as well.

In addition to descriptive and situational material, this module also includes special informational sections giving: background history and legends, listings of possible monsters and treasures and how to place them, a list of adventuring characters, tips on various aspects of play for the Dungeon Master, and helpful advice for starting players.

If you enjoy this module, look for more releases in the D & D® family from TSR, The Game Wizards!

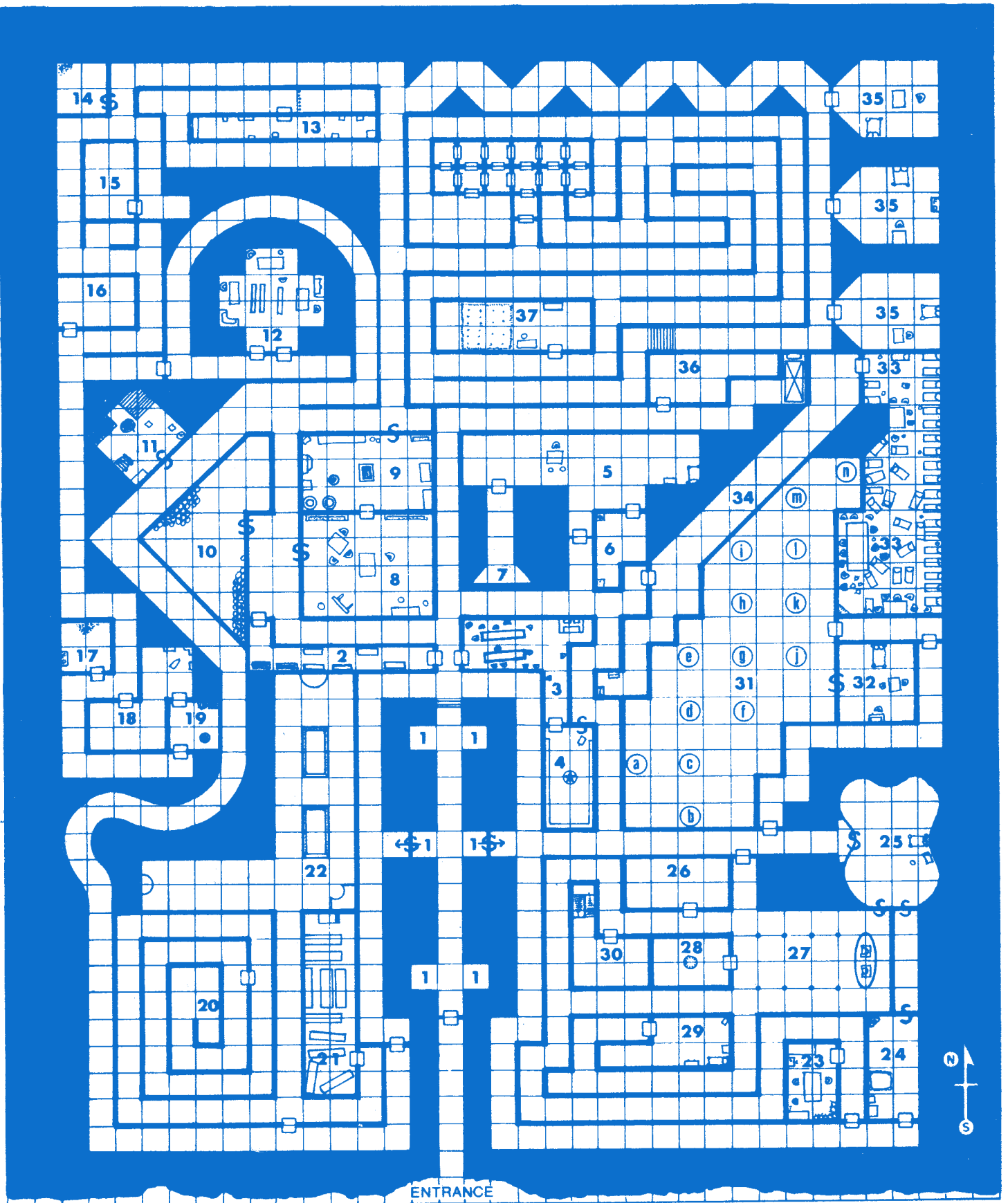
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UPPER LEVEL



-  DOOR
-  SECRET DOOR
-  FALSE DOOR
-  ONE-WAY SECRET DOOR

-  STAIRS, UP
-  STAIRS, DOWN
-  STATUE
-  PITS, COVERED

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Basic DUNGEONS & DRAGONS®
Special Instructional Dungeon Module #B1
IN SEARCH OF THE UNKNOWN
by Mike Carr

INTRODUCTION: This package forms the special instructional module for play of Basic DUNGEONS & DRAGONS®, and as such, is specifically designed for beginning players and Dungeon Masters. Due to its special design, it has numerous applications and serves a multiplicity of purposes.

Most material within this module is that contained in the D & D Basic Set game booklet. In some instances, new material (such as additional monsters, magic items, etc.) is included, and when this is so, every effort has been made to provide a pertinent explanation of important aspects and effects.

Those who intend to be beginning players using this module would be well advised to stop reading this now and to avoid further examination of the module details or game map. The reason for this is that enjoyment of the module will be much more enhanced when the challenge of the unknown and unexpected confronts the participants, who will not be able to benefit from any familiarity with the game situation other than the background provided by the referee. This element of the unknown and the resultant exploration in search of unknown treasures (with hostile monsters and unexpected dangers to outwit and overcome) is precisely what DUNGEONS & DRAGONS is all about, and "knowing too much" can greatly spoil the fun of the gaming experience that makes D & D so special. So, if you're going to be a player in this module, stop reading here, resist the temptation (which will be considerable) to go further in examining the contents, put the module aside, and wait for your Dungeon Master to get ready to use this package for gaming. You won't be sorry!

NOTES FOR THE DUNGEON MASTER

As a beginning Dungeon Master, you will find this module helpful in many ways. First of all, it serves as a graphic example of a beginning dungeon. For this reason, it should prove illustrative to fledgling Dungeon Masters who will benefit from a look at what another dungeon design "looks like". Those designing their own dungeons will want to note various aspects of this dungeon which will give them valuable insights into the creative process which allows them to formulate their own unique dungeon and game setting. Those going on to design their own dungeons and campaigns should be advised of the various playing aids available from TSR as official DUNGEONS & DRAGONS accessories — most notably the various sets of geomorphs (see the products list within the Basic D & D booklet for details on subjects and prices) which allow preparation of large map areas with a minimum of time and effort.

Second, this package provides an almost "ready-made" game situation which can be utilized for one or more playings. Some initial preparation is necessary in addition to reading the material through one or more times before using it in a game. The preparation, however, is interesting and fun as well as instructional, for it shows how a Dungeon Master (or DM) "stocks" the dungeon with assorted treasures and monsters before any adventuring begins. Separate lists of monsters and treasures to key with the various locations inside the dungeon insure that no two similar modules will be the same when set up by different DM's, and will also guarantee that players will not know what to expect in any given room or location. As for player characters, participants can use their own characters rolled up according to

the guidelines within the Basic DUNGEONS & DRAGONS rule-book or choose from a list of pre-generated characters supplied here (including possible hirelings and/or henchmen to accompany the player characters in their adventuring).

Thirdly, there are several salient points of good dungeon design illustrated in this module which new DM's would be wise to note. Likewise, they should keep these factors in mind when they start to design their own game maps and situations:

1) Since it is important to offer a challenge commensurate to the players' level, this two-level dungeon design is made specifically for Basic D & D for exploration by beginning players in a party of 3 to 6 adventurers (player and non-player characters combined). This is reflected in various ways:

- a) In general, this dungeon is less deadly and more forgiving than one designed to test experienced players. It is designed to be fairly challenging, however, and is by no means "easy". Careless adventurers will pay the penalty for a lack of caution — only one of the many lessons to be learned within the dungeon!
- b) The dungeon is designed to be instructive for new players. Most of it should be relatively easy to map, although there are difficult sections — especially on the lower level where irregular rock caverns and passageways will prove a real challenge.
- c) The monsters encountered will generally be commensurate with the adventurers' ability to defeat them. For the few that are too formidable, the adventurers will have to learn the necessary art of fleeing or else employ more powerful means against them.
- d) The treasures to be found will generally be small, although a couple of more lucrative finds are possible if the adventurers are clever or lucky.

2) The dungeon includes a good assortment of typical features which players can learn to expect, including some interesting tricks and traps:

- a) Several one-way secret doors
- b) Illusions and magic mouths
- c) A wind corridor which may extinguish torches and open flames
- d) A room of mysterious pools
- e) A room of doors
- f) A water pit trap which suddenly drops adventurers to the lower level
- g) A portcullis trap where vertical bars drop behind the party in a dead end corridor
- h) A pair of teleport rooms to confuse explorers
- i) Several magical treasures — most beneficial, some cursed
- j) Mysterious containers with a variety of contents for examination

3) There is a legend or story explaining some details of the setting and providing a background (i.e., why it exists, its background, how the characters became involved with it, etc.). Of course, players/adventurers will probably only know bits of this information — or perhaps only rumors of dubious reliability. Most good dungeons (and indeed, entire game campaigns) rest upon a firm basis of interesting background and "history" as set for the players by the game moderator, or Dungeon Master.

4) The setting is neither too simple nor too difficult. Adventurers can exit by either returning to the entrance or locating the other secret exit. Two ways down to the lower level are available for discovery, and a trap may also bring adventurers unexpectedly there.

PREPARATION FOR THE USE OF THE MODULE

The use of this module by the Dungeon Master first requires a working familiarity with its layout and various design features. Therefore, the first step is to completely read the module, doing so with care and with reference to the two maps provided to learn the basic layout and location of the various parts described in the written commentary. A second and third reading will also prove beneficial in preparing for a game employing the module.

Once the DM has obtained a background knowledge of the situation and the various features of the area to be explored, he must **key** the two maps by placing various monsters and treasures within the dungeon complex. To do so, he utilizes the two lists provided which follow within this booklet, taking advantage of the special system to allow easy setup and reference.

Upon examination of the two game maps, it will be noticed that each prominent room or chamber has a Roman numeral for designation purposes. Each Roman numeral corresponds to a written description within the body commentary which accompanies the maps and which is contained in this booklet. Thus, a description of each such area of the dungeon is easily referenced by locating the written material within the booklet, and these are arranged in numerical order. The basic descriptions are standard, but in most cases there is no mention of either monsters inhabiting a particular area or specific treasures to be found within (except for occasional items which are part of the furnishings and which may have some unusual value). A space exists after each description with a brief area for listing either a monster or a treasure (or both) which may be within that room; exactly what will appear in each room, however, is up to the Dungeon Master, who will fill in some of the spaces to denote their presence. This is done easily through the use of the number and letter-coded lists provided for monsters and treasures, respectively. It is important to note, however, that not every room will contain a monster, a treasure, or both — in fact, a fair number of rooms will contain neither, and in some cases the treasure will be hidden or concealed in some manner. Further details on the use of the two lists is contained in the description which precedes them in the section entitled **KEYING THE DUNGEON**.

Once the dungeon has been keyed and the Dungeon Master's preparation is complete, he must assist the players in getting ready for the adventure. The first step is in providing them with the background outline which sets the stage for the game. This "Player's Background Sheet" (which differs in some ways from the more detailed description/background for the referee) is on a perforated sheet at the end of this booklet. It is designed to be removed and handed to the players prior to the adventure (or simply read aloud to them if you do not wish to remove it from the booklet).

Once the players know the background, they can prepare their characters for the adventure. If new characters are needed (as they will be if the players are just starting their first game), they can be rolled up by using the dice and following the prescribed procedure within the Basic **DUNGEONS & DRAGONS** rule booklet. Each player also determines his amount of starting money (the number of gold pieces he has to begin with), and this amount is available for the purchase of arms and equipment for adventur-

ing. Once the players have decided upon the equipment they will be carrying, as well as their own arms and armor, they are ready to start play. A written record of abilities, wealth, and equipment owned and carried is kept by each player.

As an alternative to spending time rolling the characters up, a list of assorted adventuring characters is included on the reverse side of the "Player's Background Sheet". If the Dungeon Master decides to do so, the players can choose one of the characters listed there as their player character. In such a case, the DM then provides the pertinent specifications and ability ratings of the character to the player, who makes a note of it on the side. The DM's master list of character abilities for these characters is within this booklet.

If there are only two or three players, or if a party wishes additional assistance, one or more hirelings or henchmen (non-player characters who will be a part of the party but who will not be under the total control of the players) can be added to the group of adventurers at the Dungeon Master's discretion. These characters can also be from the list, and their specifications and ability ratings are also on the master list for the Dungeon Master.

When players have hirelings (characters who serve for pay) or henchmen (characters who serve out of admiration or loyalty), the Dungeon Master must use common sense in their employment within the game. Obviously, allowing players to assemble large bands of armed assistants at this stage of the game would be unfair and unbalancing, so it will be unusual to see more than one or two non-player characters appearing in the first games. Only after players have survived to earn some repute and wealth to attract (and afford) them will they be able to locate additional adventurers to aid their exploration.

Seeking hirelings and henchmen is a matter to be handled by the Dungeon Master. A player's success in attracting either will depend upon the financial rewards offered (in the case of hirelings) or the charisma of the seeker (in the case of henchmen). Once a henchman or hireling has decided to join a group (this usually being determined by a secret dice roll by the Dungeon Master), the non-player character will generally function according to the directions of the player character being served. However, in some situations — most notably, those involving great risk or danger — the Dungeon Master serves as the "conscience" of the henchman or hireling, and may cause him to balk at ordered action or perhaps even desert in the face of danger or as a result of unrewarded courage or accomplishment. For example, if a party is facing a hazardous situation and a player tells his henchmen to do something which would seem more dangerous than the actions pursued by the other player adventurers, the henchmen may hesitate to act upon the order — or in some cases might simply run away if the chance of death is great (this being determined by the DM's secret die roll at the chances of his choosing, depending upon the situation). Likewise, if a henchman successfully executes a hazardous action (slaying a dragon without much help, for instance) and does not get a proportional reward, then he will understandably consider deserting the player character who ill-treated him. In such cases, the DM will determine the outcome, and, as always, his decisions (often the result of die rolls at appropriate chances which he determines) are final.

An alternative to having either hirelings or henchmen under player control is simply to have non-player adventurers available for single-game participation. In this case, an additional character accompanies the group and participates, but is independent of player control other than to be

helpful and generally cooperative. The Dungeon Master runs the character in essence, although his actions will generally follow the desires and suggestions of the players (unless an unduly hazardous action is demanded). The independent character participates in return for a share of the treasure gained, and this share (which will at least be proportional, or even greater than proportional if the character is better than the player characters) must be agreed upon before the adventure starts. If your players are trying to attract such help, roll a die to see how hard a bargain the extra character drives in order to be convinced that participating is worthwhile. . . . After the adventure has been completed, the extra character might simply take his treasure share and disappear from further use, or if the DM desires, be available for similar service in future quests. The section entitled THE CHARACTER LISTS gives additional suggestions for the employment of non-player hirelings and henchmen.

Once the players have completed their preparations for the game, the referee finishes "setting the stage" by bringing the player characters from the background story to the place where the game adventure will begin. This is usually simply a matter of providing a brief narrative (such as, "Your group, after purchasing supplies and getting organized, left their town and went cross country till a deserted pathway was found which led into the hills, and finally to a craggy outcropping of rock . . ."). Use of the LEGEND TABLE (described elsewhere in this booklet) is also made at this time.

To start the adventure, the players must decide on an order of march for all of the characters in their group — who will be in front, who in the middle, who at the rear, and so on. This should be diagrammed on a sheet of paper and given to the Dungeon Master for reference, and any change in the order of march during the adventure should be noted. In a standard 10' wide corridor, the most common arrangement is two adventurers side by side in each rank, although three characters could operate together in a single rank if all of their weapons were short and easily wielded (daggers or small hand axes, for instance).

One player in the group should be designated as the leader, or "caller" for the party, while another one or two players can be selected as mappers (at least one is a must!). Although individual players have the right to decide their own actions and relay them to the Dungeon Master as play progresses, the caller will be the one who gives the DM the details on the group's course of action as they move around and explore (such instructions as "We'll move slowly down this corridor to the east . . ." or "We'll break down this door while so-and-so covers our rear . . ." are typical directions given by a caller to the DM). In the course of the adventure, the caller will naturally discuss the options available to the party with the rest of the adventurers, but it is he who the DM relies upon for the official instructions (although individual players can still pursue alternate courses of action at appropriate times, if they insist, by telling the Dungeon Master). Once a caller (or any player) speaks and indicates an action is being taken, it is begun — even if he quickly changes his mind (especially if he realizes he's made a mistake or an error in judgment). Use your discretion in such cases.

The player or players mapping the explored area should use graph paper. Orient them according to the same directions on the referee's map (with the top being north in almost all cases). After that, allow them to draw their maps from your descriptions as they wish — but make certain that your verbal descriptions of the areas they explore are accurate (although you can say such things as "approximately sixty feet", especially in large or open areas, or places where

there are irregular rock surfaces). Above all, avoid the considerable temptation to correct their maps once they have drawn them. It will not be uncommon for players to show you their map (especially if they're confused) and ask you, "Is this right?". In most such instances, you should avoid correcting any mistakes there, unless it would be obvious through the eyes of the adventuring characters. Encourage good mapping skills and an attention to detail rather than falling into the rut of continual player map questions.

Exploration of the entire area comprising the module may well take more than one game session. It is also quite possible that adventurers (especially if wounded or reduced in number) may want to pull out of the stronghold and prepare for a return visit when refreshed or reinforced. If this is done, they must work their way to an exit and discuss with you the pertinent details and time passage until their return. In such cases, the exact status of areas already explored will depend upon your judgment — whether areas cleared of monsters might in some cases be re-occupied by new ones, doors left open closed again and locked, or whatever.

If the exploring adventurers wish to suspend the game temporarily during a rest period (when the adventuring characters stop to sleep, as they must do every 24 hours), appropriate notes should be made of each adventurer's status so that resumption of the game can begin at the same point on the next meeting of the players. Their choice of where to camp is a factor to consider, as well, since a check for wandering monsters must be made up to three times for any 8-hour period they remain there (these checks are made at a normal 1 in 6 chance). It is customary to have one or more adventurers in the party standing guard at any one time, as the party members sleep in shifts in order to always have continual protection (although the devious DM may give a slight chance of a guard being asleep if a monster comes . . .). Just as with march order, it is important that players provide the DM with the sleeping location of each member and the placement of the guard or guards, since this may be crucial if and when a monster approaches from a given direction.

Experience points earned and any benefits gained will only be applicable if and when the adventurers successfully exit the dungeon; experience gained in an adventure is only credited after the adventure is complete. However, successfully exiting the dungeon and then returning later would allow the characters to use experience gained on the previous foray, if applicable.

TIME

As adventures go on, the Dungeon Master is responsible for keeping track of time elapsed.

In normal movement and exploration, each turn is considered to be ten minutes (see page 9 of the Basic D & D booklet for details). If an encounter or melee occurs, the Dungeon Master immediately (but temporarily, for the duration of the encounter) adjusts the time frame to melee turns consisting of ten 10-second melee rounds (see page 20 of the Basic D & D booklet).

Every third turn of adventuring, the DM should take a die roll for the possible appearance of wandering monsters at the indicated chances (which are normally 1 in 6, but which may vary depending upon location and dungeon level). Some occurrences (such as noise and commotion caused by adventurers) may necessitate additional checks.

Paper and pencil can be used to tally time, and the DM

should monitor its passage as he sees fit, but keeping in mind that exploring, mapping, and examining various features takes up considerable time — with the larger the area and the greater the care taken in examining, the more time consumed. Wasted time is also a factor which should be noted, as players may waste time arguing or needlessly discussing unimportant matters or by simply blundering around aimlessly. On the other hand, time can pass quickly if adventurers move rapidly through areas which have been previously explored and mapped. In all cases the DM should use his good judgment and common sense.

Generally, eight hours of each twenty-four must be spent resting and sleeping, and prudent adventurers will sleep in shifts with a guard always awake. As a general rule, three checks will be made each "night" for possible wandering monsters.

The passage of a day — or 24 hours — will mean the healing of 1 hit point of damage for each character.

COMPUTING EXPERIENCE

At the conclusion of an adventure (the party's emergence from the dungeon), the surviving characters divide the treasure (with equal shares generally awarded to each and magical or special items dived for by eligible characters) and experience is computed. Henchmen and hirelings usually get an equal share of any treasure, although their experience point award may vary at the Dungeon Master's discretion from half to the full amount awarded to player characters, depending upon their accomplishments.

As an example, let us assume that two first level player characters (a magic-user and a fighter) and a first level hireling (a fighter) survive an adventure and return to the outside world from a dungeon which has claimed several of their comrades. The treasure they carry out with them amounts to the following: 630 g.p., 9 50 g.p. gems, a scroll of 2 magic-user spells, a +1 sword, and a +1 ring of protection. In the course of their adventure, their party caused the following monsters to be slain: 8 kobolds, 5 orcs, and a giant tick.

In this instance, the treasure is rather easily divided: the gold pieces are split into 210 apiece, 3 gems are awarded to each character, the scroll goes to the magic-user (since he is the only one who can use it), and the two fighters roll dice for the sword and the ring, with one going to each (in some instances, a non-player character may end up with the best treasure this way, but such is the luck of the dice . . .). This gives each adventurer the equivalent of 210 g.p. cash, plus 150 g.p. in gems (if traded or sold for gold pieces), plus one other item which can be retained and used.

The monsters slain are considered for experience point values as follows (see page 11 of the Basic D & D booklet): the 8 kobolds are worth 5 points apiece as creatures under 1 hit die, the 5 orcs are worth 10 points each as 1 hit die monsters, and the giant tick is worth 50 points (35 points as a 3 hit die creature plus 15 points for its special ability to cause disease). The total value of all monsters killed is thus 140 experience points — 40 for the kobolds, 50 for the orcs, and 50 for the giant tick. This divides to 46 experience points per surviving adventurer for monsters slain.

Total experience points for each adventurer, assuming they were of first level (a higher level of experience would dictate a fractional adjustment), would be 360 (the g.p. equivalent of coins and gems) plus 46 (for the monsters killed), or 406 points each. No additional points are awarded for the special or magical items.

Once enough points are accumulated, a character can rise to the next higher level of experience, and gain the benefits of the new level. Wealth obtained, besides counting initially for experience, can be used to purchase equipment or supplies, defray everyday expenses, attract hirelings, sponsor various enterprises, or can be spent in any manner (including payments of tithes to the church, especially for clerics!).

HOW TO BE AN EFFECTIVE DUNGEON MASTER

The Dungeon Master, as referee, is the pivotal figure in any game of DUNGEONS & DRAGONS. Accordingly, his ability and expertise — as well as fairness — will be important factors in whether or not the game will be enjoyable for all of the participants, as well as for himself.

D & D is a role-playing game, and is unlike traditional games which have a firm basis of regulated activity and repetitious action. D & D is free-flowing, and often goes in unknown and unpredictable directions — and that is precisely the reason it is so different and challenging. The Dungeon Master is best described as the moderator of the action, for he oversees the whole process, keeps the game moving, resolves the action based upon events occurring and player choices made, and monitors the actions and events outside the player group (i.e. handles monsters encountered, determines the actions of non-player characters encountered, etc.). His responsibilities are considerable, but his foremost concern should be to provide an enjoyable game which is challenging to the players. This means that risk should be balanced with reward, and that game situations are neither too "easy" nor too deadly. Above all, he must be fair, reasonable (without kowtowing to the unreasonable demands of the players), and worthy of the respect of all the participants.

Beginning Dungeon Masters who are not familiar with the game often ask the most common first question, "Exactly how do you referee the game?". The answer is that there is no single best way — different DM's have different styles, just as individual players do. However, there are certain guidelines which are important to follow . . .

First of all, it is crucial to keep in mind that D & D is a game based on player interaction and player choice. The game generally follows the course of the player's actions — if not always their plans! As moderator, you present an ever-changing situation as it occurs (sort of like an unfolding story, or even a movie, if you like to think in those terms), and the players respond pretty much as they desire. As the game goes on, you are presenting them with a hundred different opportunities and choices — exactly how the game goes will depend upon their response to those opportunities and choices. For instance, if players decide to walk down a corridor and find a dead end with three doors, they have a number of choices — simply turn around and ignore the doors, listen at one or more before proceeding elsewhere, try to open one or more (either normally, by forcing them, or even by simply bashing them in), or whatever. You describe the situation, then await their decision as to a course of action. Of course, some decisions will be more difficult, or quick, or crucial to survival — and as always, imagination and resourcefulness, as well as quick thinking, will usually be rewarded.

Second of all, a good DM remains "above the battle" and does not attempt to influence player actions or channel the activity in a particular direction. The Dungeon Master should do all he can to assist players in their quest without actually providing important information unless the players themselves discover it or put the pieces of a puzzling problem to-

gether through deduction or questioning, or a combination of the two. A large part of the game consists of player questions, many of which are "what do we see?". Your job as gamemaster is to answer those questions without giving too much away. You need not hint to players any information that they do not ask for on their own, except in unusual instances. Allow them to ask the questions, and allow them to make the choices.

In the same vein, as Dungeon Master you will enjoy watching players wrestle with the problems you present them with. Although you may set up situations to challenge them, you must understand that you are not their adversary, nor are you necessarily out to "defeat" them. You will enjoy moderating a well-played game where players respond to the challenges encountered much more than one where the adventurers foolishly meet their demise in quick time. However, if your players abandon caution or make stupid mistakes, let them pay the price — but be fair. In many cases, a danger due to lack of caution can be overcome, or a mistake in judgment countered by quick thinking and resourcefulness, but *let your players do the thinking and the doing.*

As Dungeon Master, you are the game moderator. This means you set the tempo of the game and are responsible for keeping it moving. Above all, *you* remain in control of the situation, although with reasonable players your game should always be in control. If players are unusually slow or dilly-dally unnecessarily, remind them that time is wasting. If they persist, allow additional chances for wandering monsters to appear — or at least start rolling the dice to make the players think that you are doing so. If players are argumentative with each other, remind them their noise also serves to attract unwelcome monsters; if they persist, show them that this is true.

Lastly, it is important to remember that the Dungeon Master is the final arbiter in his or her game. If players disagree with you, hear them out and reasonably consider their complaint. However, **you** are the final judge — and they should understand that, as well as the fact that not everything will go their way, or as they expect. Be fair, but be firm. With human nature as it is, players will undoubtedly attempt to try to talk you into (or out of) all sorts of things; part of the fun of being a DM is this verbal interplay. But in the end, what you say is what goes.

USING THIS MODULE WITH ADVANCED DUNGEONS & DRAGONS

Although this module is specifically designed for use with Basic D & D, experienced players will have no difficulty in using this package with the rules for ADVANCED D & D.

Dungeon Masters who wish to employ the module with A D & D will have no problem utilizing the two level maps and the descriptive copy to form the basic outline. In a similar manner, the Legend Table will be used as described. The DM, however, can disregard the various lists of monsters, treasures, and non-player characters and make appropriate substitutions using the greater and more challenging ideas of his own which will match the greater experience of his A D & D players. Likewise, more formidable and deadly tricks and traps will be called for in order to fully challenge the mettle of the more sophisticated players.

BACKGROUND

Many years ago, rumor has it, two noted personages in the area, Rogahn the Fearless (a fighter of renown) and Zelligar

the Unknown (a magic-user of mystery and power) pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. The location of this hidden complex was chosen with care, since both men disliked visitors and intruders. Far from the nearest settlement, away from traveled routes, and high upon a craggy hill, the new construction took shape. Carved out of the rock protrusion which crested the heavily forested hill, this mystical hideaway was well hidden, and its rumored existence was never common knowledge. Even less well known was its name, the Caverns of Quasqueton.

Construction of the complex, it is said, took over a decade, even with the aid of magic and the work of hundreds of slaves and laborers. Vast amounts of rock were removed and tumbled off the rough cliffs into large piles now overgrown with vegetation. A single tower was constructed above ground for lookout purposes, even though there was little to see other than a hilly, forested wilderness for miles around.

Rogahn and Zelligar lived in their joint sanctuary for quite some time, conducting their affairs from within except for occasional adventures in the outside world where both men attempted to add to their reputations as foremost practitioners of their respective arts.

The deeds and adventures of these two characters were never well known, since they both kept their distance from civilization. Some say, and perhaps rightly so, that their motives were based on greed and some kind of vague (or chaotic) evil. No one knows for sure.

What is known more widely is the reputation of each. Despite their questionable alignment of suspected evil, both Rogahn and Zelligar capped their reputation of power when they joined forces to stop a barbarian invasion threatening the great valley below. In a crucial battle at a narrow pass in the hills, the two combined powerful forces and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. A grateful populace rewarded the pair and their henchmen with considerable treasure, after which the two retired to their hideaway. Most of the reward treasure was apparently used to finance the further construction of Quasqueton, although some of it may yet be hidden somewhere. In any case, the hill stronghold was not completed in its entirety when, years later, the intrepid pair apparently embarked on their last adventure.

Some years ago, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Taking most of their henchmen and associates along in a great armed band, the two personages disappeared into the forbidding alien lands to the north, far from the hills and forests surrounding Quasqueton.

Word just reaching civilization tells of some great battle in the barbarian lands where Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details — and no substantiation of the story. The only thing certain is that Rogahn and Zelligar have been gone far too long. If only one had the knowledge and wherewithal to find their hideaway, he would have great things to explore! And who knows what riches of wealth and magic might be there for the taking???

Note: In the mythical WORLD OF GREYHAWK (available from TSR) the stronghold can be considered within any one of the following lands — the Barony of Ratick, the Duchy of Tenh, or the Theocracy of the Pale.

LEGEND TABLE

Prior to the first adventure into the stronghold, the Dungeon Master will utilize this table to impart "background knowledge" (from rumors or legends known) to the adventurers. The table itself includes bits and scraps of information regarding the place to be explored — most of it accurate; however, legends and rumors being what they are, some of the information is false and misleading. It will be up to the players to act upon the information they "know"; the Dungeon Master will tell them that these are legends or rumors they have heard about the place, and that is all (it will be up to the players to decide upon the value or veracity of such information).

To determine legends/rumors known, each player character will cast a 4-sided die in secret conference with the Dungeon Master (non-player characters or henchmen/hirelings will get no roll). The result of the roll will give the number of rumors/legends known by the individual rolling the die:

- 1 One legend known
- 2 Two legends known
- 3 Three legends known
- 4 No legends known

Rolls of 1, 2, or 3 will result in that many rolls on the Legend Table using d20. A roll of a 4 indicates that the adventurer has no knowledge of any rumors or legends pertaining to the stronghold; any information he desires he must attempt to obtain from the other players adventuring with him.

The legends/rumors known are determined by the player's roll of the 20-sided die, and the DM reads the appropriate information off the table to the player for each roll (this is done secretly where the other players cannot overhear). The DM then tells the player that this is the extent of background information known by his or her player character; whether or not the player chooses to share this information (all or only part of it) with the other players is a personal decision. In this manner each player is given a chance to see what bits of additional information their character knows before the adventure starts.

LEGEND TABLE (d20)

"F" denotes a false legend or rumor, but the player will not know it is false.

- 1) The name of the stronghold is Quasqueton.
- 2)F Zelligar had a wizard's workshop in the stronghold where he worked on magic stronger than any known to man.
- 3)F Rogahn owned a fantastic gem as big as a man's fist that was worth over 100,000 gold pieces; he kept it hidden in his personal quarters.
- 4) Zelligar and Rogahn had orc slaves to do the menial work, and some lived permanently at the stronghold.
- 5) The complex has two levels.
- 6) Part of the complex is unfinished.
- 7) The complex has a rear exit which is secret and well hidden.
- 8) No outsiders have ever entered the complex and returned to tell the tale.

- 9) Troglodytes have moved into the complex in the absence of its normal inhabitants.
- 10)F The place is protected by the gods themselves, and one member of any party of intruders is doomed to certain death.
- 11)F The treasures of Zelligar and Rogahn are safely hidden in a pool of water.
- 12)F The entire place is filled with guards left behind by Zelligar and Rogahn.
- 13) Rogahn's trophy room has battle relics and slain monster remains from his adventures.
- 14) There is a room with many pools of water within the complex.
- 15) The very walls speak to visitors.
- 16)F An enchanted stone within the stronghold will grant a wish to anyone who chips off a piece of it and places it within their mouth.
- 17)F All treasures of Zelligar and Rogahn are cursed to bring ill to any who possess them.
- 18)F Zelligar and Rogahn have actually returned to their stronghold, and woe be to any unwelcome visitors!
- 19) There are secret doors, rooms, and passageways in parts of the complex.
- 20) The complex has more than one level.

Note: when rolling on this table, roll again if any number duplicates one already rolled by the same player.

THE DUNGEON

This area for exploration is designed to challenge a party of 3-8 adventurers (player characters and henchmen or hirelings) of up to the third level of experience, and is specifically intended for use with Basic DUNGEONS & DRAGONS. Players will find it beneficial to have a mix of characters in their party who will complement each other and who will possess a variety of abilities due to their different classes (fighters, magic users, clerics, thieves, etc.). Additionally, the carrying of one or two useful magic items will likewise be of great help (although more numerous or more powerful such items will unbalance the situation).

If a Dungeon Master wishes to use the module with ADVANCED DUNGEONS & DRAGONS, a separate set of guidelines will be found at the end of the module to enable this conversion.

The Caverns of Quasqueton, as mentioned in the background description, are hewn from a great rock outcropping at the crest of a large wooded hill. Winds buffet the hill continuously, blowing and whistling through the trees, vines, and other vegetation which blanket the prominence on all sides. The rock itself is a heavy blackish slate, and is evident all throughout the caverns on both levels.

The air within the caverns is heavy, wet, and musty. In some portions of the complex, a layer of dust lies upon everything, undisturbed for years. Burning anything within is slow and difficult, for the entire atmosphere resists combustion. Torches and lanterns will burn smokily.

There are many doors within the dungeon (the term "dungeon" being used generically for the entire underground area, as it usually is in DUNGEONS & DRAGONS), and some of them are secret doors, discernible only by special examination or perhaps by an elf with his or her inborn ability to notice them. In all cases, unless otherwise noted, doors will be locked one-third of the time — and any roll of a 1 or 2 on a six-sided die (d6) will mean that they will bar entrance unless the lock is sprung or broken. Breaking the lock or breaking down the entire door will be a noisy undertaking, to be sure, and may serve to attract unwelcome monsters . . .

The two levels of the dungeon are approximately equal in size and are located one above the other. If the two maps could be placed over one another, the three access points between levels would directly correspond to their locations on the maps and lead directly to each other up and down.

THE CAVERNS OF QUASQUETON

KEY TO THE UPPER LEVEL

Within the complex, the upper level is a rather finished abode with generally good stonework and masonry overall. There are rough spots, or portions where workmanship is not as good as overall, but for the most part the construction and excavation are well done. The walls are relatively smoothly hewn and finished and in generally good repair. The floors, while uneven in places, are likewise in good condition. Corridors generally measure 10' in width, while ceilings for the most part are approximately 8' to 10' above the floor. The blackish stone from which the halls and caverns were hewn is evident overall. Doors are uniformly of heavy wooden construction, approximately five or six inches thick.

WANDERING MONSTERS

Check every third turn; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Orcs (1-4) — HP: 6, 4, 3, 1; *AT: 1; D: 1-6; AC 7/12; SA: None.
2. Giant Centipedes (1-2) — HP: 2 each; *AT: 1; D: Nil; AC 9/10; SA: Bite does no damage but save vs poison must be made (+4 on die).
3. Kobolds (1-6) — HP: 4, 3, 3, 2, 2, 1; *AT: 1; D: 1-4; AC 7/12; SA: None.
4. Troglydtes (1-2) — HP: 6, 5; *AT: 1; D: 1-6; AC 5/14; SA: Emit odor when enraged.
5. Giant Rats (2-5) — HP: 4, 3, 2, 1, 1; *AT: 1; D: 1-3; AC 7/12; SA: Bite has 5% chance of causing disease (save vs poison).
6. Berserkers (1-2) — HP: 5, 4; *AT: 1; D: 1-8; AC 7/12; SA: +2 on attacks vs normal men.

ENCOUNTER AREAS

ENTRANCE. A cave-like opening, somewhat obscured by vegetation, is noticeable at the end of a treacherous pathway which leads up to the craggy outcropping of black rock. By sweeping aside some of the vines and branches,

the opening becomes easily accessible to human-size explorers.

The opening leads straight into the rock formation, with a 10' wide corridor leading the way to a large wooden door. The door opens freely, and close examination will reveal that bits of wood have been chipped away from the edge, indicating that it has previously been forced (this fact will certainly be known if adventurers indicate they are examining the door; otherwise there will be a 10% chance per adventurer, cumulative, of this being noticed — 40% if four adventurers, etc.).

I. ALCOVES. There are three pairs of alcoves past the entrance, located as they are for purposes of defense against intruders or invaders. These guardpoints are all empty and barren of any markings.

The second pair of alcoves are actually secret one-way doors, but totally unnoticeable to anyone on the side of the entrance corridor (even if close examination is made). These one-way doors are also a defensive measure to allow guards to appear in the rear of any invading group which passes this point.

The third pair of alcoves contains a double **magic mouth** spell, and this magic omen will be triggered as soon as any adventurers reach the point in the corridor between the two alcoves. When this occurs, a **mouth** appears on the side wall of the east alcove, and another **mouth** appears on the side wall of the west alcove. The east **mouth** speaks first, in a booming voice: "WHO DARES ENTER THIS PLACE AND INTRUDE UPON THE SANCTUARY OF ITS INHABITANTS?" After but a moment, and drowning out any attempted reply by the party, comes the reply from the west **mouth**: "ONLY A GROUP OF FOOLHARDY EXPLORERS DOOMED TO CERTAIN DEATH!". Then both **mouths** will shout in unison, "WOE TO ANY WHO PASS THIS PLACE — THE WRATH OF ZELLIGAR AND ROGAHN WILL BE UPON THEM!" The **mouths** will then begin a loud and raucous laughter, which fades in intensity as the twin **mouths** disappear from view. They are a permanent feature of the stronghold, and will reappear on every visit.

Past the third pair of alcoves and at the end of the corridor from the entrance are two steps up. At the top of the steps, the corridor continues straight ahead, and corridors meet from east and west. At this intersection is a grisly sight — the remains of a hand-to-hand battle where no less than five combatants died.

Upon examination of the bodies (if the adventurers choose to do so), it will be seen that three of them were adventurers themselves, explorers from the outer world. This ill-fated trio obviously had their first and last battle at this spot. Their opponents, also slain here, are two guards. The bodies arrayed here, each in various states of decomposition, are as follows (the stench of decaying bodies is strong and repulsive, and the sight doubly so):

Body #1 — A human fighter, slumped against a wall. His broken sword, sheared off about eight inches above the pommel, tells the story of his demise. The body has been stripped of any armor, and there are no items of value on the remains, other than a belt pouch containing 5 gold pieces (g.p.).

Body #2 — A human magic-user, impaled against a wall. The killing sword, still thrust through the body, is lodged in the wall, which has a large section of wood at this point. If the sword is removed, the body will crumple to the floor, exposing a blood-stained carving. The carved letters

form the word "QUASQUETON" in the "common" language.

The sword, upon being removed, will prove worthless, since its handle is very loose and the overall quality of the weapon is poor.

The body is bereft of any items of great value. The magic-user's robe, now bloodstained and ruined, has a pocket and within it is a purse containing 2 g.p. and a pouch full of garlic buds.

Body #3 — A dwarf fighter, face down in the corridor just east of the intersection. In his right hand he still clutches his war hammer, and it appears that he crawled, wounded, to this point, since a trail of dried blood leads back to the battle location. A sack turned inside out lies alongside the body, now empty.

Armor has been stripped from the body, although the fighter's helm is still on his head. This headgear, however, has a noticeable dent in it which will make it unusable and thus worthless. There are no items of value on the remains.

Body #4 — A human berserker/fighter, obviously a guard who defended to the death. The body is sprawled on the floor, and a broken wooden shield lies nearby. The body has no armor on it. There is no weapon on the body or nearby, nor are there any other items of value on the remains.

Body #5 — A human berserker/fighter, another guard. This body, with a bashed head from the blow of a war hammer, lies on the floor face down. There is no armor or weapon on the body except for a small sheathed dagger on the belt. The belt is very ornately decorated leather, which would appear to be worth something, except for the bloodstains ruining its appearance.

Monster:

Treasure & Location:

II. KITCHEN. The food preparation area for the complex is a very long room with a variety of details. At the southwest corner of the room are two cooking pits, each large enough to cook an animal as large as a deer. One of the pits is slightly larger than the other, but both are about 3 feet in depth. The pits are full of ash and charred remains of cooking fuel. A chimney leads upward, but its small size prevents further investigation.

Long tables line each wall, and there are scattered containers on them, some upturned, with spilled contents moldering on the table top. There are spoiled pieces of food all around, and the smell in the room is very uninviting. One chunk of moldy cheese is particularly noxious, as a fuzzy green growth covers its entirety.

Hanging from above are a variety of utensils, and some other of these are scattered about on the floor of the room. These are nothing more than pots and pans of various sizes, although there is a large cast iron kettle suspended from the ceiling by a thick chain. The kettle is empty.

Monster:

Treasure & Location:

III. DINING ROOM. This room serves as the main dining hall for the complex, and it is here that guest banquets are held.

The room is moderately decorated, but frugally so, since there appear to be no items of great value which are part of the decor. A nicely carved wooden mantle surrounds the room at a height 7 feet off the floor, and the stone walls are also carved in simple yet pleasant designs.

There are a number of tables and chairs in the room, these being of wooden construction and quite utilitarian in nature. Only two chairs stand out from the rest, these being the personal seats of the stronghold's illustrious inhabitants, Zelligar and Rogahn. Both of these chairs are ornately carved walnut, formed from an enormous block of this wood which forms a portion of the wall in the northeast corner of the room. Upon closer examination, it will be seen that the chairs themselves are actually fixed seats connected to the wooden structure, thus being unremovable. Their great beauty is apparent, but is marred by a greenish fungus growing on portions of the walnut. It is obvious the seats have not been used for quite some length of time.

The lesser tables and chairs are scattered about, and several are overturned. All of these furnishings are of hard maple. They show wear, although they have obviously not been used recently.

The entire room has a musty, mildewy smell to it.

Monster:

Treasure & Location:

IV. LOUNGE. This anteroom is through a south door from the dining room, and apparently was designed for before-dinner and after-dinner activity. Drinking was apparently the most popular pastime here, for several earthenware tankard mugs hang from a row of hooks high on one wall (many more are missing, it appears). An ale keg, long since dry but still smelling slightly of the brew, stands in one corner.

The stone walls are strangely textured for an unusual effect, but are devoid of further markings or details. A long wooden bench seat, actually attached to the wall, is along each side of the room. Those seated on the bench all face toward the center of the room and the statue there.

At the center of the room is a carved statue, full-size, of a nude human female, beckoning with arms out front in a very alluring pose. This statue, apparently of white marble, is obviously of great value (over 5,000 g.p.). However, due to its tremendous weight and the fact that it seems anchored to the floor, it will be impossible to remove without a major engineering effort. Even characters with a strength of 18 will be unable to move it in any way.

Monster:

Treasure & Location:

V. WIZARD'S CHAMBER. Zelligar's personal chamber is actually a rather austere abode. The most noticeable feature seen upon entering is a very large and fairly detailed stone carving which runs most of the length of the north wall of the room. Some 70 feet in overall length, the wall carving depicts a mighty wizard (obviously Zelligar) on a hilltop casting a spell in the air over a valley below, with an entire army fleeing in confused panic.

The east and west walls are devoid of detail, although there are several wall pegs on each, apparently for hanging garments.

There is a minimum of furniture within the room. Zelligar's

bed, located in the southeast corner of the chamber, is a frame of ornately carved rosewood. The headboard, besides showing the carved designs to advantage, boldly features Zelligar's name highlighted in gold leaf. The bed, obviously of value, is of fine workmanship and construction. Because of its sturdiness, it cannot be removed from the room without dismantling, and doing so will be difficult and likely to cause damage to the various pieces. If this is done, the baseboard and sides would be worth 100 g.p. each, and the headboard up to 500 g.p. However, anyone trying to sell the headboard for its value will run an 80% risk that the purchaser will recognize the original owner's name (since the fame of Zelligar is widely known) — and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where the headboard was obtained.

A rosewood nightstand/table is beside the bed, and it has one locked drawer. The brass handle to the drawer has a pin trap which will be tripped by anyone grasping it, inflicting 1 hit point of damage. An oily substance on the pins is not a poison, but it does inflict unusual pain which will make the grasping hand unusable by the victim for 2-5 (d4 + 1) turns. If a key is inserted into the lock before the handle is grasped, the trap will be negated. Any key of a size comparable to the actual key (which is nowhere to be found) will accomplish this function. The drawer itself is empty (unless treasure in this room is to be located within the drawer).

Elsewhere in the room is a table and three chairs, none of which is of any exceptional worth or value. Upon the table is a pewter pitcher and three pewter mugs. The pitcher has a value of 15 g.p., and the mugs are worth 5 g.p. each.

Monster:

Treasure & Location:

VI. CLOSET. Zelligar's closet lies through a door on the south wall of his chamber. The room is rather large for a closet, but is actually somewhat barren for its size.

In one corner of the room, several bolts of cloth are stacked, well covered with dust and partially moth-eaten and deteriorated. These are of no particular value.

On one wall, several garments are hung, mostly coats and cloaks. These are quite musty in smell, as well as being dusty and dingy in appearance. Of the five pieces of apparel there, only one is remarkable, being studded with circular bits of pewter for ornamentation. This bit of garb, however, also has suffered the ravages of age. While the first four garments are of no value, the last one could possibly bring up to 15 g.p. if sold.

A wooden stand in the corner of the room farthest from the door holds several books upon it. These large volumes are four in number, and apparently belong in the library (room XII.).

Book #1 — A historical work, this book, written in the common tongue, outlines the history of the civilized area within 100 miles of the stronghold location. It contains nothing remarkable.

Book #2 — This tome is apparently an encyclopedia of various types of plants. Although the various illustrations given within provide a clue to its topic, it is written in the language of elves, so it will not be understandable to a reader who does not know the elven tongue (unless a **read languages** spell is used).

Book #3 — This volume appears unremarkable at first glance, seeming to be a notebook with many handwritten entries of undecipherable runes and markings. It is actually a diary kept by Zelligar, and it details one of his adventures from the distant past, written in his own hand. The writing is not discernible unless a **read languages** spell is used. This book is really of no value to any finder, but a book dealer/scribe/librarian would pay up to 50 g.p. for it. Of course, if the book is sold in this manner, the seller risks a 40% chance of word of its sale getting out as a rumor, with attendant problems developing as those who hear of it seek out the finder for further details.

Book #4 — This work, written in the common language, discusses weather. Although well-illustrated with drawings of meteorological phenomena, descriptive text is sparse. Some cryptic notes written in the margins were apparently made by Zelligar, but these are undecipherable without a **read languages** spell and are actually nothing more than notes such as a student would make in studying the work to highlight important points.

Along one of the walls within the closet is an oil lantern which contains no fuel and which has obviously been unused for a great deal of time. If fuel is provided, the lantern will be perfectly usable.

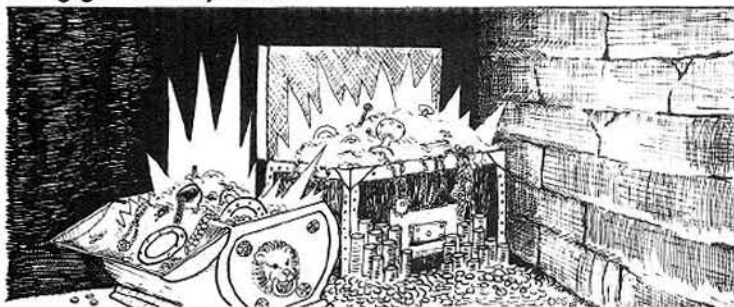
In another corner is a small table with a stack of papers upon it. These are very dusty, and they are held in place by a stone slab paperweight which is monogrammed with a fancy letter Z. The papers are written in the common language and upon examination will be seen to deal with mundane matters: an inventory of foodstuffs, a financial accounting of expenses, notes on construction work for the complex, a couple of routine messages received by Zelligar, and other unremarkable writings. The most recent date on any of the papers is still more than three decades in the past.

Monster:

Treasure & Location:

VII. WIZARD'S ANNEX. Another room off of Zelligar's chamber is the unusually-shaped annex. This room apparently was for meditation and study, as well as the practice of magic spells. The triangular widening at the south end of this room was apparently for this purpose, and the stone wall (although not noticeable to adventurers) is actually thicker than elsewhere in the complex. The floor near the south wall is bumpy and darkly discolored, as if charred and partially melted by intense heat (this will not be noticeable until the **illusion** described below is dispelled).

At the south end of the room is a magnificent sight visible when explorers enter the door and cast light within. The spectacle is indeed impressive: two large wooden chests, each studded with jewels, overflowing with riches. A pile of gold pieces is arrayed around and within them, and scattered among this treasure trove is an assortment of glittering gems and jewels.



The massive treasure is in reality a permanent **illusion**, and it will be temporarily dispelled as soon as the first bit of "treasure" is touched by any creature. The **illusion**, once dispelled, reappears in the same place again within 24 hours.

In reality the room is empty (and it is recommended that no treasure be placed here).

Monster:

Treasure & Location:

VIII. WIZARD'S WORKROOM. Zelligar's workroom and laboratory (room IX.) are located adjacent to each other, with a limited access by secret doors.

The workroom is a facility designed for various purposes related to the study and practice of magic. There are several large wooden tables within the room, one of which is overturned on its side, as well as one central table made of stone. The top of this prominent table is a slab of smooth black slate, although its cold black beauty is hidden by a thick layer of dust. None of the tables have anything upon them. There are several chairs and stools scattered about the room.

Along the north wall to both sides of the door leading to the laboratory are wooden cabinets on the wall, approximately 4 feet off the floor. The cabinets are not locked, and contain various chemical compounds and supplies of no particular value in glass or earthen containers. There are forty such containers, as well as one larger jar (described below). If the adventurers choose to open and examine the contents of any particular container, roll a die (d20) to determine the contents:

<u>Contents</u>	<u>Possible Types</u>
1 Sand	White, brown, black
2 Water	Pure, brackish, holy, urine
3 Salt	Common, mineral
4 Sulphur	----
5 Wood chips	Hickory, pine, oak, ash, maple, walnut
6 Herbs	Dill, garlic, chives, basil, catnip, parsley
7 Vinegar	Red, white, yellow
8 Tree sap (hardened)	Pine, maple
9 Carbon	Coal, ash, graphite
10 Crushed stone	Quartz, granite, marble, shale, pumice, obsidian
11 Metal filings	Iron, tin, copper, brass
12 Blood	Human, orcish, dwarven, elven, dragon, halfling
13 Dung (hardened)	Human, canine, feline, dragon
14 Wine	White, red, alcohol (spoiled), fruit
15 Fungus powder	Mushroom, other
16 Oil	Vegetable, animal, petroleum, mineral
17 Insect bodies	Bees, flies, beetles, ants
18 Bone powder	Human, animal
19 Spice	Pepper, cinnamon, clove, paprika, oregano, nutmeg
20 Empty	---- <i>SCROLL</i>

If a die roll gives a duplication, use the column at the right of each entry to determine differentiation between different substances of similar types. If adventurers try to ingest any substance, the Dungeon Master will handle the situation accordingly. In not all cases will the contents be immediately identifiable — in the case of uncertain substances not ob-

viously identifiable, multiply a character's wisdom times 5 to give the percentage chance of positive identification. Up to 2 characters may try to identify any given substance, but if both fail, the material will be a mystery to the entire party.



The larger jar is of clear glass and seemingly contains a black cat's body floating in a clear, colorless liquid. If the large cork lid is unstopped, the liquid will instantaneously evaporate, the cat will suddenly spring to life, jump out of the jar, meow loudly, and run for the door. If the door is open, the cat will dash through and disappear. If the door is not open, the cat will be seen to pass through the door and disappear. In neither case will the feline be seen again. (This occurrence has no special meaning other than to surprise and/or mystify the adventurers, as well as provide some fun for the Dungeon Master.)

Monster:

Treasure & Location:

IX. WIZARD'S LABORATORY. The wizard's lab is a strange but fascinating place. Zelligar's experimentation with many kinds of magic led to a collection of equipment and devices which was stored here, scattered about this 50' by 30' room.

Dominating the room is a large human skeleton suspended from the ceiling and hanging in the northeast corner of the laboratory. The skull is cracked. (Were there any way to know, it would be discovered to be a barbarian chieftain's remains . . .)

About the room are several large wooden tables, just as found in the workroom (room VIII.), and another heavy stone table which is likewise similar to the one appearing next door. The tables are bare, except for a single stoppered smoked glass bottle on one of them. If the cork is removed, the gas within will immediately issue forth with a whoosh. The vapors are pungent and fast-acting, and all characters within ten feet must make an immediate save vs poison or be affected by laughing gas. The gas itself is not poisonous, but will cause any characters failing their saving throw to immediately lapse into uncontrollable raucous laughter for 1-6 melee turns (check each individually). During this time, the characters will have a 50% chance of dropping anything they are holding or carrying and will rock with spasms of great laughter, staggering about the room, chuckling and bellowing with great glee. The noise will necessitate a special additional check for wandering monsters being attracted to the ruckus, and even if a monster appears, the affected characters will be unable to oppose it until the gas effects wear off (if a monster does come, roll a 4-sided die to see how many melee turns it appears after the laughing starts). Characters under the influence of the gas will not respond to any efforts by others to snap them out of its effects (even slapping the face will do no more than cause more laughing), although if a **dispel magic** spell is thrown, it will make them sober immediately. Otherwise, the only way to stop the laughter is to wait for the effects to wear off.

Several pine logs are piled underneath one of the tables, and if these are moved, a shiny "gold" ring will be found. Although it appears brilliant and seems to be worth up to 100 g.p., it is actually worthless. It has no special magical properties.

Along the west wall is a large wooden rack, apparently from some kind of torture chamber, since it is obviously sized for human bodies. A trickle of dried blood stains the oaken construction on the front.

On the south wall is a stretched leather skin with magical writings which will be undecipherable unless a **read magic** spell is cast. The legend, if interpreted, will read: "What mysterious happenings have their birth here? Only the greatest feats of wizardry, for which every element of earth, water and sky is but a fool!" The skin is old and extremely fragile, and any attempts to remove it will cause irreparable harm and render it useless because of the skin crumbling away.

A sunken fire pit, blackened and cold, is noticeable as the centerpiece of the room. The pit is only 2' deep, although it appears slightly less than that due to several inches of ashes resting within it. An iron bracing and bar across the 4' wide opening suspend a cast iron pot which is empty except for a harmless brown residue sticking to its interior sides and bottom. Another similar pot which is more shallow lies on the floor alongside the pit, and it is empty. Both pots are extremely heavy, and it takes great effort by two or more characters of 14 or greater strength to even move them.

Off in the southwest corner are two vats, each of approximately 100 gallon capacity. Both are made of wood and both are empty. A third vat nearby, only half the size of its neighbors, is half filled with murky, muddy water.

A stone block used as a table or stand is next to the vats, and along the west wall. It has six earthen containers just like those found in the workroom (room VIII.), and any contents within them should be determined in the same manner as described there. There are also pieces of glassware of various types on the top of the stand, as well as on the floor next to it. Some are clean, some show residues, but all are empty and dusty.

An empty wooden coffin, quite plain and utilitarian, rests upright in the northwest corner. It opens easily and is empty. The wood seems to be rotting in places.

Two kegs rest against the north wall, and examination will show them to be similar to those found in the storeroom (room X.). Each has a letter code to denote its contents, and a roll should be made in the same manner as described there to determine what is within if they are opened.

Wooden shelving on the north wall holds more glassware and three more containers (as those in room VIII. and likewise determined). Two small trays hold powdered incense of different colors, and the smell of their aroma will give away their identity.

Monster:

Treasure & Location:

X. STOREROOM. This irregularly shaped room, hidden by a secret door, contains quantities of supplies which are only a bare fraction of its capacity. Although the casks and barrels storing the commodities have prevented spoilage, the contents are by no means "fresh". Although usable or edible still, they nonetheless have an off-taste which suggests staleness.

Approximately 60 barrels and casks are within the room, in two stacks — one against the northwest wall and the other along the east wall in the southern portion of the room. These containers are each marked in some letter code to denote contents. If any individual barrel or cask is chosen for examination, a die (d20) is rolled on the following table to determine its code marking, and if it is broken open, the appropriate contents will be discovered:

	<u>Code Letter(s)</u>	<u>Contents</u>
1	TL	Whole barley
2	B	Wheat flour
3	FT	Rye flour
4	MK	Salt pork
5	GG	Dill pickles
6	HU	Raisins
7	EJ	Fish in brine
8	Y	Dried apples
9	PF	Whole peas
10	SD	Ale
11	Z	Honey
12	AW	Wine
13	OG	Water
14	XR	Soft soap
15	LC	Salt
16	VW	Lard
17	QS	Seasoning
18	RH	Sunflower seeds
19	UT	Hard candy
20	JS	Dried mushrooms

Note that any container opened and left unsealed, or containers whose contents have been spilled, will (over a period of time) attract vermin and/or monsters. Spilled or uncovered material will also be subject to spoilage and rot. This is important if more than one foray into the stronghold is made, and time elapses between such adventures.

Monster:

Treasure & Location:

XI. SUPPLY ROOM. The stronghold's supply room is also rather empty, containing mostly construction supplies.

Going through the room will reveal the following materials:

- A coil of very heavy rope, 200' in length
- A box of iron spikes (50)
- A box of metal nails
- A pile of wooden beams, each 10' in length and 6" by 6" in width (80)
- A sack of building mortar, almost empty
- A stack of stone blocks, each about 6" by 6" by 12" in size (400)
- Six wooden doors, leaning in a row against a wall
- A large box of assorted hardware (including several locks of various types, door hinges, clasps and hasps, door handles, assorted metal bolts, and similar items)
- A jug of dried glue

Monster:

Treasure & Location:

XII. LIBRARY. Quasqueton's library lies behind a pair of ornately carved oaken doors. The floor of the room is covered with dust, but beneath is a beautiful and shiny surface of polished red granite. The stone is inlaid in large blocks and extends uniformly to within a foot of each of the walls. In the very center of the room within the floor surface are blocks of white granite within the red stone, and these

form the letters R and Z with an ampersand between.

There are three large oaken tables within the room, one in each of the west, north, and east wings of the room. There are several wooden chairs scattered about. In two corners of the room are plush divans, each covered with a rich, fleecy upholstery that makes them very comfortable for reclining. These, however, are rather dusty and dingy due to their age and lack of use.

Wall sconces designed to hold torches for illumination are mounted on the walls all around the room. Small cages inset into the north wall contain numerous fire beetles, and these unusual insects give off an eerie, glowing light from their bodies — enough to illuminate this portion of the room. The reddish glow from this source will appear as forbidding and mysterious when viewed from the entrance to the library, seeming to be a luminosity of varying intensity totally alien to anything viewed before. The insects themselves seem to be thriving in their captive abode, but their food source and longevity are totally puzzling. . . . There is no way to open or force the cages themselves, so releasing the insects or gaining access to them is impossible to any adventurers.

The library is rather modestly supplied with books, volumes, and tomes of various sizes. There are likewise only a few scrolls, these being stored in a rack along the east wall. None of the books or scrolls is of any particular use or special interest to the adventurers, despite how many they examine.

Monster:

Treasure & Location:

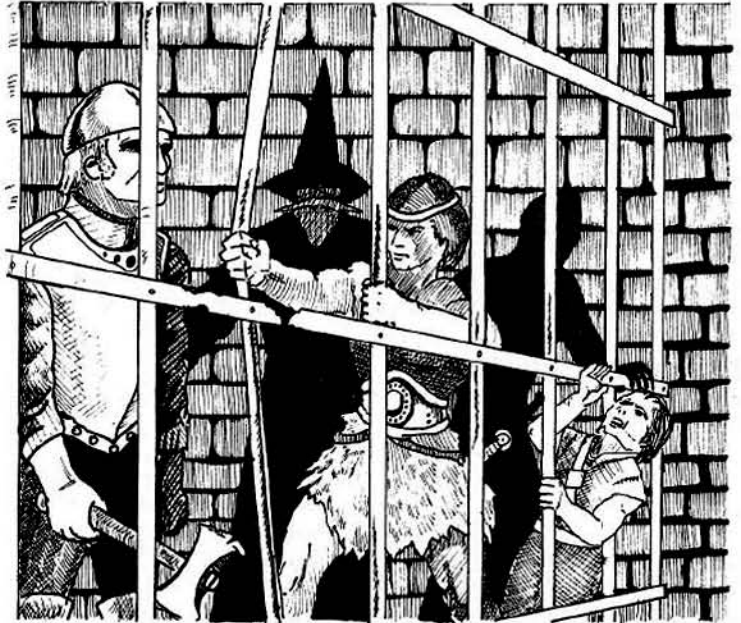
XIII. IMPLEMENT ROOM. This elongated room is used primarily for storage of tools, equipment, and implements of various types. In the room are the following items:

- A box of wooden pegs
- A coil of light rope, 50'
- A coil of heavy chain, 70'
- A coil of fine copper wire, 20'
- Mining picks (32), all unusable and in poor repair
- Chisels (15)
- Shovels (13)
- Empty barrels (11)
- Mallets (8)
- Iron bars (29, each measuring 1" in diameter, 8' in length)
- An iron vise (12" jaws)
- Mining jacks (2), broken
- Crosscut saws (2, 2-man)
- Hacksaws (4)
- A mason's toolbox (containing trowel, stone chisel, plumb line, etc.)
- A cobbler's toolbox (containing small hammer, knife, heavy needles, etc.)
- A small barrel of unfletched arrows (60, all normal)
- An empty wooden bench, 10' long

On the north wall, fairly well concealed considering its size, is a counterweight mechanism for the portcullis trap in the corridor just outside the room, as well as a lever to raise the barrier once it has been tripped. No more than two men/dwarves/elves, etc. at a time can attempt to use the lever to raise the portcullis, and their combined strength ratings must total at least 30. This gives them a 20% chance to raise the impediment, with an additional 5% chance for each point of the total beyond 30 (for example, two men with strengths of 15 and 18 trying together would have a 35% chance to raise the portcullis). Each combination of characters (including henchmen/hirelings) can attempt to raise the barrier but

once, although different attempts can be made with different combinations of two persons making the try.

The trap itself is in the corridor outside the door of the room and just beyond it to the east. The trap will be sprung when one or more adventurers reach a point 10' in front of the dead end wall, in which case the portcullis is noisily dropped 20' to the rear of that point. Thieves in the front of the party will have a chance for their percentage chance on the "remove trap" category, in which case they discover the trap and alert the party without triggering it — provided the thief is the first one to reach the trigger point, of course.



The bars of the portcullis are fairly strong and sturdy. There are twelve vertical bars and several crossmembers. Persons who are very strong may attempt to escape the trap by either **bending the bars** or **lifting the gate** itself. However, each person has but one attempt at each, and if the attempts fail, that person will never be able to do so with that barrier. Adventurers with a strength rating of 13, 14, or 15 have a 5% chance to bend bars or lift the gate, those with a strength of 16 have a 10% chance of doing so, and those with a 17 or 18 have a 15% chance at accomplishing each. Either method will negate the trap through success, thus allowing trapped persons to escape.

If some way can be employed to use the hacksaws to cut through the portcullis, there will be a time delay of 24 hours if one saw is used, 18 if two are used, 12 hours if three are employed, and 6 hours if all four are utilized (no more than one saw per person). The sawing will make noise of some sort, and this may attract wandering monsters at the Dungeon Master's discretion beyond normal chances. Additionally, each saw has a 20% chance of its blade breaking in any 6 hour period — and there are no extra blades.

If all attempts to escape fail, the persons trapped will be doomed to their fate.

Monster:

Treasure & Location:

XIV. AUXILIARY STOREROOM. This extra storeroom is empty of goods and supplies. In one corner is a pile of rock rubble.

Monster:

Treasure & Location:

XV. & XVI. TELEPORTATION ROOMS. A strong magic causing **teleportation** has been permanently placed upon these two rooms of equal size and shape. This is a trick to fool and confuse unwary adventurers and is designed to upset their directional sense.

Both rooms function in the same manner once their doors are opened. In each room, at the corner farthest from the door, is a shiny, sparkling outcropping of crystalline rock which will dazzle when light is reflected off of it; in both rooms the outcroppings are identical. Once adventurers enter the room to investigate this, the entire party is instantly **teleported** to identical locations at the other room — whether they be in the room itself or nearby in the hallway. This teleportation occurs without the adventurers noticing that it has occurred; that is, they have no way of “feeling” that anything unusual has happened. And of course, this means that, although they are in a different location facing in different directions, the adventurers will still have reason to believe that they entered the room through a door which is on the east wall (if they originally entered room XV.) or through a door which is on the south wall (if they originally entered room XVI.). To reflect this fact without tipping off the players, the Dungeon Master must turn his map on its side in order to be able to correspond to the directions the players **believe** they are facing. Of course, when the players emerge from the room and attempt to follow their maps, they will be confused by the fact that details outside the room are not as they expect. They may question the Dungeon Master and even suspect he has made a mistake (with such comments as “wait a minute, that **can’t** be like that, we just **came** that way!”). When this occurs, the DM should avoid argument and simply state things as they are in the new location, letting players puzzle over the problem and arrive at their own conclusions and/or solutions.

Once the teleportation has been triggered in a room, it will not occur again until the room is empty and the door has been closed from the outside. It will thereafter be triggered when the door is opened and the room is entered. The door of the receiving room (the one to which the party is being teleported) will always appear exactly as the door of the first room entered. Doors to both rooms will automatically close themselves and the rooms will become “ready” to be triggered whenever all adventurers have passed to a point at least 120’ from either door, as measured down any corridors. It is possible, however, that a party could trigger the trick, be teleported to the other room, then blunder back upon the original room, see that the two were identical but in different locations, and discover what had occurred. On the other hand, the adventurers could become totally confused, lose their way with an inaccurate map, and experience all kinds of difficulty — whatever does happen will depend upon players’ actions and their ability to recognize and cope with the situation.

Note: it is recommended that no monsters or treasures be located in either of these rooms.

Monster:

Treasure & Location:

XVII. CHAR STORAGE CELLAR. This 20’ by 20’ room is used for storing fuel for the smithy across the hallway. The room is full of blackish soot and dust, but there is only a small pile of fuel against the north wall.

There is a false door on the west wall of the room. It cannot be opened, although it does seem to rest in a frame and even will rattle or move ever so slightly when great strength is applied.

Monster:

Treasure & Location:

XVIII. SMITHY. The smithy is an irregularly shaped room which actually seems to be almost two separate parts. An eerie wind whistles through the upper areas of the room near the ceiling, and this natural effect provided exhaust venting when the fires, long since silent, were stoked with fuel.

Three fire pits lie dormant in the northeast 20’ by 20’ portion of the room, and these are located on the north wall, in the northeast corner, and on the east wall. In the center of the room is a gigantic forging anvil. A hand bellows hangs on the wall to the west.

The larger southwest portion of the smithy is mostly barren, although an assortment of blacksmith’s tools and irons hang on the walls.

Monster:

Treasure & Location:

XIX. ACCESS ROOM. This room adjoins the smithy, and also provides a vertical access to the lower level of the stronghold.

In the northeast corner of the room and along the north wall are log sections of various size (8”-24” in diameter, 1’-4’ in length) stacked in a pile, apparently as additional fuel for the blacksmith’s fires. The room is otherwise empty.

In the southeast portion of the room there is a large hole in the floor about 3’ across. If light is held from above and observation is attempted, it will be impossible to see how deep the hole is or to where it gives access. If a light source (such as a torch) is cast down the hole, it will come to rest on the floor of the lower level, and from above it will be seen that this is approximately 40’ down.

There is a large iron ring anchored to the south wall near the hole, and if a rope is fastened to it, it can be used to assist in descending to the lower level. The fastening, however, is a bit loose, and each person using the rope will have a 1 in 6 chance (non-cumulative) of pulling the ring out of the wall, causing them and the rope to fall to the floor of the lower level. This chance is 2 in 6 for any persons with sizable encumbrance (the equivalent of 500 or more gold pieces in weight). If any person falls, they will do so near the bottom and will take 1-4 hit points of damage (determined by the roll of a four-sided die). Once the ring has been removed from the wall, it cannot be replaced to be usable again.

As an alternative to use of the ring, clever adventurers could use one of the logs in the room measuring 4’ in length, tie the rope around it, place it across the 3’ opening, and climb down the suspended cord.

For purposes of descent, any rope used must be at least 30’ in length. In order to allow a return back up, the rope must be at least 35’ in length so that it can be reached from below while suspended.

The final method for possible descent is to use a rope and grapple, either attaching the hook to the iron ring or anchoring it to one of the two doorways. If a grapple is used anchored at the south doorway, add 10’ to required length, or 20’ if the north doorway is used as the anchor point.

Monster:

Treasure & Location:

XX. DEAD END ROOM. A turning corridor winds inward until ending in a dead end room. The walls are unfinished, and apparently this area of the stronghold was reserved for future development — although no one can say for sure.

Monster:

Treasure & Location:

XXI. MEETING ROOM. This long and narrow room apparently served as some kind of auditorium or meeting room. There are ten wooden benches scattered about the room, each about 15' in length. A large stone slab at the north end of the room serves as a sort of stage, rising 10 inches off the floor to accommodate any speakers and place them in full view of any assemblage.

On the north wall are four decorative cloth banners of red, green, blue, and yellow. Although once attractive, they are now deteriorated and rotting, thus being of no particular value.

Monster:

Treasure & Location:

XXII. GARDEN ROOM. Once the showplace of the entire stronghold, the garden room has, over the passage of time, become a botanical nightmare. With no one to tend the gardens, the molds and fungi have grown out of control.

The room has two major portions, a north arm and a west arm. At the end of each of these extensions are large semi-circular stone formations overgrown with fungoid matter. In the southeast corner of the room is another similar outcropping likewise covered with the underground vegetation. In the center of the northern wing are two large sunken pits, each 10' x 20' in size.

Approaching the room from the corridor to the south reveals an eerie and forbidding sight, as unusual growths have extended themselves from within the room into the corridor, spreading inexorably onward and away from the garden room. Passing this feature and entering the room will reveal a sight totally unlike any ever seen in the outside world . . .

The floor is covered with a carpet of tufted molds that extends to all the walls and even onto parts of the ceiling, obscuring the rock surface. The molds appear in a rainbow assortment of colors, and they are mixed in their appearance, with splotches, clumps, swirls, and patches presenting a nightmarish combination of clashing colors. This is indeed a fuzzy fairyland of the most forbidding sort, although beautiful in its own mysterious way . . .

All around the room are fungi of a hundred different kinds. These are scattered in patches and clumps of growth. There are many different types of mushrooms (including an incredible "grove" of the giant variety, with stems looking like tree trunks and caps fully 8' in diameter), as well as such common fungi as shelf types, giant puffballs, coral fungi, and morels. The various growths all seem to be thriving, although any nutrient source is well covered by their proliferation. Perhaps some strange magic or extraordinary means keeps this incredible garden alive and growing . . .

Although passage through the room is possible, the various types of growth hinder movement. Furthermore, any kind of mass movement or commotion (such as a melee) will raise small clouds of spores which will obscure vision and be unpleasant to breathe.

If any adventurer attempts to ingest a certain type of fungus, there is a 30% chance of it being poisonous (a save vs poison is necessary).

Monster:

Treasure & Location:

XXIII. STORAGE ROOM. This room is used primarily for furniture storage, although it is mostly empty. There are three large oaken tables, a number of chairs, and fourteen wooden stools stacked against the walls. In the corner opposite the door is a woodworking table with a crude vise attached, and small saws and other carpenter's equipment are thereon. There are wood chips and some sawdust scattered about the floor.

Monster:

Treasure & Location:

XXIV. MISTRESS' CHAMBER. This room is more tastefully decorated than the rather spartan living quarters found elsewhere in the stronghold. It is the personal chamber of Rogahn's mistress and lover, who apparently lived at the stronghold for some time. But now it appears that she, along with so many others who lived here, has long since been gone.

There is a large walnut bed against the west wall, rather ornately carved (somewhat resembling the bed in room V. — see the description there — but with no name engraved on the headboard). The bed has a large canopy of embroidered green cloth with a striking reddish trim, but it is very dusty like everything else in the room.

Next to the bed is a small table/nightstand with a single drawer. Beside it against the wall is a chest of drawers made of red cedar, which, despite its age, still has the characteristic smell. In the drawers are an assortment of leather items, old clothing, and personal effects like combs, brushes, and hairpins. One comb is a silver plated item which is of moderate value, being worth 5 g.p. On top of the chest is a tortoiseshell dish which is empty except for a single gold piece coin lying in it, and this rests upon a frilly lace cloth along with two small capped bottles half full of perfume.

On the north wall just to the west of the secret door is a large full-length wall mirror in a wooden frame. The crown of the frame is carved into attractive curving designs, and there is an inscription hewn into the finished wood which says in the common language, "To the fairest of all in my eyes".

In the northwest corner of the room is an attractive water basin which is sculpted from the same rock which forms the wall of the room. Indeed, this protrusion is an integral part of the wall itself. A hole in the bottom of the basin is stopped with a rotting cork; this crude drain lets water drop to an inclined piece of rock which drains into a crack in the wall. There is no running water in the room, however.

A small tapestry measuring 3' x 4' hangs on the east wall. It depicts a handsome and robust warrior carrying off a beautiful maiden in a rescue scene set in a burning village, with a horde of ominous-looking enemies viewing from afar. Embroidered in gold cloth at the top of the scene are the words, "Melissa, the most dearly won and greatest of all my treasures". The tapestry is within a wooden frame, and is firmly anchored to the wall. It cannot be removed without damaging it, in which case it will only carry a value of 40 g.p.

Monster:

Treasure & Location:

XXV. ROGAHN'S CHAMBER. Rogahn's personal quarters are rather simple and spartan, showing his taste for the utilitarian rather than regal.

The curving walls of the room are immediately noticeable as different from all others in the stronghold, not only due to their layout, but also because of their covering. The walls are covered with vertical strips of rough-finished fir wood, and these narrow planks run in single pieces from floor to ceiling. The construction is not remarkable nor is it fancy in any respect, but the result is strikingly pleasing to the eye. If any of the wood is removed from the wall, nothing save back bracing and the rock surface wall will be discovered.

In each of the four curved corners of the room is a different wall hanging. These tapestries are each 6' wide and approximately 8' high. The four subjects depicted are: a dragon being slain by a group of warriors, with one standing prominently at the front of the group, thrusting the killing sword into the dragon's neck; a great battle in a mountain pass, with a small band of fighters led by a great wizard and a single hero putting an entire army to flight; a warrior and a maiden on horseback against a backdrop of mountains, holding hands with joyful expressions; and a depiction of a hero and a wizard joining in a firm handclasp on a deserted hilltop, with only a sunset in the background. The principals in all of these panoramas, of course, as well as the tapestry in room XXIV., are the same — the warrior/hero is Rogahn, the wizard is Zelligar, and the beautiful maiden is the fair Melissa, Rogahn's mistress. The tapestries, if removed, will be heavy (equal to 600 g.p. in weight each) and bulky; they are worth 100 g.p. each.

Opposite the secret door on the west wall is a bed which is made of maple, with a feather mattress. The baseboard has an engraved letter R on it, but the bed is otherwise devoid of particular detail.

A free-standing cabinet of wood matching the bed is alongside it. Inside are some garments of general use: cloaks, a leather vest, a buckskin shirt, a metal corselet, etc., as well as a pair of boots. None are of any exceptional value.

A wooden stool is near the cabinet, but there is no other furniture in the room.

Monster:

Treasure & Location:

XXVI. TROPHY ROOM. The stronghold's trophy room consists of an assortment of various curiosities accumulated over the years.

Covering most of the north wall is an immense dragon's skin, its brassy scales reflecting any illumination brightly. At the west end of the room is a basilisk frozen in stone, its menacing gaze forbidding but no longer a threat. On the east wall is a dwarven skeleton, suspended from a pair of irons near the ceiling, giving the entire chamber a macabre presence. Elsewhere on the walls are a variety of mementoes: two gigantic sets of moose antlers each on a large head, four dragon paws with claws extended, a stuffed cockatrice, a largish black shield which could only be used by a giant, a pair of ram's horns, a pair of crossed swords, a bearskin, an entire door bearing religious symbols, and a set of three colorful flags which will be immediately recognizable as belonging to prominent

barbarian tribes.

Monster:

Treasure & Location:

XXVII. THRONE ROOM. The throne room, mostly for show, consists of two great chairs on a raised stone platform overlooking a rectangular court. The court is flanked on each side by a set of four large stone pillars.

The area is reminiscent of a ballroom of small size, although it is impossible to know the room's actual purpose. The floor is smooth slate, while the pillars and raised platform seem to be constructed of great blocks of red granite. The two chairs are sculpted from gigantic blocks of white marble, and due to their bulk and weight, are for all intents and purposes permanent fixtures.

Great draperies in alternating panels of yellow and purple hang on the wall behind the raised platform. These are of no unusual value, although they add considerably to the appearance of the room (despite their color clash with the various shades of stone).

Monster:

Treasure & Location:

XXVIII. WORSHIP AREA. The stronghold's worship area is no more than a token gesture to the gods, it would seem.

On the back wall of the room, opposite the door, is a rock carving of a great idol which is actually sculpted from the wall itself. The image (of a horned head with an evil visage) appears about 4' wide and 6' high, and is surrounded by religious symbols and runes.

The floor is smooth black slate. In the center of the room is a circular depression, or pit, which measures 5' across and slopes to a maximum depth of 3'. This sacrifice pit is open and mostly empty, except for a small quantity of residual ash covering the bottom.

Monster:

Treasure & Location:

XXIX. CAPTAIN'S CHAMBER. Home for Erig, Rogahn's friend and comrade in arms, is a rather simple room with few furnishings.

The door to the room is a large wooden construction just like the others in the stronghold, but its exterior surface is embellished with an irregular-shaped leather skin covering, which is studded with circular bits of brass which form the word "ERIG" prominently.

The door opens into a rather barren room. In the southeast corner is a crude bed, and alongside it is a table. On top of the table is a small stoneware crock with cover which contains 5 g.p., a large earthenware tankard mug, and a small hand mirror. On the south wall is a wooden chest which is locked. If opened, it will reveal its contents: several garments, including a pair of pants, several cloaks, a heavy cloth coat, and two pairs of boots. A broken dagger is at the bottom of the chest underneath the clothing. A leather pouch also therein contains an unusual memento, a walnut plaque with an inlaid piece of silver engraved with the words, "To Erig, great and trusted fighter by my side, and captain of the guard at Quasqueton — against all foes we shall prevail!" It is signed with an embellished "R". This

plaque is of some value, and could bring up to 25 g.p. if sold.

In the northeast corner of the room is a wooden keg stand with a single barrel upon it. The barrel is marked with a letter code of "SD" and is full and untapped. If the keg is broken open, ale will issue forth.

On the wall at the western extremity of the room are numerous pegs and brackets, apparently for holding arms and armor. The wall is mostly empty, however, except for two shields and a heavy mace hanging thereon.

Monster:

Treasure & Location:

XXX. ACCESS ROOM. This room is devoid of detail or contents, giving access to the lower level of the stronghold by a descending stairway. This stairway leads down and directly into room XXXVIII on the lower level.

Monster:

Treasure & Location:

XXXI. ROOM OF POOLS. This room is the largest one on the upper level, and is quite different from all the others.

Although the walls are the same as elsewhere (rough blackish stone), the floor of this room is covered with ceramic tiles arranged in mosaic fashion. The majority of the thousands of tiles are golden brown in color, but patterns of white and black tiles appear in various places to enhance the effect of the very striking designs thus formed. The designs (various flowing lines, etc.) are purely decorative, and carry no mysterious message or meaning.

Arrayed throughout the room are fourteen different pools, each about ten feet in diameter, with sides sloping to a maximum depth of five feet in the center. This mystical arrangement is doubly amazing, since all the contents of the pools are different . . .

The individual pools are letter coded A to N, and examination of any particular pool will reveal the following:

a) Pool of healing — This pool contains a strange pinkish liquid that will cause instantaneous healing when ingested. It will also cure disease, but will not restore hit points in doing so. Whenever a drink is taken, 1-6 hit points of individual damage are restored immediately to the drinker, although this can only be done once per day per person (any further consumption will have no additional effect). Although the liquid can be placed into containers and removed from the pool, the healing properties will immediately disappear once it is taken from this room. Note: this pool disappears and reappears from time to time magically, so if adventurers make a return to this room, there is only a 30% chance that the liquid will be present again then (although it will always be there upon their first visit).

b) Acid pool — This pool is filled to the brim with a clear, fizzing liquid which gives off a strange and unpleasant aroma to those near it. It is full of acid, and most deadly. If any adventurer falls or leaps within it, certain and immediate death will result. Putting a hand or other body member within it will result in an immediate 2-5 hit points of damage (roll a 4-sided die and add 1 to the result) — more if a greater portion of the body is exposed to the liquid. Drinking any of the liquid (even but a sip) will cause immediate gagging and cause no less than 5 hit points of damage, plus a saving throw against poison to survive. Putting just a drop or two to the tongue will cause the loss of 1 hit point, plus induce gagging and choking for two melee rounds of time (twenty seconds), although no saving throw for poison will be necessary. Weapons or other objects dipped into the acid will deteriorate (swords will be marked and weakened, wooden items warped and cracked, etc.) and may even be ruined completely at the discretion of the Dungeon Master (who can roll a die for each item to determine how adversely it is affected). The strength of the acid is such that it will eat through any type of container within two melee rounds of time.

A single brass key of large size (about six inches long) is visible at the bottom of the pool, seemingly unaffected by the acid. This key, if somehow retrieved, will be worthless, and it does not correspond to any of the locks within the stronghold.

c) Pool of sickness — This pool is filled with a murky gray



syrup. If any of it is consumed (even but a sip), the victim will begin to suffer sickness, but not until six turns (one hour) afterwards. If this occurs, there is no loss of hit points, but the victim suffers from strong and recurring stomach pains for 1-4 hours (roll a four-sided die) which make fighting and even movement impossible for that period (although a victim could be carried by others), after which all symptoms pass and the character returns to normal. Placing a drop of liquid upon the tongue will give a sweet taste, but will cause no symptoms. Weapons or other items placed within the liquid will be totally unaffected. Any portion of the liquid removed from the pool will lose its special properties within three melee rounds (thirty seconds).

- d) Green slime pool — The horrid contents of this pool are immediately obvious to any gazing into it. The slime (HP: 20) is covering the walls of the basin most of the way from the bottom to the edge.
- e) Drinking pool — This pool is filled with ice cold spring water which will refresh anyone who takes a drink from it. The water is pure and good, but has no other special characteristics.
- f) Pool of wine — This pool is filled with powerful wine of a deep red color. Not only is it excellent wine, it has a taste so inviting that anyone tasting it will be prone to drink more and more until intoxicated! If a sip is taken, the taster will have a 60% chance of drinking more (regardless of the player's wishes). If this is done, three 6-sided dice are thrown and compared to the character's constitution rating; if the number rolled is greater than the character's constitution score, then the difference is figured, and this is the number of **hours** the character will be intoxicated (if the roll is equal or less, the character "holds his liquor" and is unaffected). Any character so intoxicated will suffer the following penalties: -2 on all rolls "to hit" in combat, -3 to dexterity rating, and any other disadvantages to being drunk that the DM may deem in effect (prone to loud and boisterous speech, stumbling about, a greater chance to be surprised, etc.). After the allotted number of hours have passed, the character returns to normal. Any intoxicated character who returns to the pool of wine will have a 90% chance of drinking too much again, and the check against constitution will then be necessitated once more. If any of the wine is removed from the room, it will immediately lose its potency and be considered as normal wine, but actually rather weak in its effects.
- g) Dry pool — This depression is completely dry, and there is no trace of any liquid within it, nor any clue as to whether any type of matter was ever within it. The basin itself seems to be of some kind of yellowish ceramic origin, but it will be impervious to striking or any similar attempt at cracking or fracturing.
- h) Hot pool — This steaming and bubbling cauldron is filled with boiling water, which will be obvious to any observer. The water itself is completely normal in all other respects, although it has a relatively high mineral content, as evidenced by a whitish crust built up around the edge of the pool.
- i) Aura pool — This pool of shimmering water (which otherwise appears normal in every respect) is less full than many of the others. The water itself seems to glisten and sparkle, and will be seen to radiate magic if an attempt to detect it is made. The water tastes normal in every respect, but those drinking as little as a single sip will experience a strange effect. Upon swallowing the liquid, the drinker will feel his entire body tingle, and at the same time he and others around him will see a visual phenomenon: an aura of color will glow around his entire body for approximately a full minute. The color apparent will depend totally upon the character's alignment. It will glow blue for an alignment of lawful good, green for an alignment of chaotic good, yellow for chaotic evil, and red for lawful evil, while any neutral characters will exhibit a white aura. Of course, upon first consuming the liquid, players will have no idea what the strange appearing colors may mean, so they may be puzzled by the effects — and there are no clues around the pool to explain the colors. The water will retain its special magical characteristics even if it is removed from the pool, but there are only 10 suitable drinks possible due to the small amount of liquid present. This pool, just like the pool of healing previously described, disappears and reappears from time to time (see a. above for details and percentage chance of reappearance for future visits).
- j) Pool of sleep — This pool is full of a greenish liquid of varying shades, with a swirling pattern evident on its stagnant surface. Putting a drop on the tongue reveals a sort of fruity taste, but no special effects will be noticeable. Taking a sip will be tasty refreshment, but within ten seconds a real drowsiness will set in which may even cause (50% chance) an immediate sleep to begin, which will last from 1-6 minutes. Drinking any greater volume of the liquid will certainly induce a comatose slumber of from 1-8 hours, with no saving throw possible. Any removal of the liquid from the room will totally negate its effectiveness, although removing anyone who has consumed the stuff will not awaken them.
- k) Fish pool — This pool of normal lake water holds numerous small fish. It has no other special properties, nor are the fish unusual in any way.
- l) Ice pool — This basin is filled with steaming dry ice, although for some unknown reason it never seems to dissipate. The ice is "hot" to the touch due to its extremely low temperature. Since it is highly doubtful any character has ever seen dry ice, the entire spectacle will be highly mysterious, appearing as some kind of whitish rock giving off eerie vapors and feeling hot to the touch. If any pieces are broken off and removed from the pool, they will dissipate into carbon dioxide gas as normal dry ice would do. Such pieces could be handled with a gloved hand, but the nature of the substance will still likely be unapparent.
- m) Treasure pool — This basin, filled with normal water, seems to hold a great treasure underneath the water. A pile of gold pieces appears to lie on the bottom of the pool, and the golden image is sprinkled with an assortment of sparkling jewels. Alas, this treasure trove is nothing more than a magical **illusion**, which will be dispelled once the surface of the water is broken or disturbed. Once the waters are calm again, the image will reappear.
- n) Pool of muting — This pool is almost empty, but a small amount of water remains. Although the liquid appears to be normal water (and has no unusual odor or taste to belie its actual nature), it is actually a magical substance. This liquid, when swallowed, causes a complete loss of voice and verbal capabilities for 1-6 hours. This muting will become apparent only when it has been swallowed; merely putting a drop to the tongue will give no clue as to its effect, and it will seem like normal water. Any character drinking the water will suffer the effects,

and that means that the players will be affected likewise. Thus, the referee informs the player or players of their limitation, and they are barred from any further communication by verbal means with the other players in the party for the duration of the muting effects (1-6 game hours, determined by rolling a six-sided die). In such cases, they must remain completely silent (no grunts or groans allowed) and can only communicate with other players via nods, head shaking, hand signals, etc. If any player who is caller for the group is so affected, another player must take his place. Written communication is possible only if the muted player has an intelligence of 14 or more, and any such message can only be read by another character with a similar intelligence rating.

Monster:

Treasure & Location:

XXXII. ADVISOR'S CHAMBER. Access to this room is only via a secret door on its west wall which gives access to the Room of Pools (XXXI.). The chamber is the dwelling area for Marevak, advisor to Zelligar and Rogahn.

The decor is rather pleasant, although uninspired. The floor is the most striking aspect of the room, for it is a continuation of the colored mosaic patterns of golden brown, white and black which are evidenced in the adjacent Room of Pools. There are some minimal furnishings in the room — a common bed, three chairs, a makeshift desk with a single drawer (locked), and a battered old table. The walls are barren rock, except for a framed picture hanging over the desk showing two figures standing side by side: a warrior of impressive proportions, and a wizened magic user in a purple robe. This is actually a full-color painting, beautifully rendered, and in one corner is written in the elvish language the words: "To wise Marevak, worthy advisor and counselor, from a grateful Zelligar and Rogahn". These words are readable only to those who know the elven language (or via a **read languages** spell), but the signed names of Zelligar and Rogahn will be apparent upon a close examination. In another corner of the painting is the signed name Tufior — this being the artist who painted the picture, but this fact certainly not obvious to anyone finding the painting other than through deduction or by a character "asking around" once back in the civilized world.

The painting is quite large and bulky, as well as heavy, when removed from the wall. If carried undamaged out of the stronghold and back to civilization, it could bring up to 300 g.p. if sold. However, anyone trying to sell the painting for its value will run a 60% risk that the purchaser will recognize the origin of the painting — and if this word spreads at large, the seller may have attendant problems, since it will be obvious from where it was obtained.

The desk in the room is mostly empty, except for several attached sheets with various notes written in elvish. The first sheet is headed with the title, "Suggestions for the Further Development of Quasqueton", and the notes relate to certain details of construction for the stronghold (although there is no information of a sort to assist the adventurers, and no maps). The document (discernible only by those who know the elven language or by a **read languages** spell) is signed at the bottom of each page by Marevak.

The locked drawer of the desk is well-secured, and any tampering (with the exception of a successful "remove trap" by a thief) will cause the release of a terrible gaseous emission which will be so penetrating as to drive all characters from the room for 1-4 hours, with no saving throw (this happens only once). The lock can only be picked by a thief

character at his normal chances, but he can make only a single try — if he fails, the lock cannot be opened by him. However, access to the drawer can be gained by dismantling the desk, although this will require heavy blows from some kind of weapon (due to the noise, an extra check for wandering monsters must be made if this occurs). The contents of the drawer are determined by rolling a single twelve-sided die (only one roll is taken, for there is but a single item within): 1 Potion: **levitation**; 2 Elven boots; 3 10-100 g.p.; 4 A 50 g.p. gem (moonstone); 5 A golden medallion worth 20 g.p.; 6 **Read languages** scroll; 7 **Web** scroll; 8 **Cursed** scroll (permanently removes 1 point from charisma rating of first person to read it — **remove curse** will not counteract it); 9 **Ring of protection** +1; 10 Potion of **healing** (two doses); 11 A +1 dagger with ornately carved handle; 12 Nothing.

Monster:

Treasure & Location:

XXXIII. BARRACKS. This large, open room is the dwelling place for the guards and men-at-arms of the stronghold (most of whom left on the last adventure with Rogahn and Zelligar). Scattered throughout the room are about 40 common beds, and about half that number of chairs and stools. There are several large wooden tables along various walls, and at the south wall is a large wooden chest of drawers which is empty except for a few old socks, some common footwear, a few cloth vestments, and other similar items of no special value.

In the southwest corner of the room the floor slants toward the wall steeply and an opening (too small to give any access) leads into the wall. From the faint smell, it is apparent that this is some kind of crude toilet area.

The walls of the room are rough stone, but there are wall sconces designed to hold torches, and various pegs upon the wall. There are some odds and ends hanging from several of the pegs: an old battered shield, an empty canteen, a 20' section of light chain, a sheathed sword (old and rusty), and a bearskin.

Monster:

Treasure & Location:

XXXIV. ARMORY. This irregularly-shaped room is designed to house the arms supply of the stronghold. It is mostly empty now, however, since many of the arms were taken along on the last foray by the inhabitants of the hideaway.

When the room is entered, a slight whistling sound can be heard if the adventurers stand quietly. If the door is closed (unless spiked open it will close automatically one round after everyone has entered, and even if so secured, there is a 50% chance that it will close anyway) and the second exit is likewise closed, a howling wind will immediately result, with an 80% chance of putting out any torch carried by the adventurers, or a 50% chance to extinguish each lantern carried. The wind will cease whenever either or both of the exits is opened. Upon examination of the ceiling of the room (which is a full 20' from the floor), two sizable vents will be noticeable (neither providing usable access) to show that this is a natural, rather than magical, phenomenon.

The rock walls of this room are mostly smooth, and there are carved ledges within several of them. Wooden pegs also abound, and there are some items still left in place on the wall: a number of battered shields (several broken and in otherwise poor repair), bits and pieces of body armor (in

uniformly poor condition), several crude bows (-2 "to hit" if used), a quiver of normal arrows, two swords (one in good condition), a dozen spears, two hand axes (one with a split handle), a flail, a two-handed sword with broken blade, and a dagger. None of the items appears remarkable, although the flail, the dagger, and one of the swords seem to be usable and of normal value for such an item.

In the extreme southwest corner of the room are two locked chests, but they are empty. Both are large and bulky, as well as heavy.

Monster:

Treasure & Location:

XXXV. GUEST CHAMBER. There are three identical guest chambers side by side, all opening into the same corridor. The rooms are all similarly furnished, with rough rock walls, and a minimum of furnishings: a wooden bed, a small table, and a single chair.

The middle chamber differs from the other two in one respect: there is a false door on its eastern wall. Although it seems to move just as a normal door would, it resists opening. If it is battered down, it will reveal only a stone wall behind it.

Monster:

Treasure & Location:

XXXVI. UTILITY ROOM. This extra room is empty and unused. Two special features of note near the room are described below:

FALSE STEPS. Although the steps here are very real, the entire area north of this room (the various winding corridors) is specially designed to confuse any explorers. The corridor leading past the guest chambers is on an upward slant which will be unnoticeable to casual adventurers (except dwarves, who will have a 2 in 6 chance to notice it). The stairs (8 of them) then lead downward, as if to another level — although this is only the impression created.

PIT TRAP. Just to the east of this room is a dead end to the corridor, with a false door on the north wall where the corridor stops. When any adventurer approaches the door (within 5'), his weight will trigger the trap, causing the entire 20' section of floor between the false door and the wall opposite it to open up. A giant crack opens in the center of the floor as the middle drops open and the sides slant inward, dropping all characters and their equipment through the 4' wide opening. The bottom of the trap, some 40' below, is a pool of cold spring water in room L. of the lower level. Those falling through the trap will sustain 1-4 hit points each when they hit the water below. In addition, since the pool is about 8' deep, characters heavily encumbered (more than 500 gold pieces of weight equivalent) will risk drowning unless they free themselves of the bulk and weight after landing in the water. If any character heavily encumbered does not, he or she will have a 90% chance of drowning, modified by a -5% per point of dexterity (for instance, a heavily encumbered character who elects not to unencumber himself and has a dexterity of 12 will have only a 30% chance of drowning — $90\% - (12 \times 5\%) = 30\%$). Items dropped to the bottom of the pool will be retrievable, but due to the extremely cold temperature of the water, characters will depend upon their constitution rating to see if they can stand the water enough to dive for things on the bottom. One check can be made for each character, with a 5% chance per point of constitution that they will be able to

take the cold water (for example, a character with a constitution rating of 11 would have a 55% chance of being able to take the cold water and dive effectively). If characters dive for items at the bottom of the pool, only one item at a time is retrievable and each dive takes one round (ten seconds) with two rounds between each dive for air. In any event, no character can stand to stay in the water for more than ten rounds — and a full turn (one hour) is required for rest and recovery after each diving session to dry off, fully warm up again, etc.

The trap, after being triggered and dropping persons from above to the pool, will close again until triggered once more from above. Refer to the room description of room L. of the lower level for adventurers deposited here, and begin their progress from that location on the lower level map.

Monster:

Treasure & Location:



XXXVII. RECREATION ROOM. This room is designed for recreation and training, and was designed specially for Rogahn's use. The carved door, heavy and thick, bears a fancy "R" on its outer face.

The room is made for a variety of activities, as is apparent from its furnishings and contents. On the east and west walls, which are covered with pocked wood, are large archery targets, and six arrows are still stuck into the eastern target. Although there are several quivers of arrows around, there are no bows in the room.

There are several iron bars of varying length and weight in one corner of the room. These vary in circumference, and are apparently designed for weight lifting, although this fact is best discovered by the deduction of the players.

In another corner of the room, a metal bar is attached to the two walls and is about 7' off the floor. Nearby, a rope is suspended from the ceiling 20' above. Except for two heavy benches and a single stool, there are no furnishings in the room other than five heavy woven mats lying atop each other to form a sort of floor cushion measuring 20' by 20'. Hanging on the wall are several very heavy weapons which appear normal but which weigh almost double normal weight — a notched sword, a battle axe, a flail, and a mace. Leaning against the wall are two heavily battered shields.

Monster:

Treasure & Location:

KEY TO THE LOWER LEVEL

The lower level of the complex is rough and unfinished. The walls are irregular and coarse, not at all like the more finished walls of the level above (except for the two rooms on this level which are more like those in the upper portion and in a state of relative completion). The corridors are roughly 10' wide, and they are irregular and rough, making mapping difficult. The floors are uneven, and in some cases rock chips and debris cover the pathways between rooms and chambers. The doors are as in the upper level, but the secret doors are either rock or disguised by rock so as to appear unnoticeable.

WANDERING MONSTERS

Check every third turn; 1 in 6 (roll a 6-sided die). If a monster is indicated, roll a six-sided die again and compare to the list below to determine what type of monster appears. Then check for surprise. The abbreviations which follow are the same as used and explained in the section entitled MONSTER LIST.

1. Troglodytes (1-4) — HP: 9, 8, 5, 4; #AT: 1; D: 1-6; AC 5/14; SA: Emit odor when enraged.
2. Huge Spider (1) — HP: 12; #AT: 1; D: 1-6; AC 6/13; SA: Bite necessitates save vs poison (+1 on die).
3. Kobolds (2-7) — HP: 4, 4, 3, 3, 2, 2, 1; #AT: 1; D: 1-4; AC 7/12; SA: None.
4. Orcs (1-8) — HP: 6, 5, 5, 4, 4, 3, 3, 2; #AT: 1; D: 1-6; AC 7/12; SA: None.
5. Zombies (1-2) — HP: 8, 7; #AT: 1; D: 1-8; AC 8/11; SA: None.
6. Goblins (2-7) — HP: 5, 5, 4, 4, 3, 2, 1; #AT: 1; D: 1-6; AC 6/13; SA: None.

ENCOUNTER AREAS

XXXVIII. ACCESS ROOM. This room is filled with piles of rock and rubble as well as mining equipment: rock carts, mining jacks, timbers, pickaxes, etc. It is apparent that there has been no mining activity for quite some time.

Monster:

Treasure & Location:

XXXIX. MUSEUM. This room is an unfinished museum, a special monument to the achievements of the stronghold's most illustrious inhabitants.

The west wall is a sectioned fresco showing various events and deeds from the life of Rogahn, and the several views pictured are: a young boy raising a sword, a young man slaying a wild boar, a warrior carrying off a dead barbarian, and a hero in the midst of a large battle hacking barbarian foes to pieces.

The east wall is a similar sectioned fresco showing cameos from the life of Zelligar: a boy gazing upward at a starry night sky, a young man diligently studying a great tome, an earnest magician changing water to wine before a delighted audience, and a powerful wizard casting a type of death fog over an enemy army from a hilltop.

The north wall section is unfinished, but several sections of

frescoes show the two great men together: shaking hands for the first time in younger days, gazing upward together against barbarians in a hill pass, gazing upward together from the wilderness to a craggy rock outcropping (recognizable to the adventurers as the place where the stronghold was built), with a fourth space blank. Next to the frescoes are other mementoes from the past: a parchment letter of thanks for help in the war against the barbarians from a prominent landowner, a barbarian curved sword, and a skeleton of the barbarian chief (so identified by a wall plaque in the common language). There is more blank space on the wall, apparently for further additions to the room's collection of items.

The frescoes are painted and they cannot be removed. None of the mementoes are of any particular worth or value.

Monster:

Treasure & Location:

XL.-LVI. CAVERNS OF QUASQUETON. The bulk of the lower level of the complex is a series of unfinished caves and caverns, which are mostly devoid of special detail — all being characterized by irregular walls of rough rock, uneven floors strewn with bits of rock and rubble, and joined by winding corridors. The majority of the rooms are empty of furnishings.

XL. SECRET CAVERN.

Monster:

Treasure & Location:

XLI. CAVERN.

Monster:

Treasure & Location:

XLII. WEBBED CAVE. The entrance to this room is covered with silky but sticky webs, which must be cut or burned through to gain access to it. See **web** spell for details in Basic D & D booklet.

Monster:

Treasure & Location:

XLIII. CAVERN.

Monster:

Treasure & Location:

XLIV. CAVERN.

Monster:

Treasure & Location:

XLV. CAVERN OF THE MYSTICAL STONE. This ante-chamber is the resting place for a large, glowing chunk of rock which appears to be mica. The stone radiates magic strongly.

The stone rests permanently in its place and is not removable. Although chips can easily be broken off the rock by hand, only one chip at a time may be broken away; until anything is done with it, the rest of the rock will remain impervious to breaking.

Once a chip is removed, its glow will begin to fade, and after three rounds (thirty seconds) it will be a normal piece of mica with no magical properties (as will be the case if it is removed from this room). The chip's magical properties are manifested only if it is consumed (or placed in the mouth) by any character before three rounds have passed after breaking off from the chunk. The magical effects are highly variable, and each individual can only be once affected — even if a future return to the rock is made at a later time. If any character places a chip within his or her mouth, a 20-sided die is rolled to determine the effect according to the following table:

- 1 Immediately teleports the character and his gear to the webbed cave (room XLII.)
- 2 Immediately blinds the character for 1-6 hours of game time (no combat, must be led by other adventurers)
- 3 Raises strength rating permanently by 1 point
- 4 Raises charisma rating permanently by 1 point
- 5 Raises wisdom rating permanently by 1 point
- 6 Raises intelligence rating permanently by 1 point
- 7 Raises dexterity rating permanently by 1 point
- 8 Lowers strength rating permanently by 1 point
- 9 Lowers charisma rating permanently by 1 point
- 10 Lowers intelligence rating permanently by 1 point
- 11 Grants a **limited wish**
- 12 Causes **invisibility** for 1-6 hours of game time (subject to normal restrictions)
- 13 Poison (saving throw at +1)
- 14 Makes a 500 g.p. gem (pearl) appear in character's hand
- 15 Gives a permanent +1 to any single weapon carried by character (if more than one now carried, roll randomly to determine which)
- 16 Heals all lost hit points of character (if any)
- 17 Causes **idioty** for 1-4 hours (unable to function intelligently or fight, must be led by other adventurers)
- 18 Gives a special one-time bonus of 1-6 hit points to the character (these are the first ones lost the next time damage or injury is taken)
- 19 Gives a **curse**: the character will sleep for 72 hours straight each month, beginning one day before and ending one day after each new moon (can only be removed by a **remove curse** spell)
- 20 Has no effect

Monster:

Treasure & Location:

XLVI. **SUNKEN CAVERN.** This small cavern lies at the bottom of a short, sloping corridor. The walls are wet with moisture, and glisten in any reflected light.

Monster:

Treasure & Location:

XLVII. **CAVERN.**

Monster:

Treasure & Location:

XLVIII. **ARENA CAVERN.** This cavern, designed as a small theatre or arena, is unfinished. The center portion of the room is sunken about 15' below the floor level, and the sides slope downward from the surrounding walls to form a small amphitheater.

Monster:

Treasure & Location:

XLIX. **PHOSPHORESCENT CAVE.** This medium-sized cavern and its irregularly-shaped eastern arm present an eerie sight to explorers. A soft phosphorescent glow bathes the entire area independent of any other illumination, and the strange light is caused by the widespread growth (on walls, ceiling, and even parts of the floor) of a light purplish mold. The mold itself is harmless.

Monster:

Treasure & Location:

L. **WATER PIT.** This room contains the 8' deep pool of water into which any unwary adventurers are precipitated from the trap on the upper level (see the special description of the trap under the description of room XXXVI.). As described there, the water is extremely cold. Anyone entering the water (whether voluntarily or not) must spend a full hour recovering from its chilly effects.

The pool is about 20' across and is filled by a cold spring.

Monster:

Treasure & Location:

LI. **SIDE CAVERN.** This cavern is unusual only in that its eastern rock wall is striated with irregular diagonal streaks of a bluish ore (of no unusual use or value to adventurers).

Monster:

Treasure & Location:

LII. **RAISED CAVERN.** This room, off the southeast corner of the grand cavern, is accessible by climbing four upward steps. Its eastern wall also shows diagonal streaks of the same bluish ore noticeable in room LI. The room has a low ceiling (only 5'), so some humans may find it difficult to stand fully erect.

Monster:

Treasure & Location:

LIII. **GRAND CAVERN OF THE BATS.** This majestic cave is the largest in the complex, and is impressive due to its size and volume, for the ceiling is almost 60' above. A corridor sloping downward into the cavern (noticeable even by non-dwarves) gives primary access to the room on its south wall. A secondary entrance/exit is via a secret door to the west,

while steps to the southeast lead up to room LII.

A southwestern arm of the room leads to an alcove of rock pillars of unusual and irregular shape, and these run from floor to ceiling to form a very meager catacomb.

When it is daytime in the outer world, a small opening in the ceiling just off a midway point of the north wall will show daylight. (If the DM has not been meticulously charting time as night vs day, there will be a 60% chance of daylight being visible at the time the adventurers enter the room; if not, it will be very difficult to notice the opening — only a 10% chance per adventurer observing the ceiling). The opening in the ceiling (which will be totally inaccessible to any and all attempts by adventurers to reach it) is used by the many thousands of bats which live on the ceiling of the cavern by day and which venture out at sunset each day for feeding. (Again, if exact time is not being tracked, a die roll may be necessary to determine what time of day the adventurers reach the cavern and whether or not the bats are present or active.)

The bats are nocturnal animals, but the species living in this particular cavern is very easily agitated. Any party of adventurers entering the cavern with torches or other bright sources of light (including unshielded lanterns) will have a base 5% chance per light source per turn (10 minutes) of disturbing the bats and causing them to swarm. In addition, any noises above subdued conversation will add another 10% to the chance of disturbing the bats, assuming of course that they are present in the cave when the party enters. (For example, a party with 4 torches would have a 20% chance of disturbing the bats and causing them to swarm, or 30% if they are arguing in addition).

If the bats are disturbed, first a few begin squeaking and flying around (this will of course occur if any sleeping bats are physically prodded or awakened), then more and more until the mass becomes a giant churning swarm (this will take only two melee rounds, or twenty seconds). The swarming bats will squeak and squawk, flying madly about. They will fill the grand cavern and overflow into adjacent areas and corridors, but those flying out of the cavern will soon return. While swarming, the bats will buzz and harry any persons in the cavern or adjacent corridors, zooming past them at high speed while others hover about. Occasionally, one of the bats will try to land on a character (50% chance each round) to deliver a pinching bite which is unpleasant but harmless.

If adventurers leave the grand cavern and remove their light sources with them, the swarm of bats will slowly cease their activity and return to their inverted perches (this takes about 30 minutes). If the adventurers stay in the room, extinguish their lights, and lie silently on the floor for the same period of time, the bats will return to their dormant state.

Characters fighting swarming bats will find the task hopeless due to their sheer number, but attempts can be made using any hand held weapon larger than a dagger, with an 18, 19 or 20 needed to hit with a 20-sided die. Bats landing to bite can be hit on any roll of 7 or above. A single hit will kill any bat.

Characters fighting or otherwise enduring swarming bats will automatically be caught by surprise if any wandering monster comes upon them while they are doing so. Fighting the bats makes enough noise to necessitate an additional special roll for wandering monsters.

A sort of fluffy and dusty guano covers the floor of the grand cavern, quite different from the droppings of most other

species of bats.

The bats will swarm and leave at sunset each day until returning as a swarm at the following dawn.

Monster:

Treasure & Location:

LIV. TREASURE CAVE. This secret room, itself opening to a corridor shielded by secret doors on either end, was designed as the hiding place for valuables in the stronghold. There is a scattering of gold pieces (11-30; roll a twenty-sided die and add 10) on the floor of the room, and three locked chests (which are empty unless noted below).

Two short human statues (appearing life-like, as if made from wax) are within the room. As soon as any item of value is touched or disturbed, both will immediately spring to life and draw their swords and attack the party. These are magical berserkers (4 Hit Points each, Armor Class 7) who will fight to the death. Neither has any treasure on his person.

Monster:

Treasure & Location:

LV. EXIT CAVE. This large cavern is otherwise unremarkable, except for the fact that a secret one-way passage out of the stronghold is hidden in the northeast corner of the cave. This secret exit is triggered by pushing on a loose rock within the wall, at which time the opening occurs in the wall, leading to the outside world. The opening allows access for only 10 seconds, at which time it closes once more, and will not be triggered for another 24 hours.

If characters take advantage of this exit, they will find themselves on a rock ledge about 3 feet wide and 20 feet long. If they use ropes to scale down, they can rappel without too much difficulty to a location some 40 feet below where the drop is less steep and a descent can be made through the trees and vegetation toward the valley below. If the characters stand on the ledge and observe the view, they will notice that they are on the north face of the massive outcropping which houses the stronghold, whereas the other entrance is on the south face. Because of the wilderness which surrounds the entire area, it may take some doing to return to civilization or home.

The secret exit is but a one-way access, and allows only egress from the stronghold, never entrance. There is no way to trigger the door from the outside, and even if this were possible, a permanent magic spell upon the exit totally prevents movement into the complex via the opening.

Monster:

Treasure & Location:

LVI. CAVERN OF THE STATUE. In the southern end of this cavern is a solitary stone figure, roughly sculpted from the same black stone of the cavern walls and firmly anchored to the floor. The figure, obviously a human male (although lacking any finished detail), stands some 5 feet high, with both arms slightly outstretched and pointing to the jagged rock outcropping which divides the two corridors to the north-northeast. The statue is too heavy to be moved, and will completely resist any attempts to budge or topple it.

PIT TRAP. Just outside this cavern, in the corridor which leads eastward, is a large covered pit at the intersection of three corridors. The pit is about 12' across and 10' deep. A

fall into this pit will inflict 1-4 hit points of damage, and any characters reaching the area will have a basic 70% chance of falling in, with a 30% chance of noticing the trap (the danger would be greater if, for instance, they were running rather than simply exploring). If characters in the first rank of a party fall in, there is only a 20% chance of the next row of characters falling, and each checks separately as before. The trap, once sprung, does not shield the pit any further, and the pit will be noticeable.

Monster:

Treasure & Location:

THIS ENDS THE MODULE "SEARCH FOR THE UNKNOWN"

KEYING THE DUNGEON

Once the Dungeon Master has read the entire module over one or more times and has gained a working familiarity with it, he is ready to key it. In doing so, he will take the basic descriptive framework and add his own ideas as to how and where the various monsters and treasures are located. The result will be a dungeon with his own indelible stamp, a bit different from all others — even those using the same descriptive outline.

With over sixty rooms and chambers noted on the two level maps by Roman numerals (and several other unmarked open areas), there is plenty of space to explore (though this dungeon is actually quite small compared to most). With 15 to 25 listed treasures (plus a few items of value that are part of the basic furnishings) and 16 to 20 monsters to place, the DM is offered a real choice in setting up the dungeon, for it is he who will decide on which areas are forbidding with danger or rich in reward.

The monsters (number keyed 1. to 25.) and the treasures (lettered A to HH) should be placed with care and consideration, and in many cases there should be a reason or rationale *why* something is located where it is. Just as there is a logical explanation behind the entire setting or scenario, so too should there be a similar thought behind what is to be found within the dungeon. Of course, in some cases, the unexpected or the inexplicable will be the exception — not everything should follow the normal order of things or be too predictable for the players.

As mentioned previously elsewhere, not every room or chamber will have a monster, a treasure, or both. As a matter of fact, quite a number of places will simply be empty, while others may hold a monster with no treasure, or, rarely, a treasure without a monster guarding it. In the latter instance, the unguarded treasure will likely be well-hidden (as indeed any treasure can be) or concealed to make the room *appear* empty. Finally, in some instances, a room may contain a monster (being in his lair) as well as a treasure he is guarding, either wittingly (if it is his trove) or unwittingly (if his appearance there was only coincidental). In such a case, it will be necessary to defeat (either by killing or driving away) the monster or monsters before any attempt to discover or garner the treasure is made . . .

Although monsters will inevitably make their presence known, treasures are usually not obvious. It is up to players to locate them by telling the DM how their characters will conduct any attempted search, and it is quite conceivable that they could totally miss seeing a treasure which is hidden or concealed. In fact, any good dungeon will have undiscovered treasures in areas that have been explored by the players, simply because it is impossible to expect that they

will find every one of them.

Once the DM has decided on where to place the various monsters and treasures, he keys both the maps and the descriptive copy within this booklet by using the letter and number codes for treasures and monsters, respectively. On the two game maps, he marks (preferably using a colored pencil for readability and possible erasure) the letter (for treasure) in each room containing a treasure from the master list. He then places a number (for monsters) in each room which will contain a monster, and may also make a note on the map what type of monster is there ("orcs" or "troggs", for instance). Each monster or treasure listing should appear but once on the game map when he is finished. He then refers to the descriptions of each room or chamber within the body copy of this booklet, and fills in the blanks following the proper sections corresponding to the marked map with the pertinent details and any side notes on: what monster is located there (if any), where it hides (if it does so — not all will hide), what treasure is located within the room (if any), where it is located, and how it is hidden or protected (if it is). Any remaining space should be reserved for further notes, especially listing of the effects caused by subsequent player adventuring — monsters scared away to new locations, creatures slain, treasures removed, equipment abandoned, etc. Of course, notes on the map can likewise be made as desired.

Once the dungeon has been keyed, it is ready for exploration by the players. Good luck, and have fun! Follow these guidelines when setting up your own dungeon from scratch, and you should be successful.

MONSTER LIST

The monsters occupying the area to be explored are an assortment of creatures, some of which are former inhabitants (orc and kobold slaves), and some of which have moved into the dungeon by unknown means.

The monsters (keeping in mind that the term refers to any encounter, no matter what the creature type) can be encountered in two ways: either in their "lair" (the particular room or chamber where they live, as keyed by the Dungeon Master), or as "wandering monsters". The latter encounters are more irregular, uncertain, and unpredictable as adventurers happen to meet the monsters on a random basis while exploring.

The monster list below is keyed by number for easy reference, and shows the monsters which will be shown on the game map as being in their "lair". The wandering monster lists appear within the descriptive copy of the module and are given prior to the information on each of the two levels of the dungeon — one being for the upper level, and the other for the lower level.

Monsters are shown on the list with pertinent details given (consult the descriptions within the D & D game booklet for further information on each type), thus allowing them to be employed by the DM when encountered without additional dice rolling (except for the initial roll to determine number appearing). **Important: although there are 25 listings, the Dungeon Master should use only 16 to 20 of them in the dungeon, placing some on each of the two levels in the rooms and chambers desired. The remainder are unused.**

The abbreviations below are used on the list which follows —

(1-4, etc.) = possible number of the monster type appearing; roll appropriate die

- HP = number of hit points each monster can take (if less than the maximum number are appearing, roll randomly to see which specific strengths are represented in the encounter)
- #AT = number of attacks/melee round the monster is allowed
- D = damage in hit points to victim if monster scores a hit
- AC = armor class of the monster; this number is followed by the base number required by a 1st-3rd level fighter to score a hit, thus: AC 7/12
- SA = any special attacks or abilities possessed by the monster

Note: All monster saving throws are taken at the same level as a 1st-3rd level fighter.

MONSTERS

1. Orcs (1-4) — HP: 5, 4, 3, 2; #AT: 1; D: 1-6; AC 7/12; SA: None.
2. Troglodytes (1-2) — HP: 7, 3; #AT: 1; D: 1-6; AC 5/14; SA: Emit odor when enraged.
3. Kobolds (2-9) — HP: 4, 4, 3, 3, 3, 2, 2, 1; #AT: 1; D: 1-4; AC 7/12; SA: None.
4. Ghouls (1-2) — HP: 6, 4; #AT: 1; D: 1-3; AC 6/13; SA: Touch necessitates saving throw vs paralyzation.
5. Giant Centipedes (1-4) — HP: 2 each; #AT: 1; D: Nil; AC 9/10; SA: Bite does no damage but save vs poison must be made (+4 on die).
6. Carrion Crawler (1) — HP: 6; #AT: 8; D: Nil; AC 7/12; SA: Tentacles do no damage but necessitate save vs paralyzation.
7. Orcs (2-7) — HP: 5, 5, 4, 4, 3, 2, 1; #AT: 1; D: 1-6; AC 7/12; SA: None.
8. Large Spiders (1-3) — HP: 4, 3, 3; #AT: 1; D: 1; AC 8/11; SA: Bite necessitates save vs poison (+2 on die).
9. Troglodytes (1-2) — HP: 10, 4; #AT: 1; D: 1-6; AC 5/14; SA: Emit odor when enraged.
10. Giant Tick (1) — HP: 13; #AT: 1; D: 1-4; AC 4/15; SA: Bite drains 4 HP of blood per round after first and causes disease.
11. Stirges (2-5) — HP: 4, 4, 3, 2, 2; #AT: 1; D: 1-3; AC 7/12; SA: Bite drains 1-4 HP of blood per round after first. Attacks at +2 on all die rolls.
12. Gnolls (1-4) — HP: 13, 7, 6, 3; #AT: 1; D: 1-6; AC 5/14; SA: None.
13. Shriekers (1-4) — HP: 14, 10, 10, 8; #AT: 0; D: Nil; AC 7/12; SA: Light within 30' or movement within 10' will trigger shriek for 1-3 melee rounds, with 50% chance to attract a wandering monster.
14. Skeletons (1-6) — HP: 4, 4, 3, 3, 2, 1; #AT: 1; D: 1-6; AC 8/11; SA: None.

15. Hobgoblins (2-5) — HP: 9, 8, 6, 4, 3; #AT: 1; D: 1-8; AC 6/13; SA: None.
16. Goblins (1-8) — HP: 7, 5, 4, 3, 3, 3, 2, 1; #AT: 1; D: 1-6; AC 6/13; SA: None.
17. Giant Rats (2-7) — HP: 4, 3, 3, 2, 2, 1, 1; #AT: 1; D: 1-3; AC 7/12; SA: Bite has 5% chance of causing disease (save vs poison if disease occurs).
18. Zombies (1-2) — HP: 10, 7; #AT: 1; D: 1-8; AC 8/11; SA: None.
19. Kobolds (2-5) — HP: 4, 3, 3, 2, 1; #AT: 1; D: 1-4; AC 7/12; SA: None.
20. Bandits (1-4) — HP: 7, 5, 4, 2; #AT: 1; D: 1-6; AC 6/13; SA: None.
21. Ochre Jelly (1) — HP: 16; #AT: 1; D: 2-12; AC 8/11; SA: Will destroy wood, leather or cloth. Only affected by fire or cold.
22. Gnomes (2-5) — HP: 7, 5, 4, 2, 1; #AT: 1; D: 1-6; AC 5/14; SA: None (only 50% likely to fight unless provoked; otherwise will ignore adventurers and offer only minimal aid).
23. Orcs (2-7) — HP: 8, 6, 5, 4, 4, 2, 2; #AT: 1; D: 1-6; AC 7/12; SA: None.
24. Huge Spider (1) — HP: 7; #AT: 1; D: 1-6; AC 6/13; SA: May leap up to 30 feet to attack prey, bite necessitates save vs poison (+1 on die).
25. Goblins (1-6) — HP: 6, 5, 5, 4, 3, 2; #AT: 1; D: 1-6; AC 6/13; SA: None.

TREASURE LIST

Listed below are 34 different treasures, each letter-coded for easy reference.

Considering their very nature, treasures, in most instances, should be concealed or hidden cleverly. The Dungeon Master should use his imagination in devising ways to hide items from discovery. Some suggestions for treasure location might be: inside an ordinary item in plain view, within a secret compartment in a container, disguised to appear as something else, under or behind a loose stone in the floor or wall, under a heap of trash or dung, or similarly hidden. Occasionally a treasure may be easily noticed, but this should be the exception rather than the rule.

In some instances, valuable treasure will be protected by locks, traps, or protective magic. The more deadly protections are reserved for more experienced adventurers, so any such devices will be uncommon in dungeons designed for beginning players, such as this one. The DM should feel free to create an occasional protection which may confuse or delay characters attempting to find a particular treasure, however.

Remember that all coin values are based on a gold piece (g.p.) standard, with equivalent values being: 50 copper pieces (c.p.) = 10 silver pieces (s.p.) = 2 electrum pieces (e.p.) = 1 gold piece (g.p.) = 1/5 platinum piece (p.p.). All coin weights and sizes are approximately equal.

- A) Leather pouch with 10 e.p.
- B) 15 g.p.

- C) 28 g.p.
- D) Small wooden box with 35 g.p.
- E) Dagger with jeweled handle (250 g.p. gems, onyx)
- F) 200 s.p.
- G) 810 g.p. gems (agate)
- H) +1 mace
- I) False map (shows room and adjacent corridor in detail; nothing else is accurate)
- J) +2 spear
- K) 120 g.p.
- L) Silver medallion on chain worth 500 s.p.
- M) 100 g.p. gem (pearl)
- N) 2450 c.p.
- O) Onyx statue worth 200 g.p.
- P) 820 s.p.
- Q) 4100 g.p. gems (garnets)
- R) 620 g.p. in locked chest
- S) Scroll of 2 Spells (Cleric): 2 **cure light wounds** (or roll at random for determination)
- T) False **magic wand** (finely detailed; radiates magic but has no other magical properties)
- U) **bag of devouring**
- V) 500 g.p. gem (peridot)
- W) +1 shield
- X) Bronze statuette, inlaid with silver and copper, worth 115 g.p.
- Y) Silver mirror of exceptional quality, 90 g.p. value
- Z) +1 chainmail
- AA) Gold ring (non-magical) worth 10 g.p.
- BB) Scroll of 1 Spell (Magic User): **sleep** (or roll at random for determination)
- CC) Silver bracelet, worth 80 s.p.
- DD) 840 c.p., 290 s.p., 120 e.p., 25 g.p. in locked chest
- EE) **Ring of protection +1**
- FF) 4 small gold rods, each worth 30 g.p.
- GG) Crystal goblet, worth 15 g.p. (engraved with the word "Quasqueton")
- HH) Potion: **Invisibility** (2 doses, each with a duration of 2 hours)

Special note: Even though 34 treasures are listed here,

only between 15 to 25 of them should actually be placed in the dungeon by the Dungeon Master. The remainder should go unused. When treasures are chosen and placed, a good assortment of items should be represented: some very valuable, some worthless, most in between. The letter type treasures listed under the monster specifications in the Basic D & D booklet are ignored in this module, as the above treasure list replaces them and monsters encountered will possess or guard the appropriate treasure assigned by the referee's listings.

THE CHARACTER LISTS

The character lists are designed for multi-purpose use. First of all, they can be used by players to select a player character if they choose to do so rather than roll up abilities of their own. And secondly, they can be used as non-player characters in the positions of henchmen or hirelings. In either case, certain dice rolls will be made to determine various particulars about each character. There are separate lists of 12 characters each for the four classes of fighting men, clerics, magic users, and thieves. The guidelines below explain how to use the lists depending upon desired applications.

Selecting A Player Character From The Character Lists

If a player prefers to choose a character from the lists rather than roll one up himself, he first determines the class of character he wishes to play. He then examines the list of character names and races which appears on the back side of the "Players' Background Sheet", and either chooses one he likes or rolls a 12-sided die to determine which one will be used. In any event, his choice is made without knowing further details about the character's exact ability ratings, which will be given to him by the Dungeon Master once his decision is made. The ability ratings are fixed, and may not be adjusted.

Once a player has gotten his character in this manner, he records the ability ratings and selects his character's alignment (lawful evil, chaotic evil, neutral, chaotic good, or lawful good — the latter three prevailing in this module setting). The player then determines wealth owned, purchases equipment, determines hit points, and chooses spells as normally. All characters will begin at first level of experience.

Using The Character Lists For Henchmen Or Hirelings

Players about to embark on an adventure may well wish to have additional assistance on the part of other fellow explorers, and these other adventurers are non-player characters who will serve either for pay (as hirelings) or out of respect and loyalty (as henchmen).

Hirelings, although not always plentiful, are nonetheless easier to find than henchmen. They will serve for a fee, as well as a cut of any treasure gained — their exact price to be determined by the DM, who then interacts with the players if any bargaining is necessary, taking the part of the non-player character.

Henchmen are usually characters who will be willing to serve a particular character out of admiration or respect without special regard for compensation, although the term could also denote a character who simply wishes to join an adventure without demanding payment other than a share of any treasure gained. The former type will be attracted depending upon the player character's charisma, while the latter's decision would be independent; in any case, with only 1st level characters, players cannot expect to attract

henchmen until they have accomplished enough to gain a bit of a reputation and notice. Thus, any non-player character gained for an adventure will have only a 20% chance of being a henchman. (Of course, this fact is not crucial to the immediate adventure, but may bear upon future considerations . . .). Note that no henchman will serve a character of lower level.

The number of non-player characters available to a party of player characters is determined by consulting the table below, and by appropriate dice rolls as noted. The number of henchmen/hirelings available depends upon the number of player characters in the party — the more player characters participating, the fewer henchmen/hirelings available.

AVAILABILITY OF HENCHMEN/HIRELINGS

Player Characters	Chance for Henchmen/Hirelings & Number Available
2	100% chance of 1-4
3	75% chance of 1-3
4	50% chance of 1-2
5	25% chance of 1
6 or more	None

Once a party of players has determined that one or more non-player characters will be willing to join their adventuring group (dependent upon the financial arrangements being finalized), a 12-sided die is rolled for each such hireling or henchmen to determine their character class based on the following table:

CHARACTER CLASSES OF HENCHMEN/HIRELINGS

1 Fighting man	5 Cleric	9 Magic User
2 Fighting man	6 Thief	10 Any class desired
3 Fighting man	7 Thief	11 Any class desired
4 Cleric	8 Magic User	12 Any class desired

Example: Three player characters — a magic user, fighting man, and thief — wish to bolster the strength of their adventuring band by having others join the group. They have a 75% chance of locating 1-3 interested non-player characters who will listen to their offer and, if reasonable, likely be agreeable to joining the party for at least a single adventure. If they fail to locate any willing non-player characters, they will be forced to adventure without them, at least initially.

Once a class for each non-player character has been determined (this can be done prior to any terms being offered by the player characters), a 12-sided die should be rolled on the specific table corresponding to that type of character class to determine the individual character's name and race (although his ability ratings will not be known by the players until he actually joins their group). If the arrangement is finalized, the DM gives the players specifics on the non-player character's abilities, as well as other pertinent details (which are described following each character list depending upon the particular class). The alignment of any non-player character will generally be compatible with the rest of the group, although there is a slight (10%) chance that a non-player character will be chaotic evil while professing otherwise, thus seeking to hoodwink the party and perhaps take advantage of them when the opportunity arises.

Non-player characters will carry no wealth other than 1-6 gold pieces for incidental expenses. In most cases, they will carry their own weapon and/or armor. However, player

characters may purchase additional equipment, arms, or armor for them to use while adventuring — either as a loan or an outright gift — or even give them their own. Attention must be paid to character class restrictions in this regard, however.

Important: non-player characters may vary widely in personality. The Dungeon Master plays their part to a great degree, although the players indicate what instructions or orders they are giving to the non-player characters during the course of the adventure. The DM can choose any personality he wants for a non-player character, or can determine the various aspects by rolling for the categories of attitude, disposition, courage, and loyalty on the following chart. Players are never informed of the exact personalities of non-player characters; they will discover them through interaction with the characters (as portrayed by the DM) and by observing them in the course of the adventure.

NON-PLAYER CHARACTER PERSONALITY

Attitude

- 1 Helpful/cooperative
- 2 Helpful/cooperative
- 3 Helpful/cooperative
- 4 Apathetic/lazy
- 5 Unreliable
- 6 Obstinate/argumentative/domineering

Courage

- 1 Reckless/daring
- 2 Courageous
- 3 Normal
- 4 Normal
- 5 Hesitant
- 6 Cowardly

Disposition

- 1 Greedy/selfish
- 2 Normal
- 3 Normal
- 4 Normal
- 5 Normal
- 6 Unselfish

Loyalty

- 1 Loyal
- 2 Loyal
- 3 Normal
- 4 Normal
- 5 Fickle
- 6 Fickle

Any hireling surviving an adventure, if well treated and amply rewarded, may decide to become a follower (or loyal henchman) of one of the player characters. This will depend upon numerous factors: the non-player character's personality, the rewards or benefits obtained by the non-player character in previous adventuring, the treatment he received from the player characters, the competence of the player characters, and — of considerable importance — the charisma of a particular player character. All these factors must be weighed by the Dungeon Master, as well as consideration of the fact that the player characters may or may not have any accomplishments or reputation that would serve to attract others to their service. If he deems it appropriate, he assigns a reasonable chance for a character to gain a particular follower, and rolls the dice. *Keep in mind, however, that players may find it difficult to attract henchmen until they have increased their experience and fame.*

The loyalty of any follower will likewise be subject to continual checks depending upon similar considerations as above.



CLERICS

1. Farned of the Great Church (Human)
Str 7, Int 10, Wis 14, Con 9, Dex 14, Cha 9
2. Dohram, Servant of Saint Carmichael (Human)
Str 10, Int 12, Wis 14, Con 10, Dex 11, Cha 12
3. The Mystical One (Human)
Str 12, Int 10, Wis 15, Con 15, Dex 8, Cha 14
4. Mulgar the Merciful (Human)
Str 10, Int 10, Wis 18, Con 8, Dex 12, Cha 17
5. Seeful the Unforgiving (Human)
Str 6, Int 8, Wis 12, Con 12, Dex 11, Cha 10
6. Philgo (Human)
Str 9, Int 10, Wis 13, Con 9, Dex 7, Cha 12
7. Tassit, Servant of Saint Cuthbert (Human)
Str 11, Int 9, Wis 12, Con 10, Dex 7, Cha 11
8. Wilberd the Silent (Human)
Str 13, Int 8, Wis 17, Con 12, Dex 9, Cha 10
9. Kracky the Hooded One (Human)
Str 8, Int 14, Wis 16, Con 8, Dex 8, Cha 12
10. Grampal of the Secret Church (Human)
Str 12, Int 11, Wis 12, Con 10, Dex 9, Cha 10
11. Nupo, Servant of The Bringer (Human)
Str 10, Int 7, Wis 15, Con 17, Dex 10, Cha 8
12. Eggo of the Holy Brotherhood (Human)
Str 7, Int 10, Wis 13, Con 8, Dex 9, Cha 11

Non-player clerics will usually possess holy water as a matter of course, as well as a single non-edged weapon. A 6-sided die can be rolled once for each category shown below to determine the arms and armor of any non-player cleric:

<u>Arms</u>	<u>Armor</u>
1 Club	1 None
2 Club	2 Leather armor
3 Quarter staff	3 Leather armor
4 Hammer	4 Leather and shield
5 Flail	5 Chainmail
6 Mace	6 Chainmail and shield

All non-player clerics are of first level and use one 6-sided die to determine hit points, except for an independent henchman (one joining the adventure on his own rather than out of loyalty or for a fee other than a treasure share). An independent henchman cleric will be of either first, second, or third level depending upon a roll on the table which follows:

<u>Level</u>	<u>Hit Dice</u>	<u>Spells Known</u>
1 First (Acolyte)	1d6	None
2 First (Acolyte)	1d6	None
3 Second (Adept)	2d6	Use table C, one roll
4 Second (Adept)	2d6	Use table C, one roll
5 Third (Priest)	3d6	Use table C, two rolls
6 Third (Priest)	3d6	Use table C, two rolls

Table C below is used to determine randomly which spell or spells any non-player cleric knows. First level clerics have no spell ability. Player character clerics do not utilize this table; they choose which spells they wish to use according to the guidelines in the Basic D & D booklet.

Table C

- 1 Cure Light Wounds
- 2 Cure Light Wounds
- 3 Cure Light Wounds
- 4 Detect Evil
- 5 Detect Magic
- 6 Detect Magic
- 7 Light
- 8 Light
- 9 Protection From Evil
- 10 Purify Food and Water
- 11 Remove Fear
- 12 Resist Cold

FIGHTING MEN

1. Brandon (Human)
Str 14, Int 8, Wis 11, Con 13, Dex 9, Cha 12
2. Evro (Elf)
Str 14, Int 13, Wis 7, Con 12, Dex 11, Cha 9
3. Glendor the Fourth (Human)
Str 17, Int 10, Wis 9, Con 14, Dex 9, Cha 14
4. Zeffan (Dwarf)
Str 14, Int 11, Wis 8, Con 8, Dex 14, Cha 7
5. Alho Rengate (Human)
Str 12, Int 10, Wis 9, Con 11, Dex 12, Cha 12
6. Krago of the Mountains (Dwarf)
Str 18/54, Int 9, Wis 15, Con 16, Dex 9, Cha 14
7. Pendor (Halfling)
Str 12, Int 9, Wis 8, Con 10, Dex 11, Cha 9
8. Mohag the Wanderer (Human)
Str 13, Int 12, Wis 9, Con 10, Dex 6, Cha 10
9. Norrin the Barbarian (Human)
Str 15, Int 8, Wis 10, Con 14, Dex 9, Cha 9
10. Lefto (Halfling)
Str 11, Int 10, Wis 11, Con 18, Dex 8, Cha 10
11. Webberan of the Great North (Human)
Str 16, Int 10, Wis 13, Con 10, Dex 7, Cha 7
12. Sho-Rembo (Elf)
Str 9, Int 11, Wis 9, Con 18, Dex 9, Cha 15

To determine arms and armor for non-player fighting men, roll once on each of the tables below with a 12-sided die:

<u>Arms</u>	<u>Armor</u>
1 Dagger and hand axe	1 Shield only
2 Dagger and sword	2 Leather armor
3 Hand axe	3 Leather and shield
4 Mace	4 Leather and shield
5 Sword	5 Leather and shield
6 Sword	6 Leather and shield + 1
7 Sword + 1	7 Chainmail
8 Pole arm	8 Chainmail
9 Pole arm	9 Chainmail and shield
10 Morning star	10 Chainmail and shield + 1
11 Flail	11 Plate mail
12 Short bow and 12 arrows	12 Plate mail and shield

All non-player fighting men are of first level and use one 8-

sided die to determine hit points, except for an independent henchman (one joining the adventure on his own rather than out of loyalty or for a fee other than a treasure share). An independent henchman will be of either first, second, or third level depending upon a roll on the following table:

Level	Hit Dice*
1 First (Veteran)	1d8
2 First (Veteran)	1d8
3 Second (Warrior)	2d8
4 Second (Warrior)	2d8
5 Third (Swordsman)	3d8
6 Third (Swordsman)	3d8

* Halfling and elven fighting men use 6-sided hit dice of the appropriate number.

MAGIC USERS

- Presto (Elf)
Str 9, Int 17, Wis 11, Con 14, Dex 11, Cha 14
- Mezlo (Elf)
Str 11, Int 14, Wis 8, Con 9, Dex 12, Cha 13
- Nickar (Human)
Str 11, Int 15, Wis 8, Con 12, Dex 5, Cha 13
- Shobaffum (Human)
Str 7, Int 13, Wis 9, Con 13, Dex 11, Cha 10
- Yor (Human)
Str 11, Int 14, Wis 8, Con 12, Dex 5, Cha 13
- Ralt Gaither (Human)
Str 11, Int 18, Wis 7, Con 9, Dex 14, Cha 10
- Fencig (Elf)
Str 8, Int 17, Wis 10, Con 5, Dex 11, Cha 9
- Glom the Mighty (Human)
Str 12, Int 15, Wis 15, Con 7, Dex 10, Cha 11
- Trebbelos, Boy Magician (Human)
Str 9, Int 16, Wis 9, Con 7, Dex 12, Cha 13
- Beska Militar (Human)
Str 10, Int 13, Wis 12, Con 15, Dex 8, Cha 14
- Lappoy the Unexpected (Elf)
Str 11, Int 14, Wis 9, Con 10, Dex 7, Cha 9
- Surfal (Human)
Str 12, Int 14, Wis 11, Con 8, Dex 12, Cha 5

Non-player magic users will wear no armor and generally will be armed with nothing other than a dagger. All non-player magic users are of first level and use one 4-sided die to determine hit points, except for an independent henchman (one joining the adventure on his own rather than out of loyalty or for a fee other than a treasure share). An independent henchman magic user will be of either first, second, or third level depending upon a roll on the table which follows:

Level	Hit Dice	Spells Known
1 First (Medium)	1d4	Use table A, one roll
2 First (Medium)	1d4	Use table A, one roll
3 Second (Seer)	2d4	Use table A, two rolls
4 Second (Seer)	2d4	Use table A, two rolls
5 Third (Conjurer)	3d4	Use table A, two rolls and table B, one roll
6 Third (Conjurer)	3d4	Use table A, two rolls and table B, one roll

Tables A and B below are used to determine randomly which spell or spells any non-player magic user knows. All first level magic users make but a single roll on table A. Player character magic users do not utilize this table; they check which spells they can know according to the guidelines in the Basic D & D booklet.

Table A

- Charm Person
- Charm Person
- Dancing Lights
- Detect Magic
- Detect Magic
- Enlargement
- Hold Portal
- Light
- Light
- Magic Missile
- Magic Missile
- Protection From Evil
- Read Languages
- Read Magic
- Shield
- Sleep
- Sleep
- Sleep
- Tenser's Floating Disc
- Ventriloquism

Table B

- Audible Glamer
- Continual Light
- Darkness
- Detect Evil
- Detect Invisible
- ESP
- Invisibility
- Invisibility
- Knock
- Levitate
- Locate Object
- Magic Mouth
- Mirror Image
- Phantasmal Forces
- Pyrotechnics
- Ray of Enfeeblement
- Ray of Enfeeblement
- Strength
- Web
- Wizard Lock



THIEVES

1. Luven Lightfinger (Halfling)
Str 13, Int 14, Wis 9, Con 12, Dex 16, Cha 13
2. Treddo (Halfling)
Str 10, Int 9, Wis 7, Con 11, Dex 17, Cha 14
3. Bozomus (Human)
Str 5, Int 9, Wis 12, Con 6, Dex 13, Cha 12
4. Estra Zo (Elf)
Str 12, Int 12, Wis 11, Con 7, Dex 16, Cha 12
5. Laggamundo (Human)
Str 11, Int 10, Wis 9, Con 13, Dex 13, Cha 6
6. Feggner the Quick (Human)
Str 10, Int 9, Wis 7, Con 11, Dex 17, Cha 14
7. Mezron (Dwarf)
Str 5, Int 9, Wis 12, Con 6, Dex 13, Cha 12
8. Drebb (Human)
Str 7, Int 12, Wis 10, Con 11, Dex 12, Cha 11
9. Postue (Elf)
Str 10, Int 8, Wis 7, Con 10, Dex 18, Cha 12
10. Harg of the City Afar (Human)
Str 9, Int 13, Wis 10, Con 6, Dex 15, Cha 8
11. Afton Borr (Human)
Str 11, Int 11, Wis 8, Con 10, Dex 13, Cha 9
12. Sporrageha (Dwarf)
Str 10, Int 7, Wis 11, Con 14, Dex 12, Cha 18

To determine the arms and armor of any non-player thieves, roll a 6-sided die once on each of the following tables:

Arms

- 1 None
- 2 None
- 3 Dagger
- 4 Dagger
- 5 Dagger
- 6 Dagger +1

Armor

- 1 None
- 2 None
- 3 Leather armor
- 4 Leather armor
- 5 Leather armor
- 6 Leather armor +1

All non-player thieves are of first level and use one 4-sided die to determine hit points, except for an independent henchman (one joining the adventure on his own rather than out of loyalty or for a fee other than a treasure share). An independent henchman will be of either first, second or third level depending upon a roll on the following table:

Level	Hit Dice	Thief Ability Category
1 First (Apprentice)	1d4	A
2 First (Apprentice)	1d4	A
3 Second (Footpad)	2d4	B
4 Second (Footpad)	2d4	B
5 Third (Robber)	3d4	C
6 Third (Robber)	3d4	C



PLAYERS' BACKGROUND SHEET

Here is the standard background setting for all players to read prior to their first adventure:

Rogahn the Fearless and Zelligar the Unknown are legendary names. Even you, a young fledgling in a town far from the great cities of your world, know of their reputation — even though their tale begins long before you were born. The elders and the sages speak both names with respect, even awe, in a distant admiration for the memories of the two legendary figures . . .

You have heard parts of the story before, but never enough to know all of it, or even what is true and what is only legend or speculation. But it is a great and fascinating beginning in your own quest to learn more.

Rogahn the Fearless earned his name as a great warrior, and his reputation spread far and wide across the land. Zelligar the Unknown, equally renowned, earned his respected status and power as a foremost practitioner of the mystical arts of magic and sorcery.



No one knows what occurrence or coincidence brought these two men together, but tales tell of their meeting and forming a strong bond of friendship, a union that would last for the ages. As this occurred, legend has it, the two men virtually disappeared from the view of civilization. Stories occasionally surfaced about a rumored hideaway being built deep in the wilderness, far from the nearest settlement, away from traveled routes, and high upon a craggy hill — but no one seemed to know any more than that, or where this supposed hideaway really was located, if indeed it was. No one knows for sure, but some say their motive was to pursue the common goals of personal greed and some kind of vague (or chaotic) evil. In any case, they jointly led a hermit life with but a few occasional forays into the outside world to add to their own reputations.

Many years passed, until one day a great barbarian invasion came from the lands to the north, threatening to engulf the entire land with the savage excesses of the unchecked alien horde. Just when things seemed the darkest, Rogahn the Fearless and Zelligar the Unknown made their unexpected yet most welcome reappearance. Joining their powerful forces, they and their band of loyal henchmen met the barbarian army in a great battle at a narrow pass in the

hills, and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. It was a great victory, and a grateful populace rewarded the pair and their consorts with considerable treasure. After that, the two heroes returned to their mystical hideaway, and rumor has it that the spoils of victory were spent to further its construction, although some of it may yet be hidden somewhere.

The most exciting portions of the legend are the most recent. Some years ago, perhaps in the decade before you were born, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Taking most of their henchmen and associates along with them in a great armed band, the two personages, it seems, disappeared into the forbidding alien lands to the north on a great adventure which some say may have been asked by the very gods themselves.

Word just reaching civilization tells of some great battle in the barbarian lands where the legendary Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details — and no substantiation of the story. The only thing certain is that, if all this is true, Rogahn and Zelligar have been gone far too long . . . If only one had the knowledge and wherewithal to find their hideaway, he would have great things to explore!

Now, just recently, came the most promising bit of information — a crude map purporting to show the way to the hideaway of the two men, a place apparently called "Q". You or one of your acquaintances has this map, and if it is accurate, it could perhaps lead you to the mystical place that was their home and sanctuary. Who knows what riches of wealth and magic might be there for the taking??? Yes, the risk is great, but the challenge cannot be ignored. Gathering a few of your fellows, you share the secret and embark on an adventure in search of the unknown . . .

Note: Individual players may know of additional information in the form of rumors or legends as given to them by the Dungeon Master.

PLAYERS' LIST OF POTENTIAL CHARACTERS

Listed here are 12 characters of each of the four character classes, showing name and race. The Dungeon Master has a more complete listing of each character's ability scores and other information.

Clerics

1. Farned of the Great Church (Human)
2. Dohram, Servant of Saint Carmichael (Human)
3. The Mystical One (Human)
4. Mulgar the Merciful (Human)
5. Seeful the Unforgiving (Human)
6. Philgo (Human)
7. Tassit, Servant of Saint Cuthbert (Human)
8. Wilberd the Silent (Human)
9. Kracky the Hooded One (Human)
10. Grampal of the Secret Church (Human)
11. Nupo, Servant of The Bringer (Human)
12. Eggo of the Holy Brotherhood (Human)

Magic Users

1. Presto (Elf)
2. Mezlo (Elf)
3. Nickar (Human)
4. Shobaffum (Human)
5. Yor (Human)
6. Ralf Gaither (Human)
7. Fencig (Elf)
8. Glom the Mighty (Human)
9. Trebbelos, Boy Magician (Human)
10. Beska Millar (Human)
11. Lappoy the Unexpected (Elf)
12. Surfal (Human)

Fighting Men

1. Brandon (Human)
2. Evro (Elf)
3. Glendor the Fourth (Human)
4. Zeffan (Dwarf)
5. Alho Rengate (Human)
6. Krago of the Mountains (Dwarf)
7. Pendor (Halfling)
8. Mohag the Wanderer (Human)
9. Norrin the Barbarian (Human)
10. Lefto (Halfling)
11. Webberan of the Great North (Human)
12. Sho-Rembo (Elf)

Thieves

1. Luven Lightfinger (Halfling)
2. Treddo (Halfling)
3. Bozomus (Human)
4. Estra Zo (Elf)
5. Laggamundo (Human)
6. Feggenger the Quick (Human)
7. Mezron (Dwarf)
8. Drebb (Human)
9. Postue (Elf)
10. Harg of the City Afar (Human)
11. Affon Borr (Human)
12. Sporrigha (Dwarf)

Your Dungeon Master has a complete list of guidelines for the use of these lists; they appear for your reference only.

TIPS FOR PLAYERS

Beginning players would do well to profit from some basic advice before beginning their D & D careers, and with that in mind, the following points are offered for consideration:

1) Be an organized player. Keep accurate records on your character (experience, abilities, items possessed, etc.) for your own purposes and to aid the Dungeon Master.

2) Always keep in mind that the Dungeon Master is the moderator of the game, and as such, deserves the continued cooperation, consideration and respect of all the players. If you disagree with him, present your viewpoint with deference to his position as game judge, but be prepared to accept his decision as final — after all, keep in mind that you may not know all aspects of the overall game situation, and that in any case, not everything will always go your way!

3) Cooperate with your fellow players and work together when adventuring. Remember that on any foray into the dungeon or wilderness, a mix of character classes will be beneficial, since the special abilities of the various characters will complement each other and add to the overall effectiveness of the party.

4) Be neither too hasty or too sluggish when adventuring. If you are too fast in your exploration, you may recklessly endanger yourself and your fellow adventurers and fall prone to every trick and trap you encounter. If you are too slow, you will waste valuable time and may be waylaid by more than your share of wandering monsters without accomplishing anything. As you gain playing experience you will learn the proper pace, but rely on your DM for guidance.

5) Avoid arguing. While disagreements about a course of action will certainly arise from time to time, players should quickly discuss their options and reach a consensus in order to proceed. Bickering in the dungeon will only create noise which may well attract wandering monsters. Above all, remember that D & D is just a game and a little consideration will go far toward avoiding any hard feelings . . .

6) Be on your guard. Don't be overly cautious, but be advised that some non-player characters may try to hoodwink you, players may doublecross you, and while adventuring, tricks and traps await the unwary. Of course, you won't avoid every such pitfall (dealing with the uncertainties is part of the fun and challenge of the game), but don't be surprised if everything is not always as it seems.

7) Treat any hirelings or henchmen fairly. If you reward them generously and do not expose them to great risks of life and limb that your own character would not face, then you can expect a continuing loyalty (although there may be exceptions, of course).

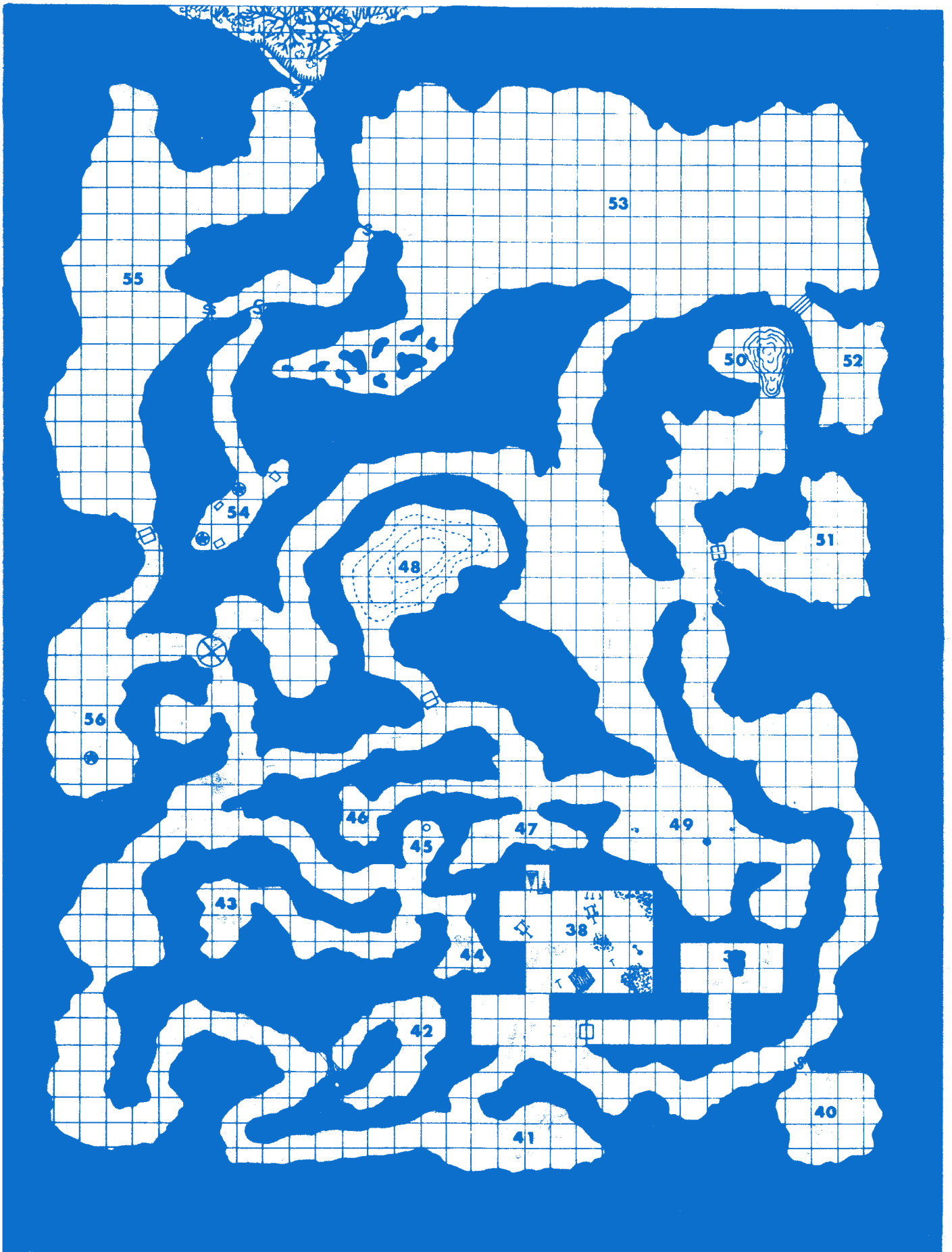
8) Know your limits. Your party may not be a match for every monster you encounter, and occasionally it pays to know when and how to run away from danger. Likewise, a dungeon adventure may have to be cut short if your party suffers great adversity and/or depleted strength. Many times it will take more than one adventure to accomplish certain goals, and it will thus be necessary to come back out of a dungeon to heal wounds, restore magical abilities and spells, and reinforce a party's strength.

9) Use your head. Many of the character's goals in the game can be accomplished through the strength of arms or magic. Others, however, demand common sense and shrewd judgment as well as logical deduction. The most successful players are those who can effectively use both aspects of the game to advantage.

10) D & D is a role playing game, and the fun of the game comes in playing your character's role. Take on your character's persona and immerse yourself in the game setting, enjoying the fantasy element and the interaction with your fellow players and the Dungeon Master.

Enjoy yourself, and good luck!

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