

Classic Fantasy Adventures for

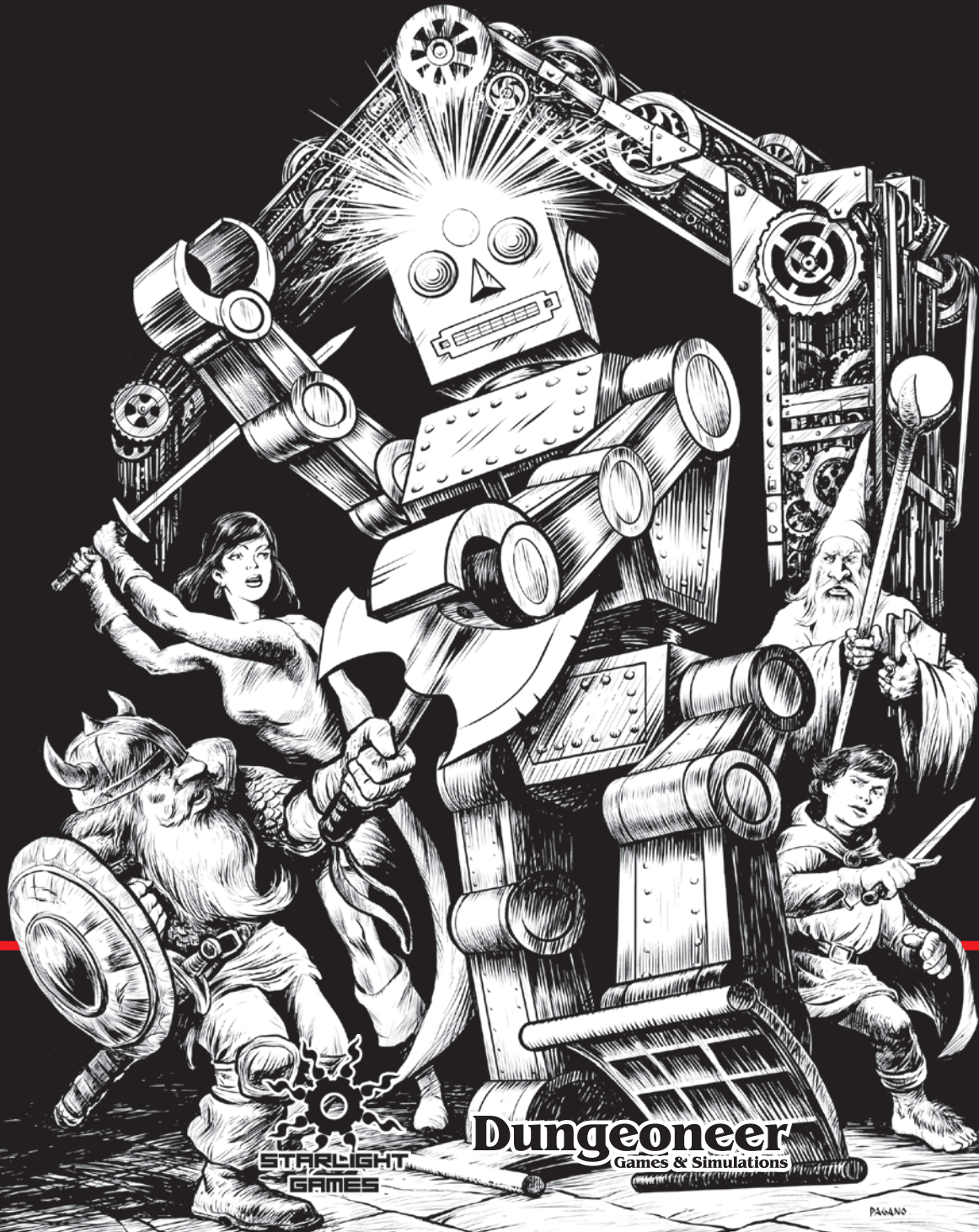
**DUNGEON
ADVENTURES**

Old School Role-Playing Games

DUNGEON OF THE SELENIAN CONCLAVE

An Old School Fantasy Adventure for 1-4 Players of 1-4 Level

by Alessandro Dellamotta



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DUNGEON OF THE SELENIAN CONCLAVE

An Old School Fantasy Adventure for 1-4 Players of 1-4 Level



OSR Compatible

Labyrinth Lord
Compatible Product

DUNGEON ADVENTURES VOL. 1

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Introduction

The ruleset assumed by this adventure, and the format of its presentation, are OSR Compatible. This adventure can be used with any old school fantasy RPG or modern clone. The format is definitely adaptable to other systems of classic fantasy roleplaying. This adventure is an old-school fantasy dungeon crawl meant to challenge a party of 1st-2nd level adventurers (roughly). The assumption is that the party will be reasonably well-equipped for their level.

Common acronyms used are GM for Game Master, PC for Player Character and NPC for Non-Player Character. This adventure uses the metric system. If you wish to convert meters to feet, assume 3m = 10'.

How to read monster entries

Monsters and creatures are presented in this format, using an undead skeleton's profile as an example:

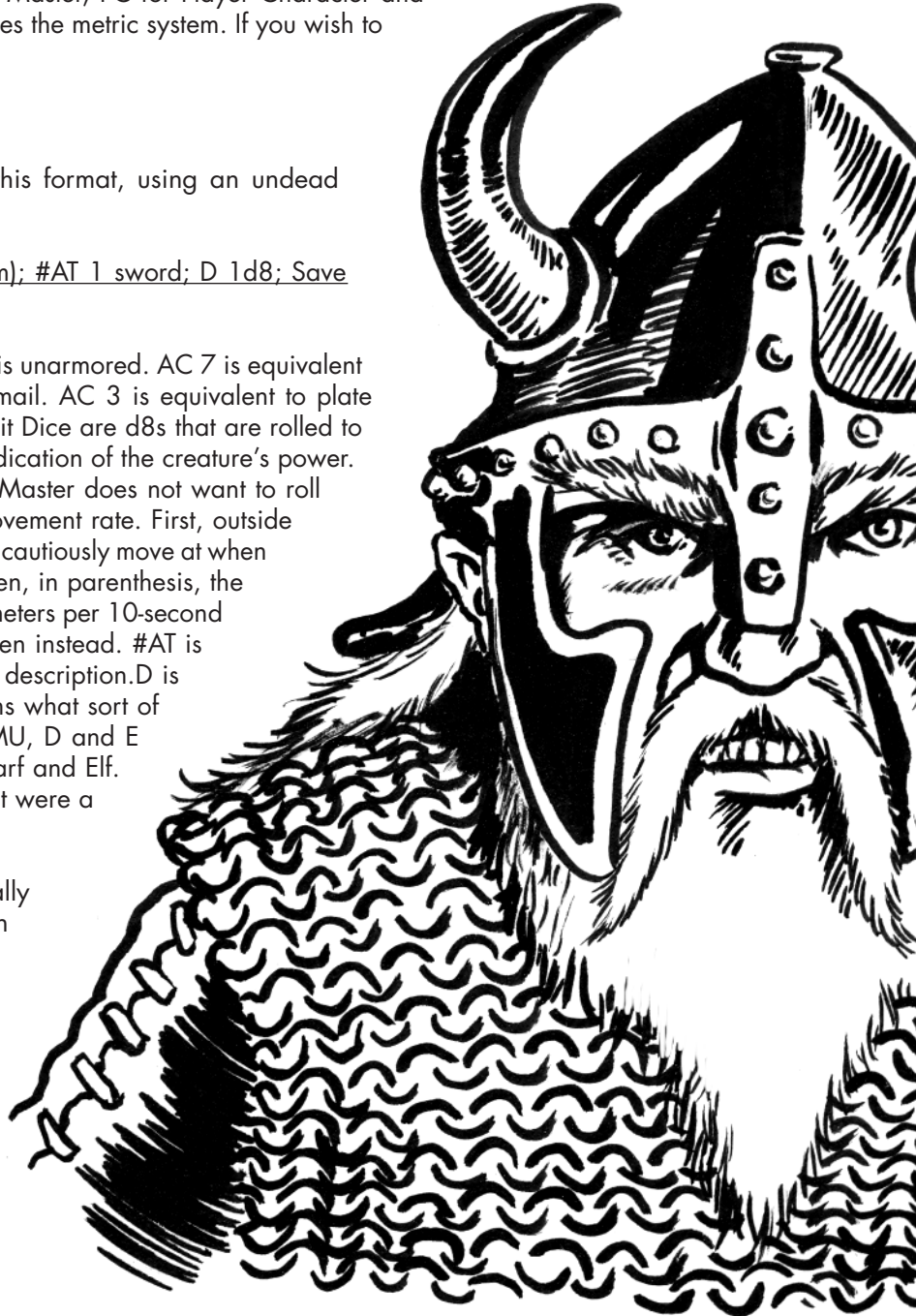
Skeleton: [AC 6; HD 1 (5 hp); MV 18m (6m); #AT 1 sword; D 1d8; Save F1; ML 12; AL C]

AC is the Armor Class. Lower is better. AC 9 is unarmored. AC 7 is equivalent to leather armor. AC 5 is equivalent to chain mail. AC 3 is equivalent to plate armor. Shields lower AC by 1. HD is Hit Dice. Hit Dice are d8s that are rolled to determine the monster's HP, and also give an indication of the creature's power. Monsters come with pre-rolled HP if the Game Master does not want to roll the dice himself for this. MV is the monster's movement rate. First, outside parenthesis, the speed the creature will be able to cautiously move at when out of combat, in meters per 10-minute Turn. Then, in parenthesis, the creature's combat speed (or running speed), in meters per 10-second Round. If creatures can fly, their fly speed is given instead. #AT is the creature's number of attacks, followed by a description. D is the damage of the attacks, in order. Save means what sort of character class the monster saves as. F, C, T, MU, D and E stand for Fighter, Cleric, Thief, Magic-User, Dwarf and Elf. So a creature that saves as a F3 will save as if it were a third-level fighter.

ML is the creature's morale. Morale is usually checked at first blood suffered, and then again when victory seems to obviously favor the opposite side. The roll is done on 2d6, with a result equal to or lower than the Morale meaning the creature stands and fights. Creatures with a Morale of 12 never flee or surrender.

AL is the creature's alignment: L for Lawful, N for Neutral, C for Chaotic.

Any special notes regarding unique powers or attributes the creature possesses follow.



Synopsis

The “Dungeon of the Selenian Conclave” is the site where an alliance of ancient wizards sought to create a magical portal to the Moon.

Nowadays, the dungeon is abandoned, and parts of it are being used as a hideout by a gang of orc raiders, who are the initial reason for the PCs to take an interest in the location: they are being asked by local communities to find their hideout and put a stop to their raids. That is (hopefully) easily accomplished, as the orcs have grown complacent and are used to bullying and stealing from peaceful peasants. They are not prepared to face a party of adventurers, nor are they expecting it. Still, if alerted and given time to prepare, even these orcs might prove difficult to dislodge. Furthermore, the orcs have some prisoners, that they are not above using as hostages if they find themselves surprised and outmatched.

(If you want an alternate start, the player characters could stumble into the Dungeon via a magical circle inscribed in the ground in some other location, teleporting them in. The wizards of the Selenian Conclave used such teleport circles to move between their various bases of operation.)

The PCs have been promised a reward for the defeat of the orcs, the liberation of the hostages and the restitution of the goods the orcs have stolen, but the party will likely want to explore the rest of the dungeon as well.

Most of the dungeon is locked (some of it behind magical doors and traps) and has not been accessed by the orcs, particularly the personal rooms and laboratories of the wizards of the Conclave, so those locations are still fairly untouched. Other locations are hidden behind secret doors and passages. A skilled and resourceful party of adventurers could accomplish much via careful exploration. There are four sets of stairs that connect first and second floor, making the Dungeon harder to navigate, but also allowing alternate access to some branches that would be otherwise locked. The second floor of the dungeon is actually a massive magic circle inscribed in the ground, the anchor for the Selenian Conclave’s magic portal that was meant to lead them to the Moon. The central room of the second level houses the portal’s machinery, which, if activated, will open up in the main room of the first level.

Unfortunately, the Moon Portal does not function, and it is not a matter of repairing it: the Selenian Conclave found out too late that the Moon cannot be reached with such magic

as the one they employed here. (This is the reason they abandoned the Dungeon: the experiment failed). However, this was not the only attempt the Selenian Conclave made to reach the Moon, and it was definitely not their last one...

Information to share with the players:

A band of orc raiders has recently plagued most of the logging, farming and hunting communities on the side of the mountain. They are but small villages, without large stone walls or strong levies to protect them. The raiders are not numerous, but they move at night, with stealth and wearing black cloaks, and are cunning and brutal.

They steal food and livestock, often break into people’s houses and make away with precious heirlooms, and sometimes attack, rob, wound, slay or kidnap travelers caught alone on the mountain roads at night. People are living in fear. Recent rumors even whisper that the orcs have grown so bold as to sortie during the day!

The inhabitants of the mountain communities have collected among themselves a prize of one thousand gold pieces for anyone who will put an end to the orc raids, plus another thousand if the kidnapped villagers (five people: a lumberjack and his wife, a merchant, a travelling priest, and a hunter) are all returned safe and sound. Should the party agree to help, they will be provided with directions to a remote, long-abandoned hamlet that appears to be the source of the raids, known by the name of “Dianet”. It’s been abandoned for longer than people remember.

Once there, the party will find little more than ruins. Not one building is still standing intact. Tracks, however, lead to a vast, unlit, empty, yet still-intact basement cellar. There, a spiral staircase plunges down into the depths of the earth. (This will land the PCs into room 1.)

If the party elects to search the basement before going down the stairs:

The party finds, built into the eastern wall of the cellar, a dumbwaiter: a simple rope-and-pulley elevator designed for shuttling goods to some underground location. Despite the ravages of time, the contraption seems still quite sturdy. Only one human-sized character can ride down at a time. (This will land the PCs into room 3, at the location marked with a crossed circle.)

An alternate starting point for the adventure, other than the hook of the mountain village, could be a magical teleport:

During the exploration of some other location (perhaps in the middle of a different adventure or dungeon), the party comes across a magic circle, roughly 3m in diameter, carved in the floor and filled with glowing, obvious magic. Adventurers trained in the mystical arts can easily recognize it as a stable teleport circle, something powerful sorcerers will often have in their various disparate dwellings as a means to connect them. Stepping into the circle will teleport the party to the equivalent teleport circle in the dungeon. The teleport works both ways. (This will land the PCs into room 9a.)

Information for the GM only

As already established, the Selenian Conclave was an ancient alliance of five powerful wizards who sought a way to reach the Moon.

Why the Moon?

A legend has it that anything that is lost forever on Earth - whether it be items, treasures, knowledge, information, or even more ephemeral things (such as "a lost love" or "lost happiness")- eventually ends up on the Moon. In the legend, a brave knight journeys to the Moon to retrieve a friend's sanity - lost to anger and envy in seeing the woman he loved with another man of far lower station.

Each member of the Conclave had his own reasons to go there, but, as those reasons aligned, they worked together, for a time. After many experiments in this location - which is situated in the most optimal location for such a feat - the Conclave was, however, forced to admit failure: their first approach was wrong. Magical portals will not connect directly to the moon's surface, no matter what.

It was not a fruitless endeavor, however, but a learning experience: after the realization that the Moon is out of the sphere of influence of all earthly magic, even the most potent, the Conclave abandoned the dungeon to seek other, less direct avenues of access to the lunar surface. Eventually, the Conclave moved on, abandoned this Dungeon, and attempted to build a different sort of structure for their purposes... but this is a story for another time.

The five wizards were:

Horace Lyrrin: Nicknamed by his peers "The Prismatic", he was an incredibly powerful human archmage, who, in his long life, unlocked nearly every secret of magic. Too proud to admit (even to himself) that he ever "lost" or "needed"

anything, Horace Lyrrin mostly wanted to reach the Moon to prove that it could be done, and because he would not tolerate of any place to be beyond his power.

Urud Dwoinan: a dwarven inventor, artificer and engineer, he is to credit with the creation of the machinery required for the portal to function. He sought the recipe to the Boulder's Kiss, a legendary brew of dwarven ale whose supply is ever-shrinking after the sudden death of all those who knew its secrets, centuries before. (By the time the campaign is set, Boulder's Kiss would be known to all dwarven PCs as near-mythical, with the few surviving kegs and bottles kept as treasures fit for kings.)

Iqith'a'skyla: an Aranea sorceress. The Aranea are a dwindling race of human-sized, spellcasting spiders. Iqith'a'skyla's expertise was with magic of movement, distance and connection. She hoped to find, on the Moon, some artifact or secret knowledge that would help her restore her race to greatness.

Athrozan: a ghostly warlock who failed the process to transform himself into an immortal lich, and was forced to cling to existence as a spectre. Wishing for a way to be restored back to life in a physical body, there is much that Athrozan seeks from the Moon: His lost years of life back. A way to undo his mistake. Immortality. As well as ways to get payback against all those who ever slighted him, even those long dead or gone.

Lasiath Silverhome: this reclusive elven enchanter's field of specialization is in talismans, jewelry, and the art of crafting magical items and binding spirits and elementals to them. Unbeknownst to the other four, however, Lasiath had actually been cursed with lycanthropy by a powerful spirit of nature he had angered in the past, and her true reason for seeking a way to travel to the Moon was to search for a way to dispel the curse.

The Village of Dianet:

This is the village pinpointed by the townspeople as the source of the orc raids. It's a remote community that's been long, long abandoned. Nature has mostly reclaimed the dozen-odd stone hovels and the fields are overgrown with weeds and young trees. If questioned, no one can quite tell when Dianet was actually inhabited, but it's apparently been abandoned for at least fifty years, probably more. The orcs' tracks are easy to follow here, and clearly lead to a specific ruin. There, they will find a (badly) concealed trapdoor leading down to a large basement. If the rest of the village is searched, nothing of value or of use is found.

AMBUSH: If the players decide to hide and lay an ambush, an orc party will appear in 2d20 hours if waited for.

1d6

1-2	Orcs are leaving for a raid
3-4	Orcs are on patrol
5-6	Orcs are returning from a raid

Orcs: [AC 6; HD 1 (5 hp); MV 36m (12m); #AT 1 sword; D 1d6; Save F1; ML 8; AL C]

If it's daytime, the orcs will have ML 6. Remember that orcs in daylight have a -1 penalty to to-hit rolls. If they're returning, they're carrying loot equivalent to 1d8x100 GP, half in coin and half in stolen goods, plus stolen foodstuffs. The orcs are unsuspecting and will always be surprised if ambushed. If they fail morale or if only one orc is still alive, then the survivor(s) will try to flee to the basement and alert the others.

SIEGE: If the players decide to lay siege to the orcs, treat it as an ambush at first. The orcs have enough supplies to last them two weeks if need be. If the siege continues, they will seek terms, confident that having hostages (the five kidnapped villagers held in Room 2) will allow them to negotiate from a position of strength. If this does not work, the orcs will execute the prisoners and sally out in full force: account for every orc and goblin present in this module (room encounters plus random encounters) and have them assault the sieging party.

The Basement: This large subterranean chamber is empty, unlit, and dust-filled. A spiral stairwell leads down. If the room is inspected, a dumbwaiter will be found, built into a wall, with a rope and pulley mechanism allowing a large wooden basket to be lowered to a deeper level (12m below). The dumbwaiter can carry a single character at a time, can be operated from both the top and the bottom, and is reasonably sturdy (200 kg).

Dungeon Characteristics: The Dungeon of the Selenian Conclave was excavated by magical means, leaving solid, smooth grey stone walls, at least 30cm thick. The ceilings are all vaulted, usually 3m tall at the highest and 2m tall at the lowest. The first room and large central room are an exception, being much taller (4m and 12m respectively).

Unless specified, all doors are made from sturdy, iron-reinforced oakwood. They swing open, away from corridors and into rooms. Both sides feature an iron ring for pulling. Most doors are unlocked, and can be broken down as normal. Exceptions are detailed under their respective room entry.

Unless specified, all rooms are dark. The dungeon used to be illuminated by magic, but the spells have long died out. The floor is also smooth grey stone, at least 2m thick.

Rooms from 1 to 9 are on the main level. Rooms from 10 to 19 are on the second (lower) level.

Roll for Wandering Monsters every Turn. A random encounter happens on a 1d6 roll of 1. The Wandering Monsters table is the sum of all the creatures that can be found in the dungeon. Destroyed creatures will not reappear.

Random Table: Level 1 Wandering Monster

1d6

1	3 Orcs with sword and shield
2	3 Orcs
3	1 Orc Taskmaster + 4 Goblins
4	1 Orc Taskmaster + 4 Goblins
5	6 Goblins
6	1 Carcass Scavenger

Orcs with sword and shield [AC 6; HD 1 (6, 5, 4 hp); MV 36m (12m); #AT 1 sword; D 1d6; Save F1; ML 7; AL C]

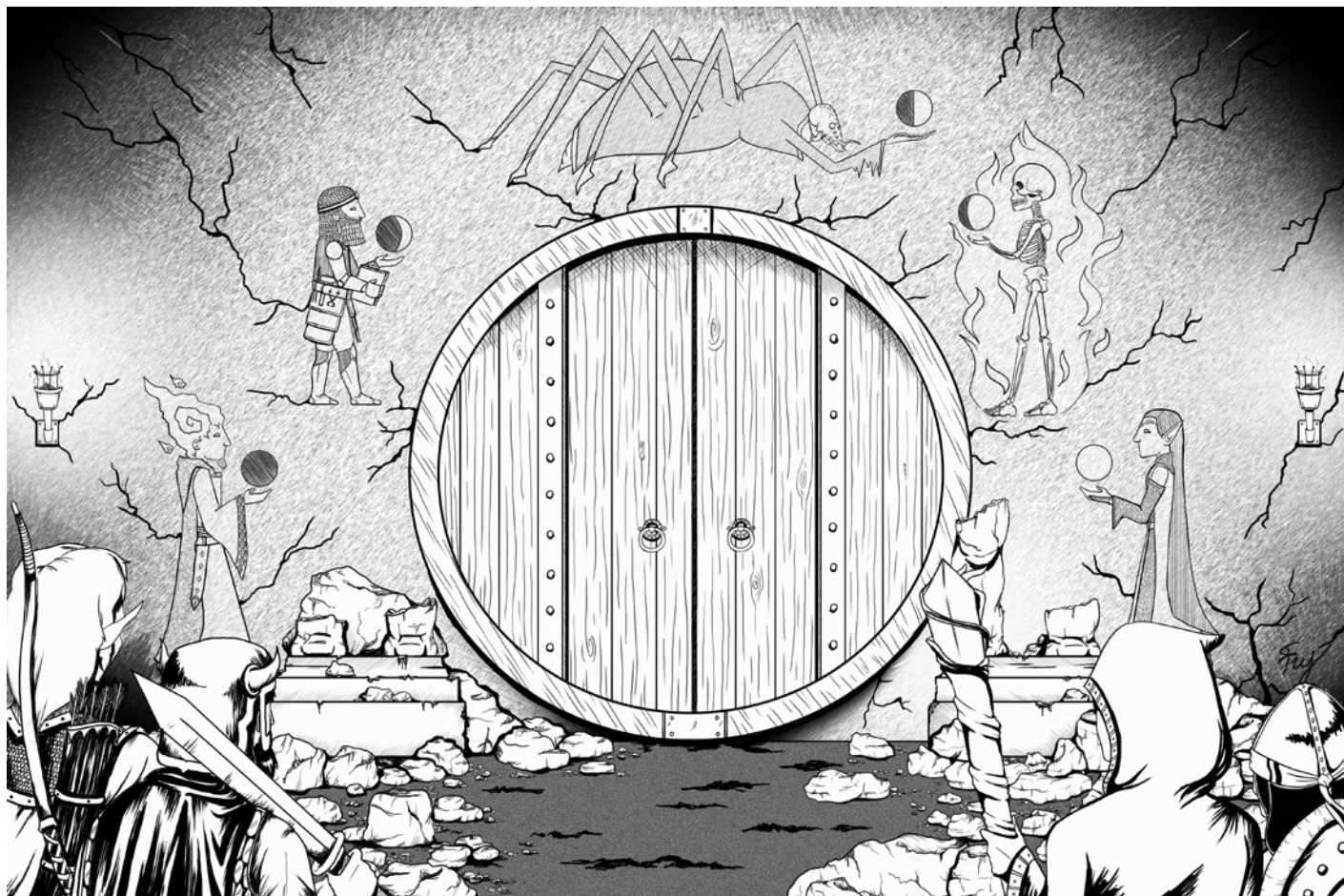
Orc Taskmaster + Goblins [Orc AC 6; HD 1 (5 hp); MV 36m (12m); #AT 1 club; D 1d6; Save F1; ML 7; AL C] The orc is driving a work crew of enslaved [Goblins AC 8; HD 1-1 (5, 3, 2, 1 hp); MV 18m (6m); #AT 1 improvised weapon; D 1d4; Save F1; ML 5; AL C]. If the taskmaster is slain, goblins test morale. They are not above assisting the PCs to earn their freedom, but are still untrustworthy.

Goblins [AC 6; HD 1 (5, 4, 4, 3, 3, 3 hp); MV 36m (12m); #AT 1 sword; D 1d6; Save F1; ML 6; AL C]. These are more loyal goblins that the orcs trust enough for them to keep their own weapons and armor.

Carcass Scavenger [AC 7; HD 3 (9 hp); MV 36m (12m); #AT 8 feelers; D Paralysis; Save F2; ML 8; AL N]. This centipede-like scavenger feeds on dead bodies. This half-domesticated creature is kept as a "cleaner" by the orcs, and is relatively non aggressive unless threatened. Whoever is struck by a feeler must save or be paralyzed for 2d4 Turns.



The Dungeon



1. Entrance

Filled with rubble from two stone statues (in reality, two destroyed stone golems). On the north side, a spiral staircase goes up to the basement in the village of Dianet. The south wall has a circular passage (about 3m in diameter) with heavy oaken double doors opening southwards. The wall bears carved depictions of five moons being carried by five individuals:

- A male human clad in wizardly robes, a sword at his belt and fire in his hair: carries a new moon (symbolized as an empty circle).
- A male dwarven craftsman with a belt full of tools, a book, and an armor-covered right arm: carries a waxing crescent.
- A giant spider-like creature (an Aranea) oddly clad in robes cut to fit its alien shape: carries a first quarter.
- A human skeleton wreathed in ectoplasmic flames: carries a waxing gibbous.
- An androgynous elf with hair reaching almost to her ankles, clad in beautiful flowing robes: carries a full moon.

MONSTERS: None at first, but if the orcs feel threatened (for example, if the party has already delved into the Dungeon, alerted the orcs, fled, and are now returning for a second try), there will be a guard detail of 4 orcs here (taken from the orcs in room 2). If attacked, they will immediately slam the door open and call for reinforcements from room 2.

SECRET: Just behind the spiral staircase connecting this room to the cellar upstairs there is a sliding wall. By pushing a loose brick, a latch is released and a section of the wall swings open, revealing a short passageway ending in the north stairs (Room 1a).

1a. North Stairs

This dust-filled passageway leads to a flight of stairs going down. The secret door has an obvious mechanism on this side, and is automatically detected.

2. Octagonal Chamber

This enormous octagonal vaulted chamber is occupied by a busy orc encampment. Beddings, pallets and filthy blankets are scattered about. Earthen jars and wooden barrels and other containers line the walls, together with piles of bones and refuse. The walls are unevenly covered in scratches and scrawled graffiti. In the center of the room, a circular two-step black stone dais (2a) has been left untouched by the orcs.

DOORS: Each wall of the octagonal room features a door, some of which look rather unique. Starting from the north door and going clockwise:

- A circular passage with double doors (leading to room 1)
- A normal-looking oaken door (leading to corridor 3)
- A magical multicolored barrier (leading to corridor 4)
- A sturdy steel door with an elaborate mechanical lock (leading to corridor 5)
- A thick, tightly-woven spiderweb (leading to corridor 6)
- A door apparently made from transparent, bluish glass (leading to corridor 7)
- A brass door with a beautiful, highly decorative pattern (leading to corridor 8)
- A door made from a solid slab of steel, with a locked handwheel (leading to corridor 9)

MONSTERS: This is the orcs' main camp. There are 8 fighting orcs. They will try to capture (preferably) or slay any intruders. 12 more are noncombatants who will do their best to avoid combat, or flee if possible.

6 orcs: [AC 7; HD 1 (5, 4, 4, 3, 3, 3 hp); MV 36m (12m); #AT 1 sword; D 1d6; Save F1; ML 7; AL C]

1 second-in-command: [AC 7; HD 2 (8 hp); MV 36m (12m); #AT 1 sword; D 1d8; Save F1; ML 8; AL C]

1 chieftain: [AC 5; HD 2 (10 hp); MV 36m (12m); #AT 1 sword; D 1d8; Save F1; ML 9; AL C]

Morale for the orcs is tested using the highest Morale value among them. If a Morale test is failed, the chieftain (if still alive) will negotiate, offering the lives of the prisoners in exchange for a safe escape for himself and the survivors. If the offer is rejected, he will kill a random hostage and repeat the offer. He is cunning and untrustworthy, and will readily lie and make empty promises and oaths. He has no intention to quit the raiding business. If the chieftain is dead, the second-in-command will take charge. He will negotiate similarly, but is not as cunning or as good a liar,

and is more easily tricked or intimidated. If both chieftain and second-in-command are dead, the remaining orcs test Morale immediately. On a success they fight to the death to avenge their leaders. On a failure they scatter, fleeing where possible and surrendering if there is no escape.

TREASURE: The orc chieftain has a 70GP gold ring and a pouch with 88GP and a small brass key (which opens the chest in room 3b).

A few useful items can be found in the orc camp (in addition to the orcs' equipment). Searching the camp in its entirety will take 1d4+1 Turns.

Potion of Healing (1d6+1 HP)
2 Potions of Antidote
Carpet (5kg, 30GP)
Tapestry (5kg, 70GP)
Candelabra (1kg, 100GP)
Gold Necklace (300GP)
Silver Earrings (100GP)



In addition, an amount of normal weapons, armor, and common items left to the DM's discretion.

PRISONERS: The five prisoners the orcs have kidnapped are kept here, tied and huddled near the south wall:

Edgar Cotter (Lumberjack). Taken captive but a few days ago, is still strong in good health. He is angry and will offer to help the PCs clear the dungeon from orcs. He is a level 0 human with 5 HP and a +1 to hit and damage from high strength. Will seek to equip himself with the items in the room if allowed.

Erina Cotter (Housewife): Edgar's wife. If freed, will beg Edgar to just leave and go home and beseech the PCs to help her persuade him.

Lawrence Marke (Merchant): If freed, will be grateful and promise the PCs 300GP in reward if they escort him immediately to the closest village. If they refuse, he will insist that they protect him, for 100GP. The money is not on his person, of course. If the GM so desires, he may claim the part of the orc's loot that was stolen from him.

Stephye Save (Priest): A preacher from a Lawful cult of the GM's choice. He's weak and malnourished. While not a cleric, his devotion allows him to memorize and cast one level 1 clerical spell per day. If given 2 rations' worth of food and allowed to rest 8 hours, he will use this spell at the PC's behest.

Ross Karrel (Hunter): Ross was wounded when captured (a deep cut to his left calf). The wound is infected and gangrenous. Ross is feverish and can't walk. Magical healing will fix his wound and save his life, but still leave him sickly for a couple of days. Mundane healing can still

help if the PCs carry it out efficiently. If not, he'll die soon, unless the leg is amputated.

2a. Black Stone Dais

This black stone dais lies in the center of room 2. It is 9m across and 1m tall. It is split in four identical quarters by straight seams running north-south and east-west, intersecting in the middle. The parts cannot be moved by force. Even though most of the central room has been trashed by the occupying orcs, they have left this ominous dais untouched.

MOON PORTAL: A mechanism keeps the dais locked. If the Moon Portal is successfully reactivated, the dais will split open (possibly trashing the orc camp in the process), revealing a 6m wide circular well connecting this room with the level below. From this opening, the Moon Portal will rise. For details on the fully activated Moon Portal, see "Room 20", at the end of this adventure module.

3. Servants' Side

This corridor's entrance door is normal and unlocked. The corners are filled with trash and refuse.

The crossed circle marks the dumbwaiter's location, at the bottom of a 12m shaft reaching up into the basement in the abandoned village above. It can be operated by a pulley on either end and carry one character or up to 200 kg at a time.

3a. Trashed Kitchen

This old kitchen area has been thoroughly ransacked and ruined. Part of it has been reconverted by the orcs into a crude forge and workshop for crafting and repairing their equipment.

MONSTERS: 2 orcs and 3 goblins. 40% chance to catch them while forging (Automatically surprised, metalworking noise can be heard from the other side of the door).

Orcs [AC 7; HD 1 (6, 5 hp); MV 36m (12m); #AT 1 hammer; D 1d6; Save F1; ML 7; AL C]

Goblins [AC 7; HD 1-1 (3, 3, 3 hp); MV 18m (6m); #AT 1 hammer; D 1d6; Save F1; ML 6; AL C].

TREASURE: 6 longswords, 6 shortwords, 2 suits of chainmail. Smithing supplies, coal and ingots. One of the orcs will have a long iron key.

CLOSET: On the eastern wall a door opens into a closet, repurposed by the orcs as a storage room. Locked by the long iron key. Contains assorted tools, more ingots, and some stolen goods:

A brass censer (100GP, 1kg)

An ivory statuette of a warrior (80GP, 0.5kg)

A jeweled dagger (100GP, 0.5kg)

A bag containing three gems: a Peridot (100GP, Lime), a Rose Quartz (50GP, Pink) and an Amethyst (150GP, Purple).

3b. Wrecked Dormitory

Four double bunk beds lie at the corners of the room, now filthy and abused by years of orc living. There are two solid wooden armoires, one on the east wall, one on the west. Trash and refuse litters the room.

MONSTERS: 4 off-duty orcs. 40% chance to catch them sleeping (Automatically surprised).

Orcs [AC 7; HD 1 (6, 5, 5, 4 hp); MV 36m (12m); #AT 1 shortword; D 1d6; Save F1; ML 7; AL C]

TREASURE: The armoires hold black cloaks, fur and leather outfits, and other items of orc fashion. If examined, one of the two armoires will have signs of having been moved often. Shoving it aside will reveal a niche in the wall behind holding a small chest. The niche is trapped. If the chest is lifted, a spring-loaded blade will shoot out from under it and strike the wrists of whoever touched it (1d6 damage). The niche is too small for the chest to be opened without removing it first. The chest is locked by a small brass key (in possession of the Chieftain in room 2) and holds 401GP, 389SP and a Topaz (500GP, Yellow).

3c. Pantry

This room is filled with all the foodstuffs the orcs have stolen. Bags of wheat, rye and flour, baskets of fruit, jars of assorted jams, smoked and cured meats piled atop one another. Hygiene is not a concern here, and mold is rampant.

TREASURE: Some items are still in good condition:

A barrel of olive oil (100GP, 30kg)

A cask of good wine (120GP, 5kg)

A large wheel of cheese (50GP, 30kg)

A bag of salt (100GP, 8kg)

A crate of pepper grains (80GP, 1kg)

COLD ROOM: The room at the back of the pantry has been enchanted to stay at a temperature slightly below freezing. Frost layers every surface. Magical runes are etched in the walls. A few unidentifiable food items lie in a corner, covered by decades of ice. A section of the back wall can slide and reveal a secret passage. The passage leads to room 4a.

Random Table: Prismatic Encounters

Use this table in place of the normal random encounters when in rooms 4, 4a and 4b. Encounter on a 1-2 on 1d6.

1d8

1	1 Fire Butterfly
2	3 Citrine Dragonflies
3	1 Gold Energy Spear
4	1 Emerald Scorpion
5	1 Sapphire Eye
6	2 Azure Will-o-Wisps
7	1 Purple Lizard
8	No encounter

1 Fire Butterfly [AC 6; HD 5 (12 hp); MV 36m (12m) flying; #AT 1 touch; D 1d6 fire; Save F1; ML 12; AL N.] Can start fires, and will try its best to.

3 Citrine Dragonflies [AC 5; HD 1-1 (4, 4, 4 hp); MV 36m (12m) flying; #AT 1 sting; D 1 + save vs. poison or blinded for 1d4 turns; Save F1; ML 12; AL N.] Lured by smell of food.

1 Gold Energy Spear [AC 7; HD 1 (5 hp); MV 54m (18m) flying; #AT 1 strike; D 1d6+1; Save F1; ML 12; AL N] Strikes as if a +1 spear. Attacks sources of light.

1 Emerald Scorpion [AC 6; HD 1-1 (4 hp); MV 36m (12m); #AT 1 tail sting; D 1 + save vs. poison or die; Save F1; ML 12; AL N] Will threaten first, attack second.

1 Sapphire Eye [AC 5; HD 1 (5 hp); MV 36m (12m) flying; #AT 1 stare; D save vs. petrification or paralyzed 1d4 turns; Save MU1; ML 12; AL N]

2 Azure Will-o-Wisps [AC 8; HD 1-1 (3, 3 hp); MV 36m (12m) flying; #AT none; Save MU1; ML 12; AL N. Can only be harmed by magic weapons or attacks, or silver]. Will follow party, lure other monsters to it. (+1 to encounter chance).

1 Purple Lizard [AC 5; HD 3 (12 hp); MV 36m (12m); #AT 1 bite; D teleported 1d6x3 meters in random direction (but not into walls); Save F2; ML 12; AL N]. Non-magical attacks are redirected 50% of the time, instead striking other creatures (25%) or items (25%) randomly.

No encounter. Magic surge causes a display of colors.

4. Prismatic Side (Horace Lyrrin's Quarters)

DOOR: The entrance to this corridor is blocked by a magical curtain of shimmering colors, as if a rainbow could be made into a barrier. This barrier is a Prismatic Wall. The barrier is formed by seven layers, one for each color. Anything crossing it (unless it is, or is a creature carrying, the Prismatic Keystone from room 4a) is subject to the following effects, in succession.

- Red: 10 points of damage. (Dispelled by Passwall)
- Orange: 20 points of damage. (Dispelled by Fly)
- Yellow: 40 points of damage. (Dispelled by Disintegrate)
- Green: Save vs. Poison or die. (Dispelled by Passwall)
- Blue: Save vs. Petrification or turn to stone. (Dispelled by Magic Missile)
- Indigo: Save vs. Wand or go insane. (Dispelled by Continual Light)
- Violet: Save vs. Spell or banished to another dimension. (Dispelled by Dispel Magic)

If all layers are dispelled in succession by the appropriate spell, the barrier vanishes. The two internal doors are normal and unlocked. At the end of the corridor, stairs lead down.

4a. Prismatic Sorcerer's Study

Lit by a magical multicolored crystal chandelier, this room is stocked with well-furnished bookcases filled with tomes and scrolls. A large desk filled with papers dominates its center. A splendid colorful robe hangs by a coat hanger. A sword is mounted on the wall, and a chest lies in a corner. The room is abuzz with latent magic, and anyone can feel the sensation, similar to static electricity. Occasionally colorful sparks and flames flash around the room. Studying the papers on the desk (research notes, mostly) reveals the name and motives of Horace Lyrrin (see "Information for the GM only"), and of the Conclave. The entire room is fireproofed (except for anything the PCs bring in).

TREASURE: Most of the tomes are ruined by time or have been eroded by the magic of the room. The following scrolls can be retrieved: Magic Missile, Continual Light, Passwall, Invisibility, Locate Object, Sleep, Dispel Magic. Two tomes are still intact: *Dancing with Fire*, by Amrax Escarion the Mighty, and *On The Nature Of The Interdimensional Medium*, by Rokka Long-Sight. These two tomes (each 1kg) can be worth 200GP to the right buyer. The sword is +1, studded with three blue gemstones in the hilt. With a command word, each gem can be shot out as a Magic Missile. They grow back in a week. The robe (3kg) is nonmagical, but woven with gold and silver thread, and worth 500GP. It also grants AC 7 without impeding spellcasting if worn. The chest is locked, but bears no lock. It can be opened by Dispel Magic, or else must be destroyed by force. It contains 3 potions and the Prismatic Keystone. Potions: Clairvoyance, Diminution, Extra-Healing. Prismatic Keystone: a palm-sized, multicolored rock. The rock itself and whoever holds it are immune to the effects of the Prismatic Wall and similar barriers. If the chest is opened by force, each potion has a 50% chance of breaking.

SECRET: One of the bookcases can be shifted to reveal a secret passage leading to the cold room at 3c.

4b. Prismatic Sorcerer's Abode:

This well-appointed personal room features a small desk and cushioned chair, a canopy bed, a large armoire, and a mirror mounted on the wall. It is lit by a magical multicolored crystal chandelier. The entire room is fireproofed (except for anything the PCs bring in).

MONSTER: A **Tetraelemental** (weakened by the long wait) lies in ambush in this room, with orders to attack all intruders.

The Tetraelemental will start in Air form, and shift to the next form at the start of each new round, in order:

[**Air:** AC 6; HD 3 (24 hp); MV 54m (18m) flying; #AT 1 wind gust; D 1 + save vs. Breath or disarmed. Save F3; ML 12; AL N. Can only be harmed by magic weapons or attacks].

[**Fire:** AC 6; HD 3 (24 hp); MV 36m (12m) flying; #AT 1 touch; D 1d6. Save F3; ML 12; AL N. Can start fires].

[**Earth:** AC 2; HD 3 (24 hp); MV 9m (3m); #AT 1 slam; D 1d6. Save F3; ML 12; AL N.]

[**Water:** AC 6; HD 3 (24 hp); MV 36m (12m); #AT 1 envelop; D 1 + save vs. breath or lungs filled with water, spend 1 round to spit it. Save F3; ML 12; AL N.]

TREASURE: The mirror is a work of art worth 300GP, but is heavy (5kg) and very fragile. The armoire holds various clothes of high quality, for a total of 5 outfits (1kg each) worth 20, 20, 50, 50, 100GP. Searching the pockets yields 36GP, 22SP, and: A silver ring with a large green gemstone. Is magical and can act as a single-charge wand casting Disintegrate. Scrolls of Passwall, Shield, Magic Missile and Fly. A single ancient platinum piece enchanted to always end up as "tails" when flipped.

5. Engineer's Side (Urud Dwoinan's Quarters)

DOOR: The door to this corridor is more similar to a overly complicated safe. It doesn't require a key, but rather a combination of numbers: it features five gears that can be freely rotated. They are numbered, like dials on a safe: the smallest is numbered 1 to 4, then 1 to 6, 1 to 8, 1 to 10, and the largest is numbered 1 to 20. The correct combination is 2-3-5-8-13 (also known as the "Fibonacci Sequence", where each number is equal to the sum of the two previous numbers). If the gears are turned to display these values, the door will be unlocked. A thief can attempt to ascertain the correct combination for each individual gear with a successful Pick Locks check (1 Turn), but if he fails he cannot retry on that gear. The door is much sturdier than normal and would require superhuman strength to break.

5a. Engineer's Laboratory

DOOR: The door to this room is locked. Instead of a normal lock, it has three small hand-cranks. Above them, three gauges. The first gauge goes up to 3, the second up to 7, the third up to 11. All gauges start at 0. Turning

the cranks counterclockwise does nothing. Turning them clockwise advances the gauges:

- Crank 1: +1 to Gauge 1, +2 to Gauge 2, +3 to Gauge 3.
- Crank 2: +1 to Gauge 2, +2 to Gauge 3.
- Crank 3: +1 to Gauge 3.

If all three gauges reach their maximum (3, 7, 11) without going over, the door is unlocked. If a gauge goes over, it makes a nasty mechanical noise, and the door starts ticking. The ticking is a timer. While the door ticks, the cranks do nothing. After one Turn of wait, all gauges reset to 0 and the lock can be tried again. A successful Pick Lock roll from a thief will reveal these rules to the players. The door is much sturdier than normal and would require superhuman strength to break.

ROOM: This forge/laboratory, similar to a clockmaker or locksmith's workshop, is extremely well supplied, even if much of the delicate tools and equipment are damaged by rust and age. The walls are lined with shelves filled with mechanical spare parts. The chair and worktable are mounted on rails and swivels so that they can slide and spin around the room for easy access to the racks of supplies mounted on the walls. Broken machinery and crumpled papers litter the floor.

TREASURE: A search of the floor yields 3GP 2SP and: a mechanical clock, similar to a pocketwatch. Spring-powered. Could be worth up to 500GP to the right buyer. Various blueprints and notes. Studying them reveals the name and motives of Urud Dwoinan (see "Information for the GM only"), and of the Conclave, in dwarven. The blueprints could be worth up to 200GP to the right buyer. A +1 dagger. The dagger can be disassembled and reassembled easily (1 Round, with some practice) and hides in the pommel, hilt and handle a full set of thief's tools. A large angular iron key, opening the doors of corridor 9. A long looping transmission chain made from a silvery metal called Lunasteel. (this can be used to reactivate the Moon Portal in room 19.)

5b. Engineer's Deposit

DOOR: The door to this room features three large gears. The left and the right gear bear the numbers from 1 to 20. The smaller central gear bears the numbers from 1 to 12. Every time the central gear is rotated, the other two gears' numbers increase by 2. Every time one of the side gears is rotated, the central gear's number decreases by 1. The door is unlocked. The locking mechanism is still unfinished, and the gears do nothing.

ROOM: This deposit holds piles of boxes and crates of building and tinkering supplies, from raw ingots of iron, copper, bronze, brass and steel to finished gears, pinions, flywheels, chains, axles and such.

MONSTER: Half-concealed in the clutter lies a rusty mechanical guardian which will activate and attack intruders. It will always act last in the round.

Mechanical Guardian [AC 0; HD 3 (24 hp); MV 18m (6m); #AT 2 fists; D 1d6/1d6; Save F3; ML 12; AL N.]

The mechanical guardian has three metal pipes arcing from a tank on its lower back to the base of the neck. These pipes can be attacked only from behind, and are AC 5. A single point of damage will puncture them. They are filled with a pressurized flammable liquid. For each punctured tube, the Guardian loses one hit die.

TREASURE: The most precious items in storage (found after 1d4+1 turns of search) would be:

- Silver Ingot (300GP, 0.5kg)
- Rose Gold Ingot (500GP, 0.5kg, alloy of gold and copper)
- A 20x10cm Gold Plate (100GP)

All the other metals and ingots here could be worth up to 5,000GP, but would weight up to 500kg combined.

SECRET: Concealed behind a stack of crates filled with rusty screws is a secret passage opened by pushing a loose brick. It leads to a small chamber holding 503GP 441SP and the following: A rack of 22 bottles of prized dwarven beers for a combined worth of 440GP and weight of 11kg. A mechanical arm rolled up in an oiled cloth. If attached in place of a severed stump and magically healed, it will function as an effective prosthesis. It conceals a shortsword and a light crossbow inside.

5c. Engineer's Abode

DOOR: The door to this room is locked. Instead of a normal lock, it has seven levers that can be either "up" or "down", and a gauge counting up from 0 to 5. The starting situation is (using U for Up and D for Down): U, U, D, U, D, U, U. The gauge starts at 0. Every time a lever is flipped, two things happen: The levers immediately to its left and right also automatically flip, and the gauge goes up 1. If the gauge is above 0, a ticking can be heard. Once the first lever is flipped, waiting for one full Turn without

flipping any lever will reset the gauge back to 0. If the gauge reaches 5, whoever is flipping the last lever will be electrocuted for 1d4 damage, together with anyone else touching the door at the time. The gauge will then return to 0. Setting all levers "Down" will unlock the door if locked. Setting all levers "Up" will lock it if unlocked. The GM could represent the levers' positions with tokens, coins or dice on the table for visual effect. A successful Pick Lock roll from a thief will reveal these rules to the players. The door is much sturdier than normal and would require superhuman strength to break. This would also trigger the electrical trap.

ROOM: A solid, low bed, a large armoire and a thick oak desk are the main features of this room. The armoire holds simple, utilitarian dwarven clothes. The table holds a keg of prized dwarven beer. Personal effects are scattered throughout the room.

TREASURE: The keg of beer is worth 150GP and weights 5kg. 33GP 7SP 29CP are scattered around the room or in the clothes' pockets. Under the bed's pillow lies a +1 axe which will remove all rust from any metal it touches. (This does not repair or restore items already damaged or destroyed.) Any Rust Monster struck by this axe must save vs. wand or die. The axe is immune to their touch and any other corrosion effects, of course.

6. Aranea's Side (Iqith'a'skyla's Quarters):

DOOR: The entrance to this corridor is blocked by a thickly-woven spiderweb. The thread is as strong and sharp as steel wire, and horrendously sticky. Anyone touching the net will be stuck until cut free.



Cutting free someone stuck could take from 1 turn (just one arm) to 2 turns (entire body). However, disturbing the net immediately attracts 2d4 black widows lying in wait.

Cutting a path through (and cleaning weapons afterwards) would take about 2 turns of work, or only 1 if using fire.

MONSTER:

Black Widows [AC 5; HD 1-2 (1 hp); MV 18m (6m); #AT 1 bite; D 1+ poison (save or suffer another 1d4 damage and -2 penalty to all actions from searing pain); Save F1; ML 8; AL N.]

If fire is used, the black widows do not attack at the door but instead lie in ambush deeper in the corridor. The internal doors are normal and unlocked. The rest of the corridor is covered in normal harmless spiderwebs. At the end of the corridor, stairs lead down.

6a. Aranea's Abode

This room is completely spherical. Gravity is altered so that it always pulls outwards. A three-dimensional spiderweb radiates from the center, anchored to the outer wall in 12 points. (if important, use the faces of a d12 to represent this.)

MONSTER: A giant spider nests at the center of the web, where gravity is null.

Giant Black Widow [AC 6; HD 3 (16 hp); MV 36m (12m) web; #AT 1 bite; D 1d6 + poison (save or die in 1 turn); Save F2; ML 8; AL N.]

The giant black widow can scuttle along the web and reach any point of the sphere and attack in the same round. The anchor points are AC 7, have 5 hp and suffer double damage from fire.

TREASURE: Cocooned and hanging from the web are several past victims (mostly orcs) and their equipment. One of the cocoons holds a black crystal sphere that, if touched by a magic-user, lights up with white dots, becoming a portable, magical planetarium. The view can be changed by concentrating.

6b. Aranea's Lockers

Three small closets. The first one is filled with bones and various refuse. The second holds a mummified corpse wrapped in thick strands of web. The third is filled with webs hiding a passage to a natural cavern (hard to notice unless the PCs explicitly investigate the closets in any depth).

TREASURE: If the first closet is searched, it will reveal 7GP 12SP 11CP and a +1 dagger that, if left free to spin, will always point north. The corpse in the second closet carries tattered shreds of a servant's outfit, a rusted kitchen knife, a

30GP silver platter, and a large brass key (opening the door to corridor 8). Entwined in the webs of the third closet is a lever made from a silvery metal called Lunasteel. (this can be used to reactivate the Moon Portal in room 19).

6c. Aranea's Experiment Cave

This cave is filled with spiderwebs, severely impairing visibility at first. Countless normal-sized spiders populate them. They are relatively harmless.

At the back of the cave, four very large dust-ridden cocoons stick to the cavern wall.

MONSTER: The cocoons are guarded by a hideous human/spider hybrid still wearing tatters of his old apprentice wizard's robe.

Spider Hybrid [AC 5; HD 3 (17 hp); MV 36m (12m) web; #AT 1 bite; D 1d4 + poison (save or be paralyzed 1d4 turns, then transformed into a Spider Hybrid over the next week); Save F3; ML 10; AL N.]

Anyone being injected with the poison will be cursed to slowly transform into a hideous spider hybrid over the following week. First symptoms will occur one day after the bite. The victim will also feel the compulsion (resistible with a save) to return here, guard the cocoons, and bite intruders to produce more guardians.

A spider hybrid's abilities should be varied and depend on the GM's wishes, but poisonous bite, spider-like climbing, web-crawling and web-spinning should be considered.

The victim can be returned to human status with Remove Curse and Cure Disease. Both must be used. Alchemical remedies are also possible. If the transformation process is completed, the victim can be restored only by Regenerate, Restoration or Wish.

COCOONS: The four cocoons contain:

1: Three Aranea eggs in stasis. If the cocoon is opened, they will naturally resume developing and hatch in 2d6 days (roll individually for each egg).

2: Another Spider Hybrid, this one originally one of the orcs camped outside. Same statistics as above but only 10 hp. In stasis as well, will return to life if cut free.

3: A desiccated corpse clad in grey robes and hat. Carries 15GP, a 50GP Aquamarine (blue), a +1 Quarterstaff topped by a white crystal that can store one level 1 spell within, and a decayed spellbook on which 1d6 random first-level spells are still legible, if barely (requires a full day to be read).

4: A hive of hundreds of magical but normal-sized spiders. Acting together, they have a single unified mind with Telepathy (18m) and can cast spells like a 3rd level magic user: Magic Missile, Charm, Locate Object. If attacking, the swarm does not roll to hit and inflicts 2 hp of damage

to any creature in contact every round. Most attacks are ineffective unless they can strike the whole swarm together (like fire or some area of effect spells), in which case the swarm has 30 hp. The swarm was created by Iqith'a'skyla's experiments (like most things here) and its intelligence is ancient. Its purpose is to aid and protect the Aranea race. Depending on the situation, it might be friendly or hostile. It could demand that the PCs deliver the eggs in cocoon 1 to some location (an Aranea community), or that they care for them personally. The swarm knows where the Aranea used to live at the time the Selenian Conclave was still at work here, but its information is outdated by centuries.

7. Ghost's Side (Athrozan's Quarters)

DOOR: The entrance to this corridor is blocked by a semi-transparent, bluish door. It looks as if it were made out of blue-tinted glass, but otherwise normal. The door cannot be touched and seems to have no physical presence: a hand will go right through it, for example. This will still give an unpleasant, cold sensation. Non-living matter can go through without any problem, but the door blocks living souls. If someone tries to step through the door, the body will walk into the corridor and then promptly collapse as the soul is ejected from it and kept on the other side. If the separation has happened less than a turn ago, the soul can re-enter the body, minus 1 hp for the harrowing experience. Of course, body and soul need to be on the same side of the door (or the door to be open) for this to work! For every full Turn the body and soul stay apart, 1 level of experience is drained from the character. If a character's soul wants to try and open the door while in that state, assume the door to be stuck, and test to open it as normal but using Charisma instead of Strength. Spells can affect the door, which has 15 hp if struck by magic. Any form of magical telekinesis or similar force can open it. It can also be Turned as if it were a Ghoul (which opens it).

ROOM: This corridor has one walled-up door on its left-hand side. Breaking the brick wall there will take some work, and lead to room 7a. Up to 3 characters can work to demolish the wall, but only if they have appropriate tools (hammers, pickaxes, etc). Each turn of work, each working character rolls damage against the door. Most tools will do 1d6 damage (modified by strength). After 15 damage is inflicted, there's a hole in the wall large enough for one person at a time to crawl through. After 30 damage, the passage is completely open.

POOL: A circular pool, 2m wide and filled with still, hazy water, lies at the end of the corridor (marked on the map as a circle). Mist hangs around the pool, and the water is dark. The bottom of the pool cannot be seen or reached. The dungeon's structure is reflected in the water, but creatures are not. If the pool is entered, the character will emerge into a mist-filled, colorless, ghostly version of the same room (and, indeed, of the entire world). He is now in a parallel

dimension called the Ethereal Plane. In this dimension, only the water pool is colorful: a bright bluish-green. Entering it will return the character to the real world. An Ethereal character can see only up to 9m before the ever-present mist obscures his vision. He can see any comrade left in the real world, but cannot interact with them (or anything that is still in the real world), and they cannot see or perceive him in turn. He can float and fly around as if a ghost, and can interact with other ethereal matter (ghosts, the soul of a PC rendered disembodied by the door, etc). While in the Ethereal Plane a character can move through normal rock, stone and other nonliving matter, but he cannot pass through any living matter. The walls of this dungeon are magically proofed so that ethereal beings cannot move through them, however the walled-up door in this corridor (leading to room 7a) can be phased through, as it lacks this proofing.

7a. Ghost's Abode

This room bears some resemblance to a wizard's laboratory, but is completely destroyed. Rich furniture lies in broken ruins scattered around the floor, making the entire locale a cluttered mess. A proper search of the room can take up to 2d4 turns. A subtle air of menace hangs on this room. Clerics and magic-users can quickly determine that it is haunted. Every round, poltergeist activity will throw fragments of debris around the room, targeting all occupants. Treat as if attacked by a 1st level fighter for 1d4 damage. Turn Undead will do nothing.

ETHEREAL: If viewed by Ethereal characters, the room is much different, with all the broken furniture actually intact to form a richly decorated study. An oaken desk lies in the center, surrounded by bookcases and scroll-holders. Atop the desk lies a crystal sphere glowing with malicious arcane power. That is the source of the poltergeist.

MONSTER: The sphere inflicts 1 point of damage per round if touched or carried (even without direct skin contact), by lashing at the character with arcane energies. The same energies still attack the characters in the Ethereal, as per the poltergeist effect in the Material Plane (see above). Dispel Magic will quiet the sphere for 1d4 rounds, as will Turn Undead (Turn as if a Zombie). The sphere has AC 5 and 15 HP. If destroyed, the poltergeist will cease. If carried back to the Material world, it will lose all power and become a normal sphere of dark crystal worth 500GP to a collector.

TREASURE: 27SP and a 50GP golden ring lie in the clutter, together with scrolls for the following spells: Detect Magic, Continual Light, Phantasmal Force, Dispel Magic. A green glass bottle, still miraculously intact, lies on the ground, containing Oil of Etherealness. Studying some of the papers scattered about (research notes and delirious rants swearing revenge on a variety of individuals for a variety of reasons) reveals the name and motives of Athrozan (see "Information for the GM only"), and of the Conclave.

8. Enchanter's Side (Lasiath Silverhome's Quarters)

DOOR: The door to this corridor is of exquisite elven craftsmanship, made from brass and quite decorative despite the orcs' best attempts to bash it. It has a keyhole, which is jammed full of dirt and filth (but can be cleaned). The key to this door lies in one of the closets at 6b. The two internal doors are of similar craftsmanship, but unlocked. At the end of the corridor, stairs lead down.

8a. Enchanter's Abode

This room appears as if it were actually outside and in the open: a small grove at night, under a half-moon bright enough to read by. This is an illusion (affecting all five senses), and characters wandering off to "explore the grove" will just slam into the room's walls.

The "grove" is made cozier by a elegant canopy bed, an oaken desk with a chair, a tall bookcase (nearly empty) and an armoire, all of superb quality. A bronze lantern sits on the table, giving a phantasmagorical silver light. The skull of a giant wolf is mounted on a tree to the right, and a polished longsword likewise on the left. (These items are real and not illusions. The skull and sword are actually mounted to the walls of the room.)

MONSTER: As soon as intruders are detected, the sword will levitate and attack autonomously the PCs like a dancing sword. It is actually being guided by the wolf skull, so it will not attack anyone outside of the skull's line of sight.

[**Dancing Sword:** AC -1; HD 1 (8 hp); MV 36m (12m) flying; #AT 1; D 1d8; Save F1; ML 12; AL N.]

If the sword is brought to 0 HP, it shatters. If the skull is instead destroyed, the sword falls to the ground and can be recovered. It will be is a +1 longsword that, after being used for 4 turns, can be commanded to "dance", fighting autonomously as if being held by the user (using his Intelligence modifier as if it were Strength) for 4 more rounds. It will remain within 9m of the wielder and return to him after 4 rounds of "dancing".

TREASURE: The armoire contains quality clothes of elven make worth 250GP (total 4kg). The bookcase contains a few books (written in elvish, some on the subject of the art of enchanting magical items, others on the subject of curses), potentially worth up to 300GP (total 3kg). The desk has a drawer containing two silver rings (40GP each) and a Lunasteel axle (this can be used to reactivate the Moon Portal in room 19). The lantern is the source of the illusion. The knob that would normally adjust the size of the flame in a normal oil lantern instead sets the phase of the moon, from new moon, through waning, to full, then through waxing, again to new moon. If the knob is twisted beyond the new moon setting (on either side), the illusion can be turned off and back on again. The illusion has a radius of 9m and

replaces walls, floors and other structural elements with the image of the grove, but does not conceal creatures, furniture or other objects. Because of its nature, the illusion is only effective in closed rooms. Using the lantern outdoors under real sunlight or moonlight makes the illusion obvious.

SECRET: If the illusion is removed (dispelling, turning the lantern off, or removing it from the room) then a hidden door can be found in the north wall. It leads to the magic teleport circle in room 9a.

8b. Enchanter's Laboratory

This room's ceiling is unlike the others, being much taller and built like the inside of a pyramid. The walls are converging to a point about 5m above the floor. A scepter tipped by a black opal is embedded there, pointed straight down. The room contains a large workbench with all the tools required for a jeweler's art and more. A small forge and bellows are set in the east wall, while barrels and boxes and shelves line the west wall, filled with assorted materials and components. Various notes and sketches (written in elvish) litter the floor. Studying them reveals the name and motives of Lasiath Silverhome (see "Information for the GM only"), and of the Conclave.

TRAP: As soon as the characters enter the room, the scepter on the ceiling (actually a Wand of Magic Missiles) will begin to rain down Magic Missiles on them, one every round targeting intruders randomly, until the wand is destroyed (AC 2, 12 hp), or pulled or knocked out of the ceiling somehow, or it runs out of charges (12). If the word "stop" is uttered in elvish, the wand stops.

TREASURE: Other than the wand (which, if retrieved, can be used as a normal wand of magic missiles with any remaining charges), the room contains various materials used in the creation of magical items, among which the most immediately valuable are three small gold bars (100GP each) and five polished Lapis Lazuli (blue) stones worth 20GP each.

9. High Security Corridor

DOOR: The door to this corridor is a solid slab of reinforced steel with a large spoked handwheel in the center. It is virtually indestructible (unless effects like Disintegrate are employed). The handwheel has a keyhole in its center. It is locked and will not turn unless the correct key is used first (or the lock is picked or otherwise opened). The key to this door (the large angular iron key) can be found in room 5a.

The corridor ends in two similar steel doors, both locked as well. The key opening these doors (the large rusty iron key) is in possession of the broken golem.

MONSTER: The corridor is blocked by an ancient, damaged but still functional stone golem. It is missing the right arm, left leg, and head. The large rusty iron key hangs from a chain around its waist. The golem's instructions are to defend the passage against intruders and to open the doors for the masters of the dungeon. If any of the players is wearing outfits taken from the wizards' rooms, the golem might mistake them for the wizards themselves. Strong acting on the character's part could help the misunderstanding. If in doubt, use a Reaction roll.

Ancient Golem [AC 3; HD 4 (16 hp); MV 12m (3m); #AT 1; D 1d8; Save D4; ML 12; AL N.]

9a. Teleport Circle

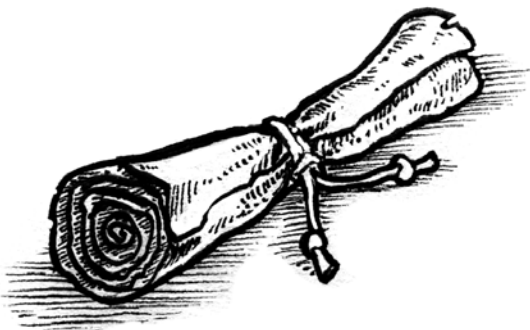
This empty, cylindrical room's defining trait is a large glowing magical circle etched in the floor. A magic-user could identify it as a stable teleport circle, leading someplace far away. Rolling below his Intelligence on a d20 will reveal further information: the passage goes both ways.

TELEPORT: The circle leads away from the dungeon, to some other location controlled, in ancient times, by the Selenian Conclave. This could well be another dungeon, if the GM has any prepared, or any other location of the GM's choice. If the GM doesn't wish to connect this dungeon to any other adventure, the circle could lead to just an empty basement of a ruined mage's tower on a remote mountaintop, effectively a dead end.

SECRET: A secret passage concealed in the wall leads to room 8a.

9b. Strongbox Vault

In this room lie the broken remains of another golem. The northern wall has five strongboxes embedded in it. Each has a combination lock with 4 number wheels. Where needed, generate the combination randomly with 4d10. A thief's lockpicking will find the correct combination on one wheel at a time. Breaking the strongboxes requires inhuman strength, or more clever methods.



Strongbox #1 is open, empty.

Strongbox #2 is open, contains a ragged scroll of Magic Missile covered in dust.

Strongbox #3 is closed but not locked. Contains a large gearwheel and a flywheel, both made of Lunasteel. (this can be used to reactivate the Moon Portal in room 19)

Strongbox #4 is closed and locked. Contains a 1000GP diamond.

Strongbox #5 is closed and locked. Contains a silver scroll case (50GP) with the following scrolls: Charm Person, Hold Portal, Shield, Sleep, Knock, Locate Object.

Dungeon Second Level

The second level of the dungeon is similar in general traits to the first, save that most of it is already dimly lit by magical effects.

10. Magic Circle

The external wall of this round corridor is engraved with a silver-glowing line adorned by arcane runes spelling magical words of binding, travel, connection and artifice. Stairs go up to various points of the first level, and doors open on the opposite wall, equally spaced all around. Seriously damaging (with considerable effort, such as destroying a large chunk of the external wall) or dispelling part of this magic circle would affect the magical properties of rooms 11, 12, 13 and 14 in unpredictable ways.

11. 1st Gate Rune

A large magical circle glows silver white, engraved in the floor of this otherwise vacant room. A magical rune meaning "Gate" lies in its center, 3m wide. Anyone touching that rune will be teleported to room 13. The transition is so instantaneous that it just appears as if the person suddenly vanished. To the teleported person, rather, it would look like everyone else has disappeared. Rooms 11 and 13 are essentially mirrored versions of each other, impossible to tell apart unless one of the two is marked in some way by the PCs.

12. Earth Rune

A large magical circle similar to room 11. The rune here means "Earth". This circle is meant to be the gate's anchor point. All planar and interdimensional travel is impossible in this room. An Ethereal character would be brought back to the material world upon entering this room. Teleport spells are always 100% accurate when targeting this room. Gravity is 25% stronger here.

13. 2nd Gate Rune

This room is identical and specular to room 11. Anyone touching the rune in this room is teleported to room 11.

14. Moon Rune

A large magical circle similar to room 11. The rune here means "Moon". Any creature (or item) affected by the phase of the moon (like lycanthropy or such) suffers any related effect, as if it was every phase of the moon at once. Any sort of magic related to the moon is likewise augmented here.

MONSTER: A hideous **moonbeast** (see random encounter table for a description) lies in the center of the room, upon the rune. It is easily roused, trapped here by dimensional currents, and cruelly hungry.

[AC 6; HD 3 (15 hp); MV 36m (12m); #AT 2 claws; D 1d6; Save F3; ML 9; AL C]. The creature will evaporate upon death.

TREASURE: A 500GP star ruby lies on the ground next to the beast, covered in dust concealing its splendor.

15, 16, 17, 18. Connecting Corridors

These passages have had their walls etched with magical lines and characters to complete the sorcerous circle. They are empty save for dust and some small amount of crumbled debris.

19. Moon Portal Machine

This square room houses an intricate pillar of arcane machinery, reaching all the way into the ceiling, and here numerous power lines from the surrounding magical circle converge, humming with energy. Though dust-ridden, the machine is clearly complete and undamaged, crafted from a nigh-indestructible silvery metal (Lunasteel). However, some easily-accessible parts have been clearly removed, as if to prevent an accidental activation: A gearwheel, an axle, a transmission chain, a lever and a flywheel, all made from Lunasteel. These parts are found scattered about level 1 of the Dungeon, and upon assembling them here and pulling the lever, the Portal activates. The Gearwheel and Flywheel are both in Strongbox #3 in room 9b (Strongbox Vault). The Axle is in the drawer of the desk in room 8a (Enchanter's Abode). The Transmission Chain is in room 5a (Engineer's Laboratory). The Lever is hidden in the webs within the third closet of room 6b (Aranea's Lockers).

ACTIVATION: If the portal is properly assembled (all missing parts are fairly easy to place correctly) and the lever is pulled, the machine is put in motions. Clanking and

clinking and groaning and roaring, it deploys the Moon Portal upstairs at location 2a.

20. Activated Moon Portal

NOTE: This is how location 2a would appear after the Moon Portal's activation. The machinery has risen from the floor, splitting the stone dais open in four quarters that have been slid and rotated away to make space for an elaborate, arch-like contraption of Lunasteel. Gems and magical runes glow all across its surface. The archway itself is occupied by a humanlike golem made of white stone. A band of Lunasteel encircles its head, and a polished, fist-sized Moonstone (Silver-blue) is set upon its brow, glowing with arcane power.

MONSTER: The **golem**, known as the **Guardian**, comes to life upon detecting other creatures in the room. It has a rudimentary intelligence and the ability to speak Common. It has been instructed to protect the Portal and the Moonlight Keystone (the magic gem on its brow, which acts as a power source for both himself and the machine), and to obey the orders of the Selenian Conclave. The Guardian is not automatically hostile. His reactions will depend on the player's actions and appearances. He could consider them intruders, guests of the Conclave, or their emissaries. He could even mistake them for the wizards themselves. He can definitely be tricked into believing that, but it should not be a simple feat. The Guardian knows that the Moon Portal experiment failed and that the Conclave left this Dungeon for a new location, where they would try a different approach. Whether he knows anything more (the location thereof, for example) is the GM's call.

If attacked, or if he feels threatened by intruders, he fights using the following profile:

[AC 3; HD 5 (23 hp); MV 36m (12m); #AT 2 fists or 1 beam; D 1d8; Save F8; ML 12; AL N]. Beam attack: Can use 3/day. Fired from forehead gemstone. Strikes a single character, who takes 2d6 damage and is blinded for 1 Turn (save vs. Dragon's Breath to halve damage and avoid blindness).

The Moonstone on its brow is called the "Moonlight Keystone". It's its power source. It's indestructible, but if knocked out of its slot, the Guardian will be deactivated. Hitting it is AC 0 and requires a single attack to deal at least 4 points of damage. It cannot be targeted by spells, and damage that is insufficient to pry the stone loose is not counted as damage against the Guardian's HP.

TREASURE: The Moonlight Keystone's worth as a simple gem is 2,500GP, but it also has magical properties (see below).

Epilogue

If the players have defeated or driven off the orcs and saved the prisoners, the villagers uphold their end of the bargain and reward the party with 2,000GP. The GM might want to convert part of that sum in goods if he wants to visit an extra complication on the players: tools, agricultural produce, crafts, or farm animals are good examples.

If the party has failed to rescue even one of the five hostages, the villagers will insist that the extra 1,000GP of reward were only intended for the successful rescue of all hostages. It is up to the players to haggle on the reward if they want to.

Whether the villagers were supposed to have their stolen goods back or whether they belonged to the party by right of conquest was never determined (unless the party brought it up on their own earlier). The villagers will of course lay claim to a good part of the loot. A Reaction roll might help determine just how honest or dishonest they're willing to be with those claims.

Once the Dungeon is cleared, it could draw the interest of wizards and researchers, if news of it comes to their ears. This is likely to happen if the party manages to sell or otherwise circulate the papers and documents found therein. Some sages might want to start an in-depth investigation into the history of the Selenian Conclave, why their experiment failed, and the true nature of the Moon. The party has a good chance of getting involved in such affairs, especially if it is motivated by curiosity or knowledge, or if they intend to also attempt to reach the Moon and obtain something that was once lost.

This works particularly well if "finding something long lost" is already a motivation or an objective for the party due to other reasons (for example, searching for a forgotten weapon to defeat a nigh-invulnerable archenemy, or for clues or the map to a great treasure, etc).

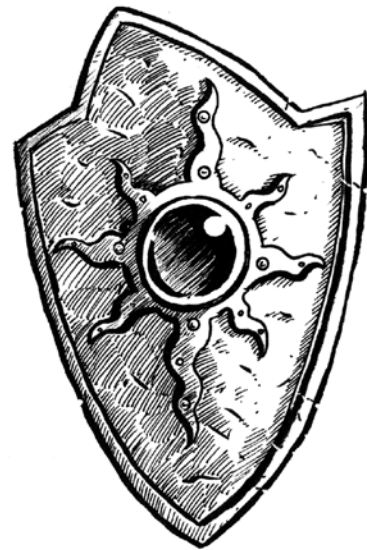
Lunasteel

Lunasteel is a new metal created by the wizards of the Selenian Conclave. It is the metal they used to create the Moon Portal, and it is attuned to the mystical energies of the moon. Treat Lunasteel as silver for its effects on creatures sensible to it.

Lunasteel is silver-white, cold to the touch, very light and extremely robust. Its weight is roughly that of aluminum, but is half again as strong as steel and with a slightly lower melting point. However, it doesn't hold edges well, and under enough force it cracks rather than flex. It is unsuited to use in weapons. The Conclave used it only for making magical machinery mystically attuned to the Moon.

Lunasteel can only be created by a mix of metalworking, alchemy and magic. The Conclave knew the formula, and inventive parties who delve deep into their notes and documents might be able to recreate it, but it would require a well-furnished laboratory and some rather expensive trial and error. There is obviously no market for Lunasteel items save as strange curios, with the exceptions of specific smiths and scholars of the art of metalworking, who might pay well for samples, and even better for the original formula.

The Moonlight Keystone

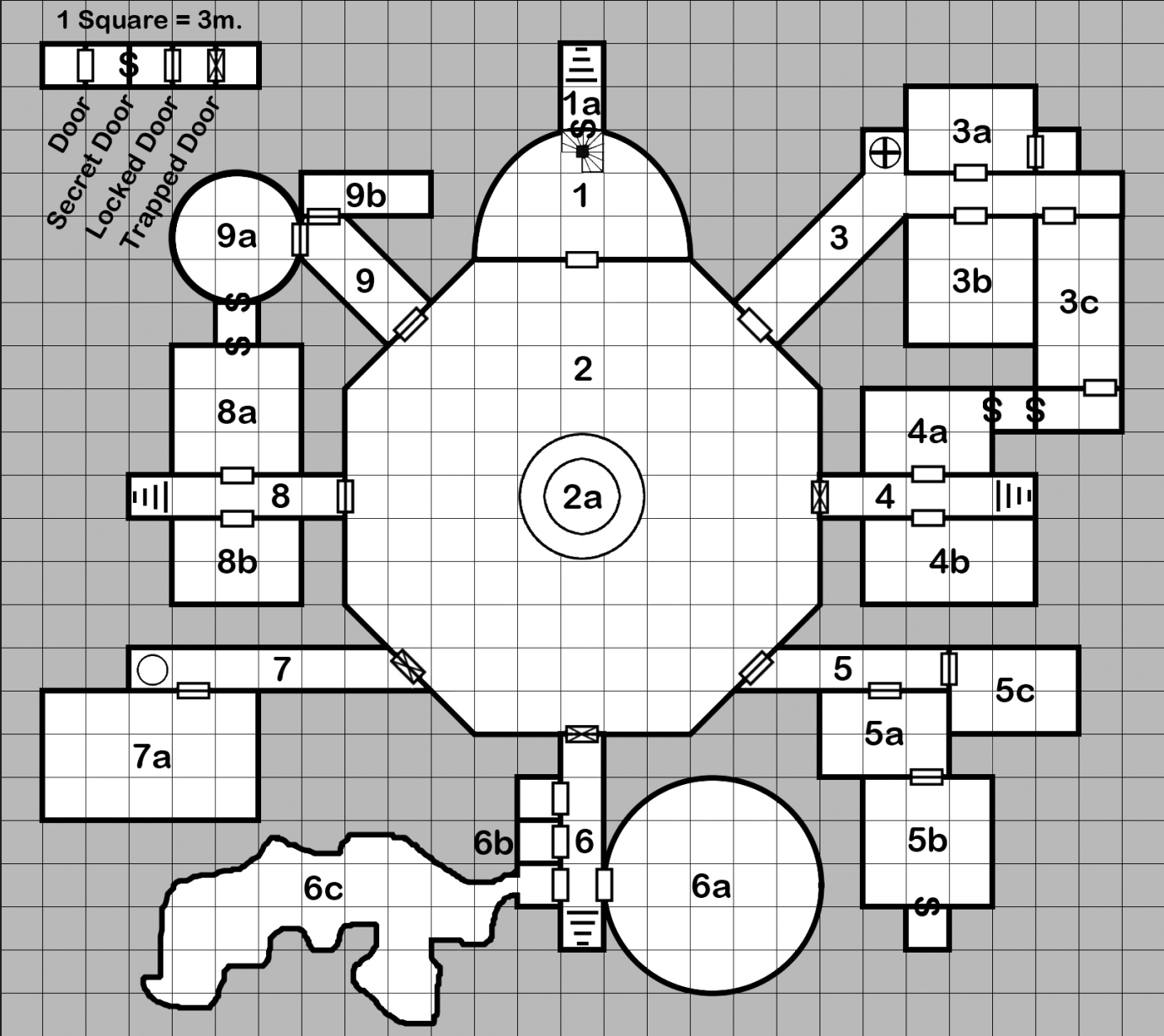


Beyond the value of this item as a large Moonstone gem, the keystone is a source of magical power. This power, however, is not designed to be used directly. The Moonlight Keystone could be used by a magic-user or cleric as an ingredient to craft a magical item. The only way to channel the power of the Moonlight Keystone is through Lunasteel, so this item should be at least partially made from this metal. The Guardian and the Moon Portal are good examples of what the Moonlight Keystone could be used for: large, complex magical wonders that require a constant source of power to operate. Finally, the Moonlight Keystone could prove useful to the party in case they decide to follow the traces left by the Selenian Conclave to track down their following attempt to reach the Moon.

DUNGEON OF THE SELENIAN CONCLAVE





MAPS

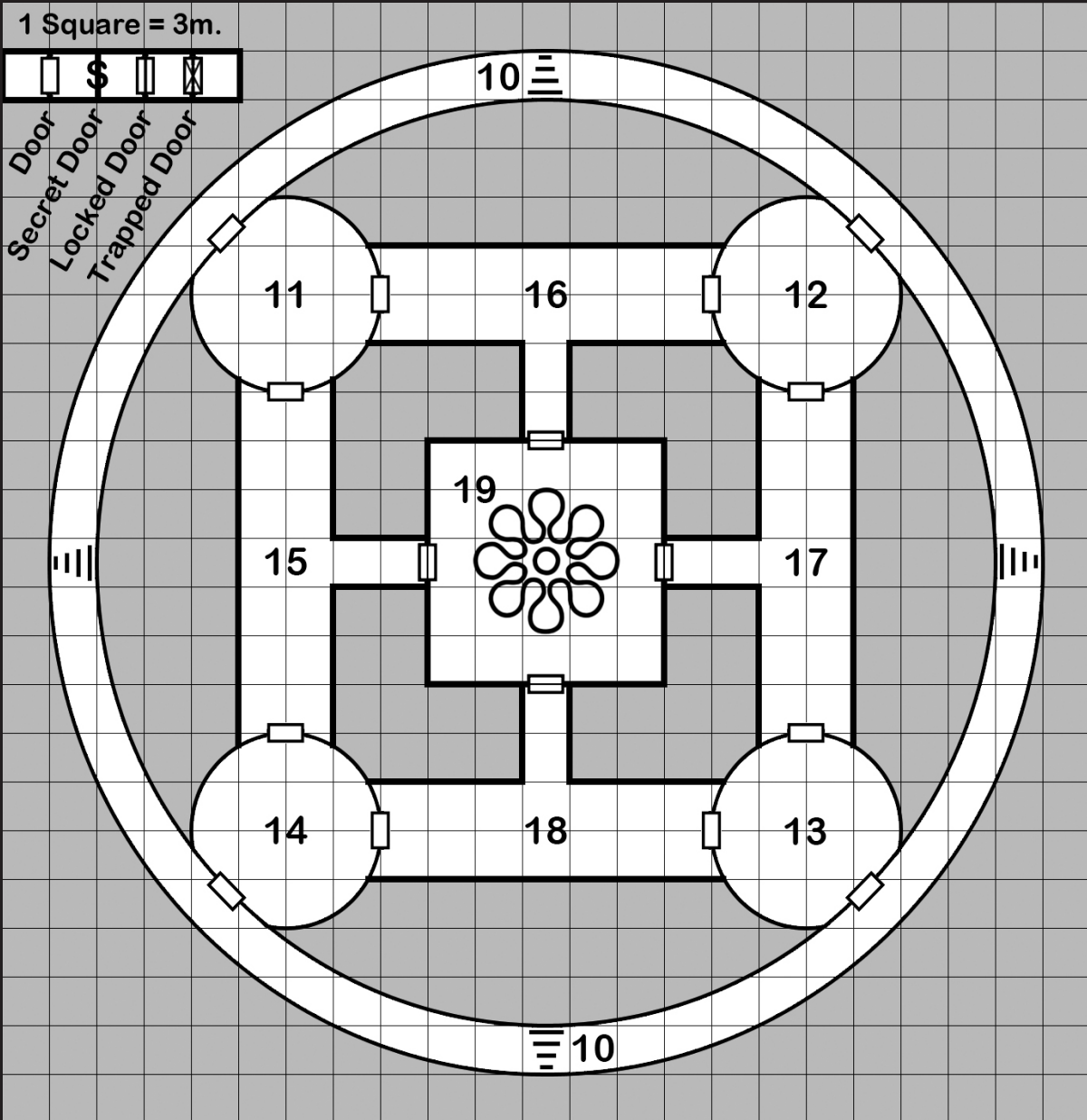
LEVEL 1



LEVEL 2

1 Square = 3m.

			
Door	Secret Door	Locked Door	Trapped Door



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