RUINS OF THE UNDERCITY

RANDOM DM-LESS DUNGEON GENERATOR
FOR ONE PLAYER AND MORE

KABUKI KAISER

RUINS OF THE UNDERCITY

COMPATIBILITY

This PDF extension is officially compatible with **Labyrinth Lord** and the **Labyrinth Lord Advanced Edition Companion**. Since these systems emulate the Basic and Advanced editions of the original Old School rules, you can play it with them or with any Old School Renaissance gaming system instead.

OPEN GAMING

Kabuki Kaiser, **Cryptopolis**, **Dedalopolis**, RUINS OF THE UNDERCITY and the **Artifacts** section are defined as Product Identity. Except for these expressions, names and sections, the entire PDF is Open Content that you may use, tweak and re–publish as you want.

CONVENTIONS

When page numbers are given in reference throughout the adventure, DMG stands for **Dungeon Master Guide**, LL stands for **Labyrinth Lord** and AEC stands for the **Labyrinth Lord Advanced Edition Companion**. Page numbers without further annotation refer to this document itself.

Introduction

What you now read on your screen is a DM–less adventure designed for Old School Gaming. Maybe there are no other players around you, or maybe your schedule doesn't really allow you to engage in a long beer & pretzel session of hack'n'slash. When this is the case, you can play the **Ruins of the Undercity** solo, bringing your good old characters in or rolling for new ones. You can also use this adventure to play with a few friends and no DM. The original **Dungeon Master Guide**, obviously, was a tremendous inspiration, as were the **Unbound Adventures** supplement from Expeditious Retreat Press, the **Mythic** engine and Faster Monkey's **Lesserton and Mor.**

IN A NUTSHELL

DMG pages 169–173

In a nutshell, **Ruins of the Undercity** features an alternate set of tables for random dungeon and monster generation, traps and magic effects tables, treasures, and simple house rules to run all of this smoothly. In addition, you'll find a simple setting and basic rules for solo campaign play. This new set of tables suits any setting in which the characters explore a vast, sprawling underground complex located beneath a major city. You can, therefore, use any city you fancy instead of the setting described herein. Look for other **Kabuki Kaiser** publications for different settings and sets of random tables when you need a different atmosphere.

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BACKGROUND *cryptopolis*

When the Great Empire took hold upon the Eastern Marches, rebels and partisans fled into the wild. Further south, they reached an endless desert of silt and dust where they huddled together, building stockades and tall walls around the rare oases they could find.

Eventually, their villages spread and shaped a vast ramshackle metropolis rising high above the burning sands. The rebels, most of them thieves, scoundrels and bandits soon found ruins underneath. There, forgotten secrets of necromancy were found and the colossal statue of the Red Goddess was unearthed. The ancient cult of the Blood Moon was restored, and its minarets and spires now etch for the sky in the city. *Red Goddess + blood Moon = Same*

Upon moldy scrolls, the thieves deciphered ancient magic spells and wove them into reality, turning themselves into eldritch undead creatures, shedding their human skin forever. Thus have they left this world, retreating from the realm of the mortals into the deep caves and chasms of the underworld.

The city now thrives while the Great Empire is long gone. Merchants and corrupt priests of the Red Goddess rule together in bitter association. In the streets and the smoky khiva shops, beggars and bandits abound. Everyone knows about the ruins below, interconnected with the city's sewers and many foolhardy adventurers wander there, some of them returning with riches to boast about and wounds to be tended, most of them disappearing, never to be seen again. *Khiva is like coffee*

Trade adapted to this situation and many merchants sell delving equipment, armor, weapons and healing salves to the adventurers. In the streets, beggars, bandits and pickpockets roam freely, trying to rob the explorers. Henchmen and mercenaries wander about looking for opportunities to get into the ruins and seize their share of wealth and blood.

Sometimes, former adventurers rise in position and take control of a merchant ring. Sometimes, they reach the city's council and buy themselves a road to glory. Sometimes, they just die trying.

PLAYING SOLO: HOW IT WORKS

First of all, read this whole document before playing. Most of it is about random tables, so it's pretty quick to flick through. Then decide whether you play some of your characters or create new ones for this adventure. When you create new characters, don't choose any equipment yet. Once you're done creating your adventuring party, you need to compute its Average Level (AL) and write it down in the Adventure Log. *page 6*

COMPUTING THE PARTY LEVEL   *include henchmen.*

Add up the levels of all your characters, divide by 3 and round it up. For this purpose, multiply the level of multiclassed characters by 1.5 and round it up. If your final result is below 1, treat it as ½.

a dwarf fighter/thief level 3/3 is considered as a level 5 character.

Now choose and set an exploration routine and write it down. Begin with the **In the City** section. Here, you can buy equipment, check if you find any magic items for sale and recruit henchmen. You'll also need to roll for city encounters. When you're done with citycrawling, jump to the **Into the Ruins** section and roll for a starting area. Just follow the tables, wrapping what you roll into meaningful encounters. Use your imagination and common sense. At some point (maybe because there's nothing left to explore or maybe because your party's crippled or loaded with gold) you'll want to get back to the surface. When you reach it, you try to sell your loot and level up. Then, you start again and your characters rise in power and position in Cryptopolis, shaping a campaign play. Got it? Now start!

CREATING CHARACTERS ABOVE 1st LEVEL

As some of your characters will have leveled up and most others will have died, the survivors will need to go adventuring with higher level characters. When you need to create such characters, just create them from scratch and give them whatever level you need. Roll normally, but give them an extra 250gp and one magic item per level above the first. The first magic item will be a class weapon or armor +1 (a *ring of protection +1* for magic-users and illusionists) and the others are randomly determined. *labyrinth lord, pages 170+*

ROUTINES

Once you've generated all the characters of the group, you'll need to define a few routines. First of all, you need to set a marching order. As you see on the Adventure Log, you need to define a marching order for standard narrow corridors and a marching order for open and/or wider spaces where two people can walk side by side. Sometimes, you'll want to send scouts ahead, maybe because they're elves, thieves or halflings, which means they can spy on the monsters undetected, or maybe because you've made some party members invisible and shrouded them in silence. There's a space on the Adventure Log for that as well, so just write it down.

Adventure log ? Next page

You also need to plan the night shifts for the party's extended rests. Simply write down who's on watch at what time of the night on the Adventure Log and carry on.

Some of your characters can detect things in advance. Maybe they can use spells like *clairaudience* or *clairvoyance*, maybe they're paladins and can sense evil intent. If there's a thief in your party, but you didn't write down that they check for traps, they don't detect any traps. As simple as that. So write down what they do. Do they listen to the doors? Do they use a *find traps* spell or power? Do they have infravision? You need to keep track of all that and that's what the Adventure Log is for.

Say you wrote down that Tintinabur, your level 3 halfling thief is looking for traps. When you roll and the dice tells you that there's a trap, you can allow Tintinabur to roll in order to detect it before it springs. If the roll is successful, he can now try to remove it with another roll. If you didn't write it, he's not allowed to roll and the trap is triggered. *BOOM*

If you play with the original 1st Edition rules, your elven or halfling characters can move very silently and surprise their opponents as long as they are alone and not in metal armor. When you roll and the dice tells you that there are monsters, use this increased chance of surprise for them. If you didn't write it down, they are detected with the other party members and the surprise is rolled normally.

So you see, the Adventure log is very important

ADVENTURE LOG				
AVERAGE PARTY LEVEL...........................				

MARCHING ORDER			SCOUTING AHEAD		
NARROW	**OPEN**		**ORDER**	**MS**	**SURPRISE**
1.	1.	2.	1.		/6
2.	3.	4.	2.		/6
3.	5.	6.	3.		/6
4.	*Add an * to the name of the torch and lantern bearers*		4.		
5.			**NIGHTSHIFTS**		
6.			1.		

DETECTIONS

2.

3.

A backpack contains 400gp

A small sack contains 200gp

A saddle bag contains 300gp

A large sack contains 600gp

XP COLLECTED	LOOT	
	VALUABLES	**MAGIC ITEMS**

IN THE CITY

Before your first exploration of the ruins and after each adventure, the party spends its time in the city above. There you can buy new equipment and hire henchmen. Be warned, the city is not always safe and you need to roll for encounters and events every day.

It's maybe time to buy this plate armor you couldn't afford at the first level, if you can find it, that is.

THE PASSING OF TIME

You need d4+1 days to check all the shops and street sellers in order to find all the items you need. You need d4+1 more days to check for henchmen if you want to. Every day, there is a flat 1 in 6 chance for a special encounter or event to happen. When it does, you need to play it. You can only check once for equipment and henchmen before going to adventure again.

FINDING EQUIPEMENT

When you want to buy a piece of equipment, first check that someone has it in stock in the city. Sellers sometimes have different prices for the same items with slight variations. When you create a new character in Cryptopolis, they are supposed to wear rags and have a club or dagger (choose) and a sling.

Items	Stock	Price (gp)
DAWD'S MARKET		
Backpack	2d3	2
Bedroll	2d4	0.5
Blanket, wool	d6	0.5
Wine bottle, Bazardi	2d4	0.5
Wine bottle, Marsang	d4	2
Wine bottle, Merlot Noir	d4–2	25
Candles (10)	2d4	0.1
Clay lamp	2d3	0.5
Flint & steel	d6	1
Torches (10)	2d4	0.5
Oil, 6-pint cask	d4	1
Small hammer	2d3	0.5
9" nails (12)	2d4	2
Lantern	d4–2	20
Pick, miner	2d3	3
Spade or shovel	2d4	2
Waterskin	2d3	1
BRISHNAN EMPORIUM		
Thieves' tools	d3	30
Crowbar	d4	3
Manacles, iron	d4–1	15
Mirror, small steel	d4	10
Scroll case, bone	d4	2
Holy symbol, brass *Only red Goddess symbols*	2d6	0.5
Rations, dried, 1 day	3d6	0.5
Sack, small *Includes saddle bags*	2d4	1
Sack, large	2d3	2

TEMPLE OF THE RED GODDESS		
Complete healing	N/A	125
Cure disease	N/A	500
Cure blindness or *deafness*	N/A	750
Remove curse You need a friendly reaction roll for this one	N/A	1,000
Raise dead Only for devotees of the Goddess	N/A	15,000

HOUSE OF THE ROPER		
Rope, cloth (20′)	2d6	0.2
Rope, hemp (1d6*5′)	d3	1
Rope, silk (20′)	d4–2	5

THE CLOAK AND DAGGER		
Cloak, standard	d8	0.5
Cloak, leather	d4	2
Cloak, wool	d4	1
Cloak, fur	d4–1	5
Cloak, +1 protection	1/6	3,500
Dagger +1, non–magical	1/4	350
Dagger	2d4	3
Dagger, throwing inflicts d6 damage when thrown	d4–2	12
Dagger, silver	d4–1	30

ALIAM'S BABUSCHS		
Standard babuschs	N/A	1
Elegant babuschs All babuschs are custom made. Payments	N/A	10
Golden babuschs are made in advance and the babuschs will be	N/A	25
Jeweled babuschs ready by the end of the next adventure	N/A	250
Magic babuschs	1/6	5,000 page 13

HATS OF SYCOPHIA		
Turban	2d6	1
Extravagant turban	1d3	15

Pointed hat	d4–2	5
Standard hat, feathered	d4–1	4
Magic turban page 14	1/6	5,000

THE BRASS ANVIL		
Scale mail	d3	40
Banded mail	d2	90
Chain mail	d3	75
Helmet	2d4	10
Shield, small	2d4	10
Shield, large	d4	20
Plate mail	d4–2	450
Studded leather	2d6	30

WEAPONS OF YORE		
Axe, battle	d4–1	6
Axe, hand	d4	1
Darts (3)	2d4	2
Flail	d4	3
Flail, heavy	d2	8
Hammer, war	d4–1	7
Javelin	2d6	1
Spear	2d4	4
Mace	2d3	5
Morningstar	d2	5
Pick, heavy	d4	8
Quarterstaff	d4	1
Sword, long	d4–1	15
Sword, bastard	d4–2	30
Sword, short	d6	10
Sword, two–handed	d4–2	20

THE CURVED SHOP

Curved dagger 2–5/2–5, cannot be thrown	d4	5
Scimitar	d4	15
Two-handed scimitar 2–12/2–16	d4–2	35
Magic weapon page 14	1/6	5,000

SIFFERN'S BOWS

Shortbow	2d3	20
Longbow	d4	35
Quiver & arrows (10)	2d3	5
Crossbow, light	d4–1	24
Crossbow, heavy	d4–2	35
Light quarrels & case (10)	d4	3
Heavy quarrels & case (10)	d4–1	6
Sling bullets, lead (10)	2d4	5

THE CIRCLE OF THOT

Identify spell	N/A	200

THE HERMETIST SOCIETY

Membership	N/A	1,000
First level spell scroll, magi-user	d3	200
First level spell scroll, illusionist	d2	250
Second level spell scroll, magic-user	d2	400
Second level spell scroll, illusionist	d4–2	500
Third level spell scroll, magic-user Only for members	1/6	1,000
Magic potion, random Only for members	1/4	750

THE HOUSE OF THE POLE
labyrinth lord, page 170

10' pole, wooden	2d6	0.1
10' pole, iron	2d4	1
Pole arm random type	d4–1	10
Pole dancer, one night	d4	25

THE CARAVAN MARKET		
Mule	2d4	30
Pony	2d4	30
Draft horse	d4	50
Riding horse	d4	100
Riding camel	2d4	30
War camel	d4	200
Saddle & tackle	2d3	30

JOSHUA, LAPIDARY		
Ring, silver	d4	15
Ankle bracelet, copper	2d4	0.5
Neck collar, iron	2d4	0.5
Necklace, silver & turquoise	d4–1	250
Necklace, pearl	d4–2	500

PLATYPUS PAPYRUS		
Papyrus sheet	2d8	5
Spell book, blank	d4–1	25

MUNGOYS' LEATHERS		
Leather armor	d6	6
Leather belt	2d4	1
Leather trousers	d4	2
Leather jacket	d4–1	7
Belt pouch, leather	2d4	2
Backpack, leather	d4	4
Manacles, leather	d4–1	8

ZAVBIRA & LOBELLIA		
Robes, fine	d3	25
Shirt, man, elegant	d4	5
Trousers, man, elegant	d4	5

THE EXCELLENT MARUT		
Vial or flask, empty, crystal	d4	25
Chain, iron, 5′	d6	20
Grappling hook	d4	3
Ink, black, 1 oz.	d4–1	12
Ink, green, 1 oz.	2d4	5
Ink, red, 1oz.	d4–1	22
Ink, golden, 1oz.	d4–2	35
Quill, standard	2d4	0.1
Quill, fabulous ostrich	d4–3	75

MAGIC BABUSCHS
Roll d4**.**

1. BABUSCHS OF UNDYING SPLENDOR

The wearer of these babuschs receives a +1 bonus to Charisma. In addition, they can Control undead as a 4th level evil cleric once per day. If the wearer is Good, they suffer a –1 penalty to all their Saving rolls as long as they wear the babuschs.

2. BABUSCHS OF THE WIND

When the wearer of these babuschs runs at full speed for more than one turn, they have a flat 1 in 10 chance every round to activate a *wind walk* spell–like power as if the spell were cast by a level 16 cleric. When this power is used, the wearer must succeed at a saving roll versus spells or the babuschs are destroyed.

3. BABUSCHS OF THE monstrous stride

Roll for a random monster appropriate to the AL. The wearer of these babuschs now leaves the traces of this monster or creature when they walk instead of their normal footprints.

4. BABUSCHS OF THE WOODLANDS

These babuschs function as a standard pair of *boots of elvenkind.* In addition, the wearer can pass freely through dense vegetation foliage and bushes as if it were open ground. The wearer has 5% chance of being turned into a wood elf every time they use it.

A small wood elf

MAGIC TURBANS
Roll d3*****.

1. TURBAN OF THE BLOOD RAGE

The wearer of this turban must save versus Spells every combat round or fly into a berserk rage. When they are in this state, they receive a +2 bonus to hit and damage and 2 temporary hit points per level. In order to shake this berserk state off, the wearer must succeed at another saving roll or begin to hack strangers and friends alike.

You can roll every round. It ends when you roll high enough or when everyone's dead

2. TURBAN OF THE GREAT WORM

The wearer of this turban can turn themselves into a giant gray worm once a day for 10 rounds. While in worm shape, their movement is reduced to 60′ but they can burrow though fresh earth at 20′ per round. They can bite for d8 damage and swallow their prey whole on an attack roll of 19 or 20.

When you're inside, you attack at −4 with a dagger or not at all

3. *TURBAN OF PROTECTION +1*

As a *cloak of protection +1.* *Turban and cloak bonuses add up if you wear a magic cloak*

MAGIC WEAPONS
Roll d4*****.

1. DANCING DAGGER OF THE SYNDUL

After 4 full combat rounds in which this dagger is used, and provided it has shed blood during these 4 rounds, the dagger flies into the air by itself and begins to dance. All enemies within 30′ of the dagger are affected and become fascinated by the dagger's motion. They remain motionless and dazed for 4 rounds.

2. *DAGGER +1, +4 vs. SNAKES*

3. CRYING DAGGER

This +1 throwing dagger (d6+1 damage when thrown) shouts and cries as it flies towards its victim, returning to its user's hand once it has attacked. Its target must save versus Spells or flee in panic for 1 full turn. On the other hand, the noise the dagger makes involves an instant Wandering Monsters check.

4. SCIMITAR OF THE POUNDING WAVES

This +1 scimitar allows its wielder to fight underwater without penalty. In addition, it inflicts double damage when attacking fishes or giant fishes.   *You don't breathe underwater with this*

* Once an item has been rolled and shows up at the shop, it's gone 2 weeks after. Once sold, an item never shows up again. Ignore all magic items occurrence in a shop once all its magic ware has been sold.

HIRING HENCHMEN

When you want to hire henchmen, you roll for Reaction, adjust with your Charisma bonus if any and check the result. You have a –2 bonus if you comply to the conditions given for each type of henchman (if you donate 2,000gp to the temple in order to hire a dervish, for instance). When the final result is 5 or below, the henchman agrees to follow you.

hiring takes a reaction roll of 5 or less

HENCHMEN AVAILABILITY			–2
Type	Availability roll	Minimum pay	Hiring bonus when...
Men–at–arms	2d4	1gp/day + ¼ share	Given 10gp/day
Veterans	d6–2	3gp/day + ½ share	Given full share
Nomads	3d4–4	3gp/day + ¼ share	Given ½ share
Elves	d4–2	6gp/day & ½ share	Given full share
Dervishes	1 in 4	1,000gp donation	Donates 2,000gp
Scoundrels	d4–1	4gp/day & ½ share	Given full share

Men–at–arms: 0–Level human. 5hp, AC6 (studded leather & shield), club & dagger.

Veterans: 1st–Level fighter, STR14, CON13, 8hp, AC6 (studded leather & shield), scimitar, 2 javelins.

Nomads: 0–Level human. 4hp, AC7 (leather & shield), lance & scimitar, surprises on 1–4/6.

Elves: 1st–Level fighter/magic–user. STR13, INT 13, DEX14, 4hp, AC4 (scale mail & shield), longsword, longbow, one spell (d4: 1 – *magic missile*, 2 – *charm person*, 3 – *sleep*, 4 – *floating disc*).

Dervishes: 1st–Level cleric. Goes on an adventure on huge donation at the temple of the Red Goddess. STR13, AC7 (leather & shield), mace, sling, three first level spells. Never check Morale nor Loyalty, +1 to hit & damage. *adds up with the STR bonus*

Scoundrels: 1st–Level thief, DEX15. 5hp, AC7 (leather), scimitar, dagger, backstab x2, thief skills.

EVENTS & ENCOUNTERS IN THE CITY

Unlike the monster encounter tables you'll find in the exploration section of this booklet, that city encounters aren't connected with the AL of your party. They range from annoying to hard. At lower levels, you may wish to avoid that by skipping the search for equipment and/or henchmen.

Remember, you roll every day and there's a 1 in 6 chance for an encounter or event to happen

CITY EVENTS & ENCOUNTERS

Roll d20	
1	2d4 drunkards. Roll for Reaction and befriend them or fight
2	Beggar. May sell a treasure map (1 in 4) *labyrinth lord p108, roll d20+76*
3	3d4 bandits. Trail you and attack at night. Fight *roll a 1st level character for the lover*
4	Love? If you roll a Friendly reaction, you now have a lover in town
5	Plague. Save vs. Poison or lose 1hp permanently
6	Caravans to the city were plundered, all prices are doubled *Until next adventure*
7	The warehouses are on fire! Shops are likely to be closed (75%)
8	Dervish caravan, d6 dervishes are available
9	Gypsies sell goods in town *Use the labyrinth lord equipment list, pages 15–16*
10	1d4 ghouls. Fight
11	Harlot, works with a thief level 6 *probably 55% (−5% per level above the 5th). Steals all the gp you carry*
12	Elven embassy, d4+2 elves are available
13	3d4 pilgrims of the Goddess. They bless you. *+1 to hit for your next adventure*
14	A trader will pay 300gp for a map of your next exploration
15	D6+6 ruffians. Fighters level 2 with clubs and leather armor. Fight
16	1d4 shadows. Fight
17	1d2 thieves level 1d4. Fight
18	1d4 wererats. Fight
19	Weird change. Roll on the Special Quirks table (Appendix B)
20	Secret alcove of the Undercity. Roll for treasure once *that's page 29*

INTO THE RUINS

It is assumed that your character party has found some way to reach the Undercity. Maybe they've followed a forgotten sewer or maybe they've climbed down a well opened in a part of Cryptopolis. Whatever they did, they're now in the Undercity, exploring an uncharted network of corridors and rooms. The character party is their own patron, they are following no quest but are exploring for the sake of plunder and glory alone. If this doesn't quite fit with your characters' agenda, just make up some reason on the fly.

A rare artifact to find, a damsel in distress, a greater evil to vanquish, anything really

Now, just spread out a sheet of graph paper and roll for a random starting room on the following page. Follow the instructions from that point onwards and jump from random table to random table as you are advised to do.

WANDERING MONSTERS & RECOVERY

When the party needs to rest, choose where they set up their camp on the map. Roll for wandering monsters as hours pass **except if the party is in a room or chamber whose sole and only entrance is a secret door.** Every hour, roll a d6. On a 1, they meet a wandering monster. Check the wandering monsters section to fill out the details of the encounter.

DISCRETION MUST PREVAIL

'Discretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits. Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning.' Quoted from the original edition DMG page 169

STARTING AREAS

Roll d6 and map out the area you've just rolled at the center of your sheet of paper. This is your starting area. All the corridors and rooms of the starting areas share the same characteristics: they're all damp and dark. Their walls are made of stone and their floors of uneven flagstones. They're all bare and empty, save for a broken piece of equipment here and there (10' pole, rope pieces, broken sword or arrows, etc). If you want, there can be a dripping sound in the distance.
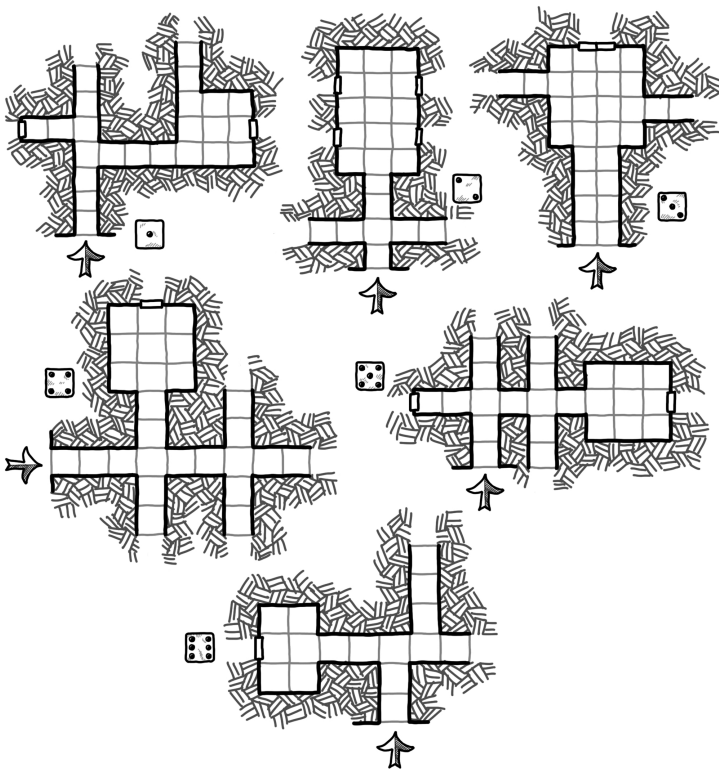
You must choose an exit from there and begin to roll. If you choose a corridor, roll on the Main Table below, if you choose a door, roll on the Space Beyond Door subtable on the next page. At any time, except during fights, you may trace back your steps and choose another exit. As you proceed further, map your exploration on the grid paper.

	MAIN TABLE
Roll d20	**Result**
1–9	Corridor, 30′ long (see the Corridors section) page 23
9–12	Door (see the Doors section) This page
13–16	Chamber (see the Chambers & Rooms section) page 26
17	Stairs (see the Stairs section) page 31
18	Dead end* (see below)
19–20	Wandering monster (see the Wandering monsters section) page 31

* Dead ends might be corridors obstructed with rubble (50%), corridor sections closed with a grate (25%) or plain walls (25%). Once cleared in 2d4 hours, corridors obstructed with rubble have a 1 in 4 chance of opening on to a new, clear corridor. Grates can be lifted or bent with a successful Bend Bars check (the same as a check to force doors open, but halved and rounded down if you play with the **Labyrinth Lord** rules, characters with STR under 16 simply don't roll: they aren't strong enough to lift up a grate or bend its bars) and gnomes and halflings can pass through with a successful d20 check under DEX. Walls can be checked for secret doors. If any one of the party members manages to find a secret door, there is one.

DOORS

Roll for door type (subtable A) and location (subtable B). When you decide to open the door, check the Space Beyond Door subtable. If you listen at the door, succeed in hearing something and there are monsters behind, you get a chance to surprise them and they can't surprise you. If the door is locked, you need to succeed at an Open Locks check, force it open or cast a *knock* spell.

A. DOOR TYPE

Roll d20	Result	Details
1–12	Wooden, moldy & rotten	Locked on 1–6/20, +2 to force open. 1 in 6 has spores that cause d6 damage to the first rank of the marching order when the door is smashed open
13–15	Wooden, reinforced	Locked on 1–9/20, –1 to force open
16–17	Copper, rusted	Locked on 1–12/20, –1 to force open, +15% to pick open
18–19	Brass, strong	Locked on 1–12/20, –2 to force open
20	Grate	Needs a bend bars roll to open. Thin gnomes and halflings can roll d20 under DEX to pass through. Roll immediately on the Space Beyond Door table

You can see through a grate, right?

B. DOOR LOCATION

Roll d20	Result
1–6	Left
7–12	Right
13–20	Ahead

C. SPACE BEYOND DOOR

Roll d20	Result
1–8	Corridor: 50% parallel passage stretching 30′ in both directions, 50% straight ahead (see the Corridors section)
9–16	Room (see the Chambers & Rooms section)
17–18	Chamber (see the Chambers & Rooms section)
19–20	The door is trapped! Check the Traps subtable and roll again, ignoring 19–20 results

page 32

CORRIDORS *how to make corridors interesting*

Roll for illumination (subtable D), type (subtable E) features (subtable F) and structure (subtable G).

D. ILLUMINATION	
Roll d00	Result
01–70	None
71–80	Single torch
81–95	Row of torches
86–90	Clay lamps in alcoves
91–96	Oil lamps hanging from the ceiling
97–99	Single lantern, fragile glass
00	Row of lanterns, fragile glass

E. CORRIDOR TYPE	
Roll d20	Result
1–2	Standard masonry & rubble
3–7	Rough masonry & dirt floor
8–12	Rough masonry & uneven flagstones
13–15	Standard masonry & uneven flagstone floor
16–17	Standard masonry & flagstone floor
18	Weird smooth stone, polished like a mirror
19	Marble & alabaster construction, cracked
20	Marble & alabaster construction, intact

	E. CORRIDOR FEATURES
Roll d00	Result
01–50	Dank & moldy
51–55	Wide mold patches
56–60	Warm
61–65	Cracked walls
66–70	Cracked floor
71	Littered with sewage
72	2′ deep cesspits every 10′
73	Puddles
74	Guano
75	Slimy coating, ceiling *1 in 10 is green slime*
76	Slimy coating, walls *1 in 10 is green slime*
77	Slimy coating, floor *1 in 10 is green slime*
78	Viscous & greasy walls
79	Alcoves, 5′ deep, every 10′ *You can check for SP in the alcoves if you want to*
80	Statue, stone *1 in 2 is magical (see the Magic effects subtable on page 33)*
81	Smells of rotten vegetation
82	Salty smell
83	Dried blood patch
84	Paintings, crude
85	Paintings, ancient
86	Mosaics, hacked to pieces
87	Mosaics, intact, ancient civilization
88	Skeleton, wrapped in mummy bandages *1 in 4 has 2d20 gp worth of petty brass jewelry*
89	Moaning sound
90	Dripping sound
91–95	Item (see the Random Items subtable) *Next page*
96–00	Special corridor (see the Special Corridors subtable)

EE. RANDOM ITEMS

Roll d20	Result
1–2	Brazier & charcoals, unlit
3	Bucket
4	Knife *1-3/1-2*
5	Broken portable brass sundial
6–7	Statuette (worth d00gp)
8	Slipper, single *Matches with the other if rolled again: slippers of spider climbing!*
9	Glaive *as short sword, +1 magical*
10	Battered shield
11	Hat
12	Scroll case, wrought iron (worth 25gp)
13	Crystal ball, smashed
14–15	Clay pot
16–17	Rope, hemp, 10'
18	Miniature skull, painted green
19	Stocking, single *Matches with the other if rolled again*
20	Gong *roll for wandering monsters if sounded*

EEE. SPECIAL CORRIDORS

Roll d20	Result
1–8	Half–flooded corridor, water rises up to waist level. Next d4 corridors, rooms and chambers are half–flooded as well
9–12	Flooded corridor, all illumination sources are snuffed out, next d6 corridors, rooms and chambers are underwater as well
13–16	20' wide corridor
17–18	30' wide corridor, columns down center
19	10' stream bisects the passage, bridged 25% of the time
20	20' river bisects the passage, bridged 25% of the time, features a small canoe 25% of the time

	F. CORRIDOR STRUCTURE
Roll d20	Result
1–6	Continue straight. Check Main Table again in 60'
7–8	A side passage opens to the left at 90 degrees*
9–10	A side passage opens to the right at 90 degrees*
11	A side passage curves to the left at 45 degrees*
12	A side passage curves to the right at 45 degrees*
13	Side passages shape a 'T'*
14	Four–way intersection*
15	The corridor turns left at 90 degrees*
16	The corridor turns right at 90 degrees*
17	The corridor curves left at 45 degrees*
18	The corridor curves right at 45 degrees*
19–20	The corridor is trapped! Check the Traps subtable and roll again, ignoring 19–20 results* _page 32_

* The corridor continues straight after. Check Main Table again in 30'.

CHAMBERS & ROOMS

All chambers and rooms have the same type as the corridor, chamber or room leading to them. If you've rolled, for instance, a corridor of *weird smooth stone, polished like a mirror* just before finding a chamber, the chamber is also made of *weird smooth stone, polished like a mirror.* Now roll for chamber & room structure (subtable G), illumination (subtable D), features (subtable H) and contents (subtable J). _page 23_

Rooms are always 10' wide and 10' long less than chambers. In addition, exits from rooms are all corridors and exits from chambers are all doors. Corridors exiting from a room always have the same type and illumination as the room itself. In addition, they continue straight for 30' before you can roll normally to check what becomes of them (illumination, type, features & structure). Doors exiting from chambers all share the same type, that you roll. _that's on page 22_

G. CHAMBER & ROOM STRUCTURE

Roll d20	Chamber or room *Remove 10' from both values for a room*
1–4	Square, 20' x 20', no exits *You can check every 10' for secret doors*
5–6	Square, 20' x 20', 1 exit
7–9	Square, 30' x 30', d4–1 exits
10	Square, 40' x 40', d4 exits
11–14	Rectangular, 20' x 30', no exit *You can check every 10' for secret doors*
15–16	Rectangular, 30' x 40', d4–1 exits
17	Rectangular, 40' x 60', d4 exits
18–20	Special area (see the Special Areas subtable below)

GG. EXIT LOCATION   *roll for each exit*

Roll d20	Location
1–7	Opposite wall
8–12	Left wall
13–17	Right wall
18–20	Same wall

If the space beyond has already been mapped, make it a secret door

GGG. SPECIAL AREAS

Roll d20	Area
1–8	Circular, d6 x 10' diameter, no exit
9–14	Octagonal, 10' per side, d4–1 door exits
15–19	Cave, 60' diameter, d4+1 corridor exits *Caves all have rough stone walls and floors*
20	Triangular, 20' per side, 2 exits

Circular areas always have a pool or a well. Pools and wells might be dry (25% chance), filled with salt water (25%) or magical (50%) (see the Magic Effects subtable when a character drinks their water or immerses themselves in it).   *page 33*

H. CHAMBER & ROOM FEATURES	
Roll d00	Result
01–30	Damp & moldy
31–40	Half–flooded, water rises up to waist level. Next d4 corridors, rooms and chambers are half–flooded as well
41–50	Refuse and putrid smell
51–60	Frescoes, ancient civilization
61–65	Statue, ancient civilization
66–70	Pottery shards
71	Magic circle, (see the magic effect subtable)
72	Fungi, common
73	Slime patches *1 in 10 is green slime*
74	D12 kegs (25% empty, 25% putrid food, 25% oil, 25% fresh food)
75	Tombs, d4 slabs
76	Mummified corpses, d4–1 (minimum 1)
77	Slithering sound
78	Fire pit (10% lit)
79	Broken and decaying furniture (chairs, tables, stools)
80	Thrones (d4–1, minimum 1)
81	Altar
82	Drumming sound
83	Weapon racks (10% d4 scimitars, ancient civilization)
84	Braziers & charcoal
85	Ancient battlefield, 2d6 skeletons *Not the monsters*
86	Frescoes
87	Tapestries, 200gp worth, weights 1,000gp
88	Idol, large demon, ancient civilization
89	Pillars
90–00	Roll twice, ignoring further 90–00 results

Roll d20	Contents
1–8	Empty
9–12	Monster only (see the Random Monster Encounters table)
13–16	Monster and treasure (see the Random Monster Encounters table) *page 36*
17–19	Trap (see the Traps subtable) *page 32*
20	Treasure only (see the Treasure section below)

J. CHAMBER & ROOM CONTENTS

TREASURE

Roll for type (subtable K), container (subtable L) and protection (subtable M).

Roll d20	Type
1–4	Glass & clay shards equivalent to 1,000cp/AL
5–7	Precious conch shells equivalent to 1,000sp/AL
8–11	Ancient coins, brass & gold alloy equivalent to 750ep/AL
12–14	250gp/AL
15–16	Imperial coins equivalent to 100pp/AL
17–18	d4 gems/AL (see the Gems subtable) *page 34*
19	1 piece jewelry/AL (see the Jewelry subtable)
20	Random magic item

K. TREASURE TYPE

labyrinth lord page 107+ and Advanced Edition Companion pages 86+

When you roll for a treasure in a chamber or room with monster, and the number of creatures encountered doesn't reach the In Lair Range, take two rolls on table K, and add 2 to the total of each roll.

the 'in lair' range is explained a bit further on

L. TREASURE CONTAINER	
Roll d20	Type
1–3	Bags
4–6	Sacks
7–12	Pottery Jars
13–17	Stone Containers
18–19	Loose
20	Chest, silver. The chests themselves are worth 500sp/AL

M. TREASURE PROTECTION	
Roll d20	Type
1–12	None
13–15	Treasure is hidden. You need a *find secret door* roll to find it
16–17	Treasure is trapped with contact poison (save or d6 damage/AL)
18	Treasure is trapped with poison gas (save or d6 damage/AL)
19	Treasure is hidden by an illusion (save vs. Spells at –4 to find it)
20	Treasure is guarded by a 7HD mimic *Advanced Edition Companion page 131*

STAIRS

All stairs are of the same type as the corridor leading to them. Roll for type (subtable N) and landing (subtable P). *there's no subtable i and no subtable O*

N. STAIRS TYPE

Roll d20	Result
1–8	Down 1 level
9–10	Down 2 levels
11–12	Shaft up 1 level**
13–15	Shaft down 1 level
16–17	Shaft down 2 levels
18	Shaft down 3 levels
19	Trap door up 1 level**
20	Trap door down 1 level

* When you roll up and you are at the first level, the stairs or trap door lead to an exit to the streets above.

P. STAIRS LANDING

Roll d20	Result
1–8	Straight corridor, check the Main Table after 30′
9–12	Chamber (see the Chambers & Rooms subtable)
13–18	Room (see the Chambers & Rooms subtable)
19–20	There is a trap on the stairs! Check the Traps subtable and roll again, ignoring 19–20 results *On next page*

WANDERING MONSTERS

Roll on the Random Monster Encounter tables whenever you meet a wandering monster. Wandering monsters are sneaking up on your back line 30% of the time, attacking the last rank instead of the first. They never have any treasure, even if their number is high enough to trigger an 'In Lair' treasure.

Q. TRAPS		
Roll d00	Result	Damage
AFFECTS THE FIRST LINE		
01–15	Pit, 10' deep	d6, save Petrification halves
16–30	Pit, 10' deep, with spikes	As above + 1d8 damage
31–40	Pit, cesspit	None
41–45	Pit, 20' deep	2d6, save Petrification halves
46–50	Pit, 20' deep, spikes	As above + 2d8 damage
AFFECTS THE WHOLE GROUP		
51–53	Gas, slowing, 2 hours	*Slow*
54–56	Gas, blinding, 4 hours	*Blindness*
57–60	Gas, poisonous	Save vs. Poison or 5 damage/AL
61–63	Hail of needles	Roll 10 attacks/character as a fighter of AL level, each hit causing 1 damage
64–69	Falling stones	d6 damage/AL, save Petrification halves
70–74	Fusillade of darts	Roll 4 attacks/character as a fighter of AL level, each hit causing 1d3 damage
75–79	Burning oil shower	d6, save Petrification halves + 1/round for AL rounds until extinguished
80–81	Mummy rot powder	Save vs Spells or cursed as per mummy
82–85	Acid rain	d4 damage/AL, save vs. Petrification or roll a save vs. death for all items.
AFFECTS A SINGLE TARGET		
86–90	Javelin trap	d10 damage + d4/AL
91–92	Contact poison	Save or die
93–94	*Shocking grasp*	d8 damage +1/AL
95–96	Glyph, cold	2 damage/AL
97–98	Glyph, negative energy	Save vs. Spells or lose 1 energy level
99	*Phantasmal killer*	As per the spell
00	Lightning bolt	5d6 damage, save Petrification halves

R. MAGIC EFFECTS

Roll d00	Result
01–05	Ages 2d10 years
06–10	Opposite alignment
11–15	Infects with lycanthropy, wererat
16–20	Cause fear, the victims will shun this place and all its exits
21–25	Decrease random ability by 1
26–30	Increase random ability by 1, no maximum
31–35	*Flesh to stone*
36–40	Grants an ancient form of a random language
41–45	Grants a *limited wish*
46–50	Heals all damage
51–55	Gates d4 spirit trolls. Fight *this document, page 56*
56–60	Grants an evil pseudo black dragon familiar
61–65	Infests victim with 2d4 rot grubs (LL page 93)
66–70	Rejuvenates 2d10 years
71–75	Turns flesh to gold (25%), transparent (25%), or pitch-black (50%) color *even the muscles are transparent. All you can see is the bones*
76–80	Converts to a random Babylonian, Sumerian or Egyptian deity, changes victim's alignment accordingly
81–85	Save vs. Spells or insanity
86–90	Changes victim's sex
91–92	Puts victim in *temporal stasis*
93–94	If DEX is above 9, gain a dual-class thief level or gain 1 level if the recipient is already a thief, an assassin or a monk. If DEX is below 9, lose 1 level
95–96	Recipient's CHA becomes 18
97–98	Recipient's CHA becomes 3
99	Crippled, movement speed halved forever, loses d4 DEX
00	Grants recipient a huge ruby worth 1,000gp/AL

S. GEMS	
Roll d20	Type
1	Tiger eye, 10gp
2–3	Hematite, 25gp
4–5	Native jasper, 25gp. Double value if cut by a jeweler
6–7	Moonstone, 50gp
8–9	Bloodstone, 75gp
10–11	Amber, 100gp
12–13	Native red coral, 100gp. Double value if cut by a jeweler
14	Garnet, 125gp
15	Native amethyst, 250gp. Double value if cut by a jeweler
16	Small topaz, 500gp
17	Jet, 500gp
18	Fire opal, 750gp
19	Native oriental amethyst, 750gp. Double value if cut by a jeweler
20	Black opal, 1,000gp

T. JEWELRY	
Roll d20	Type
1	Muskrat fur coat, 200gp
2	Small silver box, d10 x 100gp
3–4	Wrought silver nose ring & ear chain d10 x 100gp
5–6	Ivory tiara d10 x 100gp
7–8	Wrought gold medallion d10 x 100gp
9–10	Pendant Wrought platinum 5d6 x 100gp
11–12	Earrings made of red coral 5d6 x 100gp
13–14	Jade collar 5d6 x 100gp
15–16	Mask, silver & gems d6 x 1,000gp
17–20	Gold crown with gems 2d4 x 1,000gp

RANDOM MONSTER ENCOUNTER

When a monster encounter is indicated by your previous checks, or by a wandering monsters roll, roll a d20. Cross-index the AL of your group of adventurers with the die result and read up to find which Monster Level table to consult to find the type of monster encountered. Once the table is found, dice will discover at random which monster has been encountered and in what numbers.

Quoted from the original edition AMO page 174

REMEMBER

You get the party's Average Level (AL) by adding up the levels of all your characters, including henchmen, dividing by 3 and rounding it up. When you need to add up the level of a multiclassed character, you first multiply it by 1.5, rounded up.

MONSTER LEVEL TABLE TO CONSULT — MATRIX										
AL	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10
1/2	1–18	19*	20*	—	—	—	—	—	—	—
1	1–16	17–19	20*	—	—	—	—	—	—	—
2	1–12	13–16	17–18	19*	20*	—	—	—	—	—
3	1–5	6–10	11–16	17–18	19*	20*	—	—	—	—
4	1–3	4–6	7–12	13–16	17–18	19*	20*	—	—	—
5	1–2	3–4	5–6	7–12	13–16	17–18	19*	20*	—	—
6	1	2–3	4–5	6–10	11–14	15–16	17–18	19*	20*	—
7	1	2	3–4	5–7	8–10	11–14	15–16	17–18	19*	20*
8	1	2	3	4–5	6–8	9–12	13–15	16–17	18–19	20*
9	1	2	3	4	5–6	7–9	10–12	13–16	17–19	20*
10–11	1	2	3	4	5	6–7	8–9	10–12	13–18	19–20
12–13	1	2	3	4	5	6	7–8	9–11	12–17	18–20
14+	1	2	3	4	5	6	7	8–10	11–16	17–20

* These monsters have the minimum possible hit points.

While the Monster Level tables tell you how many creatures you encounter, this number needs to be adjusted with your party's Average Level. Once you've determined which monster you've encountered and in what numbers, you need to adjust this number with the Monster Number Adjustment table you find below. Multiply the number of creatures encountered by the number you find on this table and round it up: that's the final number of creatures for this encounter.

					MONSTER NUMBER ADJUSTMENT TABLE					
AL	ML1	ML2	ML3	ML4	ML5	ML6	ML7	ML8	ML9	ML10
1/2	1/2	1/3	1/4	—	—	—	—	—	—	—
1	1	1	1/2	—	—	—	—	—	—	—
2	2	1	1/2	1/2	1/3	—	—	—	—	—
3	3	2	1	1/2	1/2	1/3	—	—	—	—
4	4	3	1	1	1/2	1/2	1/3	—	—	—
5	5	4	2	1	1	1/2	1/2	1/3	—	—
6	6	5	3	2	1	1/2	1/2	1/3	1/3	—
7	7	6	4	3	2	1	1/2	1/2	1/3	1/3
8	8	7	5	4	3	2	1	1/2	1/2	1/3
9	9	8	6	5	4	3	1	1	1/2	1/3
10–11	10	9	7	6	5	4	2	1	1	1/2
12–13	11	10	8	7	6	5	3	2	1	1/2
14+	12	11	9	8	7	6	4	3	1	1

The Monster Level tables feature two new columns. The Page column gives you the page number and manual reference for this monster type. Monsters detailed in this adventure are labeled as FIEND. The 'In Lair?' column tells you at which minimum number of monsters they are considered *in lair.* When in lair, **you don't roll on the treasure tables of this booklet but on the Hoard Class tables of Labyrinth Lord corresponding to this monster type instead.** When a creature has no Hoard Class — no treasure in lair — this column is Not Applicable (N/A). You'll find the fiends on page 44 of this document

Full example: *You party includes a half–elf ranger/cleric level 5/5 (equivalent to a level 8 character), a fighter level 9 and three henchmen, all fighters level 4. Its AL is thus 8. When you roll for a chamber content, and roll that this chamber contains both monsters and treasure, you first check the Monster Level Matrix. You roll and get a 6, meaning that you encounter level 4 monsters. Looking at the Monster Number Adjustment table, you see that, since your AL is 8, you need to multiply the number of monsters encountered by 3. You roll and check the Monster Level table for level 4 monsters. The dice come up with a 16, d4 ghasts. Since you multiply this number by 3, you roll 3d4 and get a 12! That's way enough to reach the 'In Lair' threshold and you must check the Hoard tables VIII, IX, XI and XXI of the* **Labyrinth Lord** *rulebook instead of rolling for treasure on the tables of this booklet. You find the details of the Hoard Class applicable to each monster in its description in the rules, here in the* **Advanced Edition Companion,** *where ghasts are detailed.*

MONSTER LEVEL 1				
Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–05	Bat, giant	d6	LL64	N/A
06–10	Beetle, fire	d4	LL65	N/A
11–19	Brigand	2d6+3	LL87	150
20–25	Character party	d4+1	FIEND	N/A
26–35	Gibberling	d12+5	FIEND	200
34–42	Jinxkins	2d8+4	FIEND	20
43–50	Kobold	6d3	LL83	30
51–60	Mite	3d6	FIEND	10
61–75	Rat, giant	5d4	LL92	15
76–79	Rot grub	d3	LL93	N/A
80–85	Skeleton	d4	LL95	N/A
86–90	Skeleton, animal	d4	FIEND	N/A
91–95	Snyad	d8	FIEND	4
96–00	Zombie	d3	LL103	N/A

MONSTER LEVEL 2				
Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–09	Centipede, giant	2d6+1	LL68	N/A
09–14	Character party	d4+1	FIEND	N/A
15–25	Coffer corpse	1	FIEND	1
26–39	Flind	2d4	FIEND	12
40–48	Fly, giant carnivorous	d6	LL75	7
46–53	Lizard man	2d4+2	LL84	20
57–65	Skulk	d8	FIEND	1
66–75	Stirge	2d6+3	LL98	20
76–85	Thief	d6	FIEND	N/A
86–91	Toad, giant	d4	LL99	N/A
92–00	Vaporware rat	d4+1	FIEND	8

MONSTER LEVEL 3				
Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–08	Bugbear	d6+1	LL66	12
09–14	Character party	d4+1	FIEND	N/A
15–23	Dark creeper	1	FIEND	N/A*
24–28	Fire snake	d6	FIEND	N/A*
29–35	Gelatinous cube	1	LL76	1
36–45	Ghoul	d4	LL76	8
46–52	Huecuva	d4	FIEND	4
53–61	Iron cobra	1	FIEND	N/A
62–78	Lycanthrope, wererat	d4+1	LL85	7
79–85	Meazel	1	FIEND	1
86–89	Necrophidius	1	FIEND	
90–94	Ochre jelly	1	LL89	N/A
95–00	Tick, giant	d3	AEC138	N/A

	MONSTER LEVEL 4			
Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–10	Ape, albino	d3	LL63	N/A
11–20	Caterwaul	1	FIEND	1
21–26	Character party	d4+1	FIEND	N/A
27–35	Dark stalker	1	FIEND	N/A*
36–40	Flame horror	1	FIEND	4
41–50	Gargoyle	d2	LL75	4
51–65	Ghast	d4	AEC127	3
66–75	Gray ooze	1	LL79	N/A
76–80	Leech, giant	1	LL84	N/A
81–85	Rust monster	1	LL93	N/A
86–90	Snake, giant python	1	LL96	1
91–95	Rot zombie	d2	FIEND	N/A
96–00	Wind terror	1	FIEND	4

	MONSTER LEVEL 5			
Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–10	Animate statue, iron	1	LL98	N/A
11–20	Animate statue, stone	1	LL98	N/A
21–25	Caryatid column	2	FIEND	N/A
26–31	Character party	d4+1	FIEND	N/A
32–42	Cloaker	1	FIEND	2
43–50	Crypt aberration	1	FIEND	1
51–60	Doppleganger	d3	LL70	3
61–70	Lizard giant, horned chameleon	d3	LL84	3
71–80	Seran'kath, lesser	d2	FIEND	4
81–90	Shadow	d4	LL94	6
91–00	Crawling death	1	FIEND	N/A

MONSTER LEVEL 6

Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–09	Carcass scavenger	d2	LL67	1
10–15	Character party	d4+1	FIEND	N/A
16–26	Djinni	1	LL69	N/A
27–40	Mustard jelly	1	FIEND	N/A
41–50	Raksasha	1	AEC134	1
51–60	Spider, phase	d3	AEC137	1
61–70	Troll, giant	d2	FIEND	6
71–75	Troll, spirit	1	FIEND	N/A
75–80	Vision of horror	1	FIEND	N/A
81–90	Wight	d4	LL102	4
91–00	Wraith	d2	LL102	3

MONSTER LEVEL 7

Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–09	Black pudding	1	LL65	N/A
10–15	Character party	d4+1	FIEND	N/A
16–20	Eye of chaos, fear and flame	1	FIEND	N/A
21–30	Giant, stone	d3	LL76	3
31–40	Invisible stalker	1	LL83	N/A
41–45	Lurker above	1	AEC131	2
46–60	Mummy	d2	LL89	6
61–70	Naga, spirit	d2	AEC131	1
71–80	Night hag	d2	AEC132	1
81–90	Para–elemental, smoke (12HD)	1	FIEND	N/A
91–00	Specter	1	LL96	4

MONSTER LEVEL 8

Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–06	Character party	d3	FIEND	N/A
07–15	Death knight	1	FIEND	N/A
16–35	Demon, chasme	d3	FIEND	3
36–50	Ghost	1	AEC127	1
51–65	Golem, clay	1	AEC127	N/A
66–80	Skeleton warrior	1	FIEND	1
81–00	Trapper	1	AEC139	1

MONSTER LEVEL 9

Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–06	Character party	d3	FIEND	N/A
07–15	Crimson death	1	FIEND	1
16–45	Frog demon, gray	1	FIEND	N/A
46–65	Golem, stone	1	AEC127	N/A
66–85	Naga, guardian	d3	AEC131	1
86–00	Nycadaemon	1	FIEND	1

MONSTER LEVEL 10

Roll d00	Creature Encountered	Numbers	Page	In Lair?
01–06	Character party	d2	FIEND	N/A
07–30	Frog demon, death	1	FIEND	1
31–50	Golem, iron	1	AEC127	N/A
51–00	Lich, thief	1	FIEND	1

FIENDS OF THE RUINS from a to z

CARYATID COLUMN

Slender female animated statues with long iron and slightly curved swords.

AL N, MV60′, AC5, HD5 (22 hp), 1 Att, 2d4 dam., Save F5 (+4 to all saves), Morale 12, XP280. Normal weapons cause only 1/2 dam., magical weapons cause full damage but don't inflict any bonus damage. Weapons have 25% chance to snap (–5% per magic 'plus').

CATERWAUL

Vicious bipedal predator with a short midnight-blue fur, yellow eyes and a long tail.

AL C, MV180′ (240′ on the first round), AC2, HD4+2, 4 Atts, d4/d4 dam. (claws) and d6/d6 damage (bite), Save F4, Morale 10, Hoard Class V, X, IX and 10d8 gems, 5d6 jewelry and 75% chance of one magic item from each category (roll separately for each category) except potions and scrolls, XP300. Climb walls 95%, Move silently 75%, Hide in shadows 75%. Surprised only 1 in 10. Springs down on its targets for its first attack (surprises target on 1–5/6 when it succeeds its Climb walls and Hide in shadows checks). Screeches when attacking for the first round, causes d8 damage at 60′ (save vs. Breath negates).

CHARACTER PARTY

All the members of the party are of the same level as the monster level up to level 4. After monster level 4, members of a character party are level d6+6. The party has 20% of including a cleric, 20% of including a magic-user and 20% chance of including a thief. All the remaining members are fighters. The party's alignment is the same as the alignment of your character with the higher CHA (25%), opposite (25%) or Neutral (50%). Up to level 4, a character has a cumulative 10% per level (99% maximum) to have a random magic item. When this roll is successful, halve this chance (round up) and roll again until a roll tells you they have no more items.

CLOAKER
Large creature looking like a cloak with claws, a gaping mouth and a long mace-like tail. Its back is covered with black eyes.
AL C, MV10' or 150' (fly), AC1 (3 when subject to a *light* spell or daylight conditions), HD6, 2 Att, d6 dam. (tail), Save F6, Morale 9, Hoard Class XX, XP530. Cannot be surprised by an attack from the rear side. Wraps around its targets and pins them (no attack, no movement action). Inflicts automatically d4+unadjusted AC damage every round and lashes with its tail at the same time. The tail has AC1 and 16 hp. All attacks against the cloaker cause half damage to the monster and half damage to the victim engulfed by the creature. Has shadow-like *mirror images* when in combat (as per a 12^(th) level magic-user spell). Its moaning causes either –2 to hit and damage to every target in a 80' range, *fear* in a 30' range (lasts 2 rounds), nauseating weakness (as *stinking cloud*) in a 30' range (save vs. Poison to avoid its effect, lasts d4+1 round) or *hold person* (one single target at a 30' range).

COFFER CORPSE
Foul and tough zombie. Rises again when killed with normal weapons and strangles its victims.
AL C, MV60', AC8, HD2, 1 Att, d6 dam., Save F2, Morale 12, Hoard Class XXI, XP75. You need a +1 or better weapon to hit it. Falls to the ground when inflicted 6 hp of damage or more with normal weapons, but then rise again. Save vs. Spells when it rises or flee in panic. Strangles its target to death once it has hit, causing d6 automatic damage every round. Undead spell immunities, turned as Wraith.

CRAWLING DEATH
Growing mass of tentacles surrounding an orb of greasy purple flesh.
AL N, MV10', AC3 (tentacles) or 1 (body), HD2 per tentacle, 4 for the body, 2 Att, d6 dam. (tentacles), Save F8, Morale 12, XP775. Attach itself to any surface. The first tentacles pins its target (no attack) and constricts for d6/round, the second stings paralyzes (save negates) and injects a poison in 2 rounds (*cure disease* or death in 2 hours once the injection has started, no save). The poison causes death 2 rounds later (no save) short of a *heal* or of a *regeneration* and *cure wound* spell.

CRIMSON DEATH

Shadowy swirling almost invisible shape. Once fed with blood, it becomes bloated and pulsating.

AL C, MV120′, AC0, HD13, 1 Att, 3d10 dam. (both claws), Save F13, Morale 10, Magic resistance 100%, Hoard class X, XIX and 50% 3 magic items. XP8,500. +2 or better weapons to hit. Surprises targets on 1–5/6. When fed, its AC becomes 4, Movement 60′, +1 or better weapons are needed to hit it and it surprises opponents normally.

CRYPT ABERRATION

Pale hooded skeleton.

AL N, MV120′, AC3, HD6, 1 Att, d8 dam. (both claws), Save F6, Morale 12, XP500. Casts a spell upon the whole group when met. Failed save means the victim is both paralyzed and turned invisible (both effects are permanent). There is a 1 in 10 chance of stumbling on their body (one roll per remaining character). If not, allow your characters to find them with a *limited wish* or *alter reality* spell.

DARK CREEPER

Small humanoids with pallid skin and dark clothes. They are solitary despite rumors of underground villages. They loathe illumination sources and like to steal magic items.

AL C, MV90′, AC0 (8 when in normally illuminated environment), HD1+1, 1 Att, d4 dam., Save T1, Morale 5, Hoard Class see below, XP120. They perform as 4th level thieves (Pick pockets 37%, Move silently 37%, Hide in shadows 27%, backstab +4 to hit, x2 damage). Detect magic 15′, create darkness 3/day (non–magical illumination sources within 50′ are snuffed out and can't be lit again for 1 hour). They possess a magic dagger (15% chance) or ring (5% chance) and d4 gems (50%) or d2 jewelry (50%). When they die, they explode in a flashing light (blindness 10′ radius for d6 turns and all items must save vs. magical fire or be destroyed).

DARK STALKER

Man–sized humanoid with pallid skin and dark clothes. On a secret and mysterious mission when met alone.

AL C, MV90′, AC0 (8 when in normally illuminated environment), HD2+1, 1 Att, d6 dam., Save F2, Morale 9, Hoard Class see below, XP240. *Wall of fog* 2/d, 25% chance for a magical short sword, 7%

chance for a magical ring, 12% for d4+1 gems or d2 jewelry. Bursts in a 3d6 damage *fireball* when killed. The first dark stalker encountered during the course of the adventure has a treasure map leading to the now deserted tomb of a lich–thief. labyrinth lord p108, roll d20+80

DEATH KNIGHT

Archetype of the fallen undead knight. Think Darth Vader, but medieval.

AL C, MV120′, AC0, HD9d10, 1 Att, dam. by weapon (random sword type), Save F9, Morale 12, Magic resistance 75%, XP4,900. Cannot be turned or dispelled, control undead as a 6th level cleric. Always with a nightmare (AEC132). Permanently *detects magic* & *detects invisibility*. If its Magic resistance roll is below 11%, the spell is reflected back. Its sword is 80% magical (random). Permanently causes *fear* at 5′ (roll every round). *Wall of ice* at will, *dispel magic* 2/day, *gate* demon (d6 type) 75% success, *power word (any)*/1 day, *symbol of pain* or *symbol of fear* 1/day, casts a 20d6 *fireball* 1/day.

Tactics

1. *Fireball*
2. *Power word, stun* on an obvious spell–caster. The nightmare engages another obvious spell–caster or thief
3. Divides the party with a *wall of ice*, one half must now cross the wall in order to reach it
4. *Gate*
5. If fighting more than a single opponent, *symbol of fear* on the other
6. Fight

DEMON, CHASME

Fly/men crossbreed demons.

AL C, MV60′ or 210′ (fly), AC −1, HD7+2, 3 Att, 2d4/2d4 dam. (claws) and d4 dam. (bite), Save F7, Morale 9, Magic resistance 40%, Hoard Class XXI, XP1,700. Walk on walls and ceilings as a fly, infravision 90′, *create darkness 5′* and *teleport* at will. *Detect good*, *detect invisibility* and *telekinesis* (150 lbs.) once per day. Their touch causes *fear*. Emit a constant droning that puts victims in a comatose sleep (100% chance −10% per level, minimum 5%). Their bite drains blood for d4/round. 15% chance of *gating* another Demon, chasme.

Tactics

1. If there's a trap nearby, *telekinesis* on an obvious fighter to send them in the trap

2. When several chasms are together, half of them remain at the limit of *telekinesis* range and use *telekinesis* on the obvious fighters to pull them away from combat and smash them into the walls (d10/round)

3. *Teleport* and attack (surprise on 1–5/6). *Teleport* away if they gain initiative. Rinse and repeat. When threatened, *teleport* and *gate*

EYE OF CHAOS, FEAR AND FLAME
Hooded man–sized figure with two gems instead of the eyes, one dark red, one black.
AL C, MV90′, AC2, HD12, No attack, Save F12, Morale 7, XP4,000. This messenger of chaos has a permanent *know alignment* power. When finding Neutral or Lawful individuals, it speaks to them during 1 round (instead of fighting) and they must succeed at a save or turn Chaotic. Once it has done this, and there are still Neutral or Lawful individuals, it will fight, revealing its eyes and casting a 12d6 *fireball* once every 3 rounds and a mass *fear* spell every round. When seriously threatened, it turns ethereal in 2 rounds and flees.

FIRE SNAKE
Blood–red snakes living in fires.
AL N, MV40′, AC6, HD2, 1 Att, d4 dam., Save F2, Morale 9, Hoard Class XI, XP100. Surprise opponents 60% of the time, immune to fire.

FLAME HORROR
Bronze statues with leering evil faces or columns of fire, 8′ high, these elemental creatures delight in great cruelty.
AL C, MV150′, AC3, HD4+4, 1 Att, d4+4 dam. (gouts of fire, affects all the group), Save F4, Morale 10, Hoard Class XIV (halve all treasure found and round the amount up), XP300. Hit only by magic weapons, immune to fire–based spells. Fire–based spells within 20′ of the creature are dispelled. *Blink* when in battle.

FLIND
Lion–men hybrids. They use iron clubs or weird chain–linked iron bars in battle. One can use those iron bars at the beginning of one's next

adventure (assuming one has trained with them between adventures) provided they have at least 13 STR and DEX.

AL C, MV120′, AC5, HD2+3, 1 Att (or 2 with iron chains), d6 (club) or d4/d4 (iron bars) dam., Save F2, Morale 10, Hoard Class XXII, XP110. +1 to hit. When they hit with their iron bars, save vs. Petrification or the target is disarmed. When you learn to use those weapons, you can disarm as well. Monks can use flind bars.

FROG DEMON, DEATH

Sent on a mission to guard the deepest shrines of the ancient gods of the Undercity, this demon looks like a tall black–skinned human wrapped in mummy bandages. It wears a weird ebony crown, phylacteries and long ivory babuschs. At will, it can revert to its original shape, the shape of a gaunt black–skinned frog demon.

AL C, MV120′, AC–4, HD15+7, 2 Att or 3 Att, d8+10/d8+9 dam. (2 scimitar attacks in human shape) or 2d10/3d6/3d6 (bite/2 claws in frog demon shape), Save F15, Morale 11, Magic resistance 75%, Hoard class X x4, XIX x4 and 50% 3 magic items (roll four times, for a maximum of 12 magic items), XP15,300. Hit at +3, +2 or better weapons are needed to hit it. Fights with a *+4 scimitar* and **stealer of souls**, a *+3 scimitar* that works as a *nine leaves stealer sword,* except that the save is at –4 and the target loses d3 energy levels per hit if they make their saving throw. Their bite drains d3 energy levels (save negates). They can use the following at will powers: *astral projection*, *ESP*, *cause fear*, *cause darkness 15′*, *detect invisibility*, *detect magic*, *advanced illusion*, *cloudkill*, *flame strike*, *wind walk*, *locate object*, *shape change* (from frog to human and human to frog), *invisibility*, *weakness* and the following daily powers: *symbol* (any), *power word: stun*, *unholy word*, *phantasmal killer*, *fireball* (8d6) and *gate* a frog demon, gray (90% chance).

replace Stealer of souls with a scimitar of sharpness if met again

Tactics

1. *Symbol of conflict/discord*
2. *Cloudkill*
3. *Power word: stun* on an obvious magic–user or cleric
4. Fight
5. When threatened, goes away in *wind walk*, gates a frog demon, turns *invisible* and fight again in frog demon shape

FROG DEMON, GRAY

Sent on a mysterious mission to an ancient deserted shrine, this demon looks like a gray-skinned human with long whiskers and beard, a white turban and black babuschs lined with silver runes. At will, it can revert to its original shape, the shape of a gray-skinned frog demon with sharp black claws and a wide fanged mouth. Always carries a treasure map. labyrinth lord p108, roll d20+80

AL C, MV120', AC1, HD10+6, 2 Att or 3 Att, d8+6/d8+6 dam. (2 scimitar attacks in human shape) or 2d8/2d4+2/2d4+2 (bite/2 claws in frog demon shape), Save F10, Morale 9, Magic resistance 55%, XP7,300. Hit at +3, +1 or better weapons are needed to hit it. Fights with a *+2 scimitar* (75% chance) or a *full sharpness scimitar +3* (25% chance, sever limbs on 17+). Always carry d2 magic items and d100 pp in a pouch. They can use the following at-will powers: *cause fear, cause darkness 15', know alignment, infravision* 60', *create illusion, flame strike, wind walk, shape change* (from frog to human and human to frog), *invisibility, lightning ball* (8d6+6) and the following daily powers: *symbol of pain* or *symbol of fear, power word: blind* and *gate* d3 more frog demons, gray (60% chance). When met in numbers or gated, there's only one treasure map.

When you already have the *full sharpness scimitar*, it won't have it again

Tactics
1. *Wind walk* away and *gate*
2. Turn *invisible* and *wind walk* back
3. *Symbol of fear* on an obvious magic-user or cleric
4. *Power word: blind* on an obvious fighter
5. At a distance, *lightning ball* every round, in close quarters, fight

GIBBERLING

Small hunched & naked hairy humanoids. They howl, shout and chatter insanely. Henchmen roll for Loyalty or flee when meeting them. Shun bright light and afraid of fire. Always fight to the death.
AL C, MV90', AC9, HD1, 1 Att, d8 dam., Save F1, Morale 12, Hoard Class XVIII, XP21. Hit at +1.

HUECUVA

Undead spirits of wizards and clerics. Look like robed skeletons.
AL C, MV90', AC3, HD2, 1 Att, d6 dam., Save C2, Morale 12, Hoard

Class XX, XP140. Hit only by silver and magic weapons, *polymorph self* 3/d, turned as Wight, save vs. Poison when hit or become inflicted by a terminal disease (lose 1 STR and CON per day, death in d12 days. Lost points aren't recovered when the disease is cured).

IRON COBRA
Iron snake–like automaton guardians.
AL N, MV120', AC0, HD1 (8 hp), 1 Att, d3 dam., Save MU12, Morale 12, XP100. Normal weapons inflict half damage, immune to mind–affecting spells and to *web*, Hide in shadows 57%, surprise 1–4, poisonous bite (save at –2 or death, 3 times only). When more than 1 is met, their bite induces sleep for d6 hours instead. When you meet them without treasure, delay your encounter with them to the next treasure room you roll.

JINXKIN
Cowardly & diminutive humanoid tunnel–dwellers with pointed heads and lumpy skins. Since they set traps, immediately roll 5d10 on the Traps subtable when encountering them to check the trap you've just triggered.
AL C, MV150', AC7, HD d4 hp, 1 Att, d2 darts or d4 wand–pike dam., Save F4, Morale 7, Hoard Class XI & XIII per 10 individuals, XX, XI x 5, IX, VIII, XP11. Infravision 30', 75% undetectable, surprise on 1–5, when more than 35 encountered an elder leads them (same statistics but can snuff out all magic from an item in d4 rounds). 1 in 4 use a net (save vs. Petrification or caught as per the *web* spell). Entangled victims are bludgeoned into unconsciousness (2% cumulative per hit) and let stripped and tied in a random corridor nearby.

LICH, THIEF
The thieves have found immortality in eternal death. Now skeleton–like figures clad in tatters of leather and jewels, they seem to wander in an endless plagued night. Most of them wear leering or sad iron masks.
AL C, MV120', AC–4, HD9d6+22, 2 Att, d8+6/d4+6 dam. (longsword and dagger), Save T20, Morale 12, Hoard class H, XP8,500. All thief skills at 99%, +4 to hit and x5 damage backstab. Magic weapon to hit, immune to attacks of beings below 6th level, undead immunities, immune to cold, electricity and death magic. Their touch, even with

weapons, is poisonous (save or die). Even if the save is successful, their target is paralyzed for d4 rounds (no save). All beings under fourth level that see them must flee, no save. Lich thieves typically use all the items they have in their Hoard and lay hidden in shadows, thus surprising their opponents on 1–4/6. They hit at +3.

MEAZEL
Solitary treacherous humanoids. They have a gray skin mottled with leprous red patches.
AL C, MV120′, AC8, HD4, 2 Atts, d4 dam. (claws) or strangulation (see below), Save T4, Morale 8, Hoard Class XXI, XP200. Pick pockets 37%, Move silently 37%, Hide in shadows 27%. When they surprise their opponent and hit, they strangle their victim, which dies in 2 rounds.

MITE
Gray–skinned small humanoids with large heads and evil faces. Since they set and use traps to their advantage, immediately roll on the Traps subtable when encountering them to check the trap you've just triggered.
AL C, MV30′, AC8, HD1–1, 1 Att, d3 dam. bite, Save F1, Morale 8, Hoard Class XX, XP12. Helpless victims are bludgeoned into unconsciousness (2% cumulative per hit) and killed.

MUSTARD JELLY
Monstrous translucent yellowish amoeboid creature.
AL N, MV90′, AC4, HD7+14, 1 Att or 2 Atts, 5d4 or 2d4/2d4 dam. (pseudopods), Save F7, Morale 12, Magic resistance 10%, XP1,900. Permanently exudes a *slowing* vapor at 10′. Divides in two halves with 50% hp each (Movement 180′, Atts 2d4 each). Immune to normal weapons. Electricity and magic missile damage make it grow the same amount of hp. Takes only half damage of cold.

NECROPHIDIOUS
Animated skeleton of a giant snake with a fanged human head.
AL N, MV90′, AC2, HD2, 1 Att, d8 dam., Save F2, Morale 12, XP130. Totally silent, immune to mind–controlling spells and to poison. Performs its *Dance of Death* when it surprises its opponents, hypnotizes all onlookers (as per the spell). Its bite causes paralysis for d4 turns (save vs. **Spells)**. There is a 25% chance that instead of the

next magic item found during the adventure, the characters find the *Incabulos Ophir*, a wizard's tome. This happens only once.

INCABULOS OPHYR

This wizard's spell book contains the following: *charm person*, *comprehend languages*, *serpent darts*, *magic aura*, *false gold*, *hold person*, *feign death* and *bestow curse* (the book only teaches the 'bestow' version). In addition, the book contains all the instructions for a wizard to create a necrophidious. It involves finding the intact skeleton of a giant snake, the fresh skull of an assassin, casting the *charm person*, *geas* and *limited wish* spells and 500gp per hp the necrophidious has. The spells are very cryptic and all learning rolls are made at −20%.

Serpent darts

aec, page 69

This spell works exactly like the *Magic missile* spell excepting that it shoots glowing serpent–like forms at its targets instead of standard missiles. Each serpent dart inflicts 2d4 damage or 1 hp of damage if the target succeeds in saving vs. Spells.

NYCADAEMON
Its body covered in ancient and blasphemous runes, this pale–skinned titan seems affected by an acute leprosy, its skin mottled with bloated purple patches. He wields a shield and a flint maul in battle, its huge bat-like wings outstretched.
AL C, MV120′ or 360′ (fly), AC−6, HD12+36, 1 Att, 10d4+10 dam. (gigantic maul), Save F24, Morale 10, Magic resistance 100%, Hoard class X, XIX, XI x10 and 50% 3 magic items XP8,500. +2 or better weapons to hit. Immune to poison (including gases) and paralysis, takes one–half damage from cold, acid and fire. Regenerates 3 hp/turn. Hits at +4. Wields a *+2 shield* and a *+2 maul of the titans* (one–handed). They can use the following at–will powers: *comprehend languages*, *detect invisibility*, *detect magic*, *enlarge/diminution*, *fear* (by touch), *invisibility 10′*, *polymorph self*, *project image*, *read magic*, *telepathy* and the following daily powers: *command* 3/day, *dispel magic* 2/day, *dimension door* 3/day, *mirror image* (4 images) 2/day, *reverse gravity* 2/d, *wind walk* 3/d, *word of recall* 1/d.
replace the *maul of the titans* with a *mattock of the titans +2* if met again (5d6+10 damage)

Tactics

1. *Wind walks* away

2. Casts *invisibility 10′*, *enlarge* (now hitting at +5 and inflicting 10d4+13 damage) and *mirror image* upon itself

3. *Power word: stun* on an obvious magic–user or cleric

4. *Wind walks* back

5. Casts *reverse gravity* to gain a surprise round (your characters hit the ceiling for 2d6 damage and grant surprise)

6. Casts *reverse gravity* again to gain another surprise round (your characters hit the ceiling for 2d6 damage and grant surprise)

7. Fight

8. When threatened, goes away in *gaseous form*, regenerates and comes back with full hp

9. When almost defeated, casts *word of recall* and disappears with the two most powerful magic items of its hoard

PARA–ELEMENTAL, SMOKE (12HD)
Billowing drifting clouds of black ash, these angry creatures come straight from the dimension of smoke.
AL C, MV60′ or 180′ (fly), AC3, HD12, Special attack, 2d8 or 4d8 dam. (blast of concentrated fog), Save F12, Morale 10, XP3,900. They can either appear as a drifting bank of smog or a concentrated cloud of soot, in which case they inflict 4d8 damage but can't fly well (no sharp turns). It takes them 1 full turn to switch from one shape to the other. Hit only by magic weapons. Everyone at less than 10′ of a smoke para–elemental must save vs. Poison or be blinded (–2 to hit rolls). Smoke para–elementals receive 1 less damage from every die of damage of air attacks.

ROT ZOMBIE
Animated unholy putrid corpses with fat green worms crawling in and out their skull orifices.
AL N, MV90′, AC9, HD4, 1 Att, d8 dam. (flailing of fists), Save F4, Morale 12, XP315. Immune to mind–affecting spells, regenerate 2 hp/round, regrow severed limbs (acid, fire or holy water stops the regeneration), surrounded by a 30′ radius zone of *fear* (save vs. Spells negates), attacks have 25% chance of inflicting leprosy (death in d6 months, loses 2 permanent CHA per month, healing spells no longer affect the target, except *cure disease*). One worm per round jumps

to a random target. When the worm hits, it burrows into the skin in 1 round (cold iron, holy or *blessed* item to kill it) and then etches for the brain in d4 rounds (*remove curse* or *cure disease* to kill it meanwhile, *neutralize poison* and *dispel evil* merely slowing its progress for d6 turns). Turns the victim immediately into a rot zombie when it reaches the brain. Rot zombies are turned as mummies.

SERAN'KATH, LESSER
Creatures with the head and tail of a crocodile and the muscled body of a human.
AL C, MV90', AC1, HD5+5, 1 Att, 2d8 dam. (bite), Save F5, Morale 10, Magic Resistance 10%, XP425.

SKELETON, ANIMAL
Animated skeletons of jackals (25%), giant rats (25%), stirges (25%) or giant scorpions (25%). Stirge skeletons can fly.
AL N, MV60' (40'), AC8, HD1–1, 1 Att, d4 dam., Save F1, Morale 12, XP17. Edged weapons inflict only ½ damage. Undead spell immunities, turned as skeletons (turning roll is at +1).

SKELETON WARRIOR
Lich–like warrior clad in full chain mail and helmet.
AL N, MV60', AC2, HD9+12, 1 Att, d10 dam. (two–handed sword), Save F15, Morale 12, Magic resistance 90%, XP4,800. Attack at +3 to hit. Creatures under 5HD/Level flee in terror on sight. Undead immunities. Rumors about circlets allowing to control them are false.

SKULKER
cowardly nigh–invisible human murderers. They prefer to attack weak or helpless targets.
AL C, MV120', AC7, HD2, 1 Att, d8 dam., Save T2, Morale 4, Hoard Class XXII, XP75. Nearly undetectable when standing still (90%). Backstab as 5th level thief (+4 to hit, x3 damage), flee at the slightest wound or setback. In order to find their treasure, which is always hidden, your characters have to find the secret door leading to it.

SNYAD
Small and wicked tan–skinned humanoids delighting in thievery.
AL C, MV210', AC–4, HD1–1, No attack, Save F1, Morale 6, Hoard Class I, XP14. Nearly undetectable (1 in 4 chance, 1 in 3 for an elf),

surprises 90% of the time. Each snyad gets a Pick Pockets roll to steal a valuable item. It has 75% chance of succeeding (–5% per character level above the 3rd).

THIEF
Level 2 thieves.
AL C, MV120′, AC7, HD2 (2d6), 1 Att, d6 (quarterstaff) or d4 (hand crossbow) dam., Save T2, Morale 9, XP50. Backstab +4 to hit, x2 damage. Hide in shadows 18%, Move silently 28%. Hand crossbow arrows are coated with insinuative poison (save or *sleep* for d20 rounds). Take all their victim's possessions, including weapons, when they are asleep and leave them.

TROLL, GIANT
Hideous giant/troll crossbreeds.
AL C, MV120′, AC4, HD8, 1 Att, 2d8 dam. (spiked club), Save F8, Morale 10, Hoard Class XX, XP1,200. Regenerate 2hp/round (not severed limbs). Catches missiles 25% of the time. At least 10 hp of fire damage must be inflicted to kill it. Acute sense of smell, 90′ infravision.

TROLL, SPIRIT
Invisible troll shadows spawned from the negative planes and the weaving of necromantic magic.
AL C, MV150′, AC2, HD5+5, 3 Atts, d6 dam. (bite), d3/d3 dam. (claws), Save F5, Morale 12, Magic resistance 30%, XP800. Immune to cold, magic weapon to hit, naturally invisible. Regenerate 3 hp/round (regrow severed limbs), its bite damage adds up to its hp (no maximum), its claw damage drain the same amount of STR points. When STR reaches 1 or 2, the target falls comatose, when STR reaches 0, the target is dead. Acute sense of smell, 120′ infravision.

VAPORWARE RAT
Giant gray rats living in smoke, fumes and clouds.
AL C, MV120′ (60′ swimming) (10′ burrowing), AC6, HD2, 1 Att, d2 dam., Save F2, Morale 7, Hoard Class 25% I x d4, 25% II x d4, 25% III x d4, 25% IV xd4, 25% V x d2, 25% gems, jewelry and magic from XX XP84. *Gaseous form* at will (hurt only by magical fire or lightning and *gust of wind*), *stinking cloud* (1 target only) when killed.

VISION OF HORROR

Phantasmal shadow–like figments of horror.

AL C, MV150′, AC0 (9 in the ether), HD8, No attack, Save F8, Morale 12, Magic Resistance 75%, XP1,300. Anyone within 30′ must roll 3d6+3 under INT or seem to age 10 years. Repeat every round until either the vision is killed or the roll is succeeded. When killed, everyone rolls a save vs. Spells, if failed the aging becomes real. *Bless* inflicts them 3d6 damage, *dispel illusion* d6–1 per caster level.

WIND TERROR

Naturally invisible, the hateful wind terrors assume the shape of a fog-like cloud with three faintly glowing red eyes when attacking.

AL C, MV30′ as rolling fog, 240′ otherwise, AC2, HD4, 1 Att 3d4 dam. (tentacle of solid fog), Save F4, Morale 9, Hoard Class XI x2, 60% chance for a miscellaneous magic item and a potion, XP300. Hit only by +2 or better weapons, immune to air–based spells. Air–based spells within 50′ of the creature are dispelled. Surprise on 1–4/6, always attack first.

ARTIFACTS

Among the ruins and the deep levels of the Undercity lie the secrets of the necromancers. We assume here that the most powerful magic items you find and the weirdest magic effects happening to your characters during your adventures all come from the civilization that eventually spawned the necromancers. Frescoes, ancient paintings and papyrus scrolls all come from them. You won't find details about them in this booklet, because you'll define them yourself as your game goes, weaving the details together into something meaningful for your adventure party. If your adventures end with iron golems and ghosts, they're bound to be different from adventures ending in a feast of demons.

THERE'S A TWIST

There's a twist when you find a map. When you do, check the table below.

MAPS	
Roll d20	Treasure location
01–02	Nearby. The treasure is hidden in 2d4 unexplored rooms or chambers. It isn't guarded
03–07	Nearby and guarded. The treasure is hidden in 2d4 unexplored rooms or chambers. Roll for monster**
08–11	At medium distance. The treasure is hidden in d10+10 unexplored rooms or chambers
12–15	At medium distance and guarded. The treasure is hidden in d10+10 unexplored rooms or chambers. Roll for monster**
16–17	Far. You'll find the treasure in the next adventure, 3d6 rooms or chambers after the starting area
18–19	Far and guarded. You'll find the treasure in the next adventure, 3d6 rooms or chambers after the starting area. Roll for monster**
20	Very far and heavily guarded. You'll find the treasure d4+1 adventures later, 3d6 rooms or chambers after the starting area. Roll for monster twice and double treasure value**

* Stack with existing monsters if any

Once you find the treasure and it contains one or more magic items, roll d6. On a 1, the magic item is one of the four artifacts described below (roll d4 to determine which one, discarding any result you've previously had and rolling again when it happens).

1. ZIBALIAS' SEAL OF BLOOD

This seal has been carved in a weird slightly translucent red stone of unknown origin. When worn as a pendant by a spell-caster, it changes their magic forever. Instead of memorizing spells, they now channel their life energy in order to cast their spells and lose d4 hp per spell level cast. They don't need to memorize anymore in order to regain their spells and are limited by the maximum spell level available for their level, but **no longer by the number of spells they can cast.** Even if they wish to, they are now unable to cast spells normally as long as they wear the seal of the Zibalias and they can't remove the seal by any means or spell.

When the wearer has lost more than 40 hp this way the seal is charged with blood magic, it allows its user to cast a *mass suggestion* spell as if they were a 27th level magic-user. The spell is available again when the wearer has lost 40 further hp, and so on.

If a character with no spell-casting ability puts on the seal, they lose d6 energy levels.

The only way to remove the seal is to destroy it, which can be achieved by plunging into the **Well of Souls** (if you look for it, you find the well 2d4 adventures further in the last room or chamber). *You must choose whether you look for it or follow a treasure map*

2. RUMKHAN'S SEAL OF MIST

This seal has been intricately carved in an unknown icy metal studded with dull black gems. When worn as a pendant, its wearer instantly and permanently turns gaseous as if they had drunk a *gaseous form* potion. They can revert to a solid form and act normally for 1 round when they succeed at a save vs. Spells at –2. In addition, they can cast *obscuring mist*, *wall of vapor* and *fog cloud* once a day each as if they were cast by a 27th level spell-caster.

The only way to remove the seal is to give it to a willing djinni lord (which takes an unmodified Reaction roll of 5 or less and the *wish* of a djinni to conjure it, the djinni himself will reject the request to call forth his lord if a Reaction roll of 5 or less is failed).

3. ZHAN'S SEAL OF DISCORD

This seal has been carved in a sharp amber–colored metal like to platinum. When worn as a pendant, the henchmen, followers and hirelings of its wearer all leave their service on the spot, even if they are hundreds of miles away. The wearer now inspires hatred, conflict and discord wherever they are. At the beginning of every combat, the other characters must save vs. Spells or begin to argue endlessly, forgetting about the combat even if their life is threatened. In addition, they must succeed at another save or attack their comrades until the end of the combat with the enemies. They don't side with the enemies though, and they attack them as well. On the other hand, this power also affects the wearer's enemies, which are *confused* for the duration of the combat if they fail to save vs. Spell at its beginning.

The wearer also gains the same backstabbing ability as a thief (+4 to hit, x2 damage) or gains an extra multiple if they're already able to backstab (x4 becomes x5, x5 becomes x6, etc). In addition, they can cast a *symbol of discord* 1/day.

The only way to remove the seal is to destroy it, which can be achieved by taking it to the plane of Nirvana.

4. RAMSHINS' SEAL OF DEATH *find a way to get there, i'm not your mother*

The seal of the Ramshins has been carved in a dull black stone studded with diamonds. When worn as a pendant, its wearer becomes attuned to the negative energy like an undead creature. They stop aging and no longer suffer from energy drain, death magic and other sources of negative energy. On the other hand, healing spells inflict damage on them instead of curing them and they can't regain lost hp except through regeneration, vampiric weapons and natural healing. They gain permanent infravision 120', regenerate 1 hp/round (they don't regrow severed limbs) and

immunity to fear, electricity and cold. They can cast *animate ghoul* (the same as animate dead but it animates ghouls instead) and *speak with dead* once per day as a 27th level cleric. When killed, their soul is taken by the gods of death and they can never be brought to life again.

The only way to remove the seal is to destroy it, which can be achieved by crushing it with both a maul and a mattock of the titans.

BACK IN TOWN

SELLING LOOT

Traders and shopkeepers will evaluate the goods you are trying to sell and take their share before converting them into gold pieces. When you sell wares you've found in the Undercity in town, check the following table:

SELLING ITEMS		
Type	Check	Share
Shard coins	Reaction roll 5 or less to avoid paying the trader's share	20%
Conch coins	Reaction roll 7 or less to avoid paying the trader's share	20%
Ancient coins	Roll under CHA with 5d6 to find a collector and sell the coins for their full value	50%
Gems	Reaction roll 4 or less to avoid paying the trader's share	30%
Jewels	Reaction roll 4 or less to avoid paying the trader's share	30%
Magic items	Members of the Hermetist Society can sell items for 75% of their value. Gypsies, when they are in town, buy potions and scrolls for their full value	50%

DEPOSIT

If you wish, you may deposit your money in the vaults of the temple of the Red Goddess where it won't be stolen. You need to pay a 10% deposit fee though, but can access it any time with a special ivory token and a password.

LEVELLING UP

When you're back in town, you can level up if you have enough xp to do so. Leveling up takes 1 week of training per level, during which you don't roll for encounters. We simply assume that you spend all your time training in a guild or with a weapon master, and that you don't stroll the streets at all.

Leveling up costs 1,000gp/level. If your character is a member of a guild, temple, mercenary company, trade ring and the like, you must give them 10% of the riches you've brought back in addition.

EVENTS

Every time you're back from an adventure, choose individually for each character if you want to check for events. When you do so, an event happens to them. Check the table below, rolling separately for each and every of your characters.

EVENTS	
Roll d20	Result
1	The character was robbed when drunk. They lose all the gold, gems & jewels they were carrying and have a 5% chance of losing magic rings, brooches and necklaces as well (roll for each)
2	The character got infected with a sexually transmitted disease. They lose 1 CHA and DEX every week and die 2d6 weeks later
3	The character has a debt equivalent to their level x 1,000gp to a local lord
4	The character is stripped of everything and jailed by a higher power. Start the next adventure naked and alone, you recover your possessions 3d6+6 rooms or chambers later
5	The character has received a *geas* or *quest*. The next adventure must start immediately
6	The temple of the Red Goddess asks for a relic that the character has found. They pay 500gp/level to acquire the last magic item the character has found. If rejected, they send master assassins upon the character and curse them
7	Drought. Water has become as expensive as 1gp/day. This event affects all your characters
8	Plague. Save or the character is plagued with a terminal skin disease. This event affects all your characters. Sick characters lose 1 permanent CHA point per week and die d12 weeks later
9	War. Your fighters, rangers and paladin characters must serve during the war and can't join your next adventure. Affects all your characters

10	The Stars Are Right. During your next adventure, you can reroll three dice that you wish, including dice you roll on the random tables to determine monsters encountered, room size and the like
11	Local hero. The citizens all congratulate the character and write a song about them. During this time, they can sell all their items without giving a share to the traders
12	Traveling Peddler. He sells d6 magic potions and d6 scrolls (including maps) that you can buy
13	If you wish, this character gets married. Roll 3d6 straight for their partner's statistics and make them a 1st level adventurer when their statistics are good enough (you choose)
14	Your character was drugged and beaten. When they wake up, they have a tattoo. Roll d10 for the monster level (reroll '0'), roll for a random monster on pages 41–60: that's your tattoo
15	Your character may join a performing Troupe if they wish
16	Your character meets an adventurer. Create them as if it were a player character and make it the same level as the character –2 (level 1 minimum). If you wish, they can hire them as an henchman for a full share of treasure
17	Your character has found a legal document giving them ownership of a small strip of land (less than 1 square mile) close to the city (75%) or located within the city (25%). There is a 10% chance that a small stronghold or manor is attached to the land (d4 floors, d6 rooms per floor. The stronghold is so derelict that it takes half its value to repair it). They must pay 100gp every month or lose it to the government
18	Your character has been given a small townhouse (2 floors, 3 rooms per floor) with a blind servant and two slaves
19	Earthquake! All your characters' buildings have a 25% chance of being destroyed. This event affects all your characters
20	Your character has been given an official position corresponding to their level and title. Roll d8: in a private castle (1), at the court (2), in a church (3) (75% Temple of the Red Goddess), in a secret order (4), at the city's council (5), in a guild (6), in a trade ring (7) or in a mercenary company (8)

APPENDIX A: CAMPAIGN GAME

Try to figure a campaign arc with your adventures. The events and encounters may give your characters overarching motives or they may have found a treasure map leading to a fabled artifact. Maybe their adventures are like short stories, all of them, with no real connection between them except for the greed and the wanderlust. Maybe you are fighting against a greater evil that you'll find and try to defeat a dozen adventures later. Just make the story as you wish.

Name your adventures. Put the encounters and weird places together, and find a theme to base yourself on for the adventure's name. Giant rats, stirge skeletons, a wight and a *+1 dagger*? What about **Tomb of the Rat Lord** or **The Plagued Sewers?**

PERSONAL OBJECTIVES

As your characters advance in level, they may try to fulfill personal objectives as well. Most of these objectives are already covered in the rules when your characters reach "name" level, attracting followers and establishing strongholds. Some of them aren't in the rules though.

Becoming a high priest of the Goddess

The Goddess has three high priests in Cryptopolis. The high priests aren't necessarily clerics or druids, they can be of any class. Your character needs to give 10% of everything they gain for at least 9 adventures. In addition, they must have given a relic to the temple (that means having rolled the '6' event) and the stars must have been right at least once in their life (that means having rolled the '10' event). When they reach level 8, they can become one of the three high priests of the Goddess.

Becoming a member of the City's Council

Your character needs to own land within the city (see the '17' event above or pay 25,000gp) and to have been given an official position at the city's council before (thus having rolled the '20' event and having been given position at the council).

Becoming the city's ruler

Your character needs to be a member of the City's Council. In addition, they need to be married and to have built a 100,000gp stronghold in the city.

Founding or taking control of a merchant's house

After having given 10% of their riches to the trade ring for more than 4 adventures, deposited over 25,000gp at the Temple and been given an official position in a trade ring (this means having rolled the '20' event and having been given position in a trade ring), your character can found a merchant's house.

Establishing a new cult

Your character must give 10% of their riches to the cult for 7 adventures at least. In addition, they must have received a *geas* or *quest* (thus having rolled the '5' event) at least twice and to reach level 9.

Becoming a city hero

Your character needs to have been praised as a local hero (this means having rolled the '11' event) at least three times. In addition, they must have participated in at least one of the wars of the city (the '9' event).

Owning land

When your character reaches "name" level, they might be allowed land close to the city. They need a legal document (this means having rolled the '17' event) and to pay 10,000gp. When they do, the small strip of land they've been awarded becomes a 24 mile by 24 mile square dominion with a nobility title attached. When you roll again for events, obtain a new strip of land and pay the tithe, the dominion expands for another 24 mile by 24 mile and you reach the next nobility title (choose the titles you like the most).

Wedding a distant king or queen

Your character needs to send them at least 30,000gp in jewels they've found during adventures or bought in town. They need to own land (see above) and to roll 4d6 under CHA. If they succeed, they marry a distant king or queen. If they fail, they still lose the money.

Becoming a lich

When your character adventures alone and has defeated at least 3 lich–thieves, they may elect to become a lich (if they're a cleric or magic–user) or a lich–thief. When they choose to do this, they must roll a flat **unadjusted** save vs. Spells. They become a lich when they succeed and they die when they fail.

APPENDIX B: CHARACTER BACKGROUND & QUIRKS

You can skip this section if you intend to play characters you already have. If you roll for fresh characters though, you may want to tailor them to Cryptopolis. When you choose to do it, roll for special quirks and for a former occupation on the tables below. In addition, all inhabitants of Cryptopolis have a base Pick Pockets and Read Languages chance of 10%, adjusted by high Dexterity score, if applicable. When playing a thief or an assassin, this base chance is considered a bonus.

No quirk has any effect in game

	SPECIAL QUIRKS		
Roll d00	Quirk	Roll d00	Quirk
01–03	Small and plump	56–58	Narrow slanted eyes
04–06	Large patches of white skin	59–61	Scarred
07–09	Long dangling arms	62–64	Scorched skin
10–12	Slightly fanged teeth	65–67	Hairy
13–15	Wide frog–like mouth	68–70	Small hunch
16–18	Reddish eyes	71–83	Tan skin
19–21	Whites of eyes are purple	84	Black contour of eyes
22–24	White greasy hair	85	Extra fingers (d4)
24–27	Elephant–like skin	86	Long protruding fangs
28–30	Long thick hands	87	Extra shadow
31–33	Prominent forehead	88	Slithering voice
34–36	Almost no neck	89	Visible stitches
37–39	Thin pointed chin	90	Huge head, thin torso
40–43	Thick mustache *Yes, even women*	91	Baby face
44–46	The nostrils are almost slits	92	Almost all teeth missing
47–49	Multiple chins	93	Weird omnipresent smell *Choose*
50–52	Slightly forked tongue	94	Third eye outlined
53–55	Small patches of brown or gray lizard–like scales	95–00	Roll twice, ignoring scores of 95–00

	FORMER OCCUPATION		
Roll d00	Occupation	Roll d00	Occupation
01–03	Guide	56–58	Actor
04–06	Khiva street seller	59–61	Tinker
07–09	Bowyer/Fletcher	62–64	Cryer
10–12	Butcher	65–67	Dancer
13–15	Mason/Carpenter	68–70	Prostitute
16–18	Beggar	71–73	Barber
19–21	Lapidary/Jeweler	74–76	Graverobber
22–24	Cartographer	77–79	Fortune teller
24–27	Cobbler	80–82	Leatherworker
28–30	Roper	83–85	Mule wrangler
31–33	Tailor	86–88	Musician
34–36	Smith	89–91	Shoemaker
37–39	Chef	92–93	Servant
40–43	Vintner	94–95	Watchman, militia
44–46	Undertaker	96–97	Torch bearer
47–49	Tanner/Dyer	98	Clerk, petty official
50–52	Teamster	99	Clerk, scribe
53–55	Trapper	00	Clerk, acolyte of the Goddess

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