

BACK TO THE DUNGEON!

Volume I Issue II
A Zine for LL/AEC
by
Eldrad





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Ah welcome hardy and foolish adventurers! Read no farther than the articles for ye shall ruin the secrets of Raven's Keep and the dreaded dungeon The Black Stairs! For you game masters this Zine offers a glimpse into another level of the horrible and evil dungeon The Black Stairs! There are many monsters to defeat and much gold to plunder as well as the dark secrets and the story of The Black Stairs has much to offer. This issue will have very little to no art and more content. Many an adventurer will breathe his last breath and have his blood and guts spilled in this foul dungeon as it has taken many others before. Can you survive The Black Stairs? Heh heh heh! I think not! For none of you are that crafty!

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The Claim by Raven's Keep Adventuring Society

Upon returning to the dungeon after going back to town to rest up and gather more provisions a very official looking notice with a very official looking seal is placed by the main entrance of the Dungeon. The following page should be printed out and aged for effect.



ATTENTION! To all prospective adventurers!

This dungeon "The Black Stairs" has been claimed by the Raven's Wood Adventuring Society which herein has been recognized by the LORD BARON of Raven's Keep of this date of 513 upon the 20th day and 4th month. In order to enter this dungeon you must be a Chartered Member. IF you are not then DO NOT ENTER as THIS DUNGEON has been claimed by the RKAS!

Signed; Shushima the Adventuring Society Chapter House Leader and President, Lord Abbot, and Fighting Monk of RKAS.

Footnotes:

This notice must be posted at the entrance of any RKAS Santioned Dungeons.

Additional footnotes:

Not a member? No problem! Just go to the RKAS Chaperhouse and pay your first installment of 100 gold pieces a month! Payment plans available! See Shushima the Monk...

Names of those official adventurers signed to list of the back.

We claim no liability to the RKAS

Group Name: Warlords of the West

Argile of the Sling

Kelsea of the forest

Vovoid the Master of Phantasms-

Gondy the Swordsman of the North

Kelena the Whore-

Small Fingers the Stout and Beer Drinker-

Gazelle the Powerful

Voron the Spell Weaver of Doom-

Parlos the Brawler

Andar the Wolf Wounded

Saul Morrias the Stealthy

Boulder Stonehammer of the Northern Dwarf Clans-

Melara the Divine-

Gulian the Axe-

Worrow of the Woods-

Noshi the Pugilist-

A party of 16 people! This could be very dangerous!

Notes on Elves and Halflings for AEC

It was stated in LAST issue that Elves as a single class only can be Rangers to 10th level and unlimited as Druids. Too elaborate these are the very rare Forest Elves and not the same kind of standard more civilized elves found in LL/AEC. It was also stated that Halflings can be multi-classed or single classed Clerics up to 5th level and single classed as Druids up to 10th level. These are known as High Halflings and are considered very rare except in these western lands.

Dead is Dead!

AT "0" Hit Points you are dead! No negative HPs or other Troll like abilities. Now some Game Masters may allow a Save vs Death Ray every round with a failed roll letting the player (never an NPC) die without any healing.

DIE NPC! DIE!

When the goblins attack and there were 6 people in the party I would fairly roll a D6 and see who was hit. An NPC would give the players "less" a chance to be hit. At first level I will only have the NPCs get hit by stray arrow fire and such THUS giving the players who are the heroes of the game a slight chance of survival.

The University of Raven's Keep

University: There are various mage orders at odds with each other. They will take it to the streets after dark. There are other non university mage orders but the University Mages believe themselves the authority over all mages. They are trying to get the authority to have a Mage License. Professor Martinus is one famous professor who collects all kinds of monsters and artifacts.

Replenishing DEAD characters.

Remember that any room with a P in it's description may have additional NPCs or is another area for new PCs. Or it is Prisoners of low morale that can be used as cannon fodder.

Ranger Reports

Men of Bordermarch have been seen by Rangers within our borders. They are from the Western Kingdom beyond the Western Desert. The Men of the West are known for their purple clothing dyed from a hardy desert berry. Bordermarch is a fortress that guards the main East West Road that comes out of the Great Eastern Empire into their lands. They are a race of men with dark hair and tan skin and their eyes the color of metallic purple or violet. They worship a harsh god called the Provider (LN) Malsalla. These men frequently come to our lands to raid our dungeons.

Additional Hooks, Quest, Descriptions, and Stories

Early Weekend Morning, Entering Town, East Gate, Black Haired Thief 1 Gras-zi Girl about to be hung on the wall. A few other bodies (1d10) hang on the wall in various states of decomposition. Players could be just arriving to the town.

There are 1d6 victims at the stake tied up and waiting to be burnt.

There are ten stocks filled with 1d10 people.

Ravens, Crows, and Buzzards are feasting on the dead.

There are four swill pots with 1d4 victims. A swill pot is filled with water and only your head sticks out. You are left there to die in your own filth.

The guards at the gate don't really check anybody except for attractive females.

The city smells of incense, cow and horse manure, dog and cat waste, human feces and sweat, and the smells of mud and mold BUT not as bad as most cities!

Clear running water flows in small and large canals all over the town.

Running water from the Wellspring gives unique features

such as water clocks, water powered doors, fountains, bathes, water wheels, and aqueducts running everywhere.

The place is lit up by oil lamps and continual light spells. The Illuminations are a group of mages that light the lamps.

Thom Cankers is the Corporal. F2

Ratskin the Beggar T2 offers to be a guide to the town for a small meager price. He will lead the weak to get mugged.

In the tavern a troublemaker Hans and his friends start fights with weak "0" level humans. He loves to "beat the weak" and humiliate them afterwards by making them degrade themselves and he really loves to abuse girlfriends of the weaker men right in front of them.

A huge street fight erupts between two rival guilds or gangs.

A runaway cart! It might kill somebody!
Foreign Traders selling Slave Wear!

Shop selling Smoked Meats

A cart selling Bread Soup Bowls full of warm soup.

Various Postings Around Raven's Keep

Any poster with a U next to it is not available at this time.

Poster for Arena. Want to make som gold? GO fight in the arena!

Old Sage hiring adventurers for The Black Stairs

Adventurers for Hire Bloodrock Castle The Baron U

Quest for the Dwarven Citadel contact Lord Stonus U

Explore the South Western Swamps U

Escaped Slave in revolt! He must be captured or killed!
Calcutus!

A murder stalks the streets! Beware Elf girls!

Wanted: Retrieval of Zombie Slayer Sword of great worth to my family. 600 gp reward. See Stratton

RESCUE! Three Merchants lost and believed captured near the ruins "The Black Stairs"! Reward 1000 gp each. See the Merchant's Guild

WANTED: Drow artifacts of any kind. Drow dead or alive. Reward for female Drow alive. Extra GOLD. Martinus RKU

Raven's Keep Adventuring Society: Government Sanctioned Adventuring! See Shushima the monk

WANTED: Monster corpses: Will pay gold for each corpse. Stuffers Taxidermy End of Row

WANTED: Deep Elf Female wanted alive and restrained for study. Martinus RKU

RKAS This is the Wolf Wounded! I have an official claim on the Black Stairs. That ought to keep and claim jumpers away.

Maps of the Black Stairs needed! Will pay GOLD! Needed for RKAS. See Shushima "Na seto no homi seah no go mato"

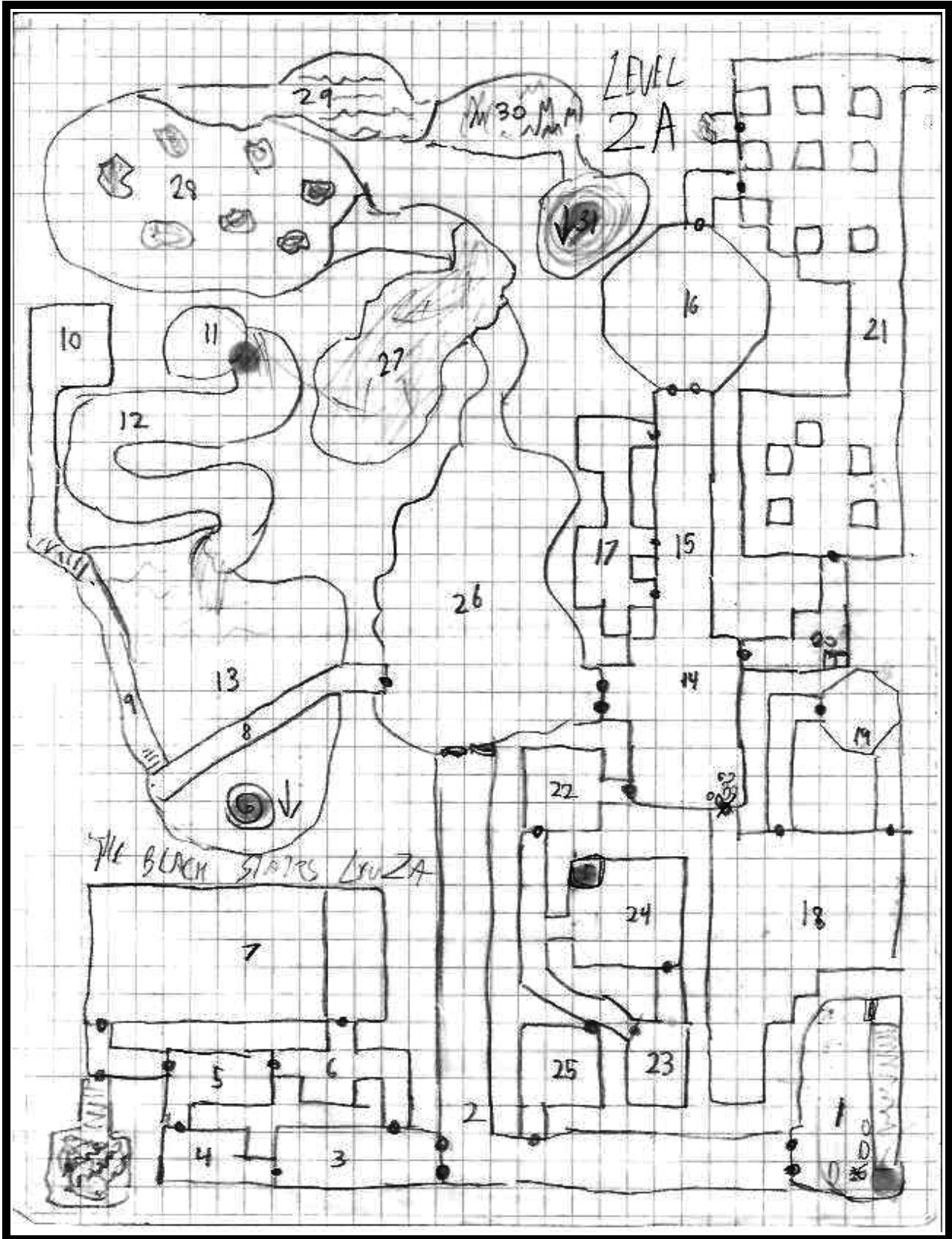
CAUTION: Zeuzalonyian Slave Tartus has escaped with 20 men! Reward from the Baron.

This is Storm, Van Von I think I love you!

WANTED: Adarian Elves! Any caught in the city to be turned into the Guard! They are traitors to the Baron!

Needed: Orc Tooth, Goblin Spleen, Kobold Brain, Stirge Body, Tentacle Worm Brain Juice, Troglodyte Stink Glands, Centepiede Poison, and Morlock Eyes. Kulu the Alchemist.

Level 2A of The Black Stairs



1. The Black Stairs: Crumbled above and full of webs way up high on ground a fully set up campsite. It has a couple of backpacks fully filled for adventure. A flint and steel sits by a campfire. At least five cots lay out as if never slept in. The Giant Black Widow above does not come out or show herself until people are on the ground at the campsite. She is patient and loves to get sleeping victims. Two ornate double doors loom to the west. *The Black Stairs: The stairs are carved from some black unknown rock. Strange images show up in the reflections of the shiny parts of the stone. Crumbled remains of a stairwell above and full of webs way up 30ft above. The wet dripping webs are so thick that they come down 10ft above the heads of the players. The walk down the stairs is uneventful. On ground a fully set up campsite complete with a ready to burn campfire and five bedrolls. There is a Giant Black Widow above that will attempt to drop down and surprise one of the players. Any character that is alone will be attacked and rolled up in the webs until dinner time. Heh! Heh!* **Spider, Giant Black Widow #Enc. 1d3 (1d3), AL N, MV 60` (20`) Web 120` (40`), AC 6, HD 3, #AT 1 (bite), THACO 17, DG 2d6 + poison, SV F2, ML 8, THC VI, XP 80, BOOK LL, PAGE** Between a couple of webbed bodies that you can reach you find: 97CP: 94 Gems (2): Hematite-10 gp, Amethyst-500gp. Total Value: 510 gp.

Living Skeleton's Section

2. Dark Hallway: A very old but dark and shiny hallway. Music and Laughter Echoing, sounds like a party! These double doors are unlocked. *Dark Hallway: There is music and laughter coming down the hall from the door to the west. To the north is a door with a sign that says "NEUTRAL AREA NO FIGHTING"*
3. The Museum of Shadows: A skeleton fully clothed like an aristocrat screams and tries to run away to room 4 or 6! The museum is filled with a tale of a people living underground and somehow becoming undead. It is left up to the Referee on "how" they became undead. The skeletons are not telling. *The Museum of Shadows: Here*

is a museum with various works of art. There are two Living Skeletons who are fancy dressed in fancy clothing and armed with pole arms. They both scream and run away and will only fight if cornered. They beg for the players to go away. **Skeleton, Live (Special Undead)** #Enc. 3d4 (3d10), AL N, MV 60` (20`), AC 7, HD 1, #AT 1, THAC0 19, DG 1d6 or weapon, SV F1, ML 12, THC None, XP 13, BOOK LL, PAGE 95 These skeletons can talk and think. They just want to be left alone. They will fight if they have to. They can be turned or destroyed.

4. Statue Room: Here is a room of old ornate statues and fresh new skeletal statues all carved with aristocratic clothing. Here are two more clothed skeletons that scream and run. If attacked they scream "please don't hurt us!" Yes they are intelligent skeletons.
5. Art Room: Here is a room with five skeletons who scream and run!
6. Music Room: A group of ten living skeletons are playing music here. They all scream and try and run away!
7. Stage: Here is an entire crowd of living skeletons. At least 40 or more. They are listening to a skeletal opera. These skeletons are Special Living Skeletons: Lord Domel and his Living Dead People. They are some of the original inhabitants of this dungeon that sealed themselves off and did not die. A few of the skeletons come forward with sword and shield plus a few militia with plate and pole arm! They do not attack but are cautious! An extremely well dressed skeleton steps forward and says "Here here! Why do you invade our home? Can't you see we are having a concert? We are not hurting anybody or even attacking you! What is the meaning of this!" This is Lord Domel and his Living Dead People. They are neutral, only want to party and collect art, and not be shattered and finally killed. He will offer to pay the party for any rare treasures or books as well as fine clothing and perfumes.

The Bridge Black and Whirlpool Black

8. Bridge Black: This creepy stone bridge has a view of the big loch in room 13. A dark and slippery bridge crosses over a roaring whirlpool.
9. Edge Black: A steep and slippery cliff side walkway leads to an evil looking door. Carved with skulls and images of suffering.
10. The Black Room Shadow: Written in old common above the door it says *"Here dey rest dat them be murderers of all dat is be good and here be all dat remains a sad tale. Cursed by the gods! Open dis door and death comes!"* Here is an evil looking tomb of some forgotten madman. The door is a black steel door with a simple magical seal that works as a ward. A shadow is released as the ward is broken. **Shadow #Enc.** 1d8 (1d12), **AL** C, **MV** 90` (30`), **AC** 7, **HD** 2+2, **#AT** 1, **THACO** 17, **DG** 1d4 + special, **SV** F2, **ML** 12, **THC** XVII, **XP** 83, **BOOK** LL, **PAGE** 94 EP: 5000 PP: 100 GP: 7000
Gems (15): Moss Agate-50 gp, Onyx-75 gp, Zircon-100 gp, Eye Agate-50 gp, Hematite-50 gp, Azurite-50 gp, Citrine-250 gp, Azurite-10 gp, Onyx-75 gp, Sardonyx-250 gp, Onyx-100 gp, Chrysoberyl-500 gp, Star Rose Quartz-75 gp, Azurite-25 gp, Jet-500gp. Total Value: 2160 gp.
Magic: Scroll: Spells (2) - [M] Ray of Enfeeblement, and Dancing Lights, Potion of Polymorph, Staff of the Serpent [C] (LL), , Potion of Heroism, Scroll: Treasure Map (Value 1d4x1000 gp)
11. Waterfall: Up from first floor room #9
12. Rapids: Roll Dex or less to not take 1d4 from pummeling for 3 rounds. If you have a rope then no problem if you make Str checks to hold on.
13. Big Loch: The room is lit by an eerie light coming from 11 and 12 above. There is a Whirlpool to 3rd level or death if you don't have the level.

Old Town and Gnoll Lair

14. Old Town: For all practical purposes this looks like a city street. Signs line the walls as well as faded postings. Most are missing person's postings from long ago. Here is the area claimed by a vicious tribe of atrocious Gnolls! They have various barricades put up for cover. They will not move into 15 and will not

surrender. **GNOLL** #ENC 1d6 (3d6); AC 5; MV 90` (30`); HD 2; THACO 18; #AT 1 (weapon); D 2d4 or weapon; SV F2; ML 8; AL C; HOARD XIX; XP 47.[LL 77] Gems (3): Amber-750 gp, Smoky Quartz-100 gp, Sardonyx-250gp. Total Value: 1100 gp.

Jewelry: (6): Medal-1200 gp, Ring-200 gp, Statuette-60 gp, Locket-1000 gp, Medal-1200 gp, Pin-700gp. Total Value: 4360 gp.

Magic: Potion of Fire Resistance, Potion of Levitation, Potion of Healing, Potion of Clairvoyance

15. Main Street: Here a few Gnolls have set up areas of barricades as well. They will not move into 14 and do not surrender.

16. Town Hall: A huge room that long ago served as a bedroom, court room, and party room. Here the Grand Gnoll lurks here and his Gnoll Bitches. **GRAND GNOLL** #ENC 1d6 (3d6); AC 5; MV 90` (30`); HD 4; THACO 16; #AT 1 (weapon); D 1d12 Booga Blade; SV F2; ML 8; AL C; HOARD XIX; XP.[LL 77]

17. Court House: The old court house is filled with Gnoll pups.

Grave Cave and Ghoul Pit

18. Grave Cave Zombies: This old ballroom is filled with many zombies. **Zombie (Undead)** #Enc. 2d4 (4d6), **AL C**, **MV** 120` (40`), **AC** 8, **HD** 2, **#AT** 1, **THACO** 18, **DG** 1d8 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 29, **BOOK** LL, **PAGE** 103

19. Ghoul Pit: (up to 1st level room 16) Ghouls lurk here calling out to people above to throw down victims! The Ghouls are trapped here behind locked cage doors waiting for someone to let them out. **Ghoul (Undead)** #Enc. 1d6 (2d8), **AL C**, **MV** 90` (30`), **AC** 6, **HD** 2 (turn as 3 HD), **#AT** 3, **THACO** 18, **DG** 1d3/1d3/1d3 + paralysis, **SV** F2, **ML** 9, **THC** XXI, **XP** 47, **BOOK** LL, **PAGE** 76 CP: 3000 EP: 2000

Gems (6): Banded Agate-50 gp, Citrine-250 gp, Tiger Eye Agate-50 gp, Opal-1000 gp, Eye Agate-50 gp, Lapis Lazuli-50gp. Total Value: 1450 gp.

Jewelry: (3): Earring-30 gp, Clasp-800 gp, Goblet-30gp. Total Value: 860 gp.

Cursed Lava Town

20. Side Street: This side street is lit by strange lamps. The walls are covered by murals with the faces scratched out. Scratched on the wall is "This was once a beautiful place but the devil came because we dug into hell!!!" If the players are quite they won't alert the Gnolls or the Neanderthals. Here is a Teleporter to #8 level 1A.
21. Lava Town: Here is an entire neighborhood full of small two and three story houses that were covered in lava many ages ago. Neanderthals from 2B are here to formulate an attack against the gnolls. The gnolls believe the town to be haunted and do not go there very often. **Neanderthal #Enc.** 1d10 (4d10), **AL** L, **MV** 120` (40`), **AC** 8, **HD** 2, **#AT** 1, **THACO** 18, **DG** 2d4 or weapon, **SV** F2, **ML** 7, **THC** XX, **XP** 20, **BOOK** LL, **PAGE** 89 Jewelry: (6): Chain-20 gp, Ring-900 gp, Ring-500 gp, Idol-700 gp, Crown-400 gp, Necklace-60gp. Total Value: 2580 gp.

Bugbear's Rooms

22. Mad Man's Way: A very strange foyer is here. It is covered in odd paintings and weird things on the walls. No one has ever seen who puts the things on the walls, just that things appear to be on the wall. Things like rotten pieces of clothing, rusted weapons or tools, toys, doll, and whatever else you can think of. Nothing usable or worth anything. A few Bugbears lurk here in an uneasy peace with the Gnolls. **BUGBEAR #ENC** 2d4 (5d4); **AC** 5; **MV** 90` (30`); **HD** 3+1; **THACO** 16; **#AT** 1 (weapon); **D** 2d4 or weapon; **SV** F3; **ML** 9; **AL** C; **HOARD** XXI; **XP** 100. [LL 66] **TREASURE:** **SP:** 1000 **GP:** 3000 Jewelry: (2): Idol-500 gp, Idol-1000gp. Total Value: 1500 gp.
23. Lord of the Prance: This room has a statue of a dancer man. Pieces of bodies lay about the room. If touched one must make a Save vs XXX or dance for 1d6 rounds super fast! They must roll a DEX save each round or take 1d4 damage from tearing themselves apart.
24. Concubinery: A fine room full of rotted beds and fancy but rotted lingerie. A Fireplace up to 1st and down to 3rd burns here. A few Bugbears lurk here with a very ugly female goblin whore. See stats above

25. Empty Room: This room sits empty. Weird sobbing comes from nowhere.

Bizarre Bazaar

26. Center Cave: Huge Sign says "*Neutral Area no Fighting only Trading*" in common, goblin, orc, dwarf, elf, and gnollish. Here is a huge underworld tent bazaar with many races from all over the dungeon. Literally anyone or anything could be here. There is an uneasy peace here. Four huge stone guardians can be found slowly walking around this place looking for trouble. If any violence breaks out the stone guardians will attack. They will not leave the cave area. Rough and crude tents selling all sorts of items are sold here. Mostly food and such. It is explained that this has been a bazaar long ago and the denizens of the dungeon decided to take advantage of the built in security system. **Statue, Animate Stone #Enc. 1d3 (1d3), AL C, MV 60` (20`), AC 4, HD 5, #AT 2 (fists), THAC0 15, DG 2d6/2d6, SV F5, ML 11, THC None, XP 500, BOOK LL, PAGE 98**

Elemental Caves and HOLE!

27. Void Cave Entrance: Above the door it says "*All are lies! All are illusions, you cannot fall, you cannot drown, you cannot be cooked, you cannot be swallowed! All are lies! All are illusions!*" Floating Rocks and if you fall you fall to nowhere. Roll a Dex save or fall! Gargoyles flap down from above! **GARGOYLE #ENC 1d6 (2d4); AC 5; MV 90` (30`) Fly 150` (50`); HD 4; THAC0 16; #AT 4 (2 claws, bite, horn); D 1d3/1d3/1d6/1d4; SV F8; ML 11; AL C; HOARD XX; XP 500. [LL 75]CP: 6000**
Jewelry: (6): Tiara-70 gp, Necklace-40 gp, Sceptre-300 gp, Belt-1400 gp, Chalice-600 gp, Necklace-900gp. Total Value: 3310 gp.
28. Water Room: Full of water! Players must swim to 29 or go back! SP: 1100 GP: 30 Jewelry: (4): Chalice-200 gp, Belt-40 gp, Pin-20 gp, Pin-1100gp. Total Value: 1360 gp.
29. Fire Room: This room has a stone floor with fire that fills the air like a furnace. At the entrance to

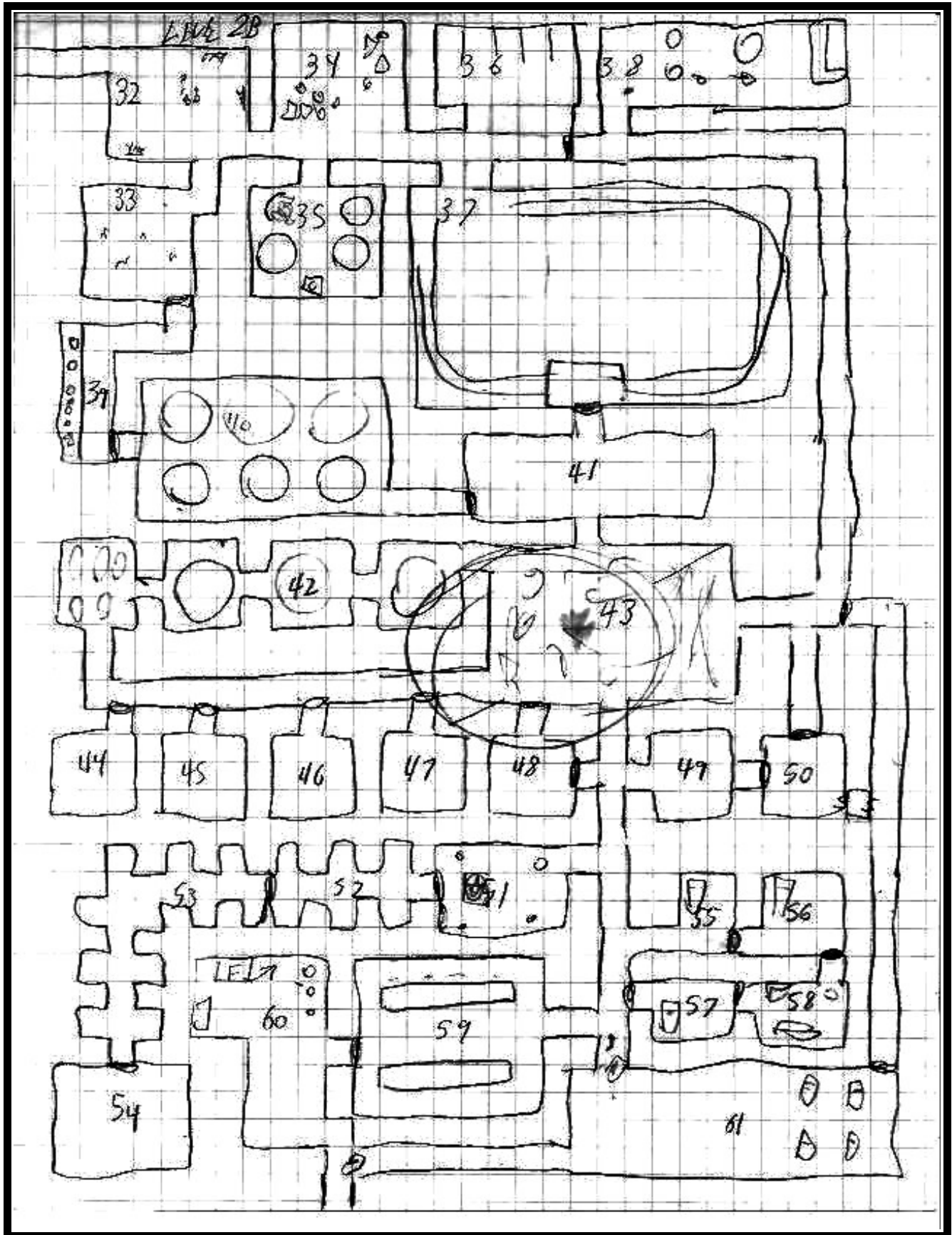
the room from 28 there is a little area safe from the fire but it is very hot and wet clothes begin steaming! Take 1d6 a round or wet your clothes to subtract 1d4 each round from the 1d6 once you get past the entrance.

30. Earth Hole: Just a muddy nasty room with glowing fungi on the roof. SP: 1000 Gems (5): Banded Agate-25 gp, Rock Crystal-250 gp, Tiger Eye Agate-50 gp, Smoky Quartz-250 gp, Obsidian-50gp. Total Value: 625 gp.

31. HOLE: Written in the stone above the door "*All are lies! All are illusions! Some are not lies! There was a much easier path to take!*" Down to 3rd Level Map 3A Room 1



Map 2B of The Black Stairs



Bathes, Storage, and Animal Farm

32. Armory: Here is a room decorated with pictures of warriors fighting glorious battles. All of the faces are scratched out. **Neanderthal #Enc.** 1d10 (4d10), **AL** L, **MV** 120` (40`), **AC** 8, **HD** 2, **#AT** 1, **THACO** 18, **DG** 2d4 or weapon, **SV** F2, **ML** 7, **THC** XX, **XP** 20, **BOOK** LL, **PAGE** 89
SP: 1000 Jewelry: (6): Buckle-400 gp, Pendant-300 gp, Goblet-800 gp, Buckle-1600 gp, Comb-30 gp, Pendant-20gp. Total Value: 3150 gp.
33. Room: Full of what looks like fish scales and trash. There is a small creepy baby doll in the corner. If it is touched it starts to show up in different places even after being destroyed for 1d6 months.
34. Storeroom: Trash and debris litter the floor. A fresh dead Cleric lasy on the ground with a single hole in his neck. TRAP Poison Dart Trap: A dart fires from a hidden location, dealing 1d4 hp damage, and the character must save versus poison or die.
35. Granary: Full of rotten grain. Smells like beer. Giant Rats **Rat, Giant #Enc.** 3d6 (3d10), **AL** N, **MV** 120` (40`) Swim 60` (20`), **AC** 7, **HD** 1d4 hp, **#AT** 1 (bite), **THACO** 19, **DG** 1d3 + disease, **SV** F1, **ML** 8, **THC** XX, **XP** 6, **BOOK** LL, **PAGE** 92 CP: 7000 SP: 6000 Gems (4): Garnet-500 gp, Citrine-100 gp, Onyx-75 gp, Hematite-10gp. Total Value: 685 gp.
36. Stables: Here skeletons of horses and griffons who were trapped in their stalls many ages ago. Just some rotten tackle is all that remains.
37. Riding Area: This appears to be a riding arena. It has ten very bright lamps weighing around 100 lbs. hanging from chains above. When opened they are equal to daylight. They are magical and never stop burning.
38. Tavern: A deserted tavern. A there are 10 ancient bottles of wine worth 50 gp each and a bottle of rare whiskey worth 500gp that has 30 shots of 1d4 healing. In the mirror a rotten lady in white appears right out of your vision.
39. Latrine: Yet another place to take a dump! But it stinks worse than that! Troglodytes! Ten of them! **Troglodyte #Enc.** 1d8 (5d8), **AL** C, **MV** 120` (40`), **AC** 5, **HD** 2, **#AT** 3 (2 claws, bite), **THACO** 18, **DG** 1d4/1d4/1d4, **SV** F2, **ML** 9, **THC** XXII, **XP** 38, **BOOK** LL, **PAGE** 100 CP:

7000 Jewelry: (3): Medallion-800 gp, Medal-20 gp, Ring-1000gp. Total Value: 1820 gp. Magic: Sword +2, charm person

40. Water Storage: Here are huge wood and brass water tanks. The water is very pure and clean except for on with the body of a dead girl mage.
41. Trophy Room: Shelves adorn the room with rusted trophies and some sort and decayed stuffed animal heads and full stuffed animals. The rats and roaches chewed these things up long ago. A few bricks litter the floor. Careful examination show the ceiling drooping. If the players walk into the east side of the room bricks from Ceiling: Each character in a 10 foot radius must save versus petrify or suffer 2d6 damage.
42. Baths: Creepy empty bathes. From the side view Ghost Bathers nude yet rotten bathe in the water. All showing signs of being hacked up and mutilated. Bones and skeletons litter the area, evidence of some great slaughter long ago.
43. Collapsed Room: The roar of a water fall and rotten floors as well as daylight come from above. Down to Third and deeper, 14d6 Fall
44. Room Storage: Bunches of clothing and personal items. No door. Guano on the floor. **Bat, Giant #Enc.** 1d10 (1d10), **AL N, MV 30` (10`)** Fly 180` (60`), **AC 6, HD 2, #AT 1 (bite), THACO 18, DG 1d4, SV F1, ML 8, THC None, XP 20, BOOK LL, PAGE 64**
45. RS: Boxes of common goods of very little value. Scratched on the wall. Please gods help us! The very old skeletons of a family of ten and ten empty bottles and five bottles of poison. Save or die if you drink.
46. RS: More boxes! Spitting Beetle **Beetle, Giant Spitting #Enc.** 1d8 (2d6), **AL N, MV 120` (40`), AC 4, HD 2, #AT 1 (bite), THACO 18, DG 1d6 + toxic spray, SV F1, ML 8, THC None, XP 38, BOOK LL, PAGE 65**
47. RS: Less boxes! Basic Arrow Trap: An arrow fires from a hidden location, attacking as a Fighter level 1, for 1d6 damage.
48. RS: More boxes and evidence that someone was living here. Grey Ooze **Gray Ooze #Enc.** 1 (1), **AL N, MV 10` (3`), AC 8, HD 3, #AT 1, THACO 17, DG 2d8, SV F2, ML 12, THC None, XP 80, BOOK LL, PAGE 79**

49. RS: five dead kobolds, Dead Fighter SP: 1100
GP: 30 Gems (4): Banded Agate-10 gp, Black Opal-1000 gp, Bloodstone-100 gp, Blue Quartz-25gp. Total Value: 1135 gp. Magic: Potion of Oil of Slipperiness
50. RS Giant Fly Secret Stash! **Fly, Giant Carnivorous #Enc.** 1d6 (2d6), **AL** N, **MV** 90` (30`) Fly 180` (60`), **AC** 6, **HD** 2, **#AT** 1 (bite), **THACO** 18, **DG** 1d8, **SV** F1, **ML** 8, **THC** VI, **XP** 29, **BOOK** LL, **PAGE** 75 CP: 48
Jewelry: (4): Goblet-30 gp, Anklet-900 gp, Buckle-300 gp, Medal-1400gp. Total Value: 2630 gp.

Temple and Catacombs

51. Chapel: A very dark temple. Here is some evidence of what may have been done to cause the disaster! A Idol of Chtulu is the centerpiece. There are various star charts that show the progression of the starts and such. Any Magic-User or Cleric with a Int or less roll can read the signs. Soon something terrible shall happen again. Anyone who touches the idol with bare flesh must save vs Spells or will fall to the ground and vomit and defecate and urinate upon themselves HUGE amounts for 1d6 rounds and will begin to get dreams and visions of Chtulu calling them to start a church.
52. Catacombs: Portcullis Trap set of on a 1-2 on D6: The character right under it must make a DEX check or suffer 3d6 damage from the falling portcullis. The way will then be blocked, and group members may be separated. Only a combined Strength of 75 can lift it or a level must be found.
53. Catacombs: Here are the places where the dead must rest. There are five offering boxes with 50 gold each in them. The boxes themselves are worth 75 gold each. The boxes can be looked at and such! When opened a mass of 10 Zombies attack! Roll for surprise! **Zombie (Undead) #Enc.** 2d4 (4d6), **AL** C, **MV** 120` (40`), **AC** 8, **HD** 2, **#AT** 1, **THACO** 18, **DG** 1d8 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 29, **BOOK** LL, **PAGE** 103
54. Burial Chamber: Here the olden dead lay. They are restless! A lever in the back opens the portcullis AND resets the trap as well. **Skeleton (Undead) #Enc.** 3d4 (3d10), **AL** C, **MV** 60` (20`), **AC** 7, **HD** 1, **#AT** 1,

THAC0 19, **DG** 1d6 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 13, **BOOK** LL, **PAGE** 95 Burial Horde: Gems (2): Hematite-10 gp, Banded Agate-10gp. Total Value: 20 gp. Jewelry: (3): Medallion-1000 gp, Crown-1500 gp, Anklet-1100gp. Total Value: 3600 gp. SP: 8000 Magic: Scroll: Spells (5) - [I] Dispel Phantasm, Rope Trick, Minor Creation, Hallucinatory Terrain, and Suggestion, Potion of Animal Control, Scroll: Spells (1) - [C] Silence 15 ft. Radius, Scroll: Spells (1) - [C] Lower Water

55. Bedroom: Someone had crabs! Nasty! This room is full of webs and crab mites in the bed. There are a few drained husk of various people. The very high ceiling above has a Crab Spider. It won't mess with a large party or if the party is quiet. **Spider, Giant Crab Spider #Enc.** 1d4 (1d4), **AL** N, **MV** 120` (40`), **AC** 7, **HD** 2, **#AT** 1 (bite), **THAC0** 18, **DG** 1d8 + poison, **SV** F1, **ML** 7, **THC** VI, **XP** 38, **BOOK** LL, **PAGE** 97 CP: 16 Gems (3): Tiger Eye Agate-50 gp, Malachite-25 gp, Eye Agate-10gp. Total Value: 85 gp.

56. Bedroom: Just a fairly intact room of some male child. Toys and clothes abound. Drawings, notes, and evidence of a very happy time.

57. Bedroom Suite: A very stinky room. Water flows down the hall into this room and down some cracks in the floor. Everything is rotten in here. A very hungry Giant Frog attacks! **Frog, Giant #Enc.** 5d8 (5d8), **AL** N, **MV** 30` (`10) Swim 90` (30`), **AC** 7, **HD** 1-3, **#AT** 1 (bite), **THAC0** 19/18/17, **DG** 1d3, 1d6, 2d4, **SV** F1-3, **ML** 7, **THC** None, **XP** 13; 29; 65, **BOOK** AEC, **PAGE** 126

Lord Trevor's Old Home

58. Sitting Room: A rotten sitting room that has a very high ceiling. There is a collapsed fireplace on the wall. A dead Giant Black Widow, Dead Ranger and Monk lay on the floor evidence of some battle or retreat more likely. SP: 900 Gems (6): Star Rose Quartz-75 gp, Moonstone-100 gp, Amethyst-1000 gp, Tiger Eye Agate-25 gp, Star Rose Quartz-250 gp, Blue Quartz-25gp. Total Value: 1475 gp. Magic: Sword +1, +3 versus magical monsters (LL)

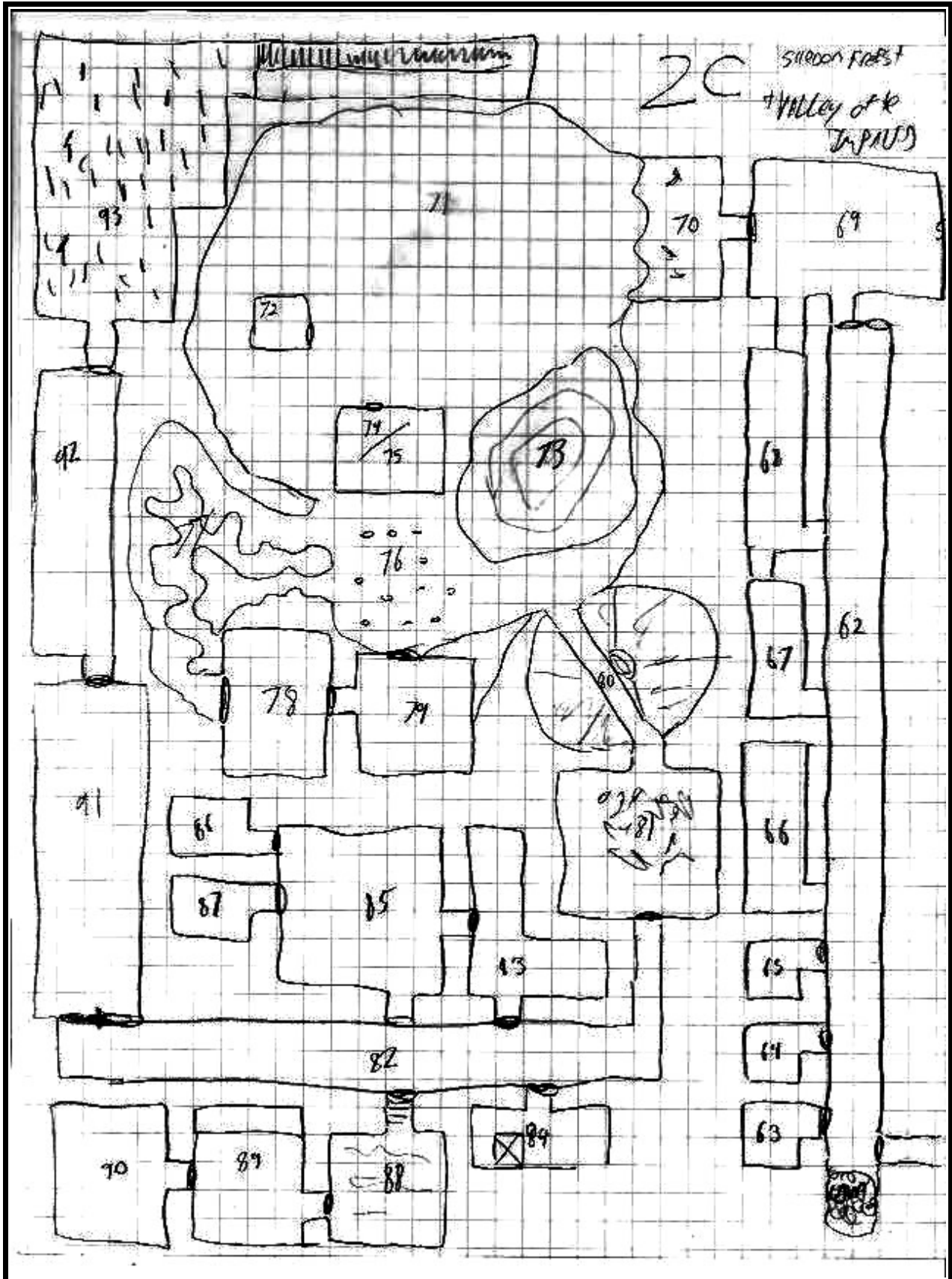
59. Dining Room: A table full of skeletons sit at the table in very bad shape. All of the food is

amazingly preserved and fresh looking. It is poisoned. Eat any and save or die. Around the room is a gas trap. It is set off on a 1-2 on a D6 with any movement around the room. TRAP! Gas, Blinding for 1d6 rounds

60. Kitchen: Smoke from the floor below puffs here. This kitchen has seen it's better days. It has been severely ransacked. On the wall is scratched "Please forgive us for what we have done!" Around fifty copper pieces litter the floor. From a pile of debris two Beetles, Giant Carnivorous burst out! **Beetle, Giant Carnivorous #Enc.** 1d6 (2d4), **AL** N, **MV** 150` (50`), **AC** 3, **HD** 3+1, **#AT** 1 (bite), **THACO** 16, **DG** 2d6, **SV** F1, **ML** 9, **THC** VI, **XP** 65, **BOOK** LL, **PAGE** 65 CP: 79

61. Servant's Quarters: A giant cold room with various beds all round the room. Here is where the servants lived. Fresh blood litters the floor as well as evidence of a very recent battle! There are shackles on the walls as well as evidence of torture from rusted torture devices. Dividers spit up the room and there is something BIG moving in the back of the place. An owl bear burst out of the darkness! There are two other owl bears carcasses and evidence of a battle. **Owl Bear #Enc.** 1d4 (1d4), **AL** N, **MV** 120` (40`), **AC** 5, **HD** 5, **#AT** 3 (2 claws, bite), **THACO** 15, **DG** 1d8/1d8/1d8, **SV** F3, **ML** 9, **THC** XX, **XP** 350, **BOOK** LL, **PAGE** 91 On the body of a very mauled dead fighter is CP: 4000 Magic: Sword +1, Dismembering, Wand of Fire Balls (LL) There is also a journal. *"We have so far evaded the other party that has claimed this dungeon. There looks like evidence of a few more parties as well. We have to be careful the RKAS party is huge but they seem to be arguing between themselves. They are LOUD! They are very equipment poor and seem to be leaderless. This sword I found I think is something really valuable. Hope it's not cursed. It's is definitely magic! We are sitting around here in these old servant's quarters and are just about to....."*

Level 2C



Soldier's Quarters

62. Long Hallway: Here is a long dark hallway littered with human bones. There are dim glowing stones on the eastern wall that light the place with an eerie green glow. They are destroyed if removed. A pack of 8 very hungry wolves attack! Wolf, Dead Fighter **Wolf #Enc.** 2d6 (3d6), **AL** N, **MV** 180` (60`), **AC** 7, **HD** 2+2, **#AT** 1 (bite), **THAC0** 17, **DG** 1d6, **SV** F1, **ML** 8, **THC** None, **XP** 35, **BOOK** LL, **PAGE** 102
63. Old Bedroom: AN old bedroom. Here looks like a bad fight happened. There is a Dead Whore and ten Dead Goblins. All hacked up in a fight.
64. Old Bedroom: Rotten beds and furniture and yet another ten dead Dead Goblins. All hacked up. One was hit with a spell.
65. Old Bedroom: There are a couple of dead halflings and three very hungry 2HD ticks! **Tick, Giant #Enc.** 3d4 (3d4), **AL** N, **MV** 30` (10`), **AC** 3, **HD** 2-4, **#AT** 1, **THAC0** 18/17/16, **DG** 1d4, **SV** F2-4, **ML** 8, **THC** None, **XP** 29, **BOOK** AEC, **PAGE** 138 Each halfling carries 1d20 GP and one carries a letter from his mother.
66. Laboratory: Here is a very intact and in shape laboratory. There are many dead bodies in this room of varying decomposition. The floor is trapped with spears in every square. Save vs Death or take 1d6, Right next to the wall is poisonous darts take 1d4 and save vs. poison or die. There are many potions in the room as well as a most rare Alchemical Recipe book that is worth 5000GP. Potions of all sorts such as: Animal Control, Clairvoyance, Delusion, ESP, Extra-healing, Fire Resistance, Flying, Gaseous form, Giant Strength, Growth, Healing, Invisibility, Invulnerability, Levitation, Poison, Polymorph, Speed, Super-heroism, Sweet Water, Undead Control, and Water Breathing
67. Kitchen: The Kitchen is still very much in tact. Some kind of battle took place here as there is a dead magic user. AT the table there is still fresh looking food. One of the chairs and section of the table looks as if someone exploded in a gory mess. On the kitchen table is Poison Food and Drinks (ALL)that you must save or die. If you do die you also explode causing 1d6 damage to anyone next to you. Dead Magic User, Stabbed

- Spellbook 1st Level with 1d6 spells,
68. Servants: Here is where the servants lived and slept. Nothing more than some room dividers and some cots. Broken treasure chest lay about. Just then three Snake Pit Vipers come out to attack! **Snake, Pit Viper #Enc.** 1d8 (1d8), **AL** N, **MV** 90` (30`), **AC** 6, **HD** 2, **#AT** 1 (bite), **THACO** 18, **DG** 1d4 + poison, **SV** F1, **ML** 7, **THC** None, **XP** 38, **BOOK** LL, **PAGE** 96
69. Barracks: Barracks in very good condition. The floor is littered with human bones. At least five of any weapon you might need as well as five sets of chainmail and two sets of plate mail armor. Many cots and bunk beds as well as chest full of very old personal items. Scratched on the wall is "*The breaking of the walls and the strange stone! We are dead we are dead we are dead!*"
70. Broken Wall: A room full of 12 very well armored Skeletons who attack as soon as the door is open. The Strange Stone (undead) causes any to be slain to become a skeleton in 1d10 rounds. The room opens up to half of a room with a broken wall. Beyond the room is a huge cavern that is lit by glowing fungi on the ceiling and a huge mushroom forest lies beyond. **Skeleton (Undead) #Enc.** 3d4 (3d10), **AL** C, **MV** 60` (20`), **AC** 7 (4 Chain and shield), **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d6 or weapon Long Swords 1d8 OR Short Bows 1d6, **SV** F1, **ML** 12, **THC** None, **XP** 13, **BOOK** LL, **PAGE** 95

Mushroom Underworld Forest

71. Mushroom Forest: A dim eerie glow from glowing fungus above lights this strange underground forest. Giant mushrooms the size of trees make a forest as far as the eye can see. A very flat ground with only a tiny bit of rubble litter the ground. In the distance there is a Dead Dwarf. If the players begin wandering a warning and growl as 16 Baboons live here in the trees. They are very vicious due to others trying to take them out and/or eat them. A small building to the southwest sits dark and still and to the south there is a tavern full of noise and music. A pond lays the the southeast. **Baboon #Enc.** 2d4 (1d4x10), **AL** N, **MV** 120` (40`), **AC** 7, **HD** 1+1, **#AT** 1 (bite), **THACO** 18, **DG** 1d4, **SV** F1, **ML** 7,

THC None, **XP** 15, **BOOK** AEC, **PAGE** 106

72. Old Hut: An old hut is in a clearing. A defensive spot from the dangers of the forest. The hut is very well built and offers a seemingly safe place to stay. On the outside of the hut is "**STAY OUT! DEATH LURKS HERE!**" Evidence of some old couple used to stay here. Some of the chairs are eaten away as well as weird holes in the wall. There are three patches of yellow mold. **Yellow Mold #Enc.** 1d8 (1d4), **AL** N, **MV** 0, **AC** NA, **HD** 2, **#AT** Spores, **THACO** 18, **DG** 1d6 + special, **SV** F2, **ML** NA, **THC** None, **XP** 38, **BOOK** LL, **PAGE** 103

73. Pleasant Pond: A dark and smelly pond. A bloated body floats in the water. If the players disturb the water a Giant Leech attacks! **Leech, Giant #Enc.** 0 (1d4), **AL** N, **MV** 120` (40`), **AC** 7, **HD** 6, **#AT** 1 (drain blood), **THACO** 14, **DG** 1d6, **SV** F3, **ML** 10, **THC** None, **XP** 570, **BOOK** LL, **PAGE** 84

74. Tavern and Inn: A stone fortress tavern full of people! A small party of three adventurers drink quietly in the corner as a dwarf bartender greets the players. Two trolls dressed in fine clothing greet the players and guide them to a table. All prices are ten times the amount. Each troll has a glowing headband that they will defend by violence. There are a few kobolds and goblins as well as a couple of orcs. There are some deep elves in a group as well. Some of the very wealthy and more shady nobility of Ravenskeep know of this place and frequent it as well. Hands are on weapon hilts and everyone is ready for action. *There may be a lone survivor of a party resting up here where another party member could be introduced.* P
-The dwarves have an amulet that controls anyone wearing a matching glowing headband. He has a total of six headbands with three being used on "their" trolls! If the trolls get loose the dwarves will escape and vow revenge on the players.
-Within the inn is a gate that opens up back at the museum in Ravenskeep. For a cost of 500 Gold. The Dwarves will let the players use the gate one way. It's 500 gold to come back through as well. IF they tell anyone they will be killed. Some of the very wealthy and more shady nobility of Ravenskeep know of this

place and frequent it as well. **Troll (Controlled) #Enc.** 1d8 (1d8), **AL** C, **MV** 120` (40`), **AC** 4, **HD** 6+3, **#AT** 3 (2 claws, bite), **THACO** 13, **DG** 1d6/1d6/1d10, **SV** F6, **ML** 10, **THC** XIX, **XP** 600, **BOOK** LL, **PAGE** 100

20 Dwarf #Enc. 1d6 (5d8), **AL** L or N, **MV** 60` (20`), **AC** 4, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d8 or weapon, **SV** D1, **ML** 8, **THC** XVI, **XP** 10, **BOOK** LL, **PAGE** 72

Create 3 NPCs and various races described will be there. Treasure: GP: 20000Gems (15): Bloodstone-75 gp, Topaz-1000 gp, Citrine-75 gp, Banded Agate-25 gp, Obsidian-25 gp, Coral-750 gp, Rock Crystal-100 gp, Rhodochrosite-25 gp, Moonstone-75 gp, Zircon-100 gp, Topaz-750 gp, Tiger Eye Agate-10 gp, Onyx-75 gp, Malachite-25 gp, Chrysoprase-250gp. Total Value: 3360 gp. Jewelry: (1): Necklace-70gp. Total Value: 70 gp.

75. Upstairs: Here are 16 rooms with a view. Bars and shutters are on the balcony doors. IF the players had any problems with anyone they might try and pay them a visit. The trolls will come to attack any robbers.

Old Kingdom Ruins

76. Graveyard: An old graveyard from some lost age sits here. The ground's chemical makeup preserves the bodies and some forgotten curse has caused the undead to become restless. Anyone disturbing the graves causes 15 Zombies to rise and attack. **Zombie (Undead) #Enc.** 2d4 (4d6), **AL** C, **MV** 120` (40`), **AC** 8, **HD** 2, **#AT** 1, **THACO** 18, **DG** 1d8 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 29, **BOOK** LL, **PAGE** 103

77. Catacombs: Some sick catacombs made from natural cave formations was built here. Many useless items are found as the treasures have been taken long ago. There are 20 Skeletons that guard these catacombs. **Skeleton (Undead) #Enc.** 3d4 (3d10), **AL** C, **MV** 60` (20`), **AC** 7, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 13, **BOOK** LL, **PAGE** 95

78. Burial Chamber: Some old king is buried here. His wives and himself still live in undeath! It says in old common "*Here lies the foul king and his damned wives! His precious salli was also entombed alive as well. May they all burn in the nine hells!*" There are 3 Ghouls and one Wight **Ghoul (Undead) #Enc.** 1d6 (2d8), **AL**

C, **MV** 90` (30`), **AC** 6, **HD** 2 (turn as 3 HD), **#AT** 3, **THACO** 18, **DG** 1d3/1d3/1d3 + paralysis, **SV** F2, **ML** 9, **THC** XXI, **XP** 47, **BOOK** LL, **PAGE** 76 **Wight (Undead)** **#Enc.** 1d6 (1d8), **AL** C, **MV** 90` (30`), **AC** 5, **HD** 3, **#AT** 1, **THACO** 17, **DG** drain life energy, **SV** F3, **ML** 12, **THC** XXI, **XP** 110, **BOOK** LL, **PAGE** 102 EP: 4000 Gems (2): Sardonyx-100 gp, Onyx-100gp. Total Value: 200 gp. Magic: Sword -2 (cursed)

79. Shrine to Salli: The good daughter of the evil old king was buried alive. Someone stole her burial gown. If they return it and her grooms ashes then she may rest after the Imp is killed. Devil, Imp Quest to bring her her bridal gown and her Groom's ashes! 1500XP **Devil, Imp (Lesser devil)** **#Enc.** 1 (1), **AL** LE, **MV** 60` (20`) Fly 180` (60`), **AC** 2, **HD** 2+2, **#AT** 1 (tail), **THACO** 17, **DG** 1d4, **SV** F2, **ML** 8, **THC** XIII, **XP** 83, **BOOK** AEC, **PAGE** 119 SP: 3000
80. Old Bridge Over Chasm: A chasam is crossed by a natural bridge. Wind howls! Wind! Save or be knocked off and die!
81. Piece of Wood: Room is filled with wood. Looks like they used it for fireplaces. A nature spirit became angry and wants revenge! Wood Golem is Evil Spirit. **Golem, Wood** **#Enc.** 1 (1), **AL** N, **MV** 120` (40`), **AC** 7, **HD** 2+2, **#AT** 1 (fist), **THACO** 17, **DG** 1d8, **SV** F1, **ML** 12, **THC** None, **XP** 59, **BOOK** LL, **PAGE** 79
82. Hallway: Painting adorn the walls of great suffering in a city setting. IF the players stare at it for more than one round the Evil Artwork will TRAP them! Save vs Spells or be pulled into picture.
83. Room of Dicks: Some sort of lobby or sitting room is where an NPC Party is arguing! The "**Warlords of the West**" started out with 16 in their party now they are down to a mere 7 people. All of them look wounded and they smell and look terrible. Totaly loud and totally obnoxious to each other! RKAS very unrested and injured! They claim the dungeon for their own and turn all hostilities towards the players! They are at half or less hit points and only have a few spells left! P = They may have captured a "claim jumper" or two! Any survivors that join the player's party will turn on the party when they return back to Ravenskeep.

Argile of the Sling Elf CN Male Cleric, Lvl: 2, Atr: 11/14/9/13/15/10 , AC: 4, HP: 11/6 Equipment: Chain Mail, Mace, Sling, 10 stones. Personality: Curious, Jaded, Nonconformist Suggested Spells: First (2): Detect Magic, Light.

Kelsea of the forest Elf 1 NE Female Elf, Lvl: 1, Atr: 18/11/14/4/10/9 , AC: 8, HP: 5/2 Equipment: Studded Leather, Shield, Mace, Scimitar. Personality: Unforgiving, Oily, Pious Spellbook: First (1): Jarring Hand, Manipulate Fire.

Gondy the Swordsman of the North NE Male Fighter, Lvl: 2, Atr: 14/10/12/10/10/10 , AC: 7, HP: 4/2 Equipment: Leather, Shield, Spear, Long Sword Personality: Intense, Obedient

Gazelle the Powerful Mu 1 Neutral Male Magic-user, Lvl: 1, Atr: 10/14/12/5/8/13 , AC: 11, HP: 4/2 Equipment: No Armor, Dagger, Personality: Ruthless, Obedient Spellbook: First (1): Floating Disc, Allure.

Parlos the Brawler F1 LE Male Fighter, Lvl: 1, Atr: 12/12/7/5/10/7 , AC: 5, HP: 8/3 Equipment: Plate Mail, Mace, Spear. Personality: Rude, Famous

Andar the Wolf Wounded Neutral Male Elf, Lvl: 1, Atr: 12/15/16/14/13/7 , AC: 3, HP: 5/3 Equipment: Banded Mail, Hand Axe, Dagger. Personality: Zealot, Tactless, Humorous Spellbook: First (1): Sleep, Unseen Servant.

Saul Morrias the Stealthy Neutral Male Thief, Lvl: 1, Atr: 7/9/14/11/14/15 , AC: 8, HP: 3/2 Equipment: Leather, Light Crossbow, Short Sword. Personality: Bitter, Fussy, Power Hungry

84. Room of Traps: One lone person (P) is on his hands and knees. He warns the players not to move! There lays three other dead! There is a pit opens up in the area that is 10 feet deep. Anyone who falls in will take 1d6 damage. A face on the wall with a polymorph

spell that hits whoever first enters the area where they turn into a mouse for 1d4+8 turns unless they can save for spells. A hole in the wall where a magical beam of fire hits all in the area where they must save for breath or be turned to ash. Another area where spikes come out of the floor in the area that are roughly 5 feet high and 3 inches wide at the base...where anyone inside must save for paralyzation or take 1d10 damage from being impaled. P

85. Market Square: An old market full of booths rots far below the ground. A couple of 4HD Hellhounds have taken up residence! **Hell Hound #Enc.** 2d4 (2d4), **AL** C, **MV** 120` (40`), **AC** 4, **HD** 3-7, **#AT** 1 (bite or breath), **THACO** 17/16/15/14/13, **DG** 1d6 or 1d6 per HD, **SV** F3 to F7, **ML** 9, **THC** XX, **XP** 80; 190; 500; 820; 1,140, **BOOK** LL, **PAGE** 81 SP: 2000

Jewelry: (6): Pendant-1100 gp, Comb-50 gp, Ring-400 gp, Ring-70 gp, Necklace-1200 gp, Medallion-30gp. Total Value: 2850 gp.

86. Oracle's Room: This was once a place where the heavens were studied as well as the planes of existence. Here a huge astrological machine sits decaying. In the center a crystal ball. IF the players can get it running they can get the museum or university to buy it for 5000 GP IF they are clever enough. SP: 800 Gems (4): Blue Quartz-25 gp, Amethyst-500 gp, Banded Agate-10 gp, Banded Agate-10gp. Total Value: 545 gp. Magic: Scroll: Ward against Elementals, Crystal Ball

87. Healer's Place: Here is what used to be a hospital. Looks like a battlefield hospital. Visions of weird healers torturing people are sen from the side of view in glimpses. SP: 1000 Gems (5): Blue Quartz-25 gp, Alexandrite-750 gp, Hematite-50 gp, Obsidian-10 gp, Moonstone-75gp. Total Value: 910 gp. Magic: 4 potions of healing.

88. Books and Scrolls: A great library is flooded five foot deep and all books ruined. A Giant Crab lurks in the muck. **Crab, Giant #Enc.** 1d2 (1d6), **AL** N, **MV** 60` (20`), **AC** 2, **HD** 3, **#AT** 2 (pinchers), **THACO** 17, **DG** 2d6/2d6, **SV** F2, **ML** 7, **THC** None, **XP** 50, **BOOK** LL, **PAGE** 68

89. Flooded Blacksmith's: Here is a rusted forge and

tools. An Electric Eel lurks here. **Eel, Electric #Enc.** 1d3 (1d3), **AL N, MV 120` (40`), AC 9, HD 2, #AT 1** (bite), **THACO 18, DG 1d4, SV F2, ML 7, THC None, XP 29, BOOK AEC, PAGE 123**

90. **Flooded Herbalist:** Some sort of garden with lighted gems hanging above some 30 feet. Two Fish, Giant Piranha swim in the murky water. **Fish, Giant Piranha #Enc.** 0 (2d4), **AL N, MV Swim 150` (50`), AC 6, HD 3+3, #AT 1** (bite), **THACO 16, DG 1d8, SV F2, ML 7, THC None, XP 65, BOOK LL, PAGE 75**

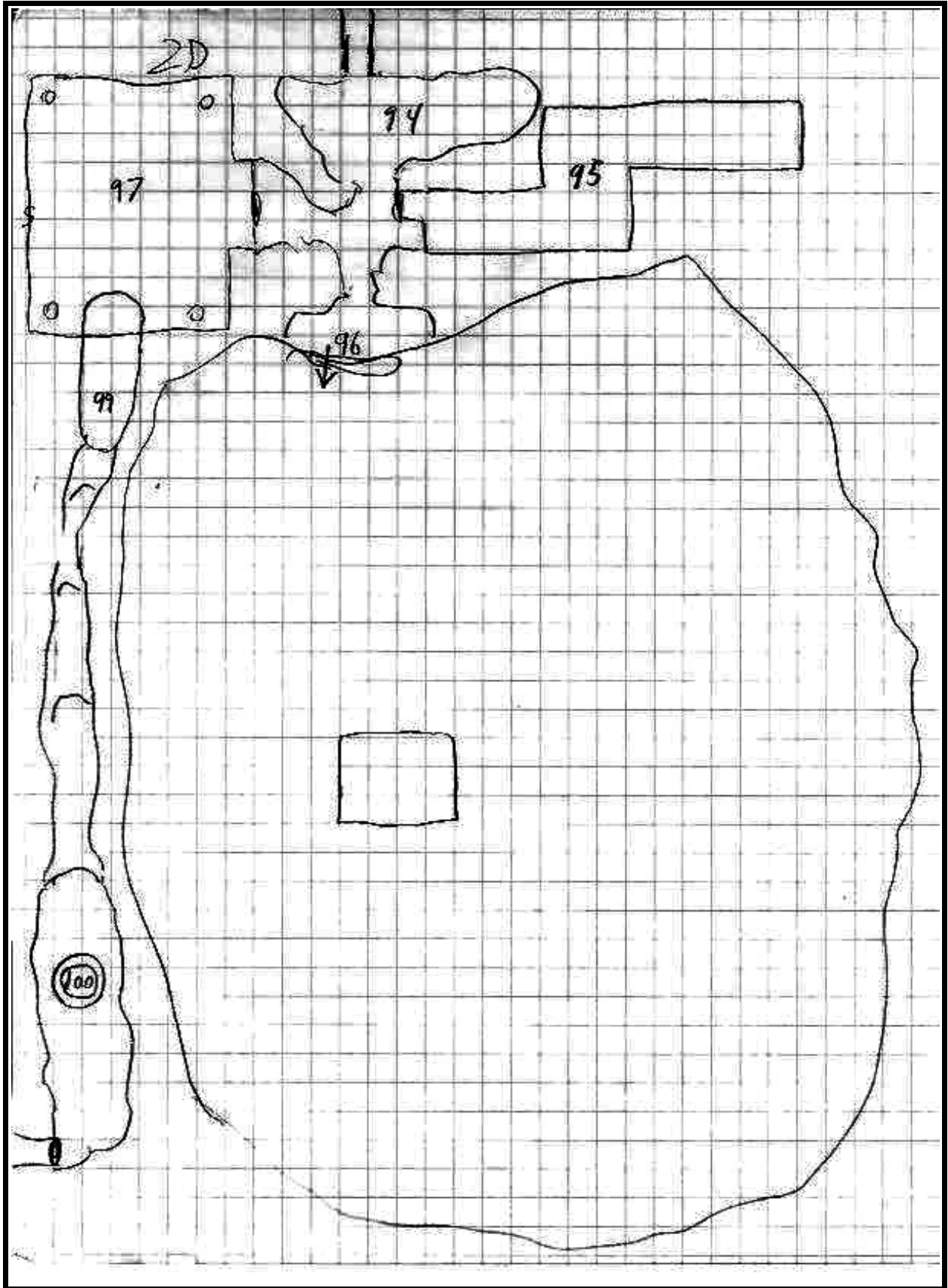
91. **Big Hall:** A huge hall. In the mirrors glimpses of reflections of a party of dead and rotten people. Faint sounds of partying only if people are quiet. Nothing but memories in this huge room.

92. **Ape House:** This used to be some sort of playground for children that goes up many stories. A couple of Albino Apes lurk here! **Ape, Albino #Enc.** 1d6 (2d4), **AL N, MV 120` (40`), AC 6, HD 4, #AT 2** (claw, claw), **THACO 16, DG 1d4/1d4, SV F2, ML 7, THC None, XP 80, BOOK LL, PAGE 63**

93. **Valley of the Impaled:** A room of thousands of impaled people and humanoids on great wooden poles. There may be a replacement character at 1 HP and no equipment. Beyond it is Black Stairs to the third level!



Level 2D



94. Caves: Natural caves lead to an opening to the south. Weird bells and singing can be heard as well as screams and wails of pain!
95. Halls: An unfinished hallway in the style of the Old Kingdoms. Statues of huge locust are arranged haphazardly in this room. Scratches in the walls is *"We dug too deep and released the black demons with white hair! They now raid us every night! We are doomed!"* There are seven Subterranean Locust that lurk here looking like statues. **Locust, Subterranean #Enc.** 2d10 (1d10), **AL** N, **MV** 60` (20`) Fly 180` (60`), **AC** 4, **HD** 2, **#AT** 1 (bite, slam, or spit), **THACO** 18, **DG** 1d2/1d4 or special, **SV** F2, **ML** 5, **THC** None, **XP** 38, **BOOK** LL, **PAGE** 85
96. View of Drow City: From this balcony a dark city can be seen. Creepy dim lights and a huge central tower rises up. Weird bells and singing can be heard as well as screams and wails of pain! A couple of shapes moving along the ground. IF the players make too much noise a great gong goes off as well as drums of war.
97. Cathedral: Here a lone female deep elf who is apparently been horribly tortured cowers in the corner. She speaks some kind of old elvish but in a very crude form. She tells of "Black Elves" that are devils! She says there is a city of them below and to be very quiet! A couple of Piercers lurk above in the NW corner. **Elf, Deep #Enc.** 1d10 (4d12), **AL** NE, **MV** 120` (40`), **AC** 5, **HD** 1, **#AT** 1 (weapon), **THACO** 19, **DG** As weapon, **SV** F1, **ML** 7, **THC** XX, **XP** 10, **BOOK** AEC, **PAGE** 123 **Piercer #Enc.** 3d6 (3d6), **AL** N, **MV** 10` (3`), **AC** 3, **HD** 1-4, **#AT** 1, **THACO** 19/18/17/16, **DG** 1d6 per HD, **SV** F1-4, **ML** 10, **THC** None, **XP** 10; 20; 50; 80, **BOOK** AEC, **PAGE** 133
98. Secret Area Above Cathedral: Some 30 feet above the cathedral floor an opening. Inside a room with a rotten rope ladder and a rotted yet ornate backpack full of treasure that will bust open as soon as the wearer bounces around. SP: 900 Gems (6): Star Rose Quartz-75 gp, Moonstone-100 gp, Amethyst-1000 gp, Tiger Eye Agate-25 gp, Star Rose Quartz-250 gp, Blue Quartz-25gp. Total Value: 1475 gp. Magic: Sword +1, +3 versus magical monsters (LL)

99. Springs: Natural spring flows downstairs. Dex save or you bust your ass on a harmless slime and you slide down the stairs.
100. Healing Well: Heals 1d6 for 1d6 times a day. Water cannot be take out of well or it will not heal. A door leads to 2C.

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This book is meant to be printed out in the booklet form and folded
over.

This is the back cover.

Whatever is not finished or incomplete then make it up.