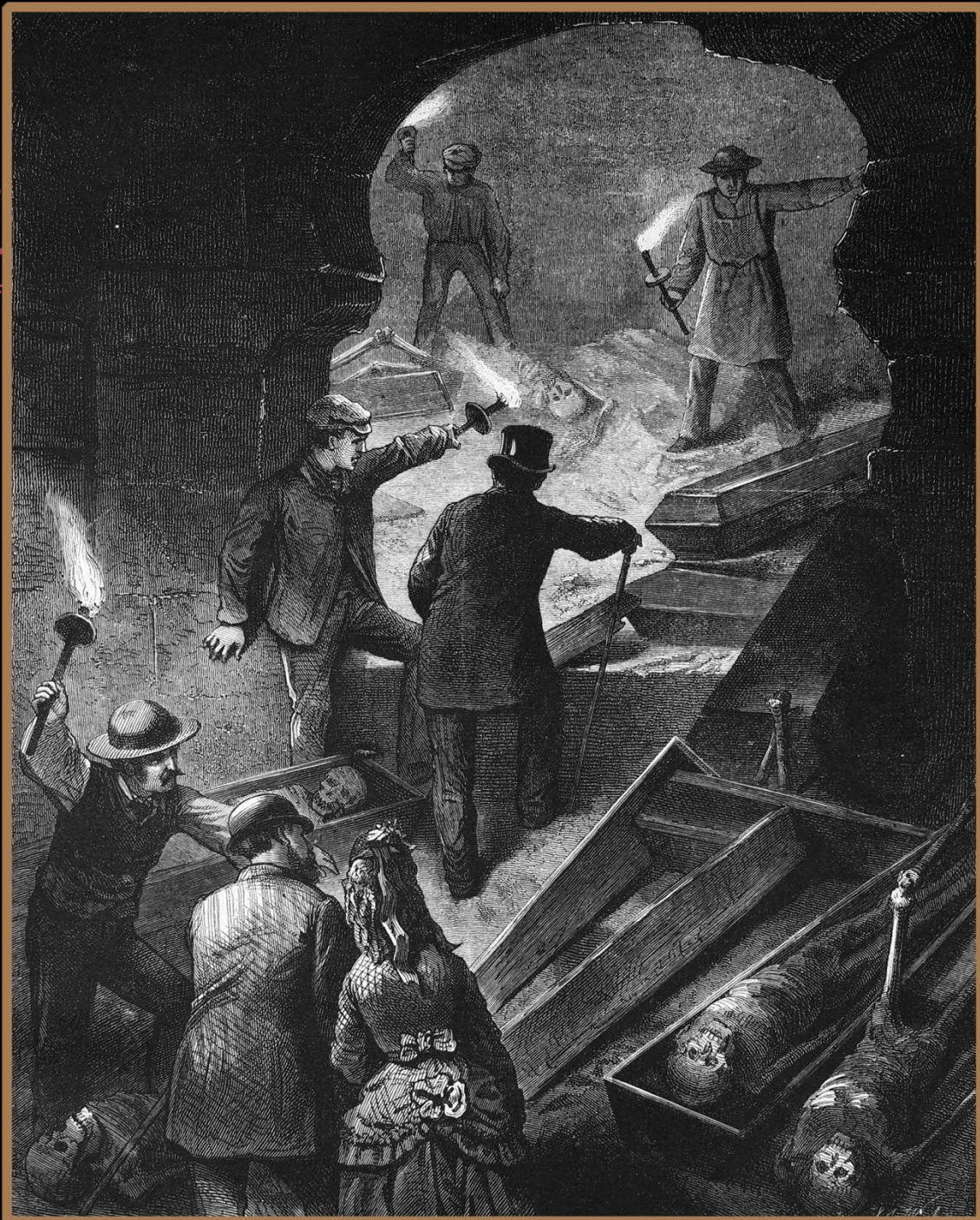


STONEHELL DUNGEON

Supplement Two: Buried Secrets



The second in a series of supplemental material for **STONEHELL DUNGEON**
For use with **Labyrinth Lord™** and early versions of the original
fantasy roleplaying game

Labyrinth Lord
Compatible Product

by Michael Curtis



STONEHELL DUNGEON

Supplement Two: Buried Secrets

What is this?

When I designed Stonehell Dungeon, I purposely left many details of the dungeon open to allow the Labyrinth Lord to customize the setting to his own desires and campaign world. Some doorways and “corridors to nowhere” (leading off the map and into uncharted territories) were included to give both myself and other Labyrinth Lords the ability to expand Stonehell Dungeon over time and to maintain its freshness in the face of wave after wave of adventurers.

In addition to those areas purposely left undefined, there was some information and supplemental material left on the cutting room floor when I put the book together. While I had hoped to include this additional information in the final product, space limitations forced me to trim some useful, but not critical, details and notes. Rather than expand the page count and pass the cost on to those who might not need or use this supplemental material, I decided to produce a line of optional game material for Stonehell Dungeon in the form of separate, downloadable PDFs. This is the second release of that supplemental material.

Do I need this?

These supplements are not required to make use of the main Stonehell Dungeon books. Instead, these releases provide additional material that some Labyrinth Lords might find interesting or useful with their own versions of the megadungeon. In these supplements, a few corners of the dungeon will be painted in, some new monsters and magic added, and a handful of useful charts, NPCs, and other Labyrinth Lord information will be provided. These PDFs will be made available through my Lulu storefront (stores.lulu.com/poleandropo) at no or low cost, and will be released when time and interest allows.

The **Stonehell Dungeon Supplements** are not intended to flesh out the entire dungeon and establish a concrete “you must do it this way” setting. Instead, they provide a means of letting the dungeon grow as more adventurers sojourn into its depths and uncover the secrets lurking within. If you’re the type of gamer who likes to see what a designer does with his own material over time, you might find this series entertaining, if not helpful. Harried Labyrinth Lords with no time on their hands and needing additional material to challenge their players will also find the supplements useful as their players explore the megadungeon.

Buried Secrets

This supplement details three subterranean locations in and around Stonehell Dungeon. Each is suitable for a session or two of gaming with low-level adventurers. More detailed information regarding character numbers and levels is provided at the start of each scenario. Every location has been written to stand by itself, allowing the Labyrinth Lord to include or ignore them without consequence to his overall Stonehell Dungeon campaign. This also allows them to be used as mini-dungeons elsewhere or in campaigns not otherwise using Stonehell Dungeon.

The first location is **Modnar’s Cellar**, the undercroft of an ancient, spell-blasted tower. Within its halls, the PCs will encounter the legacy of a magic-user obsessed with travelling to the moon in search of undreamed wonders.

The next locale is **The Nest of Otrogg**, the former haunt of a disgusting cult located within the box canyon leading to Stonehell Dungeon. Those disturbed by loathsome pests may wish to avoid this one.

The last is **The Sanctuary of Chthonia**, the very first sub-level written for Stonehell. Here the PCs may find a place to rest and recuperate or a den to plunder. In either case, they’ll have to deal with the slightly insane, undead witch who oversees the sanctuary with her alien servant.

The first two scenarios are presented in the standard adventure format, while the third, as a sub-level of Stonehell proper, is written in the same four-page, abbreviated manner used in *Stonehell Dungeon: Down Night-Haunted Halls*.

Stonehell Dungeon Supplement Two: Buried Secrets

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One-Page Dungeon Concept: David Bowman

One-Page Dungeon Template: Michael Shorten

For more about Stonehell Dungeon, please visit **Three-Headed Monster Games** (thmgames.blogspot.com) and **The Society of Torch, Pole and Rope** (poleandropo.blogspot.com)

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Modnar's Cellar

This scenario is intended for use by 4-6 characters of 1st to 3rd level. While not intended as an introductory adventure, it makes a suitable follow-up dungeon once the adventurers have gained some experience. It will require one or two sessions to complete, depending on the available playing time.

Background

During the years when the Sterling Potentate still ruled, the magus known as Modnar Buun erected a tower within the forest nestled at the base of the mountains that houses Stonehell Dungeon. It was from this abode that he embarked on a series of experiments designed to create the means to travel to the moon. Modnar believed that the lunar landscape was studded with ancient abandoned cities that contained magical artifacts and mineral riches. In the upper levels of his tower, his apprentices studied and kept watch over the place, while Modnar engaged in his experimental sorceries in the cellar below.

One night, some hundred and fifty years ago, something went wrong in the tower's upper stories and a terrific explosion rocked the stone structure. Trees for miles around caught fire and burned with flames of a most unnatural hue. The fate of Modnar and his students was never discovered, but since they were never sighted again, it is widely believed that they either perished in the blast or in the subsequent fire.

Since that time, the tower – what little remains of it – has been reclaimed by the surrounding forest. Nothing more than a few toppled walls and moss-covered flagstones now remain. In the center of what was once the tower's ground floor is a rusty trapdoor with an attached iron pull ring. Beyond this hatch lies a series of niter-encrusted steps leading down to Modnar's former workshops and storerooms.

Shunned by the foresters and woodcolliers that live and work in the forest, the tower tends to fall out of public memory for long periods, only being remembered when some adventuring band stumbles upon the ruins and goes missing, or when strange lights are sighted in the forest near the tower's location.

Starting the Scenario

The easiest way to introduce this adventure is to have an agent hire the party to clear out the cellar. This individual could be a representative of the area's foresters and woodcolliers, many of whom live in small

hamlets within the forest. As of late, they have glimpsed sinister creatures lurking about the ruined tower and are worried about their continued well-being and livelihoods. Having pooled their monies, they offer 100 gp to whoever is willing to investigate the ruins and clear out the most recent inhabitants. The forest folk will require proof of the party's success, probably the heads or ears of the offending monsters, before parting with the reward money.

If the PCs are largely lawful and/or on good terms with local authorities, this scenario could begin with them being alerted to the presence of a wanted outlaw in the area. A bounty of 250 gp is being offered for his capture or 100 gp for his corpse. The party's contact suggests that they investigate Modnar's old tower to see if the outlaw is using that for a hideout – which he is. He is the robber in area #13.

Overview

The cellar is dusty, dank, and rife with cobwebs. Pools of stagnant water are common in both the hallways and rooms, and most every room contains debris of some sort. Commonly discovered artifacts include shattered glassware, broken pottery, rusty and unidentifiable tools, chemical stains, and burns. The smells of long-forgotten chemicals can be faintly detected amidst the stink of must and mildew. Unless noted otherwise, all hallways have a 10' ceiling and rooms are 12' in height.

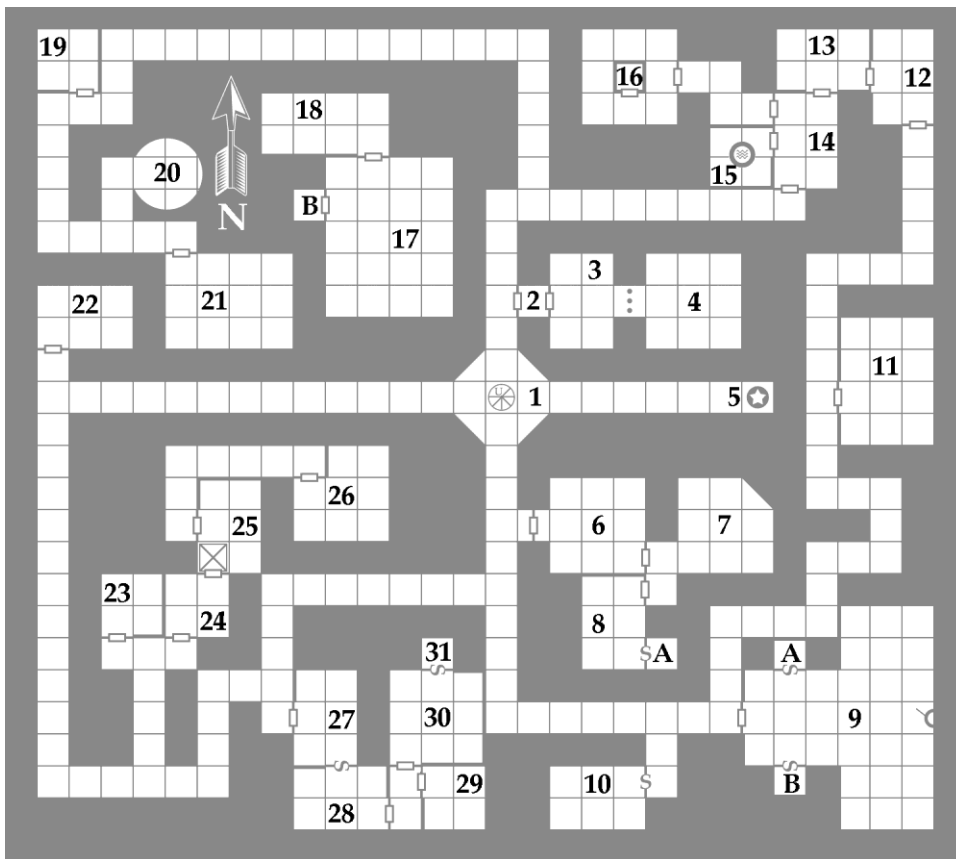
Wandering Monster Table

1. Centipedes, giant (1d4+1)
2. Centipedes, giant (1d4+1)
3. Kobolds (2d4)
4. Bugbear (1)
5. Skeletons (1d6)
6. Rats, giant (1d8)
7. Green Slime (1)
8. Albino Ape (1)
9. Crab Spider (1)
10. Gelatinous Cube (1)

Dungeon Key

1) Spiral stairs run 30' down from the trapdoor above. This room appears empty aside from strands of cobwebs that sway lazily in errant dungeon draughts. One of the stairs is slick with harmless slime. Anyone not taking care when descending the stairs must make a save vs. wands or tumble down the steps. No damage is taken, but metal-armored PCs make enough of a clatter to possibly attract attention (check for wandering monsters). Items such as lanterns, vials, and other breakables might be damaged as well. Make a saving

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throw for each such item (a 5 or better on a d20 indicates the item is undamaged).

2) A stench like rotting manure wafts from behind the door to this area. It is the smell of the **green slime** [AL N, MV 3' (1'), AC NA, no roll needed, HD 2, hp 10, #AT 1, DG special, SV F1, ML 12] clinging to the ceiling of this small cubicle. It drips on those who fail to look up when entering strange places.

3) Three decrepit chairs and a leaning table occupy this room. Rotted crates holding mold and the ancient remains of canvas sacks stand against the walls. A corroded chain and pulley dangles from the ceiling. A bucket attached to a 10' pole leans against one wall. It was once used to feed the beast housed in area #4. The room contains neither danger nor treasure.

4) Iron bars and a cage door once blocked the entrance to this room, but they are now broken and bent, unable to keep anything out (or in). The walls of the room are gouged by massive claws, scorched by flame, and melted by fierce acids. Humanoid bones are found buried beneath the rotted straw that covers the floor. Whatever was once housed here has escaped.

5) A faint glimmer of light shines at the end of this long, dark corridor. The glow is so faint that unless the party

bears no light sources in area #1, it will not be detected. The glow comes from a moonstone embedded in the chest of the life-sized statue of a man standing at the end of the passage. The statue depicts a rotund man with a grin of slightly larger than natural proportions. He is bald, his feet are bare, and a toga of many folds is draped over his corpulent form. One hand is cocked on his hip; the other outstretched as if waiting for something. If a wand of any sort is placed in his hand, the moonstone's glow vanishes and the wand is fully recharged. Should the moonstone be removed from the statue, it is worth 25 gp. Extracting it renders the statue permanently inoperative.

6) Wooden tables covered with the damaged tools of magical experimentation line the perimeter of this chamber. A faint hint of chlorine hangs in the air. Three stone slabs with rusty restraints are placed at

equal intervals across the floor. The room is dusty and contains no danger or treasure.

7) An incomplete ring of 10' diameter stands upright against the far wall. Three-fourths completed, the remaining sections of this would-be magical portal rest upon creaking wooden stands close by. The ring is made of steel, but each of its nine sections contains silver-gilded glyphs (100 sp value per section). The necessary magics needed to activate the gate were never applied, making the portal's current value strictly monetary.

8) This storeroom holds barrels and crates containing mundane materials like coal, rusted pig iron, rotted canvas, empty earthenware jugs, and tools and fasteners such as hammers, metal snips, nails, short links of chain, etc. Amongst these mundane items is a tin box holding 5 silver rods (100 sp value each). A secret door in the east wall is blocked by a stack of crates nailed together and resting on a single pivot point, allowing the barricade to be moved as one piece. Moving it will not reveal the secret door, but may make the PCs suspicious.

A. A mosaic moon adorns the floor of this small cubby. Standing upon it instantaneously *teleport* the PC to area #17B. The trip is so swift that it seems the door in B suddenly appears in the wall the PC is facing. This may confuse mapping efforts.

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9) The floor of this massive chamber seems to be covered in fine dark gravel or sand, but close inspection reveals it to be iron filings. The walls are painted black and set with mica chips, giving it the appearance of the glittering night sky. The ceiling glows with a brilliance equal to the light of the full moon, which bathes the chamber in soft light. Scattered about the room, half-buried amidst the iron filings, are broken bits of curved armor plating and bizarre articulated limbs seemingly torn from complex statuary. All show signs of physical damage. These are destroyed sparring pods.

A lever is set in the far wall. Throwing this lever enacts a powerful enchantment that abruptly reduces the gravity inside the room, making it as weak as the surface of the moon. This change remains in effect for 10 minutes, even if the lever is returned to its original position. All creatures in the room when under the reduced gravity effect enjoy a temporary +3 increase to the STR, but suffer a -3 penalty to their DEX (they are awkward and ungainly in the unaccustomed gravitational field).

Two rounds after the lever is thrown, the secret doors slide open to reveal three spherical objects that float into the room. Battered, with rents and tears in their armored sides, these 3' diameter globes possess articulated limbs dangling from their undersides. They are armed with swords, maces, flails, and shields. These three objects are **sparring pods** [AL N, MV 90' (30'), AC 4, HD 2, hp 10, 10, 5 #AT 1, DG by weapon, SV F1, ML 11 – See **New Monsters** for more details]. The devices move to engage the party, believing them to be interested in low gravity combat instruction, which was what this room was designed for. If defeated and examined, each contains a single gem inside their mechanical innards worth 100 gp.

A. This small cubby contains a metal rack with bays large enough to accommodate four sparring pods. When not in use, the pods sit in these bays in an inactive state. If this area is discovered prior to the lever in area #9 being thrown, only a single pod is found at rest in the rack. The other bays are dusty and disused. The pod will not activate unless the lever is thrown.

B. As A above but the rack contains two sparring pods. The other two bays show signs of long disuse.

10) This secret oubliette served as a prison for test subjects and those who wandered too close to the tower. After the explosion, the four prisoners trapped here took to dining on one another. Their gnawed remains linger on as **zombies** [AL C, MV 120' (40'), AC 8, HD 2, hp 13,

12, 10, 10, #AT 1, DG 1d8, SV F1, ML 12]. The zombies possess nothing but tattered loincloths and the rusted remnants of their manacles.

11) Sagging bare bookcases line the walls of this room. The floor is obscured by ruined books, waterlogged papers, and other bits of writing paraphernalia. An overturned bookcase lies face down on the ground. A **crab spider** [AL N, MV 120' (40'), AC 7, HD 2, hp 9, #AT 1, DG 1d8 + poison (+2 to save), SV F1, ML 7] makes its lair here and attacks anyone who enters. It surprises on a 4 in 6.

Under the fallen bookcase is the decayed body of a human male. His short sword and belt knife are rusted and his pack holds moldy gear, but his armor is in good repair. It is *leather* +1.

Of the books and papers scattered about the room, only four are salvageable. Three of them are non-magical works: *Dreams of Frost and Rime* by Drujaal ip Mayt, *Tempered in the Forge of Krang* by Mastersmith Tungas, and *The Mist Creeps* by Pontificate Ett. The fourth is an apprentice's spellbook that contains *detect magic*, *floating disc*, *read magic*, *ventriloquism*, *locate object*, and *mirror image*.

12) A former longue, this room is now a cunning trap set by the robber in area #13. A threadbare rug lies at the center of the room, a stout chest set upon it. The chest is unlocked and empty. Moving or opening the chest shifts it off the trap's trip-stone, yanking the *invisible* net that lies underneath the rug up to the ceiling on a likewise *invisible* pulley and rope mechanism. Anyone on the rug is entangled in the rug and net. Treat this as a ½ strength *web* spell. The commotion alerts the robber next door and he may flee, fight, or pilfer as he deems fit.

13) A wanted robber is hiding out in the cellar and dwells in this room. A den of ruined luxury, the chamber holds an assortment of the best furnishings its occupant could find in the cellar. A leaning bedstead, a warped set of chairs, a rickety table, and a mildewed divan occupy the room. Sewed to the underside of the divan are a set of sacks containing 700 sp and 600 gp. The robber [AL C, MV 90' (30'), AC 7, HD 3, hp 11, #AT 1, DG 1d6 + backstab ability, SV T3, ML 7] will do his best to enrich himself off of the party and slay any threat to his well-being, but selfish survival is his main priority.

14) Seven **giant rats** [AL N, MV 120' (40'), AC 7, HD ½, hp 4, 3, 3, 2, 2, 1, #AT 1, DG 1d3 + disease, SV F1, ML 8] swarm over the decaying remains of this common room. The robber in area #13 keeps this room stocked

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with fresh trash and food scraps to keep the rats around, so as to protect the southern entrance to his den. Metal plates are nailed to the face of the northern door to keep the rats from chewing their way into the robber's lair.

15) A simple stone well sits in the center of this chamber. Around the lip of the well, written in eldritch runes (*read magic* required to decipher them) is the following:

May Father Moon's forever changing face smile down upon he who swims these waters. Like the Moon himself, any who enters this still tide will find themselves changed. Perhaps in fullness, perhaps in waxing, perhaps in waning, but none shall exit unaltered. Gird your courage and swim, friend!

A wooden ladder descends down one side of the well to enter the quicksilver-like liquid that fills the cistern. A shimmering light seems to spill from the liquid itself. Anyone climbing the ladder finds that it ends just beneath the liquid's surface. Plunging into the depths deposits the brave soul in room area **#16**.

Any PC who swims the well must choose one of his ability scores and re-rolling it using whatever method the Labyrinth Lord employs for character creation. The chosen ability is replaced by the new total even if it is less than his current ability. Should the new score cause the PC to no longer meet a requirement for his class, he nevertheless retains his class. The well will affect a character only once during his lifetime.

16) The door to this tiny room is locked from the outside but opens easily from within. The ceiling here is of shimmering quicksilver and leads to the bottom of the well in area **#15**. The well can be reentered from this end provided the PC has the means to reach the ceiling. The well's power only affects those entering its waters from area **#15**.

17) Six strange wood and steel constructions hang from the ceiling of this 30' high room. Each is cylindrical or boxlike in shape and roughly the size of a large wagon. Most of these bizarre objects have either wing-like protrusions made of wood and leather, or canvas sails of unusual shape. A solitary hatch in the side of each leads into their cramped confines. Inside each construction are a single chair, storage shelves, and containers – all empty. These are all discarded prototypes of flying machines that Modnar hoped would carry him to the moon.

B. As area **#8A** above, but a stone door is set in the eastern wall. This door is unlocked and opens easily.

18) This room holds plain chairs facing a solitary podium. A large piece of slate is affixed to the wall and covered with magical formulae faintly written in silvery chalk. Two **skeletons** [AL C, MV 60' (20'), AC 7, HD 1, hp 4, 3, #AT 1, DG 1d6, SV F1, ML 12] dressed in ragged robes wait patiently for a lecture that will never begin. Enraged by this waste of tuition, they take out their frustration on the party.

If a *light* spell or similar magical illumination is cast upon the slate, the chalk glows brightly and becomes legible. It is the formula to the spell *steel to silver* (see **New Spells** p. 7). Magic-users and elves may copy it into their spellbooks if they have the necessary materials and time to do so (Labyrinth Lord's discretion).

19) The door to this room is ajar. In the chamber beyond are four splintered treasure chests, their contents of silver, electrum, and gold coins spilled out in a misshapen heap before them. Sadly, this "treasure" is a slumbering **coin worm** [AL N, MV 60' (20'), AC 5, HD 4, hp 13, #AT 1, DG 1d6+1, SV F2, ML 8 – See **New Monsters** for more details]. The room contains no actual treasure.

20) This room is actually a circular shaft that rises 30' up towards the surface. A pair of double semi-circular hatches in the ceiling lead outdoors, but this mechanism is now jammed and covered by earth and grass. At the bottom of the shaft is a wagon-sized, barrel-shaped wood and steel capsule resting atop an attached ring of short rod-like protrusions. There are a total of twenty of these rods. A length of black twine runs from the bottom of each, and they are spliced together to form a thick cord at a point 20' away. This master cord terminates at the end of the entrance hall to this shaft.

The rods are rockets stuffed with a magical substance equivalent to black powder and the pieces of twine are fuses. Lighting the spliced-together cord is potentially disastrous. Due to their age, each rocket has only a 1 in 6 chance of detonating if its fuse is lit. Should it explode, it creates a blast equal to a 1 die *fireball* with a blast radius of 15'. Anyone in the blast radius may make a save vs. breath attacks for half damage. Lighting the master fuse causes every viable rocket to explode. The fuse burns down in 1 round.

The barrel-shaped construction is another of Modnar's experimental vessels and is of similar design to the ones in area **#17**. A single hatch grants entrance to its cramped interior which contains a throne-like chair, bare shelves, and empty storage containers

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21) Twenty casks line the walls of this former buttery. These receptacles once held wine, ale, water, and other potables, but they are all now dusty and dry.

22) The door to this room has been gnawed through completely at the bottom and the squeaking sound of rodents is plainly heard coming from within. A total of eleven **giant rats** [AL N, MV 120' (40'), AC 7, HD ½, hp 4, 4, 4, 3, 3, 2, 2, 2, 1, 1, #AT 1, DG 1d3 + disease, SV F1, ML 8] lair within. Filth-covered bags half-buried in the rats' nest contain a total of 1,200 cp.

23) The air in this room smells rich and earthy. Four soil tables, their sunken surfaces filled with loam, contain an overabundance of pale gray mushrooms. The fungus is edible, but has no other properties.

24) Bones and filth are strewn about this otherwise bare room. An **albino ape** [AL N, MV 120' (40'), AC 6, HD 4, hp 18, #AT 2, DG 1d4/1d4, SV F2, ML 7] is kept here as a watch beast by the bugbears in area #27. It typically attacks anyone but the bugbears who enter, but can be distracted by offerings of food as it is kept hungry by its keepers.

25) A covered 10' pit has been excavated directly behind the western door of this room. A concealed stud in the door jamb deactivates the trap; otherwise the normal chance of triggering it applies. If the pit is sprung, the bugbears in area #27 will hear it and prepare to meet intruders. Other than the trap, this room is empty.

26) This room holds rough-hewn furnishings, a brazier of burning coals, and two **bugbears** [AL C, MV 90' (30'), AC 5, HD 3+1, hp 19, 18, #AT 1, DG 1d6+1, SV F3, ML 9]. A locked chest stands in the far corner of the room and holds 1,050 ep. These coins are smeared with a sticky yellow paste (contact poison; save vs. poison or die). Both the key to this chest and a pair of yellow-stained leather gloves are in the bugbears' possession.

If the pit in area #26 is triggered, the bugbears prepare an ambush here for intruders, counting on their superior stealth to take the party by surprise (3 in 6 chance).

27) This former sitting room has become the den of 8 **kobolds** [AL C, MV 60' (20'), AC 7, HD ½, hp 4, 4, 3, 3, 2, 2, 1, 1, #AT 1, DG 1d6-1, SV 0 lvl human, ML 6]. They pay regular tribute to the bugbears in area #27 and have fallen victim to the robber's traps too many times to venture into that section of the cellar anymore. The kobolds have 300 ep which they keep in a stone box covered in kobold writing. The words warn of a horrible curse upon anyone who dares open the box. There is no

curse. These kobolds are unaware of the secret door in the south wall.

28) A rusty orrery stands in the center of this room. The 10' diameter planetary model shrieks loudly and sheds flakes of rust if moved, but does nothing else.

29) This room holds empty bookshelves and a few scraps of mildewed paper. A massive desk rife with dry rot stands catty-corner against the far wall. The desk shows signs of being emptied abruptly and is bare. In the eastern wall is a secret safe (find as secret door). The safe is trapped, dropping a heavy steel plate onto the hands of any who reach inside it to take the half-dozen scroll cases found within. The plate inflicts 1d4 points of damage on the victim and causes the unfortunate to lose the use of his hands for either one week or until magically healed of the damage suffered. Sadly, most of the scrolls cases' contents are now dust, but one still holds a scroll of *arcane eye*.

30) Once a luxurious bedchamber, this room is now a ruin. The poster bed has collapsed; water-stains and mildew mar the rug, and the furnishings are dusty and moldy.

Two minutes after the party enter the room, a robed and wand-wielding wizard seemingly steps out of the north wall, coughs to get their attention, and then unleashes magical destruction upon them with his wand. *Lightning* flashes, *fireballs* explode, and *magic missiles* sail about the room – all from his single wand. This amazingly lethal display is (luckily for the party) an illusion. All present are allowed a normal save vs. spells to see through the illusion. Should they fail, they will undoubtedly fall unconscious, believing themselves slain by the wand's power.

31) This hidden chamber contains five small chests. Two are empty, but the remaining three have traps and treasure as follows:

Chest #1: 80 pp (Poison needles in the lid handles; save vs. poison or be paralyzed for 2d4 turns)

Chest #2: 1,200 cp (Two darts fire from the front of the chest doing 1d4 points of damage each. Attacks as a 4th level fighter)

Chest #3: 1,250 ep (Scything blade trap is broken and no longer functions)

New Monsters

Coin Worm

No. Enc: 1d2 (0)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 5
Hit Dice: 4
Attacks: 1 (bite)
Damage: 1d6+1
Save: F2
Morale: 8
Hoard Class: See below

These 10' long, 2.5' diameter worms are either the result of magical experimentation or nature run amok – no one is certain. Coin worms have scintillating scales along their segments that almost perfectly mimic metal coins. The coloration of these scales is usually silver, electrum, or gold, making the worm appear to be covered in treasure. When inactive, coin worms appear as huge, misshapen piles of money – a camouflage that has resulted in more than one greedy adventurer's demise.

Although coin worms do not accumulate treasure, they do consume loose coins when they find them. Sages speculate the precious metals are a required part of their diet and the worms do indeed digest the eaten coins. When encountered, there is a 25% chance that a coin worm has recently devoured a cache of money and has treasure equal to Hoard Class XII or XIII in their stomach (Labyrinth Lord's choice).

Sparring Pods

No. Enc: 1d6 (0)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 2
Attacks: 1 (claw or weapon)
Damage: 1d6 or by weapon
Save: F1
Morale: 11
Hoard Class: See below

Sparring pods are arcanitech constructions, created with both mechanical parts and magic. Appearing as *levitating* 3' diameter metal globes, each sparring pod has articulated metal arms protruding from its underbelly. These arms usually bear weapons and shields, but their claw-like prongs can be used to attack as well.

Sparring pods were created in the dim past as combat training tools. Able to mimic the maneuvers of real

opponents, sparring pods provided trainees with a fierce workout without the risk of death. Originally, they responded to the instructions of a trainer and shut down upon hearing a command word. Unfortunately, those trainers are now long dead and the command words forgotten, resulting in mechanical menaces that fight until destroyed.

Sparring pods use magically charged gemstones as power sources. When destroyed, that power is dispersed, but the gemstone remains. Each of these gemstones is worth 100 gp.

New Spells

Steel to Silver (Magic-user and Elf Spell)

Level: 1
Duration: 1 turn per level
Range: 10'

The caster transforms iron or steel weapons into silver armaments for the duration this spell. The spell affects one weapon per caster level regardless of the weapon's actual size. The exception to this is arrows or bolts; ten such missiles are equal to one weapon when determining the effects of the spell.

The Nest of Otrogg

This scenario is intended for use by 3-6 characters of 2nd and 3rd levels, although lower level characters might survive with caution and repeated rest in between forays into the Nest. It can be completed in one long session.

Background

In the years following the liberation of Stonehell Dungeon, the former prison attracted a variety of miscreants and evil-doers looking for a secluded site to lair. Most of these creatures established themselves in an overlooked corner of the dungeon proper, but a few took to dwelling on the outskirts of the delve. One of these satellite groups was the Otrogg Hive.

The Hive was an apocalyptic cult led by the madman, Lythurgik Truluj, who believed himself to be the chosen prophet of Otrogg, King of Pests. Truluj claimed that the Pest Lord came to him in a vision, promising the degenerate beggar that a cataclysm was nigh. This disaster would strike down the great and powerful, and the least would rise up in their place. In this new world, insects, invertebrates, and other loathsome creatures would be the masters of creation, and those men who paid homage to Otrogg and his children would rule the few humanoid races that survived the cataclysm.

Truluj attracted a small but devoted following of beggars, lepers, and other outcasts. This congregation sought out certain caves in Stonehell's box canyon; ones which Truluj said had been revealed to him by Otrogg. In these tunnels and grottos, Truluj and his followers created a haven where they could live and worship unmolested. Over time, their piety and religious rites attracted some unusual invertebrates to Hive's secluded fane.

The Hive's existence remained secret for many years during which time they accumulated a modicum of wealth and some small influence in the surrounding area. This all came to a crashing end, however, when the Children of Yg arrived at Stonehell (see *Stonehell Dungeon: Down Night-Haunted Halls* p. 50). Considering the snake sect as anathema to their cause, for many serpents subsist on the very things the Hive venerated, Truluj lead his followers on a crusade against the Children. This holy war went poorly for the Otroggic Hive and most of their numbers were slain in battle. Truluj himself was mortally wounded in the fighting, and was dragged from the field of battle by his loyal followers. Despite making it back to the safety of the Hive, Truluj died from his wounds and was entombed

in a sepulcher inside the Nest. Following his death and the Hive's defeat at the Children's scaly hands, the cult fragmented and fled, leaving the Hive unoccupied except for the repugnant things that the cult's rites attracted.

Starting the Scenario

The Nest of Otrogg is intended to be inserted into the outdoor portion of Stonehell Dungeon. Like many of the dungeon's secrets, the Nest is intended to reward those parties who love to explore the out-of-the-way mysteries that Stonehell has to offer.

The entrance to the Nest is located in area **#4 of Level 0B: The Canyon – West** (*Stonehell Dungeon* pp. 18-21). If the players have not yet entered that cave, simply replace the description of that area with **#1** below and proceed from there.

If the players have already explored that area, it is still possible to add the Nest to the exterior portion of Stonehell Dungeon. To do so, assume that the entrance to the Nest has previously been obscured by a rockslide or overgrown vegetation, but that the obstruction has been cleared by a recent tremor or storm. Choose a place on the canyon map to locate the entrance of the Nest and, on their next trip through the area, inform the party that they glimpse a hitherto unknown cave set in the canyon's wall. They'll likely take things from there. When using this method to introduce the Nest, remove the wolves from area **#1**.

Overview

The caves and tunnels of the Nest are humid and warm, almost unnaturally so. A layer of dirt and gravel covers the floors of these caverns, growing thicker in places like the fungus grove (area **#16**). The walls are wet and often covered by the silvery trails of slugs and snails. Puddles of standing water are common.

There is an inordinate amount of disgusting, but harmless vermin in the caves: worms, spiders, slugs, snails, roaches, pill bugs, earwigs, etc., who scuttle away from the party's torches as they explore the Nest. The pests have an unnerving habit of getting into clothing, food, and hair. They do no damage, but will undoubtedly disgust the more squeamish adventurers (and hopefully their players).

Unless stated otherwise, assume the tunnels to be between 7' and 10' in height and the caves to be 15' 20' tall. All worked areas have 10' ceilings.

Wandering Monster Table

1. Centipedes, giant (1d4+1)
2. Centipedes, giant (1d4+1)
3. Buggus (1d4) – see p. 13
4. Buggus (1d4) – see p. 13
5. Death grip beetles [2+2 HD] (1d4) – see p. 13
6. Death grip beetles [1+1 HD] (1d6) – see p. 13
7. Green Slime (1)
8. Tick, giant (1d4) – see *Stonehell Dungeon* p. 65 or *AEC* p. 138
9. Slug, great (1d3) – see *Stonehell Dungeon* p. 41
10. Gray Ooze (1)

Dungeon Key

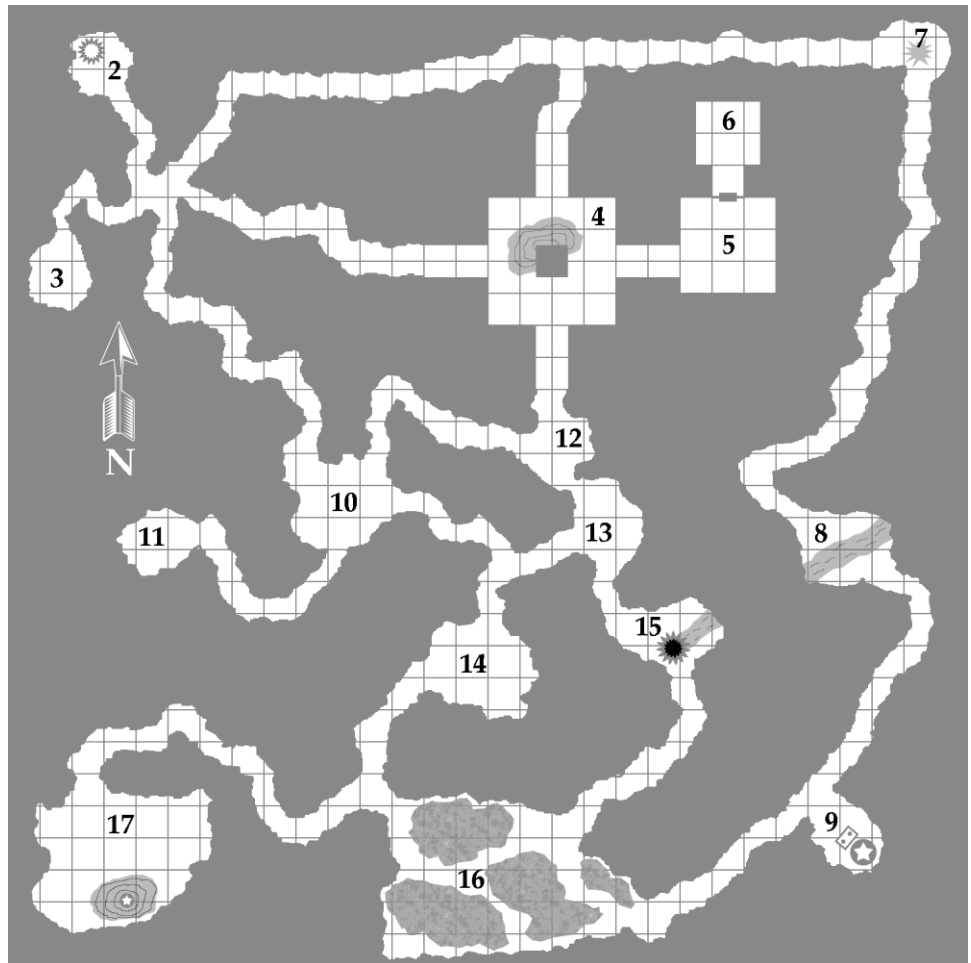
1) [Not on map; see *Stonehell Dungeon* p. 18, area #4 for location and dimensions] This cave once served as the entrance to the Nest, but it is now the den of a wolf pack. Animal bones and wolf scat are strewn about the cave floor. Four **wolves** [AL N, MV 180' (60'), AC 7, HD 2+2, hp 15, 10, 9, 8 #AT 1, DG 1d6, SV F1, ML 8] are normally encountered here. During the spring months, 1d4 wolf cubs are found here as well. The wolves receive a +2 modifier to reaction rolls and a -2 modifier to morale checks when in their den.

At the westernmost end of the cave is a natural stone ledge standing 2' high. Atop it rests a 4' tall iron statue depicting a humanoid figure composed completely of insects, worms, and other unsettling pests. Only vague facial features are discernable. Carved into the stone ledge below the statue is the following:

The grottos beneath are for them whose eyes need no longer see, for their marvels are too strange and terrific for those who tread in sunlight to behold. Otrogg gave unto his worthies the great holes beneath the earth and placed within them his riches and wonders. These treasures are the inheritance of that which once crawled, but has since learnt to walk.

In the cavern floor next to the ledge is a hole, difficult to see in the gloom. The hole is 5' in diameter and gives way to a 20' shaft leading to the tunnels below. Handholds are carved into one side of the shaft making for an easy descent.

2) This grotto contains a few fallen stones and a gravel and dirt floor. The walls and floor are damp and insects



crawl across the patches of pale blue lichen that grow sporadically about the cave. If the floor is probed, the upper half of a human skeleton still dressed in leather robes is unearthed. Around its neck, on a rusty chain, is an iron symbol depicting a cockroach encircled by a worm with its tale in its mouth.

3) The sound of dripping water is heard echoing from this cave. Within its damp confines are two pools: one is a 2' deep pool of green-tinted water; the other is a small basin of opaque blue-white liquid situated under a dripping stalactite of the same color. The water in each is laden with minerals that cause its discoloration, but has no other properties.

The green pool contains no danger or treasure. The blue-white pool is 1' deep and has a thick layer of mud at its bottom. Under the mud is a mineral-encrusted iron coffer. Inside the box are seven stone shards that once formed a 4" square tablet. It has been intentionally broken and defaced, making it unclear what was inscribed on its surface. This tablet is the key to the door to area #6 and it must be reassembled in order to function.

Reassembling the tablet – Should the PCs attempt to put the seven pieces of the tablet back together, there are two ways the Labyrinth Lord can adjudicate this process. The simplest method is to have the PC attempting the task make an ability check, using either INT or WIS at the Labyrinth Lord's choosing. Modifiers to this roll can be assigned based on the PC's class and background (Magic-users and thieves might receive a small bonus to their attempt while clerics and fighters suffer an equally small reduction, for example). If the Labyrinth Lord decides to make the puzzle especially difficult to reassemble, the ability check might be at half the attribute's normal total.

The other option is to have the players actually solve a provided puzzle or similar brainteaser. In the author's campaign, the players were given a tangram puzzle to put back together. Although it took some doing, they were extremely pleased with themselves when they succeeded. Printable tangrams are offered online by educational and entertainment websites. Other puzzles can be substituted at the Labyrinth Lord's discretion.

4) The natural caves give way to worked stone here, indicating that intelligent beings formed this chamber. The walls and ceiling are covered by a myriad of cracks that seep water, and a pool of mineral-laden red water has accumulated in the center of the room. A colony of motley mushroom, each 4' tall and colored purple, blue, and pink crowd around the verge of the pool. The colony is comprised of twenty **armada mushrooms** [AL N, MV 120' (40'), AC 8, HD 1, hp 4 each, #AT none but may trample, DG special, SV F1, ML 5 – See **New Monsters** for more details]. The mushrooms will shuffle away from any heat-producing light sources. If the party attempts to get too close, the fungi panic and flee lemming-like from the room. On a roll of 1-3 on a d6, the armada mushrooms run out an unblocked exit (if one is available). On a 4-6, they run over the party, inflicting 1+the victim's AC in damage to each trampled adventurer. A save vs. petrification reduces the damage by half.

5) The air in this room smells of mold and mildew punctuated by the slightly sweet smell of old death. Formerly a common room/sleeping quarters, this chamber contains rickety cots, fragile tables, and rotted chairs, the wood of which is spongy with moisture. Mildew clings everywhere and harmless vermin skitter away from the party's light. Beneath a collapsed bed is a chest sealed with a rusty lock (-15% to pick lock attempts). Inside are three earthenware jars resting in a bed of moldy straw. Two of the jars contain a yeasty-smelling paste that acts like a *potion of healing* if applied

externally. The third is filled with an oily gray liquid which is a *potion of diminution*.

6) The doorway to this chamber is of thick stone and it is flanked by a pair of impressive-looking pillars. Both the columns and the door bear carvings that depict a variety of bugs, worms, maggots, and other disgusting pests. In the center of the door is a 4"x4" undecorated depression. This portal is *arcane locked* (8th level caster) and can only be opened by magic or by placing the reassembled tablet from area #3 in the depression. If either of these conditions is met, the door swings silently open.

The walls of the tiny chamber beyond are painted with frescoes of more noisome pests. A 4' diameter painting of a cockroach encircled by a worm with its tail in its mouth adorns the wall above a plain stone bier. Atop it is a human-sized corpse wrapped in a shroud. The slight glint of metal is visible beneath its wrapping. This is the corpse of Lythurgik Truluj, interred here after his death. A spark of Otrogg's power remains in him and he animates as a 3 HD **zombie** [AL C, MV 120' (40'), AC 5, HD 3, hp 24, #AT 1, DG 1d8 + special, SV F2, ML 12] if his tomb is entered. In addition to inflicting normal damage on a successful hit, Truluj's corpse is vermin-infested and a struck target must make a save vs. petrification or become infected with 1d3 rot grubs [AL N, MV 10' (2'), AC 9, HD 1 hp, #AT special, DG special, SV 0 lvl human, ML NA].

Beneath his rotted shroud, Truluj wears a shirt of rusty chainmail and has a silver and gold symbol of Otrogg (value 250 gp) around his neck.

7) A thick, foul stench hangs in the air at this point where the tunnel widens and turns south. This odor, which smells like a mixture of rotten meat and swamp water, is produced by a patch of **green slime** [AL N, MV 3' (1'), AC NA, no roll needed, HD 2, hp 11, #AT 1, DG special, SV F1, ML 12] that clings to the ceiling above. The slime covers most of the tunnel's roof, but if the party hugs the left-hand wall and moves swiftly, they might be able to avoid the slime. Otherwise, it drips on them as normal.

8) The sound of rushing water is heard long before this area is reached. A fast-moving stream erupts from the northern wall to form an 8' deep, 10' wide torrent across the cave. The rotted remains of a footbridge still stand on the far side of the stream, but there is no way to cross the churning rapids.

Due to the strength and speed of the current, anyone trying to swim across must make a STR check or be

carried to the far wall and pinned against the narrow crack through which the stream exits. Anyone pinned takes 1 point of damage each round and must continue to make a saving throw vs. petrification. A failed save means the character loses consciousness and drowns after three rounds. The stream can be leapt across with a successful STR check, but this roll suffers a +2 penalty if the character making the jump is encumbered, and a +4 penalty if he is encumbered and in metal armor.

9) A 15' tall idol of Otrogg stands at the far end of this damp cave, its pest-formed arms outstretched to touch the walls of the cavern as if holding them back. A simple stone block before the idol serves as an altar. At the statue's feet is an empty basin that once held devotional offerings.

The power of Otrogg lingers here to reward the faithful and smite the heretical. Anyone who maliciously defiles the idol has a 50% chance of being smote by the deity, resulting in their body becoming host to an infestation of gruesome pests that burrow beneath the skin. This condition has the same game effects as a mummy's touch and is fatal in 1d4 weeks. Only a *remove curse* cast by a cleric of 9th or greater level can cure this affliction.

Likewise, a donation of great value made in earnest has a 33% chance of gifting the giver with the ability to turn insects in the manner that clerics affect the undead. This ability has a chance of success equal to a 1st level cleric and can affect giant insects and other pests of 1-3 HD. This ability never increases in power.

10) This cave glows with phosphorescence. Lights of green, lavender, and yellow shine softly here, produced by the fungus garden that has been laid out on the floor of the cavern. The garden was once edged with rocks, but it has overgrown these ornamental barriers. The ground is covered in rich, fungus-birthered loam. Five benches, overgrown by fungus, are placed asymmetrically about the cave. Once a meditative garden for the Otroggic Hive, this grotto is now the hunting ground of five **death grip beetles** [AL N, MV 90' (30'), AC 5, HD 2+2, hp 13, 10, 9, 7, and 6, #AT 1, DG 1d3 or 1d8, SV F2, ML 8 – **See New Monsters** for more details].

11) A heap of cracked bones, torn armor, broken weapons, and other assorted debris stands in this cave. Mixed in with this pile are rotting fungi, soil, and excrement. This is the death grip beetles' garbage heap, the place where they drag the remains of their meals. The trash pile contains treasure, but also a hidden

danger. Searching the garbage disturbs a pocket of natural gas, forcing anyone within 10' of the pile to make a save vs. poison at +4 or die in 1d6+1 rounds. After the gas disperses (1 turn), the heap may be searched without incident. Amongst the garbage is 76 cp, a silver dagger, and a *susurrant rod* with 8 charges (see **New Magic Items**)

12) This cave is colder than the rest of the Nest and served as cool storage for the Hive's foodstuffs. The remnants of many boxes and crates still choke the cavern, but now hold only scraps of straw batting, torn canvas, and odiferous stains.

13) The stalactites and stalagmites of this cave are overgrown by a thick layer of moss and the walls weep with moisture. Patches of pink luminescent fungi grow about the floor, obscuring the broken bottles, rusted nails, and other sharp debris that litters the floor of this former midden. It is now the home of five **giant centipedes** [AL N, MV 60' (20'), AC 9, HD ½, hp 4, 3, 2, 2, 1, #AT 1, DG poison, SV 0 lvl human, ML 7].

14) Strewn about the floor of this brood cave are 2' tall pulsating sacks of mucus – death grip beetle eggs. Several of these sacks have hatched and are now dried to a parchment-like texture. The floor of the cave is slick with strange, slightly-phosphorescent fluids. Four newly-hatched **death grip beetles** [AL N, MV 120' (40'), AC 8, HD 1+1, hp 8, 7, 6, and 5, #AT 1, DG 1d3 or 1d6, SV F1, ML NA – **See New Monsters** for more details]. scurry amongst the eggs and dried casings. At the back of the cavern, situated in a nest of fungi, lies the **death grip queen** [AL N, MV 60' (20'), AC 3, HD 4+4, hp 24, #AT 1, DG 1d3 or 2d8, SV F4, ML 8 – **See New Monsters** for more details]. The queen will spray intruders who get within range before attacking. While she lives, the other beetles never check morale.

This cave contains no treasure, but there are eleven unhatched eggs that are worth 100 gp each to sages, alchemists, menageries, or other collectors. If the eggs are left intact, they will hatch in 1 week, starting the cycle of death grip beetle infestation in the Nest anew.

15) The rushing stream that flows through area #8 emerges from a crack in this cave's wall. The torrent runs a short distance across the grotto before plunging into an opening in the floor. Beneath this hole is a 100' deep shaft that terminates in a half-flooded tunnel. Following the tunnel will eventually lead the party to the underground river which flows past **Level 2B** (see *Stonehell Dungeon* p. 51). The Labyrinth Lord is

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encouraged to populate this route with encounters and hazards of his own devising.

16) The ceiling of this grotto soars to a height of 40'. The floor of the cave is crowded with dense stands of tall pallid mushrooms, each standing between 7' and 10' tall. The ground is covered in a moist layer of decomposing fungus from which waist-high toadstools grow. The stands of fungi make it impossible to see farther than 15'.

A narrow path winds through the fungus, its edges lined with softly glowing puffball fungus at 20' intervals. These cantaloupe-sized spheres produce a faerie light of blue that illuminates a 10' radius. If picked or otherwise disturbed, the puffballs discharged a sparkling cloud of spores and cease to glow. These spore clouds are harmless.

The fungus grove is home to seven **buggus** [AL N, MV 120' (40') fly 180' (60'), AC 6, HD 1+1, hp 9, 8, 7, 6, 5, 4, 3 #AT 1, DG 1d4, SV F1 (25% magic resistance), ML 7 – See **New Monsters** for more details]. They are very hungry and they attack intruders in waves of 1d4 buggus each round until all are slain or driven off.

17) A pale blue light emanates from the clear pool of water that stands at the far end of this gloomy cavern. An 8' tall version of the vermin-humanoid statues from areas #1 & #9 protrudes from the water at the basin's center, resting atop a natural pillar beneath the pool's surface. The floor of the cavern is littered with large boulders and uneven outcrops of stone. Patches of lavender fungus and blue lichen grow in clusters about the cave. Cautious parties may notice that silvery trails of mucus, each 5' wide, thread about the cave.

One of the boulders here is actually a **bale snail** [AL N, MV 45' (15'), AC 4, HD 4+4, hp 25, #AT 1, DG 1d6+1 or 1d4 or 1d4+2, SV F3, ML 7 – See **New Monsters** for more details]. In dim light, there is a 4 in 6 chance that the party mistakes the snail's shell for a rock, allowing it to gain surprise.

The pool is 10' deep. In it are five rocks upon which *continual light* has been cast, producing the blue illumination visible from above. A layer of debris composed of old bones, rusty weapons, and shattered armor litters the pool's bottom. Amongst the debris is 500 sp, 375 gp, an unblemished longsword (this is *Froghammer* – See **New Magic Items** for more details), and a leather scroll case dipped in wax. The case contains a scroll of *ward against undead*, but water has leaked inside, smearing the ink. Because of this, there is a 20% chance the scroll will not work when read.

New Monsters

Armada Mushrooms

No. Enc.: 3d10 (0)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 8

Hit Dice: 1

Attacks: 0 (but see below)

Damage: 1+victim's AC

Save: F1

Morale: 5

Hoard Class: None

XP: 13

These 4' tall ambulatory mushrooms are found in an array of clashing colors with purple, pink, yellow, and orange being most common. Possessing a crude sentience, armada mushrooms act like herd animals, moving *en masse* from watering hole to watering hole. The fungus fears fire and will shuffle away from exposed flame. Easily startled, armada mushrooms stampede if pestered and have a 50% chance of overrunning nearby PCs in their flight. This trampling attack inflicts damage equal to 1+the victim's AC, but a save vs. petrification reduces the damage by half.

Bale Snail

No. Enc.: 1 (0)

Alignment: Neutral

Movement: 45' (15')

Armor Class: 4

Hit Dice: 4+4

Attacks: 1 (bite, crush, or spittle)

Damage: 1d6+1/1d4/1d4+2

Save: F3

Morale: 7

Hoard Class: None

XP: 290

This fearsome mollusk averages 8' in height at the apex of its gray-black shell. The creature gets its name from both its aggressive disposition and the naturally occurring pattern on its shell that resembles a stylized Death's head similar to that found on some species of moths.

A bale snail attacks with either its rasp-like mouth or by spitting a gob of acidic mucus. This acidic spittle inflicts 1d4+2 points of damage and has a range of 60'. Anyone struck by the substance must save vs. breath attacks twice. If the first save is successful, the victim takes half

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damage from the attack. If the second roll is failed, the acid dissolves the victim's armor or clothing (75% chance) or weapon (25%). Metal objects enjoy a +2 bonus to this saving throw. A bale snail may only make a spit attack once every other round.

This tremendous mollusk may overbear its prey with its great bulk. Provided the snail has enough movement to overrun its victim, it makes a normal attack roll to crush its opponent. The victim must make a save vs. petrification (modified by any STR or DEX adjustments the character has) or become pinned by the snail's foot, taking 1d4 points of crushing damage each round. Victims pinned by the snail can free themselves with a successful STR check at a +3 penalty or be pulled free by a comrade making an unmodified STR check.

If a bale snail fails its morale check, it is 90% likely to withdraw into its shell until its attackers leave the area. While inside its shell, the bale snail has an AC of -6.

Buggus

No. Enc.: 3d4 (2d8)
Alignment: Neutral
Movement: 120' (40') fly 180' (60')
Armor Class: 6
Hit Dice: 1+1
Attacks: 1 (bite)
Damage: 1d4
Save: F1
Morale: 7
Hoard Class: None
XP: 21

These oversized bugs can resemble any manner of normal insect grown to dog-sized stature and possessing carapaces with an iridescent sheen. Not to be confused with other giant insects such as beetles, flies, and locusts, buggus are the product of their underworld diet, instead of a species unto themselves. Feeding on the strange fungi found beneath the earth's surface, normal pests can grow to tremendous size, especially when their fungal diets have sprouted near rich vaedium deposits. The eerie radiation that gives the buggus their size also grants them a 25% resistance to magic.

Death Grip Beetles

No. Enc.: 1d6 (1d3)
Alignment: Neutral
Movement: 120' (40'), 90' (30') or 60' (20')
Armor Class: 8, 5, or 3
Hit Dice: 1+1 to 4+4
Attacks: 1 (pincers or bite)
Damage: 1d3/1d6, 1d8, or 2d8

Save: F1 to F4
Morale: 8
Hoard Class: VI
XP: 21, 47, or 290

Death grip beetles are notable for their vicious pincers that give them their moniker. On a successful attack, these 3' long glossy black beetles latch onto their prey with these powerful appendages ensuring that they continue to inflict damage each round. A death grip beetle's initial attack causes 1d3 points of damage as their vice-like pincers grip their victim, but their bite automatically deals 1d6, 1d8, or 2d8 points of damage on subsequent rounds depending on their size. The victim can escape the beetle's pincers with a successful Open Doors check, but it requires a full round to do so.

Like ants, death grip beetles live in colonies ruled by a single queen. Three types of beetles are encountered inside these lairs: newly-hatched beetles with 1+1 hit dice; adult beetles with 2+2 hit dice; and the queen with 4+4 hit dice. Death grip queens can spray a noxious chemical like that of a spitting beetle (*q.v.*) at a range of 10'. Death grip beetles never check morale when in the presence of their queen.

New Magic Items

Froghammer: This longsword is a +1, +2 *vs. batrachians* weapon. It also has the power to heal its wielder on a successful strike, restoring health equal to the amount of damage inflicted. This power may be used once a day and its command phrase must be invoked before the "to hit" roll is made. If the strike misses, the day's use is lost. Any health drained by the blade that exceeds the wielder's normal maximum is lost.

Susurrant Rod: This 2' long iron rod is filigreed to resemble the carapace of an insect. At its top is a 2" knob formed in the shape of a beetle's head. The rod has the power to command up to 3 HD of giant insects for 5d6 rounds should they fail a save vs. wands. Under the wielder's control, these insects can follow simple commands such as "attack," "retrieve," "stay," "fly there," etc. When the control expires, the insects may be aggressive towards their former master as determined by a reaction roll with a +2 penalty. Each use of the rod expends one charge. The rod contains 2d6 charges when found.

Sub-level 1: The Sanctuary of Chthonia

The *Sanctuary of Chthonia* is the first sub-level introduced to Stonehell and it may be added or disregarded at the Labyrinth Lord's choosing without affecting the overall dungeon. If the referee decides to include this new addition, it either provides the players with a (mostly) safe haven to recover or another location to be plundered, depending on the party's alignment and attitude towards the residents of the dungeon. The entrance to this sub-level is located underneath the altar in area #27 of **Level 1C** (see *Stonehell Dungeon* p. 35). It is reached via a secret trapdoor which leads down to area #1 of the sub-level.

Overview

In his paranoia, the Sterling Potentate filled his dungeons with anyone he consider a threat to his despotic reign. Amongst the murderers, rabble-rousers, madmen, and upstart nobles were individuals whose religious beliefs had condemned them to incarceration in the Potentate's dank oubliettes. One such group was the Sisters of the Argent Moon, a religious sect who found themselves amongst the earliest prisoners sent to Stonehell Dungeon.

The Sisters were sorceress-priestesses who venerated Chthonia Trimorphia, the goddess of secret knowledge and the underworld. Unlike others of their faith, the Sisters followed the Dextral Path and aligned themselves with the forces of Law. Nevertheless, if their faith became know in the prison, the Sister faced death at their fellow convicts' hands, so they practiced their rites in secrecy, led by the witch-priestess, Klydessia.

One night, Klydessia was visited in a dream by Chthonia Trimorphia, who commanded her to create a secret sanctuary where the Sisters could meet and clandestinely tend to those that needed aid in the violent subterranean world. Using both magical and mundane means, the Sisters arranged for a hidden series of chambers to be constructed beneath a seldom-used chapel. From this sanctuary they continued their reverence of Chthonia and secretly treated the sick and injured.

Unfortunately, it was not Chthonia who visited Klydessia, but the nixthisis, who wanted to use the witches as a tool to engender hope and compassion within the prison – two emotions the creature craved

from time to time. Deceived, the Sisters unwittingly served the nixthisis' scheme under the belief they were performing the goddess' will. Even after the prison was liberated, the majority of the Sisters remained within its depths awaiting further revelations from Chthonia Trimorphia. Ultimately, all but Klydessia perished. She remains behind, undead and deranged, but still following the course the "goddess" plotted for her.

Population

Once home to the sorceress-priestesses of the Sisters of the Argent Moon and their charges, this sub-level is now largely deserted. Only the high priestess, Klydessia, remains, although she is not what she once was. So strong was her devotion and magic that she lingers on long after she should have gone on to her final reward. She has become an **abide**, a minor form of lich sustained by her power and the nixthisis' duplicitous mission. Klydessia is kept company in her vigil by Tis, a shadow-like creature known as an ephemer, who acts as her confidant, servant, and last tentative link to sanity. The sub-level is also prowled by the reanimated corpses of dogs offered as sacrifices to Chthonia Trimorphia and a few stray vermin.

Special Dungeon Notes

The Conjuring Chamber (#9) – The magic circle in this chamber is a powerful conduit to the other planes of existence. Created by the Sisters working in conjunction, it is not a construct that can be reproduced with ease. The circle, which is two concentric iron rings encircling mystic symbols and set into the flagstone floor, has two prosperities.

First, any use of the spell *contact other plane* from inside the circle reduces the chance of the results "Don't Know" and "Insanity" by 10%. It likewise increases the chance of a "True Answer" by 10%. No result may be reduced to less than 5% or raise above 95%.

Secondly, the circle increases the potency of any elemental summoned within it. Regardless of whether called by a staff, miscellaneous magical item, or spell, an elemental brought to this plane inside the circle enjoys a +2 bonus to its hit dice. The elemental otherwise conforms to all the usual rules of the summoning object or spell.

Important NPCs

There are only two intelligent inhabitants remaining on this sub-level and their attitudes towards the PCs will determine whether this area is a haven or a hazard for the adventurers.

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Klydessia – [AL Any (see below), MV 90' (30'), AC 3, HD 10, hp 61 #AT 1, DG 1d12 or by spell, SV M10, ML 9, Spells (10/day) *bleed*, *charm person*, *charm monster*, *clairvoyance**, *conjure elemental*, *contact other plane**, *cure disease/cause disease**, *cure light wounds/cause light wounds*, *detect evil*, *detect invisible*, *detect lie/undetected lie*, *detect magic*, *dispel magic**, *floating disk*, *hold person*, *invisibility*, *know alignment*, *lightning bolt*, *mirror picture*, *neutralize poison**, *polymorph other*, *polymorph self*, *protection from normal missiles*, *remove curse/curse**, and *sleep*]

In life, Klydessia was a sorceress-priestess of Chthonia Trimorphia and leader of the Stonehell coven. Her devotion to her deity was unquestionable, which allowed the nixthis to use it against her, and by extension, the Sisters. That chaotic agent's deception was so complete that Klydessia still labors under it, certain that her goddess has great plans for her and her long-dead sisters.

Klydessia's magic and devotion have prolonged her existence long beyond her natural span of years. These forces have transformed her into an *abide* (see **Appendix** for more details), a rare type of undead similar to a lich. Her flesh is desiccated and pale and her movements stiff. Klydessia's platinum blonde hair hangs before her face, obscuring her gaunt, leathery features. Her once fine gown is now tattered and dirty.

As an *abide*, Klydessia is immune to *sleep*, *charm*, and *hold spells*, and she suffers only half damage from normal weapons, cold-based, and electrical attacks. Holy water is ineffective against her, but she may be turned as an Infernal-type undead. She can cast any of the spells listed above as many times as she wishes, up to a total of seven per day, but casting certain spells (marked with an *) tire her fragile corpus, causing her to sink into torpor 1d6 rounds after casting them. She remains in this state for 1 week.

Klydessia's hold on her sanity is tentative and her personality is often afflicted by her madness. Whenever she is encountered (in person or via the statue in area #1), roll a d6 to determine her current alignment: 1-3) Lawful; 4-5) Neutral; and 6) Chaotic. While chaotic, she may only cast the reverse of certain spells indicated above. She is also prone to periods of mania. On these occasions, she believes that the coven is due for resurgence, and prepares the level for the return of the Sisters, restocking it with supplies she purchases from the Kobold Market (**Level 1D**, area #17). To maintain her own secrecy and that of the sanctuary, Klydessia assumes various guises via *polymorph self* when traveling outside the sub-level.

Despite these personality shifts, Klydessia remains true to the purpose given to her by the "goddess": to provide assistance and succor within Stonehell Dungeon. She knows secrecy is the sanctuary's greatest defense and only reveals herself to those who are desperately in need of aid or to destroy a threat to her home. She uses *know alignment* and *detect lie* on those wishing entrance to the sanctuary before granting them admittance and only allows those who respect her wishes to remain. This secrecy has so far been maintained and only rumors of the sanctuary exist amongst the populace of Stonehell. Even Lachesis is unaware of the location of this sub-level, but would pay much to learn of it.

Tis – [AL L, MV 90' (30'), AC 7, HD 2+2, hp #AT 1, DG 1d4, special, SV F2, ML 11]

Tis is an *ephemeric*, a race that resembles shadows (*q.v.*) in all regards except alignment. Sages believe that ephemerics dwell on the far side of the moon, and are all that remain of an ancient race that once inhabited that body. Tis is Klydessia's servant, bodyguard, and confident, and is magically bound to her. It grows increasingly concerned about her descent into madness and seeks to reverse that condition.

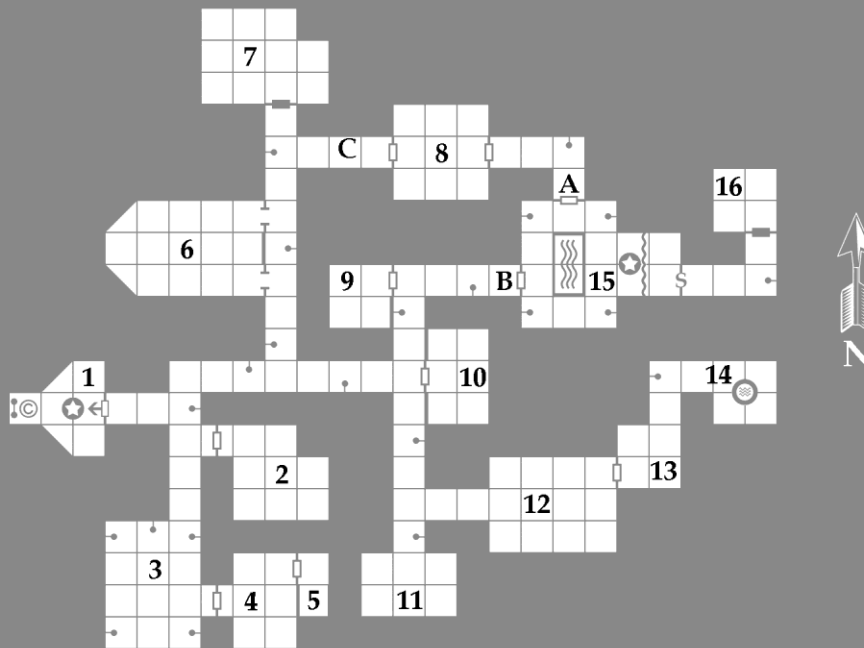
New Monsters

Chthonic Hounds

No. Enc.: 1d6 (0)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 8
Hit Dice: 2
Attacks: 1 (bite)
Damage: 1d4+1
Save: F1
Morale: 12
Hoard Class: None
XP: 38

Chthonic hounds are the reanimated corpses of dogs that have been sacrificed to Chthonia Trimorphia. Infused with the deity's power, these zombie dogs act as guardians of sanctuaries dedicated to the goddess. Unlike most reanimated corpses, Chthonic hounds are in near-perfect condition, their bodies only marred by the sacrificial knife wounds that took their lives. Chthonic hounds have the ability to overbear an opponent on a roll of a "20", knocking their target prone if the defender fails a save vs. petrification. Prone victims lose any bonuses to AC gained from DEX and suffer a -2 penalty to attack rolls. They are immune to *sleep* and *charm*, and holy water is ineffective against them.





Sub-level 1: The Sanctuary of Chthonia



Wandering Monsters (Check every 2 turns - 1 in 6 chance)

1. Black Widow Spider (1)
2. Centipedes, Giant (2d4)
3. Chthonic Hound (1d3)
4. Chthonic Hound (1d3)
5. Rats, Giant (2d4)
6. Rats, Giant (2d4)
7. Tis - see p. 15
8. Klydessa and Tis - see p. 15

Legend - Special

-  - Cistern
-  - Ladder and trapdoor (ceiling)
-  - Pool, shallow
-  - Torch sconce

Features Key

- A:** This door is of corroded iron. The image of a three-faced woman appears on the northern side of the door.
- B:** This door is of banded wood. A brass plate inscribed with three interlocking rings is affixed to it at eye-level.
- C:** A crack set high up on the wall emits a faint draft. This fissure leads to the bottom of the covered pit located between areas #16 and #24 on Level 1C. The Labyrinth Lord may allow diminutive characters, small vermin, or other creatures to use this fracture to enter the sanctuary. Those at the bottom of the pit might glimpse light coming from the crack, hinting at the sub-level's existence.

New Magic-user and Elf Spell: *Mirror Picture*

Level: 1

Duration: 1 turn or until ended.

Range: One reflective surface.

The caster of *mirror picture* can create the two-dimensional image of any item, person, or place she has seen in person to appear in a mirror or other reflective surface. The image lasts 1 turn or until the mage dismisses it with the wave of a hand. For the purposes of a *teleport* spell, a place viewed by means of *mirror picture* qualifies a "seen casually."

New Deity: Chthonia Trimorphia

Known as the goddess of both the underworld and secret knowledge, Chthonia Trimorphia is depicted as three women joined at their backs and facing outwards. Each of the three forms represents a different stage of womanhood: one is a young maiden, another is a matronly mother, and the third is an elderly crone. Her symbol is three interlocking rings. Despite her connection to the underworld, the goddess has a close connection to the moon, a place often believed to be the repository of secret lore. Chthonia's worshippers are all female, and the majority of them are magic-users. These witches are divided into two groups: the Dextral Path, who are Lawful and praise the goddess' aspect of knowledge, and the Sinister Path, who are Chaotic and venerate her as an underworld deity. The most common sacrifices to Chthonia Trimorphia are dogs, some of which the goddess reanimates to serve her devotees. Klydessa often asks for living dogs as payment for her services.

Note #1: Illumination in the Sanctuary

The halls of the sanctuary are lit by a series of magical torches placed in sconces about the area. The enchanted flames of these brands burn a pale lavender, making the sanctuary seem a soothing, if somewhat dim, locale. Shadows are common in the corners and bends of the sanctuary, a fact which Tis uses to its advantage should the ephemeric need to spy upon or attack intruders. These torches are removable and can be carried about, but they only burn for an hour if removed from the boundaries of the sanctuary.

Room Key

- 1. Entrance Chamber:** Iron ladder leading 30' up to trapdoor (leads to area #27 of Level 1C); stone statue of Chthonia Trimorphia on circular pedestal; thick dust and cobwebs; vermin marks amidst the dust. The door in the eastern wall is a one-way door that appears as a blank wall from this side. It is locked. Klydessia can work magic, see, and speak through the statue of Chthonia as if she were present in the room. If the statue is molested, she becomes aware of the PCs presence and speaks through the ornament. She grants those she deems worthy access to the sanctuary by opening the one-way door.
- 2. Living Quarters:** Twelve simple pallets; crude chests holding women's clothing; rickety tables; vials, bottles, jugs of dried herbs (no longer potent); thick dust. At the bottom of one chest is a coffer seemingly mottled by verdigris. It holds 500 sp, 10 gp, and a scroll of *charm person*, *floating disk*, *mirror picture* (see **New Spell** p. 15), and *read languages*. The discoloration is actually an herbal poison (wracking pains reduce movement by half and a save vs. poison must be made to avoid suffering 1d3 points of damage for 1d3 rounds).
- 3. Dining Area:** Trestle tables & benches; sidebars holding tarnished pewter eating utensils & crumbling table linens; common tapestries depicting the three-faced goddess; dust. Chthonic Hounds (3) prowl the area.
- 4. Kitchen:** Nasty odor; surfaces alive with harmless molds & insects; crates, barrels & sacks stacked up in precarious piles through the room. Searching the mess has a 2 in 6 chance of upsetting one of the piles and spilling Rot Grubs (17) into the area and possibly onto the searchers (save vs. wands to avoid). If failed, the victim is attacked by 1d4 Rot Grubs.
- 5. Storage:** Wooden shelving containing rotted foodstuff; horrid odor; harmless vermin & molds. Empty.
- 6. Herbalists' Garden:** Soil tables filled with dead plants; empty watering cans; iron rods that shed a strange, dim illumination affixed to ceiling. The rods produce the same form of UV radiation that is found on **Level 3C** (*Stonehell Dungeon* p. 72), which is where the Sisters looted them from. A pack of Giant Rats (7) now makes their nest here. With a little work and regular watering, this garden could live again. A handful (1d01+1) of still viable seed pouches are found if the area is searched. They are worth 1d100 cp each to farmers, gardeners, or sages.
- 7. Makeshift Tomb:** Door is locked. Room contains the tenderly wrapped corpses of twenty-five women arranged on rotted furnishings. Vermin have breached the tomb and now an Insect Swarm (2 HD) occupies the area.
- 8. Conjuring Chamber:** An iron magic circle set into the floor; brass braziers; dusty tapestries covered with arcane formulae. See **Special Dungeon Notes** p. 14.
- 9. Storage:** Wooden shelves, some toppled; smashed jars containing miscellaneous household items (cleaning supplies, candles, rags, oil, crumbling soap); ragged linens; ruined towels; brooms, mops, scrub brushes, etc. Empty of treasure or danger.
- 10. Study Area:** Well-made wooden furnishings with ivy motif; study desks; lecterns; purple rug with a three interlocking ring symbol at the center; very dusty and disused. Empty.
- 11. Healers' Station:** Dust-covered chairs & tables; threadbare carpets; tarnished silver teapot (25 gp value) and china cups rest atop a sideboard containing herbal concoctions long past their potency. Healers once rested here during their shifts. It is now home to Giant Centipedes (3) which nest inside the teapot. If the teapot is placed in a backpack or sack without being properly examined, 1d3 of the vermin automatically bite the person carrying the object 1d6 turns after looting it.
- 12. Infirmary:** Ancient, empty beds with dirty linens; thick webbing obscuring the ceiling and walls; door to area #14 is ajar. Black Widow Spiders (3) lurk in the webs. Burning the webs kills the spiders, but sets the bedding alight, causing noxious smoke to quickly fill this room and up to 100' of connecting hallways. Those in the smoke must save vs. poison each round for 1d6+1 rounds. Each failed save results in 1d4 points of damage.
- 13. Dispensary:** Decrepit shelves holding opaque bottles, dusty bandages, splints, and other first aid supplies. Three bottles hold herbal salves that have a 50% chance of restoring 1d4 hit points; a fourth bottle contains a tonic that *neutralizes poison* if consumed within two rounds of being envenomated. If area #12 is set alight, these medicines are destroyed when the fire spreads here.
- 14. Cistern:** Dusty floor; empty water buckets; 10' deep well containing 2' of mineral-laden water.
- 15. Sanctum Sanctorum:** Central reflecting pool; large (15') statue of Chthonia Trimorphia; purple velvet curtains (250 gp value); magic torches produce a lavender light which cloaks the room in shadows (see **Note #1** above); a chair of bone and brass sits beneath the statue. If not encountered wandering, Klydessia and Tis are found here (See **Important NPCs** p. 15). She carries no treasure, but does have the keys to areas #7 & #16, as well as to the locked containers found within.
- 16. Secret Cache:** Door is locked. Shelves laden with crumbling, dusty texts; coffers, chests, and wardrobes covered in cobwebs; threadbare carpet. The chests and coffers contain 2,000 sp, 2,000 gp, 5 gems (100 gp, 25 gp, 50 gp, 75 gp, 10 gp), 5 pieces of jewelry (10 gp, 80 gp, 400 gp, 1,000 gp, 100 gp), 3 potions (*fire-resistance*, *philter of love*, and *clairaudience*), a treasure map to 3 magic items (no weapons), and a *broom of flying*. All these containers are locked and lead-lined.

Appendix

With most of my *Stonehell Dungeon* projects, there is always more material generated than can fit into the allotted space. Presented below are a last few tidbits before we leave Stonehell Dungeon for now.

New Monster

Abide

No. Enc.: 1 (1)
 Alignment: Any
 Movement: 90' (30')
 Armor Class: 3
 Hit Dice: 8+
 Attacks: 1 (punch)
 Damage: 1d12
 Save: M8+ or C8+
 Morale: 9
 Hoard Class: XXII
 XP: 3,065

When a magic-user or cleric of 8th level or greater achievement possesses an abnormally powerful drive or devotion towards a specific goal, that willpower can be sufficient to overcome Death itself. Sustained by both their sheer will and mystical energies, these atypical mortals linger on past their allotted time to become undead creatures known as abides.

An abide's physical form suffers the ravages of decay, becoming gaunt and desiccated. Their limbs stiffen with age, their eyes sink into their skulls, and they are often mistaken for lichs when first encountered. Unlike lichs, who purposely seek to extend their existence through sorcerous means, abides are unintentional creatures who simply can't set aside their goals until they reach completion. As such, they may be of any alignment. They are unaffected by *sleep* or *charm* spells, suffer no damage from holy water, and take only half damage from normal weapons, cold-based, and electrical attacks. Silver and magical weapons deal full damage. They can be turned, but their will is so strong that they are treated as Infernal types when resolving the turn attempt.

Abides can attack with their bare hands, inflicting 1d12 points of damage on a successful strike, but prefer to use spells against their enemies. Unlike their living counterparts, abides are limited to the spells or prayers that they had available at the time of their transformation and cannot change this spell selection. They may, however, cast those spells as many times as

they wish daily, so long as the total amount of spells cast each day does not exceed their number of hit dice.



















A note about Klydessia: She is an unusual abide due to the fact that she wasn't a true magic-user or cleric prior to her transformation. Klydessia was a witch-priestess, a special NPC class that will be detailed in a future *Stonehell Dungeon Supplement*. As such, she is more powerful than a normal 10 HD abide. She is a dangerous opponent and will easily destroy most low-to-mid level parties. Labyrinth Lords are advised to play up her creeping madness if the party starts thinking that she'd be an easy fight. This gives the PCs a fair chance to rethink their actions before she unleashes her arsenal of spells upon them. If they fail to take the hint, then let the chips fall where they may.

Afterword

The preceding three adventuring sites were initially written for my own Labyrinth Lord™ campaign. As my players explored Stonehell Dungeon and its environs, their characters stumbled across these subterranean secrets, exploring each in turn. Riches were found, lives were lost, and a whole lot of entertainment was had. In fact, we had so much fun that I decided that I simply had to share them with other fans of Stonehell Dungeon. The result is this PDF. I hope you have half as much fun exploring these places as we did. A very big debt of gratitude goes to the playtesters Peter M. Bell, Rob Cortigino, Matthew Houlroyd, Jud, David Key, Thomas Peterson, Joey Scags, and Jack Simonson for for not only suffering weekly from my bizarre imagination, but for coming back for more.

Stonehell Dungeon will return in 2011. Until then, may Chance favor the bold in all your adventures.

- Michael Curtis

Maps Legend	
	- Altar
	- Archway
	- Cell Bars
	- Curtain
	- Door
	- Door (Locked)
	- Door (One Way)
	- Door (Secret)
	- Cistern/Well
	- Fungus Grove
	- Green Slime Patch
	- Lever
	- Pit (Covered)
	- Shaft (Down)
	- Shaft (Up)
	- Spiral Stairs (Up)
	- Statue
	- Water
1 Square = 10'	

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