

Reading "Playing at the World" inspired me to run a session of OD&D + Supplement I at Anonycon 2012. My original plan was to use *Stonehell Dungeon: Down Night-Haunted Halls* as the game's dungeon, but revisiting the LBBs got the wheels spinning in my head and, rather than adapting existing material, I whipped up a new "old school" level for the dungeon. I didn't bother with making direct connections to Stonehell as written, instead following my muse and idly sketching away on my new pad of 6 squares per inch graph paper. The following is the result: Stonehell's "Lost Level."

As it was written for running and not publication, it's in a much abbreviated and incomplete format. You won't find notes to certain hallway traps (as indicated on the map), nor has it been extensively edited or proof-read. But since the second Stonehell book has been delayed again and again, I thought faithful fans deserved a treat to tide them over. Here it is. Consider it a raw glimpse inside my head and a small token of gratitude for enduring the delay. I hope you get some enjoyment or inspiration of your own from it.

-Michael Curtis, December 10th, 2012.

***** Rumors and Goals for the "Lost Level" of Stonehell Dungeon *****

After spending much gold on sages and buying drinks for the old-timers in the village, you've acquired the following rumors regarding the recently re-discovered level of Stonehell Dungeon. The veracity of these rumors is unknown.

- * At least two magical swords, one of which is sentient, are believed to be located on the Lost Level.
- * Two renegade Enchanters, Hale & Lynch, may be using the level as a hideout. They should be considered extremely dangerous, but a handsome bounty is offered for their arrest (or execution).
- * A young dragon makes the Lost Level his home.
- * Beware the Trap of Mu-El Kong!
- * It is known that the Myrmidon, Obex the Man-Slayer, dwelled on the Lost Level long ago. He made several alterations to the dungeon and was renowned for his vanity.
- * A passel of giant dungeon hogs claims the level as their territory and have an insatiable hunger for human flesh!
- * "Widdershins" is supposedly a means to avoid a poisonous death.

***** Goals for Exploration *****

Since this is a convention game with limited time, you will not explore every nook and cranny of the dungeon. To provide a direction and sense of accomplishment, each PC should choose a goal they hope to accomplish during the game session. Let these objectives help direct your actions and exploits. All the below are possible (theoretically). Feel free to choose goals of your own devising.

- * Defeat a monster of greater power than yourself in single combat.
- * Outwit one of the Lost Level's puzzles.
- * Claim a permanent magical item as your own.
- * Negotiate a truce between your party & one of the Lost Level's monstrous residents.
- * Loot a piece of jewelry exceeding 5,000 gp in value.
- * Discover two or more stairs/chutes/elevators connecting the Lost Level to other dungeon levels.
- * Acquire 20,000 gp or more in loot.
- * Conquer overwhelming forces through guile rather than combat.

Level 3: "The Lost Level of Stonehell"

3-1) Wine Cellar: 3 giant beetles (AC 6 HD 2 Atk 1d6 MV 9")

3-2) Empty Weapon Storage: 1,200 sp, 500 gp

3-3) Jail Cells: 6 zombies (AC 8 HD 2 Atk 1d8). 10 gp gem in pitcher on table

3-4) A-frame with winch over stone slab. Turning crank (open doors check) lifts slab, revealing stairs down to 4A.

3-5) Four stone columns with lettering:

Column 1	Column 2	Column 3	Column 4
A	R	E	Y
O	D	L	X
U	T	Q	H
Z	B	C	I

Turning the columns so the letters "O.B.E.X" face the center of the room causes hidden platform with capstan to appear. Turning capstan counterclockwise drops the platform to hidden room containing 1,000 sp, 500 gp & scroll of protection vs. elementals. Turning it clockwise releases poison gas. Capstan requires combined STR of 24.

3-6) Door floats 15' in the air at W end of room. Inside is a safe haven where adventurers can rest without encountering monsters. There are 4 stirges (AC 7 HD 1 Atk 1d4 per round. Attacks as 4HD creature)inside for now.

3-7) 10 Lizardmen (AC 5, HD 2+1 Atk 1-3/1-3/1d8) worshipping stone idol on crate. Behind crate is a red cloak that grants +3 to saving throws vs. fire.

3-8) Old bottling room with a 20 empty bottles, corks, and dusty wax.

3-9) 6 Trolls playing canasta (AC 4 HD 6+3 Atk 1d4/1d4/1d8, regenerate 3 pt/round after third round). 6,000 gp in room, 100 gp in the fat troll's belly.

3-10) 5 giant hogs (AC 6 HD 3 Atk 1d8+1 MV 12") chewing on dead ogre. They have swallowed 280 gp between them.

3-11) Old sitting room with 1 wererat (AC 7 HD 3 Atk 1d3/1d6 summon 10d10 rats, hit only by silver & magic). Claims to be an adventurer hiding here from giant hogs. Rats (AC 9 HD 1 hp Atk 1d2 damage).

3-12) Old barracks with dusty tapestries depicting slain dragons of each color.

3-13) Vaulted room with desiccated bodies cover in guano on floor. 18 stirges (AC 7 HD 1 Atk 1d4 per round. Attacks as 4HD creature)inside sleeping overhead. Loud noises awaken them. 100 gp, 8 pieces of jewelry (800 gp, 2x1,400 gp, 2,000 gp, 4,000 gp, 2x6,000 gp, 8,000 gp values), scroll of hold portal, sleep & detect evil, potion of poison, and potion of delusion.

3-14) Floor painted red & white (west side red, east side white), throne of a giant at west end. 3 iron golems (AC 2 HD 10 Hp 80 Atk 4d10 or poison gas 1" square, hit only by +3 weapons, immune to all magic except lightning which reduces move by 50%, fire heals damage, can fly 18" and see invisible creatures) stand before throne. Golems attack anyone approaching the throne or entering the red floor space. Throne grants 1 level and +2 points in prime requisite. Only functions once.

- 3-15)** Empty hall, cold fire pit, broken harp. Hidden in ashes are 300 sp & 100 gp.
- 3-16)** Banquet hall with steaming delicious food & drink. All is poisonous unless purify food & drink cast on it. Purified food acts as potion of healing; purified drink a potion of heroism. Food has no special properties outside of room. After being sampled, there is a cumulative 1/6 chance the tables are bare on subsequent visits.
- 3-17)** Library with empty shelves and bloodstained rug. Empty.
- 3-18)** Heap of burned books. Underneath pile are several tomes with valuable ornamentation. Picked apart earns 1,100 sp, 100 gp & five pieces of jeweled ornaments (700 gp, 1,000 gp, 2,000 gp, 5,000 gp & 7,000 gp value). Sifting through the heap attracts the wights in 3-19.
- 3-19)** 3 wights (AC 5 HD 3 Atk drain level). 6,000 sp & 1 piece of 6,000 gp value jewelry
- 3-20)** Ruined drinking room. Secret door behind empty tankard cabinet.
- 3-20a)** Silver drinking horn (actually a horn of Valhalla), copper cup (100 sp value) & six bottles of excellent wine (100 gp value each).
- 3-21)** Written in Sphinx on wall is "The number of Hells is the key; to unravel sharpened mystery." This is the answer to solving the trap in 3-25.
- 3-22)** Skeleton pinned against wall by iron spikes.
- 3-23)** Smashed bed chamber, musty and scorched bedding. Empty.
- 3-24)** Large poster bed reeking of monster urine.
- 3-25)** Storeroom containing empty crates and barrels that smell of decayed food.
- 3-26)** Kitchen in poor condition. Ashes and human bones in oven.
- 3-27)** Dining hall with rusty chandelier and torn banners of long-dead knights.
- 3-28)** Stone carvings of angel and devil in alcoves. Angel is missing sword and devil is missing pitchfork.
- 3-29)** Storeroom missing anything iron. 2 fat rust monsters (AC 2 HD 5 Atk rust MV 12").
- 3-30)** Secret armory. Racks of corroded weapons, several have ornamentation (silver wire worth 300 sp, 4 gems (2x50 gp, 100 gp, 500 gp values); one is a chaotic sword +1 ("Thorn", NSA).
- 3-31)** Columns with burning brands of green fire. Room is under the effects of a silence spell. 3 shadows (AC 7 HD 2+2 Atk 1 pt strength drain, only harmed by magic). They surprise on a 4/6. The fire creates silence effect. Removing them from sconces extinguishes them, but any torch lit from the brands produces the same effect for 6 turns.
- 3-32)** 7 harpies (AC 7, HD 3 Atk 1d3/1d3/1d6, save vs. spells or be drawn to harpy; those touched are charmed). They have 80 gp.

3-33) 5 carnivorous apes (AC 6 HD 4 ATK 2d4/2d4)

3-34) Map room with table, chairs & empty map rack.

3-35) Stone dome with 12 swords embedded in it, each numbered 1-12. If #9 is drawn, it is revealed to be "Niner," a lawful sword +3 (empathy, note shifting walls & rooms, see invisible objects & locate secret doors; Int 9 Ego 4). If any other blade is drawn, the remaining 11 attack (AC 5 HD 2 hp 10 ATK 1d8, MV 12" non-magical attacks inflict ½ damage). They chase opponents up to 120' before returning to the dome.

3-36) Old barracks. 300 sp hidden in hollow post of one bunk.

3-37) Fountain and four gargoyles blowing bubbles. Anyone entering the room collects a coating of bubble. After a few rounds, they must make a save vs. staves & spells. If failed, they float to the ceiling. After 2 or more PCs touch the ceiling, the four gargoyles animate (AC 5 HD 4 ATK 1d3/1d3/1d6/1d6; stuck only by magical attacks) and attack. They are immune to the bubbles effects. PCs stuck to the ceiling can pop the bubbles with sharp objects, but fall 10' to the floor (1d6 damage).

3-38) 3 ghouls (AC 6 HD 2 ATK 1d3/1d3/1d4 + paralyze). No treasure.

3-39) Tiled floor, alcoves with statues & dirty tapestries of once bright colors. 5 footpads (AC 7 HD 2 AT 1d6; 1 in 4 chance of backstab +4 to hit, 2d6 damage) hide behind the tapestries and slip out to attack.

3-40) Chests holding 800 sp, 500 gp. Protected by poison gas trap.

3-41) Sobbing room. Ghostly weeping and walls dripping tears. If room is cheered up, a secret compartment opens containing 900 sp, 300 gp & potion of heroism.

3-42) Empty animal pens.

3-43) Soot-stained salon.

3-44) Room filled with brown mist. Any creature entering the room must save vs. staves & spells or have all leather turned to steel and all steel turned to leather. Leather armor becomes AC 6; plate becomes AC 5, leather weapons are useless. At south end of room is a steel chest with no opening affixed to floor. If mist is driven out of room by high winds (mist dissipates for 2d6 turns), chest turns to leather and may be cut open. Inside are 6,000 sp, 400 gp, & six jewelry (1,100 gp, 2,000 gp, 3,000 gp & 2x5,000 gp values).

3-45) Locked door. Summoning room. 1,100 sp worth of inlaid silver in pentacle.

3-46) Soil tables with bumper crop of mushrooms. 400 sp, 500 gp buried in one table.

3-47) Gallery of evil-looking masks. They are harmless and worthless.

3-48) Two ramps facing the western corridors. Five large barrels resting atop each, held in place by simple triggers. Stepping on the traps in the corridors releases 1d2 barrels that roll down the hallway, requiring a save vs. wands to dive out of the way. Those struck take 1d8 damage and may stop the barrel's progress; barrel has a 50% chance to continuing on to strike another. There is a 25% chance it continues to roll to threaten a 3rd.

3-49) Secret Meditation Chamber. Zen rock garden with trickling fountains. Serene atmosphere. Clerics and Mus resting here for 1 hour can automatically regain a 1st level spell; have a 50% chance of regaining a 2nd level spell; or 25% chance of replenishing a 3rd level spell.

3-50) Large! Open furnace stoked by sub-adult red dragon (AC 2 HD 10 HP 30 ATK 1d4/1d4/3d10 or breath (equal to hit points); on a roll of 6 or less on 2d6, dragon bite; 7+ breathes (up to 2 times). 7,000 sp, 15,000 gp, 1 piece of jewelry (6,000 gp value).

3-51) Study of 2 enchanters (AC 9, HD 7d4 hp 21 ATK 1d4 or by spell; spells include magic missile x2, shield, charm person, invisibility, darkness 5' r., web, protection from normal missiles, monster summoning I, fear. One has a wand of illusion, the other a ring of regeneration. 9,000 sp, 6,000 gp, 4 pieces of jewelry (1,000 gp, 1,400 gp, 2,000 gp & 3,000 gp values).

3-52) Parquet floor' 5 chandeliers, empty bottle of wine.

3-53) Dusty sitting room; suit of ceremonial armor (AC 4, but wearer suffers a -1 penalty to attacks due to immobility).

3-54) Men's dressing room. Racks of former finery, deteriorated by the ages.

3-55) 2 phase spiders (AC 6 HD 5 AT 1d6 + poison, phase out ability allows them to strike and vanish if they win initiative in the round). 1,200 sp, 100 gp.

3-56) 2 giant spiders (AC 7 HD 3 AT 1d3 + poison, can throw webs (requires to-hit roll, victim allowed a save to avoid effect)) 200 sp, 400 gp.

3-57) Secret living quarters. Dusty, strange scrolls hanging on wall with foreign characters.

3-58) 5 ogres (AC 5 HD 4+1 Atk 1d10) in a filthy lair. 4,000 sp, 1,000 gp

3-59) Smashed stage in NW corner. Empty

3-60) Ruined wardrobes of costumes; old grease paint

3-61) Props (fake swords & armor, paper-mache foodstuffs, etc.)

3-62) 3 giant scorpions (AC 5 HD 4 ATK 1d10/1d10/1d4 + poison). 1,200 sp, 200 gp

3-63) Old baths, now bloodstained and covered with slime.

3-64) Skeleton laying on floor gripping sword, bloodstains. Sword is connected to trigger; lifting it causes the W door to slam shut and a random door leading to one of the connecting rooms to open. Roll 1d10: 1-2) #65; 3-4) #66; 5-6) #67; 7-8) #68; 9-10) #69.

3-65) Chimera (AC 4 HD 9 ATK 1d3/1d3/1d4/2d4/3d4 or breath 3d6)

3-66) Giant Weasel (AC 7 HD 3 ATK 1d6 + 1d6 blood drain per round)

3-67) Ogre (AC 5 HD 4+1 Atk 1d10)

3-68) Basilisk (AC 4 HD 6+1 ATK 1d10 + meet glance & turn to stone) 1,200 sp, 2 pieces of jewelry (1,000 gp & 1,600 gp value)

- 3-69)** Wight (AC 5 HD 3 Atk drain level).
- 3-70)** 4 blink dogs (AC 5 HD 4 ATK 1d6 5/8 probability of blinking)
- 3-71)** Large stone grandfather-style clock ticking away. Hidden inside are 800 sp.
- 3-72)** Workroom filled with rusty gears and watchmaker's tools.
- 3-73)** Empty
- 3-74)** Hall of Serpent Idols: Great snake statues.
- 3-75)** Dusty priest's quarters. No treasure.
- 3-76)** Fine sitting room with carpets and tapestries. Noise in this room causes the monsters in 3-76a to leap out, surprising on a 4 in 6
- 3-76a)** 9 Hobgoblins (AC 5 HD 1+1 ATK 1d6). 800 sp, 200 gp.
- 3-77)** Guard quarters. 4 Myrmidons (AC 2 HD 6 ATK 1d6 arrows or 1d8 swords). 400 sp. Gain +2 to hit opponents coming through the secret door passage due to training with bows.
- 3-78)** Empty kitchen shows signs of recent use.
- 3-79)** Broken crockery, straw, kindling, candles, and other odds & ends in crappy crates.
- 3-80)** Barrels of water, salted meats.
- 3-81)** Coils of rope, planks of wood, shovels & picks, lengths of chain.
- 3-82)** Blankets, linens, poor-quality clothing.
- 3-83)** Dining Hall with tables & benches.
- 3-84)** Cozy den with 4 Myrmidons lounging (AC 2 HD 6 ATK 1d6+1). Chimney leads up to Level 2.
- 3-85)** Spartan barracks for nine. Empty of treasure.
- 3-86)** Trapped door (4 sword blades attack as F4; 1d6 damage each). Lectern with "Book of the Gladiator." Reading the book allows any Fighting-man to gain 1 point of strength if he defeats an enemy of 150% greater hit dice or more in single combat within 1 month. Reading the tome takes 1 week.
- 3-87)** Hellhound (AC 4 HD 4d6 ATK 1d6 or breath 4d6)
- 3-88)** Flooding chamber. Skeleton lies on floor. Traveling to end of W corridor activates trap that causes stone doors to seal this room as PC pass back through it (2 in 6 chance of doors falling per PC entering the room). Once closed, the room fills with water at the rate of 1' per round & the skeleton animates (AC 7 HD 4 ATK 1d4; turns as wraith). Opening the doors requires an open door check by two or more PCs at a -1 penalty,
- 3-89)** Rusted weapons, signs of an old battle.
- 3-90)** Former armory holding rusted breastplates and rotted leather.

3-91) First-Blade's Quarters. Dusty military furnishings. Pool of stagnant water.

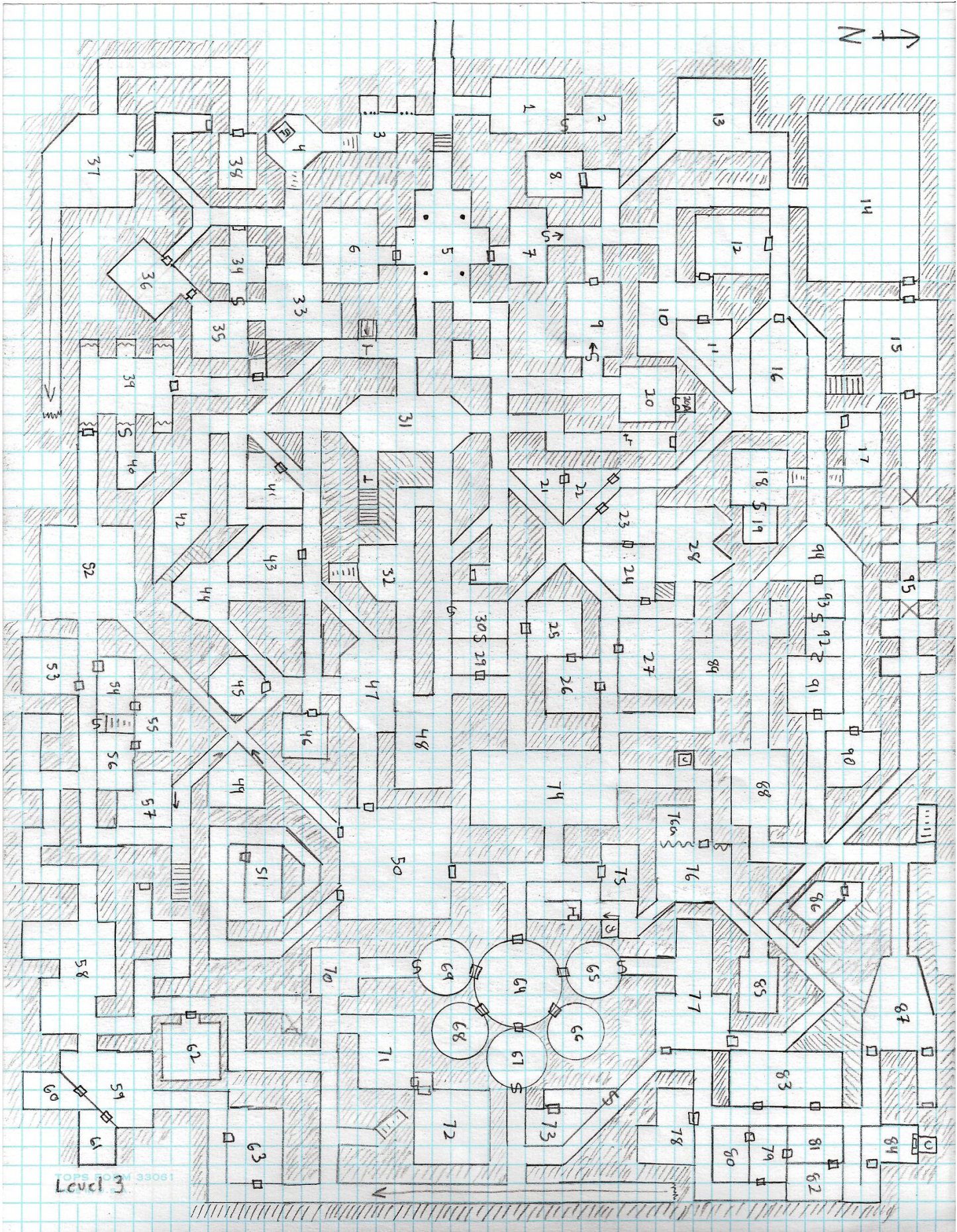
3-92) 1 Owlbear (AC 5 HD 5 ATK 1d6/1d6/1d12 + hug for 3d8 on roll of 18 or better).

3-93) 4 Gnolls (AC 5 HD 2 ATK 1d8). 400 sp. Will open secret door and unleash owlbear if attacked.

3-94) Stuffed bears & owls. Table with decanters and cups bearing poor quality wine.

3-95) Glittering quartz crystals set atop pedestals in alcoves. Each one has a 1 in 6 chance of discharging a bolt of electricity that does 1d8 points of damage when passed. They can only fire once every three rounds.

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Level 3
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